

Middle East Strike

Rules Supplement

V 0.1 May 2021

Note: These rules are additional to those contained in the official Gulf Strike and Aegean Strike rules. Feedback welcomed.

New Unit Types

A number of new units are included in this game. Most of these are similar to existing types and as such are subject to the applicable official rules. Use of these new units is covered in the Order Of Battle and/or Scenario Supplements.

All the new units detailed below are optional as they can change the nature of the game.

Guerrilla Units (Land)

- Allowed in any hex type within deployment area (as specified by scenario/OOB supplements)
- Always in supply while in Movement to Contact formation. Do not consume any supplies while in Movement to Contact formation even if involved in combat. All other formations (including reconstitution) require and consume supplies as per equivalent infantry unit.
- Not subject to any ZOC rules while in / moving into/out of Mountain, Rough, Forest, City, Marsh, Desert, Rough/Desert, or Impassable Terrain.
- Movement point allowance and cost as per Infantry.
- Never need to trace a line of supply or control.
- Cannot be placed in Reserve mode.

Freight (Naval)

- Numbers, arrival conditions etc. are detailed in Scenario and OOB supplements.
- Carry Supply Points only.
- Enter from off-map sources
- Do not consume supply to be loaded (unless loaded on strategic or operational map – this is a transfer of supplies between supply heads / forces).
- Number of supplies carried indicated by value in brackets by name on counter.
- Only have two hit points. A hit reduces supplies carried by half. Two hits eliminates the unit and all supplies are lost.
- When a unit that suffered a single hit has delivered its supplies it must leave the map by the most direct means possible and it never returns (i.e. it permanently reduces the number of Freight units available to the player).
- Cannot be repaired.

GLCM (Land) (optional)

- Can fire once per action stage.
- Can fire nuclear or conventional warheads.

- Worth 1 Brigade if transported. Air transportable.
- Range = 5 strategic hexes / 50 operational hexes. By agreement extend to 10 strategic/100 operational hexes.
- Cannot be repaired. Can take three hits. Can be eliminated by bombardment.

Motorised Infantry

- All Infantry units with movement allowance = 6
- Infantry characteristics for combat / formations etc.
- Mechanised for movement characteristics – same movement point costs. Can enter Travel formation.
- Repair = 2 supply points per hit.

Ground Based Radar

- Large: Detection range up to 10 operational hexes
- Small: Detection range up to 5 operational hexes.
- Can take three hits before destroyed.
- Not repairable.
- In a turn that it takes one or more hits, detection capabilities are suspended for the remainder of that game turn. Detection capabilities return at start of next game turn.
- Detection capability detailed in appendix.

Mobile Ground Radar

- Detection range up to 5 operational hexes.
- Can take three hits before destroyed.
- Count as a truck unit for combat / ambush situations.
- Detection capabilities halved after any movement, for remainder of that game turn.
- Always in Travel formation (same as Truck units).
- Not repairable.
- In a turn that it takes one or more hits, detection capabilities are suspended for the remainder of that game turn. Detection capabilities return at start of next game turn.
- Detection capability detailed in appendix.

PVO

- USSR units only.
- Can only ever carry out anti-air interception missions. May not perform reconnaissance, escort, or any strike missions.
- Can be based only at PVO designated airbases.
- Can use Land CAP rules.
- Do not consume supply.

Police

- Weak militia unit representing Police, Gendarmerie, Militia and armed civilians. Only relevant to certain scenarios (see Alien invasion). Appear when a town or city is evacuated. Can only defend, may not attack.
- Have 3 hit points.

Civilian

- Very weak unit representing a mass of civilians. The large unit equates to 100k civilians, the small unit to 20k civilians. Large units can breakdown into 5 small units.
- Large units have 10 hit points
- Small units have 2 hit points. Small units are equivalent to 1 brigade for transport costs (air, helicopter, sea, truck). A small civilian unit can also be transported on a Freight unit.

New Markers

Various new markers have been created, to assist with game management and record keeping. All are optional and intended purely to assist the player rather than change any rules.

New marker specific to Port Hits, Airfield / Airbase hits: For recording on map hits specific to that facility.

Interdiction marker – to indicate a hex that has been interdicted / still subject to interdiction.

Raid / Ambush / LRRP markers: To provide on map indication of where these are. If playing multiple players, then requires consent of all players to use these.

Mobilisation Started to indicate which game turn the USA or NATO were mobilised, to allow easier tracking of reinforcement points in scenarios where their mobilisation may be delayed.

Evac'd (Evacuated) Indicates a town or city that has been evacuated.

CAP marker (see below).

New Rules / Functions

Land based CAP

- Only available to air units of certain nations (USSR PVO units only, USA, NATO, Britain, France, Israel)

Allows a land based air unit to be used for performing CAP missions away from their home base.

- An air unit in Intercept mode, can be placed on any hex within $\frac{1}{4}$ of their normal movement point allowance from home airbase/airfield. They can be placed up to half their movement point allowance by paying an additional supply point penalty.
- A Land CAP Mission (to $\frac{1}{4}$ movement point radius) costs 5 supply points per unit, regardless of whether they engage in combat or not. No additional costs are paid if they engage in multiple combats.
- An extended range Land CAP Mission (to half movement point radius) costs 7 supply points per unit, regardless of whether they engage in combat or not. No additional costs are paid if they engage in multiple combats.
- A CAP marker is placed on the air unit with a matching marker (same number) on the airbase display they flew from.
- The CAP unit must return to the same airbase it flew from.
- A Unit that performs Land Based CAP cannot perform any other missions for that game turn, even if they return to base during an early phase.
- They are placed during the game turn start phase only.
- A Land CAP Air-unit can intercept any detected air unit that passes within 10 hexes. They are moved directly to the intercept hex (leave the Cap MARKER in the hex they were placed in) once the interception is declared (similar to how US Navy CAP is performed). The enemy unit being intercepted has a detection attempt at 2 operational hex range (or 0 strategic hex range if on strategic map) prior to interception. If this detection is successful then combat occurs simultaneously.
- Once the interception combat is completed, the Air-unit returns to the CAP hex it was originally placed in (where the CAP marker remains) if it did not suffer a hit.
- Land CAP Air-units can use own detection abilities to detect undetected enemy Air-units passing nearby.
- The Land cap AIRUNT can perform multiple intercepts until it takes a hit.
- The Land CAP Air-unit must be returned to its originating airbase after completion of any interception in which it suffers a hit (after ECM rolls).
- An Air-unit on Land CAP can be detected by enemy forces while in its holding hex. It does not benefit from single unit low level detection bonuses.
- A cap marker on an airbase indicates that one of its air unit slots is occupied.

Partisans

- Some countries / regions can generate Partisan Points.
- A Partisan Point is like a SF point but is always lost after use. Every GT that the country is at war and has lost territory of at least 1 city and/or 4 Towns (mainland only – offshore Iranian islands do not count) roll a die. A roll of 5 – 10 results in 1 partisan point being added to the record track for that country.
- Each country has a cap on points that can be stored. Maximum partisan points are: Iran (10), Pakistan (20), Syria (5), Iraq (6), Saudi Arabia (3), Afghanistan (10), West Bank / Gaza (3), Lebanon (2).

- Points can be used as soon as they are earned. They can conduct Ambush missions (remain on map until removed or used), or Raids, as per the standard rules. They cannot be used for LRRP missions. They can only be used within the territory of the nation they are created in.
- A partisan point can be used to place an Interdiction marker anywhere within the territory of the nation they are created in.

Localised Partisan units:

- Additionally every City hex or Town that has been captured by enemy forces, but is unoccupied, has a chance to generate a Partisan Point. These can be used to place an Interdiction marker or an Ambush marker (placing players' choice) within 3 hexes of the city/town, up to a maximum of 2 per town, 4 per city. A hex that is within range of multiple cities/towns counts towards the limit for each town/city. These points cannot be used for generating raids.
- Occupied = 1 division (or equivalent) of line/elite units per city, 1 brigade of line / elite units per town.
- Chance = 20% (die roll of 1 or 2) per city hex / town per GT.
- Carry out check and place markers in game turn start phase.

Iranian Interdiction:

- If Iran and USSR are at war with each other only.
- Roll 2 die. The total represents the number of Interdiction markers the Iranian player can place, in Iranian territory, in any mountain hex, within 10 operational hexes of USSR border. Interdiction markers can be in adjacent hexes. Max 1 per hex.
- These represents Iranian plans for blowing tunnels / cuttings / bridges etc. in mountainous border areas.
- They cannot be placed behind the lines (behind USSR forces if they have already advanced into Iran).
- Available on third GT after Iran starts mobilising, or first GT after USSR invades, whichever occurs later.

Additional Supply Heads

- The USA and USSR have multiple supply heads.
- If these are used then the existing supply rules for the USA supply head (20 strategic hex range to a friendly port) are ignored.
- Additional freight units and DD/FF escort units should be made available for managing these – suggestion for USA is 2 extra freight units in Indian Ocean on GT5 (but not carrying supplies on arrival), and 1 USA/NATO freight unit in Mediterranean. 1 additional USA DD unit in Indian Ocean to arrive with the additional freight units.
- Supplies can be delivered to any supply head.

Transfers between Supply Heads

- Supplies can be transferred between supply heads but only by using Transport, Freight or Airlift units, or air transport (4 supply points per brigade capacity) (an air transport freight mission costs 2 Supply Points in addition to the points carried).

- USSR can add additional supplies from Murmansk or Vladivostok via Freight units which do not consume supplies from the on map supply heads etc. (i.e. such supplies are additional to any supplies allocated in a scenario).
- Supply heads connected via a supply line can exchange points (up to 10 per turn).
- Europe, Caucasus and Turkestan Supply heads in USSR can exchange up to a total of 30 supply points per GT (across all regions) (e.g. Europe could send 10 to Caucasus and 20 to Turkestan – this would be the maximum exchange for the USSR for the GT). This is deemed to occur via strategic transport and is not represented on the map – nor can it be intercepted or blocked.

Israeli Division Breakdown

- Some Israeli divisions have designated breakdown units – these function as per normal.
- Other than the below flexibility when recombining brigades into a division, all breakdown and recombination rules are as per the original rules (e.g. Flipped brigades cannot be used to reform a division).
- Certain Israeli divisions, that do not have designated breakdown units) can break down into three brigades (Armoured Division = 2 Arm Brig and 1 Mechanised Brig, Mechanised Division = 1 Arm Brigade and 2 Mechanised Brigades).
- Any breakdown units can reform into a division (as long as a Broken down division counter is available), as long as the above proportions are met. The brigades do not have to have been form the same original divisional breakdown. The division being reformed can only be one that is available (currently broken down) – no swapping.
- The Israeli Divisions that can perform this are the Armoured Divisions with combat strength = 14 or 13, and Mechanised with combat strength = 13. The Armoured Divisions with combat strength = 12 cannot breakdown.

Anti-Tank units

- Anti-Tank units move combat results 1 column in favour when enemy includes armoured units. This occurs even if the same side as the antitank units has armoured units in the combat.

Weather (winter)

- Winter starts 20 November to 10 May.
- All roads in Impassable terrain are impassable except to stacks that include an engineer. Stacks with an engineer can move a maximum of 1 impassable terrain road hex regardless of movement point allowances.
- All roads in Mountain terrain cost 2 times normal movement point cost.
- No movement allowed in mountain or impassable terrain (other than by road) by any unit (including mountain units).
- Defensive multiplier for units defending in mountain and impassable terrain increased by 50%.
- Heli sorties subjected to die roll – 5-10 means mission is aborted at take-off. No supply points expended but unit is treated as moved for that action phase.

Extended Reconstitution

- Units on half strength side can be reformed into full strength units (flipped back to full strength). Prerequisite: The half strength unit must have had all hits removed via standard reconstitution rules.
- Place a reconstitution marker on the unit (still on half strength side, but with no hits). It takes 10 game turns to return to full strength. Each game turn costs the normal repair cost for that unit per game turn, this supply cost to be deducted per game turn.
- The unit cannot move or participate in combat (exception – air/ground bombardment) – if it does any of these then all progress is lost (and expended supply points are permanently lost).
- A successful bombardment strike results in a hit to the unit and the progress being set back by 2 game turns. The next reconstitutions are to repair the hits (progress is paused) then resume the extended reconstitution as per the current value of the progress tracker.
- Track progress using number chits – game turns left until full strength. Start at 0 when entering reconstitution and increase by 1 every start of turn phase.
- The unit is flipped to full strength side during the end game stage of the 10th turn (or when the progress tracker reaches 10 and as long as it was not subject to any hits during the game turn).
- The unit must be in supply at all times, and must be on a road / town / city / port hex in its home country.

Suez Canal

Naval units:

- Naval units expend 2 operational movement points per Suez canal hex.
- Naval units (including submarines) are automatically detected as soon as they enter the Suez Canal, and for as long as they are in any Suez Canal hex. This is additional to normal detection rules.
- Submarine units are surfaced and can be attacked by bombardment and ASM ratings, as if they were any other ship. Submarines have ECM reduced by two thirds (round down)
- Naval units ECM value are reduced by half (round down) while in a Suez Canal hex.
- Aircraft carrier units can only fly off or land helicopter and VSTOL aircraft (AV8B, Yak-36, Seaharrier) while in the Suez Canal.
- Any enemy ground unit, on either bank of the Suez Canal, blocks the Suez Canal to any naval vessels.

Ground Units:

- Suez Canal acts like a river for purposes of movement and combat, but can be crossed by engineer units (same as rivers). A temporary bridge (not the permanent on map road bridges) blocks the Suez Canal to all naval units regardless of whether friendly, enemy, or Neutral.

Ground Radar Detection Ranges

	Detection Range (Operational Hexes)										
	0	1	2	3	4	5	6	7	8	9	10
USSR, NATO, USA, Israel											
- Large	9	9	9	9	8	8	7	7	6	6	5
- Small	9	9	9	8	7	-	-	-	-	-	-
- Mobile	8	8	7	6	5	-	-	-	-	-	-
Egypt, Syria, Iraq, India, Pakistan											
- Large	9	9	8	8	7	7	7	6	5	5	4
- Small	9	9	8	7	6	-	-	-	-	-	-
- Mobile	8	7	6	5	5	-	-	-	-	-	-
Other											
- Large	8	8	8	7	7	6	6	5	5	4	4
- Small	8	8	7	6	6	-	-	-	-	-	-
- Mobile	7	7	6	5	4	-	-	-	-	-	-