

# Middle East Strike

## Rules Supplement

V 0.2 May 2022

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, and do not consume supplies (even during combat) while in Movement to Contact formation. All other formations (including reconstitution) require and consume supplies as per equivalent-sized 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 / combat supply use 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. Halving means detection ability, not range.
- 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.
- USSR PVO units are restricted to  $\frac{1}{4}$  range CAP. They do not expend any supply points.
- 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 Air-unit 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 actually 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 the air-bases air unit slots is occupied.

### Partisans

- Some countries / regions can generate Partisan Points. These are specified in each countries OOB.
- A Partisan Point can be spent in generating Partisan Missions (like SF missions) or creating partisan units.
- Use Mujahedin units as partisan units.
- Partisan Unit and Mission Costs:
  - Mountain brigades: partisan point costs: 6 each

- Militia Infantry Brigades: partisan point costs: 3 each
  - Militia Infantry Divisions: partisan point costs: 10 each
  - Militia Guerrilla Brigades: partisan point costs: 5 each
  - Guerrilla Brigades: partisan point costs: 7 each
  - Guerrilla Battalions: partisan point costs: 3 each
  - Elite Guerrilla Battalion: partisan point costs: 5 each
  - Partisan Raid: partisan point costs: 5 each
  - Partisan Ambush: partisan point costs: 3 each
  - Partisan Interdiction: partisan point costs: 2 each
  - Speedboats: partisan point costs: 3 each
- Each country has individual rules on generation of Partisan units – see OOB.
  - Points can be used as soon as they are received, or accumulated up to the maximum for that country. They can conduct Ambush missions (remain on map until removed or used), or Raids, or Interdiction missions 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.
  - Interdiction and Ambush: Can be placed at any time during a game turn in any unoccupied City, Town, Mountain, Impassable, Forest, Swamp, Rough Desert or Rough Hex
  - Partisan units can be placed on any unoccupied city or town within the country of origin, or on any unoccupied hex within 2 hexes of an occupied city. Variations to this rule might be specified in OOB or scenarios.

#### Surprise attack:

For some scenarios there is the chance that a country that is attacked is taken by surprise. This is detailed in scenario instructions. This rule impacts the units of the country that was surprised, for the game turn that the attack occurs in.

Effects if this occurs:

- All militia and line ground units of the surprised side have their combat ratings halved (rounded up) for the first game turn of combat. Elite units are not impacted.
- No defensive terrain modifiers apply to the defending unit for the first action stage of the first game turn of combat.
- Every time the surprised player goes to use a unit (movement / attack / sortie) then roll a die. There is a 50% chance the unit is unable to respond. Mark the unit as moved for the game turn and it cannot actually move / sorties / fire / attack etc. Ground units can still defend (subject to the surprise rules).
- The first time any air unit attempts to sortie from a specific airbase in the first turn of combat (strike / interception / ferry) then roll a die for the airbase: a 30% chance the entire airbase is unable to respond. It may not launch any sorties for that game turn. Friendly air-units may still land at that airbase but may not sortie again. This is in addition to the above 50% chance that applies to the individual unit (example: Airbase 1 tries to sortie an air unit. It fails and the airbase may not sortie any air-units. Airbase 2 tries to sortie an air-unit. It passes the activation roll and this does not need to be rolled for again for this airbase – the airbase itself is active. The first air unit could still fail its own activation roll (50% chance).

### 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.

### Nuclear Weapons special rules:

Nuclear weapons delivered via Rocket other than SS21 / Cruise / Jericho have an 80% chance of detonation. Even if not detonated they are detected as a nuclear warhead and can trigger any related retaliation / intervention.

If used against a location (any hex – including a city or town) rather than targeting a facility or unit, they result in following hits apportioned against facilities also in that same hex:

- Airbase / Airfield: 3 hits plus 3 hits to air units based there AND
- Port: 3 hits plus 3 hits to naval units in port AND
- And 4 hits to any other ground units in the hex
- Supply lines cannot be traced through a detonation hex or within 2 hexes. Any ground unit in the detonation hex at the end of a GT receives 2 hits – this effect lasts the remainder of the game. Any ground unit passing through the detonation hex or within 1 hex receives 1 hit. A unit passing through a hex within 2 hexes has a 50% chance of suffering 1 hit. Airbases and ports within 2 hexes may no longer be used.

### 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 1 extra freight units in Indian Ocean on GT5 (but not carrying supplies on arrival), and 1 USA freight unit in Mediterranean. 1 additional USA DD unit in Indian Ocean to arrive with the additional freight unit.
- 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 1 Supply Point 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. (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.
- The USSR Afghan supply head cannot be allocated supplies directly. It can be allocated supplies only by transfer (10 supply points max per GT) or airmobile transport.

#### Israeli Division Breakdown

- Some Israeli divisions have designated breakdown units – these function as per standard breakdown rule. 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 from 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 10<sup>th</sup> 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, Sea Harrier) 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.

## Forward Operating Bases (FOB)

These FOB rules are additional to the standard FOB rules in Gulf and Aegean Strike rules.

- Helicopter and VSTOL aircraft (AV8B, Harrier, Yak36) can operate from Forward Operating Bases (FOB) that are not an airfield / airbase.

- An FOB can only be in clear, forest, rough, desert or rough desert terrain.
- An FOB must contain a supply base and FOB unit of the same nationality. The FOB must be in supply to be able to generate missions.
- Each FOB can hold a maximum of two eligible air units.
- FOB Units are HQs of USSR, USA, Warsaw Pact, Bulgaria, Britain, France, NATO and Israel. In addition the 3 USA Air Cavalry battalions (6CB, 11CB and 18CB) can also operate as an FOB
- Air units based at an FOB can sortie a maximum of once per game turn. They can use half their movement allowance unless ferrying to a friendly airbase. They consume supply normally.
- Air units at an FOB cannot be repaired. They must return to a friendly air-base for repair.
- Air-units at an FOB must move with their ground unit, and must end in a suitable terrain. Otherwise they remain in the ground hex in which they were based. These air units could fly to a hex and await arrival of the FOB unit and supply depot. This movement does not consume supply points.
- Air-units at an FOB are in a flexible mode – they can conduct intercept or offensive missions.

### Close Air Support

- Only helicopter and Slow air-units can perform Close Air Support using their full bombardment strength.
- Other medium and fast air units performing close air support have their bombardment values halved (round up). This does not prevent a medium or fast air-unit bombarding a ground unit during allowed normal action stage with full bombardment, but it does not count as a close air support strike.

### Strike aircraft can use anti-air ratings

- An air-unit with anti-air capability that is performing a strike mission (ASW, Bombardment, Interdiction etc., or Ferry) can return fire if intercepted, or if all escorts have been aborted / eliminated. The intercepted unit can perform detection normally.
- The strike unit can fire back with half its Anti-Air rating (rounded down).
- If the strike air-unit fires back then its strike mission is aborted and it must return to base at the conclusion of the air-combat, regardless of whether it takes a hit or not (it is assumed all ordnance is discarded). The aborted mission still costs the 2 supply points of the original strike mission.

### Rail Transport

- Ground units can travel by rail transport up to 40 operational hexes or 4 strategic hexes.
- A rail line running into a city is assumed to go through the city if there is a rail line leaving via another hexside.
- Ground units can only embark on rail transport at a city, town, or supply depot.
- Infantry units only can disembark at any hex.
- Armoured units can only disembark at city, town or supply depots.
- Supply lines can be traced any length along a rail line, from a supply source. Where a supply line leaves a rail line there must be a supply depot.

- A rail interdiction breaks the rail line at that hex for transport or supply – units and supply cannot enter that hex via Rail transport.
- Ground units that move more than 30 hexes via rail end the turn embarked. These ground units can disembark at the start of their next active player turn. If disembarked at this time then the rail points are freed to embark other units during that same game turn phase.
- Ground units that move 30 or less hexes via rail can disembark, at no cost, during the movement turn. They may use  $\frac{1}{4}$  of their movement point allowance. These rail points are considered used for the game turn.
- Ground units travelling by rail are always detected and can be ‘intercepted’ by air-units in offensive mode or intercept mode (this is the only time offensive air-units can launch an interception).
- Ground units travelling by rail have any hits inflicted by bombardment, ground combat, or raids doubled.
- Ground units that are rail embarked can be eliminated via bombardment.
- Each brigade (or equivalent) requires 1 rail point to be transported, except for Armoured/Mechanised units which require 3 rail points per brigade (or equivalent). Rail points can be combined to transport division sized units. Each rail point can transport 3 supply depots.
- Unused rail points do not accumulate. Each nation’s rail point capacity is the maximum limit of all units that can be moved by rail at any time within that nation during a game turn.
- Rail point capacities:
  - Yugoslavia: 3
  - Greece: 3
  - Bulgaria: 3
  - Turkey: 4
  - Iraq: 3
  - Iran: 3
  - Pakistan: 9
  - India: 12
  - USSR – Caucasus: 9
  - USSR – ‘stans: 9
  - Egypt: 3
  - Israel: 3
  - Jordan: 1
  - Saudi Arabia: 1

## Overrun

Same as per Red Strike rules:

Repulse is initiated by the active player and is happening during movement and is not considered combat. Repulse reflects large units brushing aside smaller units. It is comparable to overrun in other games.

A repulse may be attempted at no MP cost while entering a hex adjacent to an enemy unit. Compare the combat strength of both units and calculate odds. The active moving unit must have sufficient MPs available to enter defenders hex without crossing prohibited hexsides. If the odds are higher than 10:1 the repulse is automatically successful. If the odds are between 6:1 and 9:1 inclusive, roll a

die. On a roll of 1-5 the Repulse is successful. Odds of less than 6:1 do not allow Repulse. If the repulse is successful: retreat the defending unit 1 hex, the moving unit continues its movement and pays the MP cost for the hex entered. It may then conduct a new repulse (even against the same unit) as often as he has MPs available to move into the target hex. If the repulse is unsuccessful: the attacking unit stops its movement immediately – but may still declare combat against the target hex (or any other adjacent hex).

### Strategic Map Approach Hexes

Approach hexes have been added to the strategic map to allow easier tracking of units arriving into theatre by seas, or transferring between theatres.

- No combat can occur in these approach hexes.
- Only Naval units may utilise these approach hexes.
- All Naval units arrive in theatre, from an approach hex, undetected – no exceptions. Detection does not occur in the approach hexes.
- Each sea mapedge (Mediterranean / South Indian Ocean / East Indian Ocean) has a terminus, or 'Entry Hex'. It costs 1 strategic movement point to move from the Entry Hex to any all or part sea mapedge hex along the mapedge that the entry hex relates to. The reverse is also true for any naval units leaving the theatre.

## Ground Radar Detection Ranges

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

## Freight Compatibility

The table below describes where a freight unit can pick up supplies for its owning country, and what other countries it can carry supplies for (and where to pick up from). These may be overridden by specific scenario instructions.

Freight Unit	Carry Supplies for:	USA (Norfolk / San Diego)	USSR (Black Sea / Vladivostok / Murmansk)	France (Brest)	UK (P'mouth)	China	North Korea	South East Asia	South Korea / Japan
USA	USA, Israel	Y							
NATO	NATO, USA, France			Y					
NATO	NATO, USA, UK				Y				
UK	UK, USA				Y				
France	France			Y					
USSR	USSR, Syria, Iraq, Iran, Albania, India, Yemen (any), Egypt		Y						
Iran	Iran, Yemen					Y	Y		
Iraq	Iraq	Y		Y		Y	Y		
Greece	Greece, USA, NATO	Y							
Turkey	Tukey, USA, NATO, Israel	Y							
Israel	Israel, USA	Y							
Pakistan	Pakistan	Y				Y	Y		
India	India		Y	Y					
Saudi / Kuwait / Oman / UAE / Bahrain / Qatar	Selves	Y		Y					Y
China	Iran, Iraq, Yemen, Pakistan					Y			
Japan	USA								Y
Syria	Syria		Y			Y	Y		

Syria	USSR		Y						
Jordan	Jordan, Iraq				Y				
Egypt	Egypt	Y		Y		Y			