



**Battle for Fallujah:
April 2004**

Rulebook v1.0

John Anderson

Battle for Fallujah: April 2004

1.0 Introduction

Battle for Fallujah is a solitaire wargame simulating the April 2004 coalition offensive to 'pacify' the Iraqi city of Fallujah.

United States Marines and Iraqi forces fought an ad-hoc insurgency of nationalist Fallujans and both foreign and domestic Islamist Jihadis, before international and domestic political pressure forced a ceasefire on the twelfth of April. While the fighting would continue until the end of April, the defenders of Fallujah had effectively won the battle.

1.1 What do you do as the player?

You represent the Coalition forces, at predominantly the Company, but also to a limited extent the Operational level, tasked with pacifying the city of Fallujah.

You must Locate and neutralize known Insurgent leaders and reduce the Insurgents' Centres of Resistance as well as take and hold the Mayoral and Army compound.

The 'game' represents the insurgent forces within the besieged city resisting your efforts.

1.2 What is included in the game?

- 1 17" x 22" map of Fallujah and its surrounding coalition military bases.
- 100 3/4" double-sided counters.
- 30 6-sided dice (10 x blue, 10 x white and 10 x red).
- 1 double-sided A4 playsheet.
- These rules (version 1.0).
- An extended example of play booklet.

1.3 What is not included (but will still be needed)?

- 1 opaque cup to randomly draw chits from.

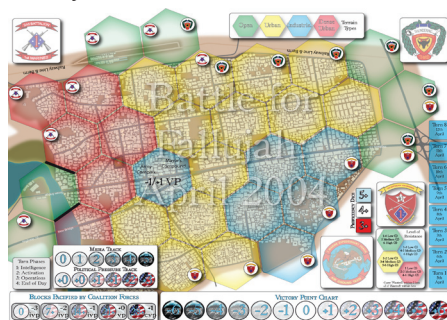
2.0 Table of Contents

Introduction	1
Table of Contents	1
The Map	1
The Markers	1
The Counters	1
Unit Status	2
The Dice	3
Chits	3
Setting up Battle for Fallujah	4
Sequence of Play	4

Intelligence Phase	4
Activation Phase	4
Operations Phase	5
End of Turn Phase	6
Operational Missions	6
Move	7
Operational Dice Pools	7
Assault	8
Raid	8
Search	9
Strike [non SF Support only].	9
Insurgency Reaction	9
Media & Political Pressure	10
Blocks Pacified by Coalition Forces	10
Glossary	10
Index	14

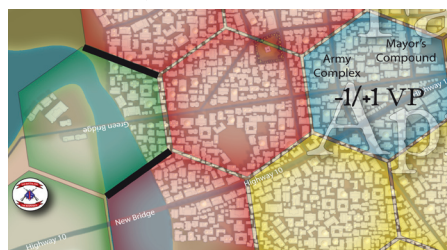
3.0 The Map

The map represents the city of Fallujah in April 2004 and the surrounding Coalition military bases.



3.1 The map is composed of the city of Fallujah overlaid with thirty-two hexes representing the city's various city blocks.

3.1.1 Each hex is one of four colours representing the differing types of urban and population densities (green, yellow, blue and red).

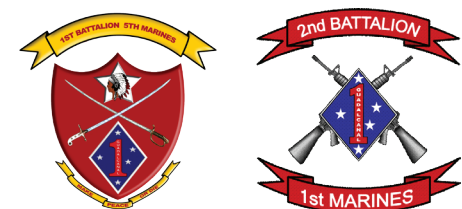


3.2 The map also has a Turn track, a Media Track, a Political Pressure Track and a Track to note how many hexes have been pacified.

3.2.1 These tables note the progress of the battle in both time and the achievement of Operational goals on both sides, as well as indicating growing political pressure to stop the battle due to constant media reporting from inside

the city.

3.3 The four areas representing off-board coalition military bases and Forward Operational Bases (FOBs) are the boxes which show US Marine Corps (USMC) Regimental Insignia.



3.3.1 The larger box has the US Marine Expeditionary Force (MEF) emblem and represents the primary Marine military base in the area as well as the various Navy and Air Force assets based on Aircraft Carriers and Air force bases in Iraq, the Arabian Gulf and Europe.



4.0 The Markers

These counters are to track game information



4.3.1 Markers include Turn, Media, Political Pressure and Victory Points as well as the level of Insurgent Resistance within a hex and the location of Wanted! individuals, IED Ambushes and Isolated Coalition elements.

4.3.2 Markers cannot be activated.

5.0 The Counters

Counters are either Combat units or Support units and represent the USMC and Iraqi military and insurgent forces during the siege.

5.1 Units

These are the main coalition military, Fallujah nationalist insurgent and foreign and domestic Jihadi forces which were involved in Operation 'Vigilant Resolve'.

5.1.1 The Coalition units represent Marine Infantry companies and their at-

tached Armour, as well as off-map support from artillery, air assets and Special Forces.



5.1.2 The Insurgency consists of various ad-hoc groups of armed individuals comprised of either local Nationalist groups or outside Jihadi cells.



5.2 Proficiency Rating

Each unit has a Proficiency rating which abstracts its inherent weapons, size, training, morale and tactical ability to perform Operational Missions.

5.2.1 This is the left-hand number and it is between one and four and is coloured either Blue, White or Red.

5.2.1.1 The colour of the Proficiency Rating shows which colour dice are used and the number indicates how many of those coloured dice are added to the dice pool.

5.2.2 The small number to the right of the proficiency number is the Success Number for that proficiency.

5.2.3 During an Operational Mission, only the Lead Element uses its Proficiency Rating to form the Dice Pool, all other eligible units add their Support Rating to the Dice Pool.

C/1/5 has a Proficiency Rating of 4 and a Success Number of 4+. Roll 4 white D6 and every 4,5 or 6 rolled is a Success.



5.3 Support Units

The Coalition has Support available from off-map Combat Air Patrol (CAP), AH-1 "Cobra" helicopters, AC-130 "Spectre" gunships, M198 Artillery and Special Forces.



5.3.1 Good Order Support units may be used by an Active infantry/armour unit or formation to provide Support during an Operational Mission.

5.3.2 Support units must check for Availability after completing their mission.

5.3.3 The Insurgency has no Support units

5.4 Support Rating

The large coloured right-hand number on a unit counter is the Support Rating and represents the degree of Support which may be given to the Lead Element during an Operational Mission.

5.4.1 The large number (either +1 or +2) is the number of dice added to the Lead Element's dice pool, while the colour indicates what colour dice to use.

5.4.2 The small number to the right of the Support Rating is the Success Number.



CAP has a Support Rating of +2 and a Success Number of 3+. Roll 2 red D6s and every 3, 4,5 or 6 rolled is a Success.



The Jihadi cell has a Support Rating of +1 and a Success Number of 4+. Roll 1 white D6 and every 4,5 or 6 rolled is a Success.

5.5 Availability Number

Support Units must roll a single D6 after completing a mission to determine if it is available again for use this turn, or whether it is unavailable.

5.5.1 Availability numbers (2+ to 5+) are the white numbers on the coloured bar on the Good Order side of Support Units.

5.5.2 Rolling greater than or equal to the Availability Number means the Support Unit is replaced in the MEF off-map box face-up and remains Good Order.

5.5.3 Rolling less than the Availability

Number means it is replaced face-down showing it as "Ops Complete".



AC-130 has an Availability Number of 4+. After a mission, it needs to roll a 4, 5 or 6 to remain Good Order.

6.0 Unit Status

A coalition unit will be either Good Order or Ops Complete. Units that are Good Order may be activated. Ops Complete units are unable to be activated, however they can, in certain cases, give ground support.

6.1 Good Order

A Good Order unit is either currently Activated or has not yet been Activated (and is therefore not Ops Complete) this turn.

6.1.1 The unit counter is face-up



6.1.2 The unit is available to be activated.

6.1.3 Insurgent units are always Good Order.

6.2 Ops Complete

A coalition infantry/armour or support unit which has been Activated and completed its Operational Mission this turn or a Support unit which has failed its Availability die roll is Ops Complete.

6.2.1 The unit counter is face-down and may not be Activated again this turn.



6.2.2 Ops Complete Infantry and Armour units may provide support to Active friendly units within the same hex.

6.2.3 Insurgent units, Wanted and Isolated Markers are never Ops Complete.

6.3 Coalition Formations

Two Coalition Infantry and/or Armour units within the same hex and parent battalion

may be activated together as a formation during that battalion's Activation.

6.3.1 A formation may have a maximum of two units.

6.3.2 The formation must remain together and undertake the same Operational Mission during its activation.

6.3.3 Support units may never form formations.

6.3.4 Insurgent units may never form formations.

6.3.5 The unit with the highest Proficiency rating in the formation is the Lead Element for any Operational Mission, while the second unit provides its Support.

6.4 Lead Element

For each Operational Mission, one Active, Good Order unit leads the Assault, Raid, Search or Strike.

6.5 If there is only one Active Good Order unit then this unit is the Lead Element.

6.6 In an active, Good Order, formation, the unit with the highest Proficiency Rating takes on the role of Lead Element.

6.7 For Insurgents assaulting coalition units or defending against coalition missions, the single unit with the highest proficiency rating is the Lead Element.

7.0 The Dice

The dice included are six-sided with faces numbering 1 to 6. They are also of three different colours; Blue, White and Red, each with different Success Numbers.

7.1 Specific instances in the rules will state whether you need to roll a Dice Pool or a single D6 (1D6).

7.1.1 Where a 1D6 roll is stated, roll one D6 add and/or subtract any modifiers and total the result.

7.1.1.1 On a 1D6 roll, the colour of the dice is unimportant.

7.2 Dice Pool

Battle for Fallujah uses opposed Dice Pools to resolve Operational Missions.

7.2.1 A Dice Pool consists of a number of D6 dice (usually, but not always, of differing colours).

7.2.2 This pool of dice is rolled to either generate a defensive Target Number or to roll a number of Mission Successes in a Dice Pool in order to beat an opponent's Target Number.

7.3 Successes

The number of dice in a dice pool which equal or exceed the Success Number.

7.4 Success Number (SN)

This is the minimum number you need to roll on a single D6 which is part of a Dice Pool in order to gain a single Success.

7.4.1 Each of the three coloured dice have different Success Numbers.



7.4.1.1 The Blue SN is 5+ (meaning a 5 or 6 on a single D6 is a Success).

7.4.1.2 The White SN is 4+ (with each 4, 5 or 6 rolled a Success).

7.4.1.3 The Red SN is 3+ (with each 3, 4, 5 or 6 rolled a Success).

7.5 Target Number

The TN is the number of successes the Active unit or formation need to roll in order to succeed at the Operational Mission being undertaken.

7.5.1 Less than or equal number of successes compared to the TN indicates a mission failure.

7.5.1.1 How badly the mission failed is represented by the Margin of Failure.

7.5.2 More successes than the TN indicates the mission was a success.

7.5.2.1 How well the mission succeeded is represented by the Margin of Success.

7.6 Margin of Success (MOS)

The difference between the TN and number of successes to determine the degree by which an operation has succeeded. The MOS may be spent according to the various Mission charts.

7.6.1 Subtract the Successes from the TN.

7.6.2 The remainder is the MOS.

7.6.3 Die colour is unimportant for determining the MOS. All we are interested in is how many successes were greater than the Target Number.

7.7 Margin of Failure (MOF)

The difference between the number of successes and the TN determine the degree by which an operation has failed. The MOF may be spent according to the various Mission charts.

7.7.1 Subtract the number TN from the number of Successes gained.

7.7.2 The remainder is the MOF.

7.7.3 Die colour is unimportant for determining the MOF. All we are interested in is how many successes were less than or equal to the Target Number.

8.0 Chits

The game uses a chit activation system to determine which units are activated and when the turn ends.



8.1 One orange coloured chit is randomly drawn from an opaque cup during the Activation Phase to determine whether either the Insurgency, a specific Coalition Marine Battalion, or MEF Support unit is eligible for Activation.

8.1.1 Chits drawn may also end the current turn.

8.1.1.1 Drawing two End of Turn chits will end the turn and play proceeds to the End of Day phase.

8.2 All chits are removed from the cup when drawn and placed to one side.

8.2.1 MEF chits are returned to the cup after the Operations Phase except when there are no Good Order Support units remaining.

8.2.2 The first End of Turn chit drawn is returned if no coalition battalions have been activated this turn.

8.3 The number of Insurgency chits

in the cup is determined by the number of Wanted Markers still on the map.

8.3.1 As Wanted Markers are removed during play, remove one Insurgent Chit from the cup.

9.0 Setting up Battle for Fallujah

To set up the board for play, follow the instructions below.

9.1 Place all (except the Isolated Markers) of the counters of each coalition unit within its respective battalion and MEF base.

9.1.1 All coalition units begin *Good Order*.

9.1.2 Do not place the Isolated Markers on the map. Put them to one side for now.



9.2 Place the VP Marker and the Media Track Marker on zero on the Victory Point Track and the Media Track respectively.

9.3 Place the Political Pressure Marker on the leftmost +0 circle on the Political Pressure Track.



9.4 Place the two 1/5 battalion, two 2/1 battalion, one MEF and two End of Turn chits into the opaque cup.



9.4.1 Keep the two 3/4 battalion chits and the three nationalist flag chits to one side.



9.4.1.1 The 3/4 chits are added when the battalion becomes available for activation when it enters the game as reinforcements during the end of turn

phase.

9.4.1.2 The nationalist flag chits are added during the Intelligence Phase and is equal to the number of Wanted markers placed during the Intelligence Phase.

9.5 The Jihadi units and Nationalist Iraqi units are placed to one side. These counters will be constantly used and replaced throughout the game.

9.6 Place the Turn Marker on Turn One of the Turn Track.



10.0 Sequence of Play

10.1 Intelligence Phase

10.1.1 The Coalition determines the number and location of Insurgent Wanted markers and adjusts the number of Insurgent activation chits placed in the opaque cup accordingly.

10.2 Activation Phase

10.2.1 A chit is pulled to determine either if the MEF, a specific coalition battalion or a contested hex is eligible for activation or whether the turn ends.

10.3 Operations Phase

10.3.1 A newly activated Good Order battalion or support unit, conducts one Operational Mission and then is flipped over to its 'Ops Complete' side and play returns to the Activation Phase again. Insurgent units within a contested hex Assault any coalition units within that hex.

10.4 End of Day Phase

10.4.1 If two End Turn chits have been drawn, the day and turn ends, Victory Points are updated, the Coalition determines if reinforcements arrive (3/4 Battalion), Markers are removed, the Turn Marker is moved one space forward and play returns to the Intelligence Phase.

10.4.2 If it is the end of turn 8, or if a Ceasefire has been rolled, the game ends, Victory Points are compared and a winner declared.

11.0 Intelligence Phase

Follow the actions listed below.

11.1 Roll 1D6 and add or subtract the VP modifier from the 'Blocks Pacified by Coalition Forces' table on the map.

11.2 Check the resulting die roll against the table below to determine how many Wanted! Markers are placed on the map this turn.

Coalition Intelligence Table

D6 roll	No. of Wanted! Markers.
-2 to 0	3 Wanted! Markers
1-3	2 Wanted! Markers
4+	1 Wanted! Marker

11.3 Wanted! Markers are placed one per hex within the following restrictions...

- Not in a contested or pacified hex.
- Not in Green (open) hexes.
- Not in the Mayor's compound/Army complex hex.
- Not in hexes with coalition unit symbols.
- There must be at least one hex between Wanted Markers.

11.3.1 Wanted! Markers that cannot be placed due to the above restrictions are not put on the map.

11.4 Place the same number of Nationalist flag chits in the opaque cup as the original number of Wanted! Markers rolled (rolled for not placed).

11.5 Place any remaining Wanted! Markers to one side. They are not used this turn.

12.0 Activation Phase

The Activation and Operations phases are closely linked. Follow the sequence below.

12.1 Randomly draw one chit from the opaque cup.

12.2 If the chit is a Coalition symbol.



12.2.1 If it is a Marine battalion symbol (1/5, 2/1 or 3/4 once entered as reinforcements), the entire battalion is considered active.

12.2.2 Proceed to the Operations Phase, activating and performing a single operation with each unit or formation of that battalion in turn, until no more Good Order units remain or until the player decides not to activate any more units of that battalion.

12.3 If it is the MEF symbol.



12.3.1 One Good Order Support unit may be activated and it may perform one Operational Mission. Proceed to the Operations Phase.

12.3.2 If there are no more Good Order Support Units do not return the chit back into the cup, instead place the chit to one side and draw another chit.

D6 roll Insurgent Activation Table

2-3	-1 Insurgent Step
4-5	+1 Insurgent Step
6-7	+2 Insurgent Steps
8-9	+3 Insurgent Steps and add a Jihad cell.
10-11	+4 Insurgent Steps and add a Jihadi cell.

12.4 If the chit is an Insurgent flag follow the procedure below.



12.4.1 Determine the contested and Insurgent Controlled hex containing the Coalition Infantry unit with the lowest Proficiency Rating (including any Isolated Markers or Ops Complete units).

12.4.1.1 If no coalition units have activated yet, return the chit to the cup and draw again.

12.4.1.2 If there is no eligible (Contested and Insurgent Controlled) hex available, replace the chit to the cup and draw again.

12.4.1.3 If two or more eligible hexes have coalition units with the same low Proficiency rating, randomly determine which hex is activated.

12.4.2 Roll 1D6 on the Insurgent Activation Table below, modified by the

Insurgency Resistance Level of that hex (either +1, +2 or +3).

12.4.2.1 Add +1 to the die roll if there is a Wanted! Marker within an adjacent hex.

12.4.2.2 Add +2 to the die roll if there is a Wanted! Marker within the active hex.

12.4.2.3 Add +2 to the die roll if there are no Insurgent units already in the hex.

12.4.3 Add or remove steps and a Jihadi cell in the activated hex according to the results rolled.

12.4.3.1 When removing steps, remove one step from the Insurgent unit with the highest proficiency rating.

12.4.3.2 When adding steps to a hex, add the steps to the Insurgent unit with the lowest Proficiency Rating.

12.4.4 Once steps have been added or removed, all Insurgent units present immediately Assault any Coalition units within that hex (Good Order and Ops Complete).

12.4.4.1 Proceed to the Operations Phase and resolve an Assault.

12.5 If the chit is an End of Turn chit follow the procedure below.



12.5.1 If it is the first End of Turn chit that has been pulled this turn and no Coalition battalion has been activated, place the End of Turn chit back in the cup and draw again.

12.5.2 If the chit is the second End of Turn chit pulled, the turn has ended. Proceed to the End of Day Phase.

12.5.3 Otherwise, place the End of Turn chit to one side and draw another chit.

13.0 Operations Phase

Each chit will activate either all of the units within a battalion, one support unit or one hex worth of Insurgent units.

13.1 All units within the active battalion may be activated and each in turn performs a single mission before being turned to its Ops Complete side and another Good Order unit performs a mis-

sion.

13.2 This continues until no further good order units of the active battalion remain or the player decides that no more units will perform a mission at which point the Operations Phase is complete.

13.2.1 Isolated and Wanted! Markers can never be activated.

13.3 One Good Order support unit may be activated to perform a single mission.

13.3.1 When complete an availability roll is made, and if less than the Availability Number it is turned to its Ops Complete side and if equal to or greater than its Availability number it is returned to the MEF box in Good Order. The Operations phase is complete.

13.3.2 One hex containing Insurgent units is activated and all insurgent units present immediately assault coalition units within the same hex. Once complete, the operations Phase is complete.

13.4 Depending on the chit pulled, follow the appropriate procedure below.

13.5 Battalion Operations Segment (1/5, 2/1 or 3/4 Battalion once available)



13.5.1 Turn over any Ops Complete units of the active battalion to their Good Order side.

13.5.2 One Good Order unit/formation at a time of the active battalion may perform one and only one of the following Operational Missions.

13.5.2.1 Infantry may Move, Search or Assault.

13.5.2.2 Armour may Move or Assault.

13.5.3 If a formation consists of both Infantry and Armour units, the formation may still Search, with the Infantry considered the Lead element and the Armour its Support.

13.5.4 Each unit/formation must complete its Operational Mission before another Good Order unit/formation of the

active battalion may be activated to carry out a mission.

13.5.5 Once the operational mission has been completed, turn the active unit/formation to its Ops Complete side.

13.5.6 Return to the Activation Phase.

13.6 Coalition Support Operations Segment (MEF)



13.6.1 One Good Order Support unit may perform one and only one of the following Operational Missions.

13.6.1.1 AC-130, AH1, CAP and M198 may Strike only.

13.6.1.2 Special Forces may Raid only.

13.6.2 Once the operational mission has been completed, roll 1D6 versus its Availability Number.

13.6.2.1 If the roll is less than the Activation number, return the unit to the MEF box face-down, Ops Complete.

13.6.2.2 If equal to or greater, the unit is returned in Good Order.

13.6.3 Return to the Activation Phase.

13.7 Insurgency Operations Segment



13.7.1 All insurgent units assault all coalition units within one contested hex.

13.7.1.1 Wanted! Markers can never be activated, they do however provide support to the assault.

13.7.2 Once the Assault has been resolved, return to the Activation Phase.

14.0 End of Turn Phase

The turn ends when two End of Turn chits are pulled during the Activation Phase. Follow the procedure below.

14.1 Modify Victory Points Track.

14.1.1 -1VP if the Mayor's Compound/

Army Complex hex is Insurgent controlled, +1CVP if contested.

14.1.2 Count the number of Pacified hexes and modify the VP track by -3|VP to +1CVP as per the 'Blocks Pacified by Coalition Forces' Track.

14.2 Ceasefire roll (turns 1-7 only).

14.2.1 Roll 1D6 and modify the total by the current Political Pressure Track (+0 to +3).

14.2.2 If the 1D6 roll is a 7 or more, political pressure from International and Domestic political leaders has caused a rapid u-turn in Washington. A ceasefire is called and negotiations begin between the Coalition and the Insurgency.

14.2.2.1 The Insurgency gains -1|VP should a ceasefire be rolled.

14.2.3 The game is over, compare Coalition and Insurgent Victory Points section (16.4) and stop there.

14.3 Reinforcements (3/4 Battalion).



14.3.1 Roll 1D6 and add the current turn number (+1 to +8).

14.3.2 Modify the total by the current VP total in the 'Blocks Pacified by Coalition Forces' Track (-3 to +1).

14.3.3 If the modified 1D6 roll is 7+, the two 3/4 Battalion chits are placed into the Opaque cup and may be activated as normal during subsequent turns.

14.4 End of Turn 8 / Ceasefire.

14.4.1 The game finishes at the end of Turn 8 or when the Ceasefire roll is made, whichever comes first.

14.4.2 At the end of turn 8, the current VP total determines the level of Insurgent or coalition victory.

14.4.2.1 The Insurgency has -2 to -6 IVPs

The fighting has been ferocious and has surpassed the Marine Corps' urban combat experience at Hue in Vietnam. There has been no serious dent in the Insurgency and the wider insurgency within al-Anbar province continues unabated. The Marine

death toll is far more than expected and there is talk of a withdrawal from the city coming from Washington. This represents a major Insurgent victory.

14.4.2.2 The Coalition has +2 to +6 Vps

The rapid and decisive Coalition victory in Fallujah, as well as the capture of top Insurgent leaders and financiers, causes the wider insurgency in al-Anbar province to falter. The Coalition has stifled the Iraqi Insurgency's rallying cries from Fallujah and restored Coalition control. This represents a Coalition victory.

14.4.2.3 There are between -1 and +1VPs.

Important figures within the Insurgency have been captured, and large sections of the city have been cleared of Insurgent control. However there is no clear, decisive victory and the fighting continues. The wider insurgency in al-Anbar continues to fester, but there is a marked reduction in violence. Talks continue with the leaders of Fallujah. This effectively is a minor victory for the Insurgency, as they have managed to bog down the marines.

14.5 Marker Organisation.



14.5.1 Remove all Wanted and Isolated Markers from the map.

14.5.2 Turn over all Coalition units so they are Good Order.

14.5.3 Advance the Turn Marker one day and go to the Intelligence Phase for the new turn.

15.0 Operational Missions

Missions are the primary method the Coalition can pacify and the insurgents can defend the city.

15.1 An active, Good Order coalition unit, formation and Support asset is tasked with performing a specific mission goal.

15.2 Assault, Raid, Search and Strike missions follow the Operational Dice Pool procedure below.

15.3 Move missions follow a slightly different procedure and is detailed first. Insurgent units may only Assault, but follow the same Assault Operational Dice

Pool procedure.

16.0 Move

An activated coalition infantry/armour unit or formation may spend its Operational Phase to Move into, out of and within Fal-lujah.

16.1 The active unit/formation's move mission is complete once Insurgent Reaction has been rolled and any Insurgent assault resolved.

16.2 Infantry/Armour Movement.

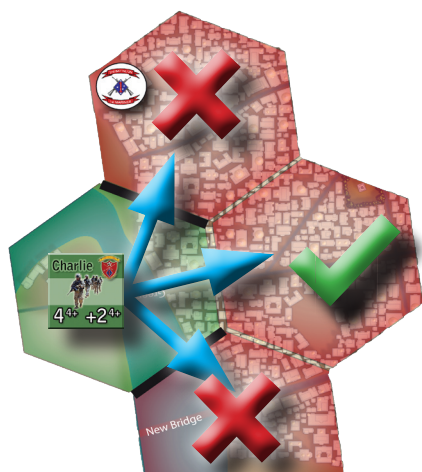


16.2.1 Coalition infantry/armour units may move into and out of the city only via the hexes marked with their respective battalion icon.

16.2.2 Coalition units may only move into bases of their parent battalion.

16.2.2.1 There is no movement between coalition bases.

16.2.3 No Infantry/Armour unit or formation may move through any hexside containing a solid black bar.



16.2.3.1 These represent the only access points into the city over the river Tigris via the New and the Green bridges.

16.2.4 Movement into and out of Pacified hexes is unrestricted except where denied by 18.2.3.

16.2.5 If the hex being moved into is Insurgent controlled, the unit must stop and Insurgent Reaction is rolled for.

16.2.6 Movement is unlimited through Pacified hexes but the moving infan-

try/armour unit or formation must stop when moving into an Insurgent hex.

16.2.7 Once any assaults have been resolved as a result of moving into an Insurgent Controlled hex, the active unit/formation remains in that hex and flipped to their Ops Complete side. Return to the Activation Phase.

16.3 Support Movement.



16.3.1 A Good Order, active Coalition Support unit is placed directly within its target hex.

16.3.1.1 AC-130, AH1, CAP, M198 and SF do not move from hex to hex, they are moved directly to and from their MEF base and the hex they are performing an Operational Mission in.

16.3.2 See each Operational Mission section for details of resolving the respective missions. Movement is an integral part of those missions and is dealt with there

16.4 Insurgent Movement.



16.4.1 Insurgents do not move.

17.0 Operational Dice Pools

Assault, Raid, Search and Strike Operational missions utilize a dice pool system whereby the side with the Active unit (Coalition for Assault, Raid, Search and Strike and the Insurgency when they Assault) roll a dice pool to try and gain more successes than the opponent's Target Number. Follow the procedure below.

- Determine the defender's Target Number.
- Determine the Attacker's dice pool.
- Roll the Attacker's dice pool against the Target Number.
- Compare the number of Attacker's successes to the Defender's Target Number.
- Determine what happened during the Operation....

- Go to the 'After the Operation' section.

17.1 Determine the Defender's Target Number

17.1.1 If the Insurgency are defending against a Special Forces Raid in a hex without an Insurgency Resistance Level Marker, roll once on the Level of Resistance Table (22.0) and once on the Insurgent Activation Table. Do not roll on the Contact! table.

17.1.2 Gather a number of dice of the same colour and amount as the defending Lead Element's Proficiency rating.

17.1.3 Add Friendly Ground Support.

17.1.3.1 [Coalition defender] Add the Support modifier for any friendly Good Order and/or Ops Complete Infantry/armour in the block.

17.1.3.2 [Insurgent defender] Add the support modifiers of all Insurgent/Jihadi units and any Wanted! Marker in the same hex.

17.1.3.3 [Insurgent defender] Add coloured dice equal to the Insurgent Resistance Level of the hex.

17.1.4 [Coalition defender only] Add Friendly Good Order Air/Artillery/SF Support.

17.1.4.1 Any number of Good Order Coalition Support units may be allocated to support the defending unit.

17.1.4.2 Place the supporting unit in the hex being attacked/supported and add the support number of the correct coloured dice to the Defender's dice pool.

17.1.5 Add Terrain dice of the block where the Operation is taking place.

17.1.5.1 Terrain dice are always white.

17.1.6 Roll this pool of dice counting the total number of successes to achieve a Target Number which is the number of successes the Attacking player must roll against.

17.1.6.1 TNs are halved against Strikes with fractions rounded down.

17.1.7 The minimum Target Number is 1, even if no successes were rolled.

17.1.8 Make a note of the number of Red successes [Coalition only].

Defender's Terrain Dice (White dice)

Mission	Coalition	Insurgency
Assault	+1 Urban / Industrial +2 Open	+1 Urban / Industrial +2 Dense Urban
Move	Not Applicable - See the Move Section	
Raid	Not Applicable	+1 Industrial +2 Urban / Dense Urban
Search	Not Applicable	+1 Urban / Industrial +2 Dense Urban
Strike	Not Applicable	+1 Dense Urban +2 Urban / Industrial

17.2 Determine the Attacker's Dice Pool.

17.2.1 Gather a number of dice of the same colour and amount as the Active Attacking unit with the highest Proficiency Rating.

17.2.2 Add Friendly Ground Support.

17.2.2.1 [Coalition Attacker] Add the Support modifier for any friendly Good Order and/or Ops Complete Infantry/armour in the hex.

17.2.2.2 [Insurgent Attacker] Add the support modifiers of all Insurgent/Jihadi units and Wanted! or IED marker in the same hex.

17.2.2.3 [Insurgent Attacker] Add coloured dice equal to the Insurgent Resistance Level of the hex.

17.2.3 [Coalition only] Add Friendly Good Order Air/Artillery/SF Support.

17.2.3.1 Any number of Good Order Coalition Support units may be allocated to provide ground support for the attacking unit.

17.2.3.2 Place the supporting unit in the hex being attacked/supported and add the support number of the correct coloured dice to the to the Defender's dice pool.

17.2.4 Add Terrain dice of the hex where the Operation is taking place.

17.2.4.1 Terrain dice are always white.

Attacker's Terrain Dice (White dice)

Mission	Coalition	Insurgency
Assault	+1 Urban / Industrial +2 Open	+1 Urban / Industrial +2 Dense Urban
Move	Not Applicable - See the Move Section	
Raid	+1 Urban / Industrial +2 Open	Not Applicable
Search	+1 Urban +2 Open	Not Applicable
Strike	+1 Urban / dense Urban +2 Open / Industrial	Not Applicable

17.2.5 Roll this pool of dice counting the total number of successes.

17.2.5.1 If there were any Red Coalition Successes, add that number of Successes to the Media Track.

17.3 Compare the total number of successes rolled to the Target Number.

17.3.1 The attacker will either gain more successes than the TN (Margin of Success) or less than or equal to the TN (Margin of Failure).

17.4 Determine what happened during the Operation....

17.4.1 Go to the section detailing the current mission and follow the instructions given.

17.5 'After the Operation'.

17.5.1 Turn the active coalition infantry or armour unit/formation face-down to indicate it is 'Ops Complete'

17.5.2 Roll for any Support Unit Availability and return those support units used back to the MEF base, either Good Order or Ops Complete, depending on the Availability roll.

17.5.3 Remove any IED Ambush Markers.

17.5.4 Remove any Isolated markers within the active hex if there are no In-

surgent units within that hex.

17.5.5 Return to the Activation Phase and draw another chit.

18.0 Assault

An Assault is intended to be a Company level attack within a city block to locate and destroy Insurgent fighters or to locate and neutralize Insurgent centres of resistance. It is also the primary means whereby the insurgency can attack and inflict casualties on coalition troops.

18.1 Attacker gets more Successes than the TN.

18.1.1 Subtract the TN from the number of successes to find the Margin of Success.

18.2 Coalition Attacking.

18.2.1 The Coalition may spend the Margin of Success to reduce the size of Insurgent Units within the hex at a cost of 1 success to reduce a unit 1 step.

18.3 Insurgency attacking.

18.3.1 The Insurgency gains IVPs equal to the margin of success with a minimum of -1IVP (MOS 1 = -1IVP, MOS 2 = -2IVP etc).

18.3.2 An Isolated Marker is placed in the hex.

18.4 Attacker gets an equal number or less successes than the TN.

18.4.1 Subtract the number of successes from the TN to find the Margin of Failure.

18.5 Coalition Attacking

18.5.1 The Insurgency gains IVPs equal to the margin of failure with a minimum of -1IVP (-1IVP, -2IVP, -3IVP etc).

18.5.2 An Isolated Marker is placed in the hex.

18.6 Insurgency attacking

18.6.1 The Coalition may spend the Margin of Failure to reduce the size of Insurgent Units within the hex at a cost of 1 success to reduce a unit 1 step.

19.0 Raid

Raids are carried out by Special Forces

Support units only. Their purpose is to locate and capture Wanted! Insurgent leaders.

19.1 The number of Coalition successes exceeds the Target Number.

A 'person or persons of interest' has been captured successfully with no casualties to Coalition forces.

19.1.1 Subtract the TN from the number of successes to find the Margin of Success.

19.1.2 The Coalition gains this many CVPs (+1CVP, +2CVPs, +3CVPs etc).

19.1.3 Remove the Wanted! Marker from the board and if there are any remaining Nationalist chits in the cup, remove one.

19.2 The Coalition gets an equal number or less successes than the TN.

The Insurgency has killed one or more Coalition Special Forces soldiers and the target has either escaped, or after questioning it is determined the individual or individuals are not of interest after all.

19.2.1 Subtract the number of successes from the TN to find the Margin of Failure.

19.2.2 The Insurgency gains IVPs equal to the Margin of Failure with a minimum of -1IVP (-1IVP, -2IVP, -3IVP etc).

19.2.3 The Wanted! Marker is removed, but the number of Nationalist flag chits still in the cup is unchanged.

Removing the Wanted! Marker without reducing the number of Nationalist chits in play simulates the wanted individual escaping and 'falling off' the intelligence radar, while still being able to influence events on the ground.

20.0 Search

Any Infantry unit or a formation composed of an Infantry unit and an Armour units may Search a block in order to locate arms caches, Insurgents, leaders and tunnel systems as well as locating and rescuing Isolated Coalition units.

20.1 The number of Coalition successes exceeds the Target Number.

Often facing ongoing attacks by Insurgents, Coalition forces have located an Insurgent arms cache, tunnel network or

supply point and neutralized it, or lead Coalition combat elements locate and link up with an Isolated Unit.

20.2 Subtract the TN from the number of successes to find the Margin of Success.

20.3 The Coalition can spend the Margin of Success to Search the block.

20.3.1 It costs 2 successes to reduce an Insurgent unit by 1 step.

20.3.2 It costs 1 success to remove an Isolated Marker.

20.3.3 It costs 2 successes to reduce the Insurgent Resistance Rating by 1 point and the Coalition gains +1CVP per step reduction.

20.3.4 The Coalition can spend any amount of successes to remove a Wanted! Marker and gains half that number in CVPs (rounded up) with a minimum of +1CVP.

20.4 The Coalition gets an equal number or less successes than the TN.

The Insurgency has Ambushed the Searching unit/formation.

20.4.1 Subtract the number of successes from the TN to find the Margin of Failure.

20.4.2 Roll once on the Insurgent Activation Table and then on the Insurgent Contact Table (See Insurgency Reaction).

20.4.2.1 The Margin of failure is added as a modifier to the Insurgent Contact Table.

21.0 Strike [non SF Support only].

Strikes are coordinated air or artillery strikes on Insurgent units, positions or centres of resistance. The aim is to either destroy Insurgent Ground Combat units or reduce the Insurgent Resistance Rating within a block.

21.1 The number of Coalition successes exceeds the Target Number.

Precision bombing strikes hit the indicated targets with little or no collateral damage.

21.1.1 Subtract the TN from the number of successes to find the Margin

of Success.

21.1.2 The Coalition can spend the Margin of Success to Strike the block.

21.1.2.1 It costs 1 success to reduce an Insurgent unit by 1 step.

21.1.2.2 It costs 1 success to reduce the Insurgent Resistance Rating by 1 point and the Coalition gains +1CVP per reduction of 2 steps or part thereof.

21.1.2.3 The Coalition can spend successes to remove a Wanted! Marker and gains a quarter the number of successes spent in CVPs (rounded down).

21.2 The Coalition gets an equal number or less successes than the TN.

Images of Coalition missiles, bombs or artillery shells slamming into schools, Mosques or hospitals are broadcast around the world.

21.2.1 The Insurgency gains IVPs equal to twice the Margin of Failure with a minimum of -1IVP (-1IVP, -2IVP, -4IVP etc).

22.0 Insurgency Reaction

The act of Searching by an Activated Coalition unit/formation or a Raid by Special Forces during the Operational Phase may result in a possible reaction from the Insurgency within Fallujah. Moving will provoke a response.

22.1 If moving into or Raiding an Insurgent controlled hex which does not include an Insurgent Control Marker, roll

1D6 Roll	Level of Resistance	Table
1-4	Low (1)	Open
5	Medium (2)	
6	High (3)	
1-3	Low (1)	Industrial
4-5	Medium (2)	
6	High (3)	
1-2	Low (1)	Urban
3-4	Medium (2)	
5-6	High (3)	
1	Low (1)	Dense Urban
2-3	Medium (2)	
4-6	High (3)	
Modifier	Reason for Modifier	
+1	Per Wanted! Marker in adjacent hexes.	
+2	Wanted! Marker in hex	

1D6 on the Level of Resistance Table to determine the amount of Insurgent preparedness within that hex. (If there is already an Insurgent Resistance Marker go to step 2).

22.1.1 The number (1-3) indicates the Insurgent Resistance Marker to be placed in that hex.

22.2 Roll 1D6 plus additional D6 dice according to the table below and roll on the Insurgent Reaction Table below to determine the number and size of Insurgent units.

Insurgent Reaction Table

D6 Dice	Modifiers to number of D6s rolled
+1 to +3	Insurgent Resistance Rating of hex Coalition unit in
-1	Any Good Order Air/Artillery Support available
-1	Special Forces Raid
+1	Isolated Coalition within hex
+1	Wanted! Marker within adjacent block
+2	Wanted Marker within same block.
D6 Roll	Insurgent Activated
1-3	Small Group
4	Group
5	Mob
6	Large Mob
Double	Replaces one unit with Jihadi cell.

22.2.1 Each D6 which rolls the number given activates one unit of that size.

22.2.2 If doubles are rolled, replace one of the new units with a Jihadi cell.

22.3 Roll 1D6+modifiers once on the Insurgent Contact Table to determine if the Coalition has engaged Insurgent elements or whether they have been Ambushed by the Insurgents.

1D6 Roll Insurgent Contact Table

1 - 5	Contact!
6+	Ambush! (add IED marker)
Modifier	Level of Resistance
+1	Per Wanted! Marker in adjacent hex.
+2	Wanted! Marker in hex.
+?	Search Margin of Failure

22.4 Resolve any Contact! or Ambush! using the Assault action.

23.0 Media & Political Pressure

The Media Track charts the media coverage of the battle. The only available news coverage from inside the city, was largely one-sided and anti-Coalition, and helped foster international and domestic political pressure on the Coalition to stop fighting.

23.1 Media Track

23.1.1 The top track is the Media Track and has 6 numbered circles from 0 to 5. The Track fills as the Coalition uses heavy weaponry against the city of Fallujah.

23.1.2 For each Red Success gained during an Assault, Raid, Search or Strike Operational mission move the Media Track Marker one to the right along the Track.

23.1.3 The first time the Media Marker reaches the 5 circle and another Red Success moves it forward, advance the Political Pressure Marker one circle to the right on the Political Pressure Table and move the Media Marker to the 1 circle on the far left of the Media Track.

23.1.4 Thereafter, every time the Media Marker goes beyond 5, increase the Political Pressure Marker one circle.

23.2 Political Pressure Track

23.2.1 Below the Media Track is the Political Pressure Track. This represents growing pressure due to intensive media coverage of the battle.

23.2.2 It acts to simulate the growing calls for a ceasefire from both Iraqi politicians and International governments and leads to a sudden ceasefire being declared.

23.2.3 As the Insurgent Media Track overflows, the Political Pressure track increases by 1.

23.3 The modifier on the Political Pressure table is used to modify the Ceasefire roll during the End of Turn phase.

24.0 Blocks Pacified by Coalition Forces

Below the Media and Political Pressure Tracks is the track which measure the territory pacified by coalition forces.

24.1 During the End of Turn phase, count the number of hexes containing Pacified Markers and adjust the Pacified Block table accordingly.

24.1.1 Adjust the VP table by the modifier on the table.

24.2 The blocks Pacified modifier is also used to modify the number of Wanted! Markers rolled for in the Intelligence Phase of each turn.

25.0 Glossary

25.1 Active unit

A unit is activated when the parent organization is chosen by chit draw. Once a single unit or formation is active it is allocated an Operational Mission.

25.1.1 A Good Order Coalition infantry, armour and support unit or formation (but not isolated or Wanted! Markers) may be activated when their parent unit's emblem chit is pulled during the Activation Phase.

25.1.2 Units can Assault, Move, Raid, Search and Strike, depending on their unit type.

25.1.3 Insurgent units (but not Wanted Markers) may be activated in the same manner, but may only Assault and must do so immediately.

25.2 Assault

An assault is an Operational Mission designed to locate, engage and destroy the enemy.

25.2.1 A coalition Assault is intended to be a Company level attack within a city block to...

- Locate and destroy Insurgent fighters.
- Locate and extricate Isolated elements of the Battalion.
- Locate and neutralize Insurgent centres of resistance.

25.2.2 Insurgent units may Assault either when Activated, or as a Reaction to specific Coalition Operational Missions. Insurgent Assaults aim to...

- Cause casualties to Coalition units.
- Isolate elements from Coalition

Companies.

- Use pro-Fallujan media to publicise damage to Fallujah and civilian casualties caused by Coalition action.

25.3 Coalition VPs

Victory Points which move the VP marker to the right on the VP track (+1vp, +2vp, +3vp etc).

25.3.1 CVPs can never go higher than +6. Any more CVPs gained are lost.

25.4 Contact!

An insurgent reaction to certain Coalition Operational Missions - specifically Move and Search.

25.4.1 This is an assault for the Insurgent forces after a roll is made on the Insurgent Reaction Table.

25.5 IED Ambush!

An Insurgent Contact! involving IEDs, usually in a coordinated attack on Coalition forces.



25.5.1 When an Ambush! result is rolled on the Contact! table, place an IED Ambush! Marker in the affected hex.

25.5.2 The +2 support modifier is used as ground support for an Insurgent Assault against Coalition units in the hex.

25.5.3 The Ambush! Marker is removed once the attack has been resolved.

25.6 Infantry & Armour

The three Marine Battalions tasked with assaulting Fallujah (1/5, 2/1 and later 3/4) were Infantry battalions with armour support. Each counter represents a company of men or 3-4 tanks.

25.6.1 Coalition counters representing Infantry, Weapons and H&S (Headquarters and Support) Companies all count as Infantry units.



25.6.2 The M1A1 Abrams units attached to 1/5, 2/1 and 3/4 Battalions are

Armour units.



25.6.3 Isolated markers are infantry units but can never be activated.



25.7 Insurgency Pool

25.7.1 All of the Insurgent and Jihadi units not placed on map are placed to one side until placed on the map.

25.7.2 The counter mix provides the maximum allowed supply of Insurgent and Jihadi units for the game.

25.8 Insurgent Control

A hex with an Insurgent Resistance Level Marker of +1, +2 or +3 or a hex with neither a Insurgent Resistance Level Marker nor a Pacified Marker is under Insurgent Control.

25.8.1 All hexes within Fallujah, prior to Coalition forces entering them, are considered Insurgent Controlled.

25.8.2 Insurgent units are generated from within hexes containing an Insurgent Resistance Level Marker.

25.8.3 An Insurgent Controlled hex can be changed into a Pacified hex by step reducing the Marker via Searches or Strikes.

25.9 Insurgent Resistance Level

An Insurgent Resistance Level Marker of +1, +2 or +3 within a hex signifies the amount of preparedness and resistance within that city block.



25.9.1 The higher the rating (from +1 to +3), the more organized and prepared the resistance.

25.9.2 The +1, +2 or +3 is a Support Rating which is used by Insurgent units within that hex.

25.9.3 Insurgent Controlled hexes containing no Insurgent Resistance Level

Marker or Pacified Marker are considered to have a Resistance Level of zero until one is generated on the Level of Resistance table by coalition movement or raids.

25.10 Insurgent Units

Insurgent counters include Jihadi cells and Nationalist Small Groups, Groups, Mobs and Large mobs, typically armed with an assortment of AK-47 assault rifles and Rocket Propelled Grenades (RPGs). The more organised have access to Improvised Explosive Devices (IEDs) rockets and mortars. Typically with high morale and varied levels of training.

25.10.1 The largest Insurgent Unit is a Large Mob, representing approximately 200 fighters.



25.10.2 Next is a Mob of about 100 fighters.



25.10.3 The next smaller Unit is a Group of approximately 20 to 50 fighters.



25.10.4 Jihadi Units are approximately the same size as cells, but considered better quality.



25.10.5 The smallest Unit is a Small Group of between 8 and 12 fighters.

25.11 Insurgent VPs (IVPs)

Victory Points which move the VP marker to the left and towards the Insurgency on the VP track (-1IVP, -2IVP, -3IVP etc).

25.11.1 IVPs can never be lower than -6IVP, any excess are lost.

25.12 Isolated Marker

Elements of Marine infantry units which become isolated during Operations Mis-

sions are represented by Isolated Markers.

25.12.1 Isolated Markers can never be activated.



25.12.2 Only Coalition Infantry units can become Isolated.

25.12.3 Isolated counters are removed either when step reduced by two or more steps, or at the end of an Operations Phase when there are no Insurgent units present in the same hex, or at the end of the current turn, whichever occurs first.

25.12.4 There is a maximum of one isolated Marker per battalion.

25.12.5 The first step loss that an Isolated marker takes flips the marker face-down and moves the Victory Point Table -1VP.

25.12.5.1 The act of placing an Isolated Marker due to mission results does not gain IVPs.

25.12.6 The second step loss removes the marker from the map, provides a second -1VP track adjustment and adds +1 to the Media Table.

25.12.7 Armour units can never be Isolated. Instead, if there is only an Armour unit present and an Isolated result occurs, the Armour unit is Recalled.

25.13 Jihadi cells

Jihadi cells represent approximately a dozen Islamist fighters armed with AK47s and RPGs. With extremely varied levels of training foreign and Iraqi Jihadis made up approximately 10% of the Insurgents's forces within Fallujah. Their fanaticism led to suicidal charges against the Marines.



25.13.1 Jihadis counters are added to a hex either when rolled on the Insurgent Activation Table, or when doubles are rolled on the Insurgent Reaction Table.

25.13.2 If the only Insurgent units within a hex are Jihadi cells and Nationalist Small Groups, the Jihad Cell will always be the Lead Element.

25.13.3 If there are Jihadi cells and Nationalist units in the same hex and step reductions must be allocated, Jihadi cells are always reduced first.

25.13.3.1 Jihadi cells always step reduce 1 to a small group.

25.13.4 When coalition units are defending versus an Insurgent assault, one unit is the Lead Element and as above is the unit with the highest Proficiency Rating - including any Ops Complete unit.

25.13.4.1 This is the only occasion an Ops Complete unit can use its Proficiency Rating.

25.14 Map Hexes & Movement

Each hex on the map approximately represents a city block within the city of Fallujah and the colour of the hex denotes the predominant urban density of that block.

25.14.1 Each unit counter or marker in play should be placed fully within their current hex.

25.15 Marine Bases

Each of the three Marine Regiments has their own off-map box identified by their individual Regimental emblem. There is also a Marine base box representing the 1st Marine Expeditionary Force base and the various Navy, Air Force and Special Forces units supporting the operation.



25.15.1 Coalition units must start in their requisite bases and Insurgent units may never move into these bases.

25.15.2 Coalition units may only enter the off map bases of their respective parent formations.

25.16 Nationalist units

The vast majority of the fighters within Fallujah were Nationalist rather than Islamic fundamentalists. Staunchly pro-Saddam

and making up a large percentage of the now demobilised Iraqi armed forces, they would provide technical and tactical knowledge as well as experience to the Insurgency.

25.16.1 Nationalist and Jihad units are dealt with in more depth in the Insurgent Units Glossary entry (27.10).

25.17 Operational Mission

Each Operations Phase, the currently Active Good Order unit or formation is tasked with undertaking a specific mission, be it a Move, Assault, Raid, Search or Strike.

25.17.1 Some missions are available to specific Unit Types only and is outlined within the Operational Phase section.

Operational Missions

	May...	May not...
Combat Unit	Assault, Move, Search	Raid, Strike
Support Unit	Raid, Strike	Assault, Move, Search

25.17.2 Operational missions are carried out against an entire hex and all eligible units within that hex participate.

25.18 Pacified hex

A hex containing a Pacified Marker has had its Insurgent Resistance Level reduced to zero and is regarded as 'Pacified'.



25.18.1 No Insurgent units can be generated from within a Pacified hex.

25.18.2 A Pacified hex is not eligible for Insurgent Reaction rolls.

25.19 Recalled Armour

Infantry units become Isolated during combat, Armour units are Recalled. They have taken losses, or an M1A1 has become damaged.

25.19.1 If there are only coalition Armour units within a hex affected by an Isolated combat result, the unit is immediately returned to its own battalion base and flipped to its Ops Complete side.

25.19.2 The Insurgency gains -1VP.

25.20 Status Boxes

Markers are used to record game information on these Status Boxes. They record the current Turn, Victory Points, Media and Political Pressures.

25.21 Steps and Step Losses

Insurgent units (and Coalition Isolated Markers only) are depleted incrementally to signify combat losses or units melting away into the city.

25.21.1 A Large Mob is reduced by one step to a Mob, a Mob is reduced by one step to a Group and a Group is reduced by one step to a Small Group.



25.21.1.1 A Jihadi cell is always reduced to a Small Group.



25.21.2 A Small Group reduced by one or more steps is removed from the map and returned to the Insurgency pool to be reused later.

25.21.3 Losses are apportioned to the smallest unit first with each unit taking one step loss before it can take a second.

25.21.4 Coalition infantry, armour or support units do not suffer step reduction.

- Infantry can have isolated elements.
- Armour can be Recalled.
- Support become Ops Complete.

25.21.5 Isolated markers are reduced by one step by turning the marker face-down to indicate it has taken casualties or is running dangerously low on ammunition.



25.21.5.1 A second step reduction removes the marker from the map.

25.21.6 Wanted! Markers do not take step losses, but can be removed from the board as a result of a Raid or Search.

25.22 Ground Support

25.22.1 Insurgent units, IED and Wanted! Markers, a hex's Insurgent Resistance Rating, 'Good Order' or 'Ops Complete' coalition Infantry or Armour units within the same hex may add their Support Rating to a friendly Lead Element's Dice Pool during an Operational Mission or to support a defence.

25.22.2 Off-map Support may be provided by 'Good Order' Support units only.

Face down, or injured Isolated Markers can not provide Ground Support.

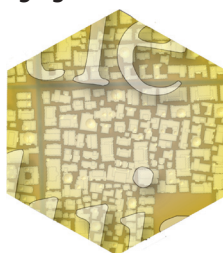
25.23 Terrain

Terrain within Fallujah is delineated by urban density and indicated by hex colour and as such Roads and Bridges have no effect on movement.

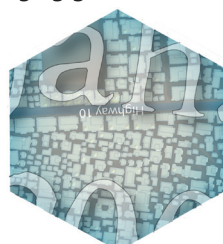
25.23.1 Red hexes are the very densely packed, and often very old, sections of the city with souks (a Middle Eastern market), twisting, narrow alleyways and very few open areas. The population density within districts such as the Jolan and the Marine-dubbed 'Pizza Slice' is very high.



25.23.2 Yellow hexes represent the typical urban density of Fallujah, with relatively spread-out two-to-three floor concrete houses with courtyards situated astride wide, straight roads. These are the middle-class districts of the city. The population density within these areas is average for a city of three-hundred thousand.

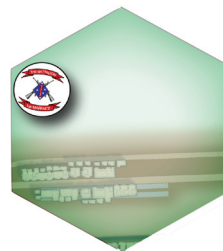


25.23.3 Blue hexes are industrial areas or those with low building density, which have less open ground than Green areas, but which have poor quality dwellings of small to large warehouses, factories and shops. While having a greater



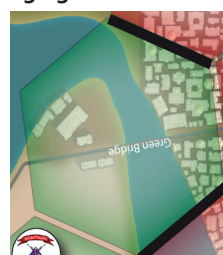
population density than the open green areas, it is still low.

25.23.4 Green hexes are those with very low building density and have a lot of open ground. The population density here is very low.



25.23.5 Terrain modifies the Dice Pools of both sides during Operational Missions and is mission and force specific dependent on the colour of the hex occupied.

25.23.6 The hexesides with black bars crossing the river near the two bridges does regulate movement in that movement across a black bar is not possible.



25.24 Victory Points (VPs)

Throughout Battle for Fallujah, either the player or the Insurgency gains Victory Points. The VP track gives an Activation by Activation assessment of the degree of success or failure on the part of the player.



25.24.1 VPs are added or subtracted as they are earned with Insurgent VPs (IVPs) moving the VP Marker to the left of the track and Coalition VPs (CVPs) moving the marker to the right.

25.24.2 The VP track is adjusted as the VPs are earned.

25.24.2.1 The Coalition gains VPs for reducing Insurgent Resistance Numbers, capturing or killing Wanted individuals and holding the Mayor's compound and the Army complex.

25.24.2.2 The Insurgency gains Victory Points for Inflicting losses on Coalition troops, using the world's media to highlight the destruction of Fallujah by Coalition forces and thereby increasing political pressure for a ceasefire, and stalling the Coalition's efforts to capture blocks.

A

AC-130 2, 6, 7
 Activation Phase 3, 4, 6, 7, 8, 10
 Active unit 3, 7, 10
 After the Operation 7, 8
 AH1 6, 7
 Ambush! 10, 11
 Armour 2, 5, 7, 9, 11, 12, 13
 Assault 3, 4, 5, 6, 7, 8, 10, 11, 12
 Availability Number 2, 5, 6

B

Battalion Operations Segment 5
 Blocks Pacified by Coalition Forces 4, 6, 10
 Blue Success Number 3

C

CAP 2, 6, 7
 Ceasefire roll 6, 10
 Chits 3
 Coalition Intelligence Table 4
 Coalition Support Operations Segment (MEF) 6
 Coalition VPs (CVPs) 11, 13
 Contact! 10, 11
 Counters 1

D

Determine the Attacker's Dice Pool 8
 Determine the Defender's Target Number 7
 Dice 2, 3, 6, 7, 8, 10, 13
 Dice Pool 2, 3, 6, 8, 13

E

End of Day Phase 4, 5
 End of Turn chit 5
 End of Turn Phase 6

F

Formation 2, 3, 5, 6, 7, 8, 9, 10, 12

G

Glossary 10, 12
 Good Order 2, 3, 4, 5, 6, 7, 8, 10, 12, 13
 Group 10, 11, 13

H

Hexes 1, 4, 5, 6, 7, 9, 10, 11, 13

I

IED Ambush! 11
 Infantry 1, 2, 5, 7, 8, 9, 11, 12, 13
 Infantry/Armour Movement 7
 Insurgency Operations Segment 6
 Insurgency Pool 11
 Insurgency Reaction 9
 Insurgent Activation Table 5, 9, 10, 12
 Insurgent Contact Table 9, 10
 Insurgent Control 9, 11
 Insurgent Movement 7

Insurgent Resistance 1, 7, 8, 9, 10, 11, 12, 13
 Insurgent Resistance Level 7, 8, 11, 12
 Insurgent Units 8, 11, 12
 Insurgent VPs (IVPs) 11, 13
 Intelligence Phase 4, 6
 Introduction 1
 Isolated 1, 2, 4, 5, 6, 8, 9, 10, 11, 12, 13
 Isolated Marker 8, 9, 11

J

Jihadi 1, 2, 4, 5, 7, 8, 10, 11, 12, 13
 Jihadi cells 2, 11, 12, 13

L

Large Mob 10, 11, 13
 Lead Element 2, 3, 5, 7, 12, 13
 Level of Resistance Table 9, 10

M

M198 2, 6, 7
 Map 1
 Map Hexes & Movement 12
 Margin of Failure (MOF) 3
 Margin of Success (MOS) 3
 Marine Bases 12
 Marine Expeditionary Force (MEF) 1
 Marker Organisation 6
 Markers 1, 2, 4, 5, 6, 8, 10, 12, 13
 Mayor's Compound/Army Complex 6
 Media 1, 4, 8, 10, 12, 13
 Media Track 1, 4, 8, 10
 Media Track Marker 4, 10
 Mob 10, 11, 13
 Move 5, 6, 7, 8, 10, 11, 12

N

Nationalist units 12

O

Operational Dice Pools 7
 Operational Missions 2, 3, 5, 6, 10, 11, 13
 Operations Phase 3, 4, 5, 12
 Ops Complete 2, 4, 5, 6, 7, 8, 12, 13

P

Pacified hex 11, 12
 Political Pressure 1, 4, 6, 10
 Political Pressure Marker 4, 10
 Political Pressure Track 1, 4, 6, 10
 Proficiency Rating 2, 3, 5, 8, 12

R

Raid 3, 6, 7, 8, 10, 12, 13
 Recalled Armour 12
 Red Success Number 3
 Reinforcements (3/4 Battalion) 6

S

Search 3, 5, 6, 7, 8, 9, 10, 11, 12, 13
 Sequence of Play 4
 Setting up Battle for Fallujah 4
 Small Group 10, 11, 13

Special Forces (SF) 2, 6, 8, 9, 12
 Status Boxes 13
 Steps and Step Losses 13
 Strike 3, 6, 7, 8, 9, 10, 12
 Successes 3, 8
 Success Number (SN) 3
 Support 1, 2, 3, 5, 6, 7, 8, 9, 10, 11, 13
 Support Movement 7
 Support Rating 2, 11, 13
 Support Units 2, 5

T

Table of Contents 1
 Target Number 3, 7, 8, 9
 Terrain 7, 8, 13
 Terrain dice 7, 8
 Turn track 1

U

Units 1, 2, 5, 8, 10, 11, 12
 Unit Status 2
 Unit Status 2

V

Victory Points Track. 6
 Victory Points (VPs) 13
 VP Marker 4, 13

W

Wanted! 1, 4, 5, 6, 9, 10, 13
 Wanted! Markers 4, 5, 6, 10, 13
 What happened during the Operation 7, 8
 White Success Number 3