Warchestra™

STRATEGY AND TACTICS FOR THE MILITARY MAESTRO

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Classic Campaign Rules (Vassal version)

Contents

1.0.0 Introduction

1.1.0 General

1.1.1 Nature of the game

Warchestra (pronounced " 'wɔːr-kɪs-trə ") is an abstract gaming system. It is not meant to represent warfare in the real world. Though the units in the game have been named after real-life counterparts, it should not be assumed that the two will have identical characteristics. Therefore, what works in one realm will not necessarily work in another.

1.1.2 Chance

Warchestra is a diceless game, thus chance plays only a minimal role in victory or defeat.

1.1.3 Number of players

Warchestra is designed primarily as a two-player game, and these rules are written with that assumption. Rules for the multiplayer variation of the game are available in a separate document.

1.2.0 Types of games

1.2.1 General

There are two types of Warchestra games: scenario and campaign.

1.2.2 Scenario games

In a scenario, initial forces and deployments are set at the beginning of the game; victory conditions, as well as any changes to sequence of play, reinforcement, or other aspects of the game are specified in the Scenario section of the module Notes. Unless specifically modified in the Scenario notes, the rules for campaigns apply to scenarios as well. Experienced players should feel free to create their own scenarios.

1.2.3 Campaign games

Campaign games are generally long and open-ended. In a campaign, both players begin with equal forces, and the initial dispositions of these forces are left to the discretion of each player. The rules set forth in this document apply to campaigns.

1.3.0 The boards

The standard Warchestra board is called a Campaign board, and measures 38 x 52 hexes. Larger or smaller boards are possible, but will, of course, affect the mechanics of the game.

1.4.0 The units

The basic form of Classic Warchestra makes use of five types of units. Over time, many additional types of units will be made available for use in variations of the basic game. These will be released in new modules.

1.5.0 Ambiguities

If, during play, a situation arises which is not clearly covered by a rule, both players must come to an agreement on how the situation will be handled. If no agreement can be reached, the game ends in a draw, with no victor. Such an ambiguity should be reported to the game designer, and include any recommendations for its solution.

2.0.0 Terrain

2.1.0 General

Basic Warchestra boards make use of a hexagon grid, comprised of two types of hexes: mountain hexes, and open hexes grouped into zones. Additional terrain features may be available on variant boards; their affect on play is described in the Scenario section of the Notes. Boxed place names (e.g. "Heartbreak Hole") will also likely be found, but these serve only as reference points. Over time, additional types of terrain will be made available for use in variations of the basic game. These will be released in new modules.

2.2.0 Mountains and zones

The basic terrain features found on Warchestra boards are mountains and groups of bounded hexes called zones (see Figure 1).
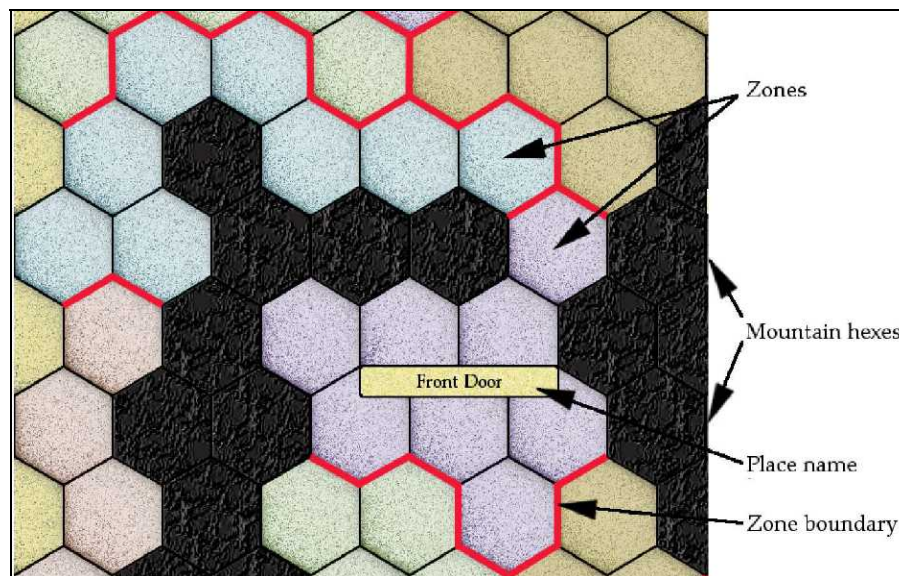
Figure 1: Mountains and zones.

Mountains are impassable to all mobile units in the basic game, and passes between them are therefore strategically important. The open areas of the board are divided

into regions called zones. Zone boundaries have no effect on unit movement.
Control of zones is crucial for reinforcement.

3.0.0 Game setup

3.1.0 Player experience

Before starting a game, the players must decide who is the less-experienced player
(hereafter referred to as the LEP). This person will be given a slight advantage in the
setup portion of the game. Their more-experienced opponent will hereafter be
referred to as the MEP.

3.2.0 Initial game setup

3.2.1 General

Warchestra may be played using the Vassal server, by playing peer-to-peer, via
email, or by taking turns on a single computer.

3.2.2 Playing on the Vassal server

See the Vassal User's Guide for information on searching for and joining games on
the Vassal server.

3.2.3 Playing with a peer-to-peer connection

If playing peer-to-peer (PTP), it will be necessary for players to exchange IP
addresses and any passwords beforehand. See the Vassal User's Guide for
information on setting up a peer-to-peer connection. Generally speaking, one
player will set up a game offline and open their PTP connection. The joining
player will choose "Look for a game online" in the Vassal welcome screen, enter
the pertinent IP/password information, and after successfully connecting,
synchronize with the first player.

3.2.4 Playing via email

Though slower than the Vassal server or a PTP connection, gameplay via email
allows players to compete when they may not be able to find a common time.
Generally speaking, this involves exchanging logfiles. See the Vassal User's Guide
for more information.

3.2.5 Playing on a single computer

Playing Warchestra by taking turns on a single computer is possible, but it has the
disadvantage of rendering delayed notes useless, making secret allocations difficult
without resorting to paper (see 10.4.1). Player sides and the Retire button are
basically superfluous in this situation.

3.2.6 Logfiles

Regardless of the mode of play, it might be desirable to save games as logfiles.
This not only allows review in the event of disagreements, but also serves as a
record of the game. When play is complete, it is possible to join multiple logfiles
into one whole logfile, thus preserving the game for future review (see 10.2.0).

3.2.7 Setting up a game within the module

When entering the module, each player should, of course, select a different color from among the seven available to play. To set up the game:

1. Deploy a Time piece (found by clicking Units / Markers, then the Setup tab) into the TIME: field.
2. Deploy an IRP of the appropriate color for each player. The LEPs IRP should be placed first. Player names - as they appear in the time field - may be changed by right-clicking the IRP and clicking Name under the Setup submenu. Any handicapping that involves multipliers or bonuses (see 3.8.0) can be changed in the same Setup submenu. Granting initial bonus points is achieved by clicking the + button on the IRP. These should be decremented as they are used.
3. Click the End Phase button. Hereafter, this button will be clicked at the end of each player's turn.

3.3.0 Initial forces

In the basic Campaign version of Classic Warchestra, each player begins the game with the following:

(1) Headquarters firebase
(3) 410 Firebases (unless otherwise noted on the map selection screen)
(4) 421 Artillery units
(10) 212 Infantry units
(4) 114 Armor units
(2) 116 Airmobile units

3.4.0 Initial firebase placement rules

In addition to the firebase placement rules set forth in 5.2.2, in the initial placement of firebases, neither player may site a firebase in a zone which is adjacent to a zone containing an opposing firebase (i.e. there must be at least one open zone separating all zones adjacent to opposing firebases). Neither may a firebase be placed adjacent to any opposing firebase (as might occur on opposite sides of a mountain chain).

3.5.0 Initial firebase deployment order

Firebases are sited one at a time, alternating between players, with the headquarters firebases placed first. The LEP begins the firebase deployment, thus allowing them to possibly gain a positional advantage.

3.6.0 Initial unit deployment

Initial units are deployed in any open hex that lies within a zone adjacent to a friendly firebase. They are deployed in the groups shown on page 4, alternating

between players, with the MEP beginning each group deployment. It is not necessary to place each group deployment in the same zone (e.g. when the MEP deploys their first group of 5 infantry, they could put 2 in one zone, 2 in another zone, and the last one in still another). By spreading out the deployment and requiring the MEP to deploy first, the LEP gains a slight advantage in being able to react to the dispositions of their opponent's forces. Initial units may also be placed in reserve (see 8.4.0). Initial units are deployed in the following order:

1st artillery group - 2 artillery units (MEP deploys first, then LEP)
2nd artillery group - 2 artillery units
1st infantry group - 5 infantry units
2nd infantry group - 5 infantry units
1st armor group - 2 armor units
2nd armor group - 2 armor units
1st airmobile unit
2nd airmobile unit

Any additional initial units given as a handicap (see 3.8.0) - whether specified explicitly or procured with bonus points - should be deployed with the 2nd group of that type; deployment of extra firebases and airmobiles will be indicated in TIME: by "(+ any additional)".

3.7.0 Order decision

After initial deployments are complete, the LEP determines who will gain the initiative in the first week (see 4.2.0 and 4.6.0). This is accomplished by placing the IRPs in the desired order. They will be unlocked at this time to afford movement.

3.8.0 Handicapping

If the level of experience between players varies greatly, it may be desirable to give one player a handicap. This may take the form of extra initial units (or a certain number of points to procure them), stronger initial units, or reinforcement enhancements (achieved through weekly point multipliers and/or bonuses). The exact nature of the handicap is entirely up to the discretion of the players, but it must be firmly agreed upon before play commences. It should be kept in mind that the purpose of a handicap is to give each player an equal chance for victory.

4.0.0 Sequence of play

4.1.0 General

Play in Warchestra is divided into weeks, which are divided into days, which are further divided into phases. Refer to Table 1 (page 6) for a visual representation of the sequence and details of days within a week. The TIME: field keeps track of weeks, days, and phases.

4.2.0 Weeks

The number of weeks in a campaign is potentially unlimited, determined only by how long it takes to achieve victory. A week consists of 7 days.

4.3.0 Days

The first 6 days of a week are divided into 2 combat/movement phases (CMPs) each: the player moving first with reinforcements that week has the first CMP and their opponent has the second. The 7th day consists of one CMP for the first player and none for their opponent. Following the CMP of the first player on day 7, reinforcement occurs.

4.4.0 Combat/movement phases

A combat/movement phase (CMP) consists of one player moving and attacking: during this time, that player is on the offensive, and their opponent is on the defensive. In a week, one player will have seven CMP's, and the other will have six. Mistakes made during a player's CMP must be corrected before their opponent moves or attacks in the following CMP, or else the mistakes stand. Both players must agree on the method of correction - typically, this consists of playing the CMP over, either by using the undo button, or reloading a logfile.

4.5.0 Time advancement

Each player must press the End Phase button at the conclusion of their CMP, or Allocation, Deployment, or Final Adjustment phase.

4.6.0 Initiative

Because the first player to move and attack immediately following reinforcement has a substantial advantage, this advantage, hereafter known as the initiative, alternates between players with each week. Thus, if the LEP had the first CMP during week 1, the MEP will have the first CMP during week 2, the LEP will have the first CMP again on week 3, and so on. The IRPs will automatically adjust to show who has the initiative in any given week.

4.7.0 Reinforcement

At the end of Day 7, the player with initiative begins the reinforcement process, which consists of allocation, deployment, and final dispositions (see 8.0.0).

Week	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
1	CMP(A) CMP(B)	CMP(A) CMP(B)	CMP(A) CMP(B)	CMP(A) CMP(B)	CMP(A) CMP(B)	CMP(A) CMP(B)	CMP / Allocation(A) Allocation / Deployment(B) Deployment / Final Disposition(A)
2	Final Disposition / CMP(B) CMP(A)	CMP(B) CMP(A)	CMP(B) CMP(A)	CMP(B) CMP(A)	CMP(B) CMP(A)	CMP(B) CMP(A)	CMP / Allocation(B) Allocation / Deployment(A) Deployment / Final Disposition(B)

Table 1: Sequence of Play (A=Player A, B=Player B).

5.0.0 Units

5.1.0 General

5.1.1 Basic attributes

Every basic unit has an identifying symbol and three enumerated attributes: firepower, range, and movement. Firepower is the combat strength of the unit; range is how far that strength may be projected; movement is the number of hexes the unit may move per CMP. Firebases have either an I.D. number or Headquarters symbol as well. These symbols and numbers are illustrated in Figure 2.

5.1.2 Firepower limits

Over the course of the game, the firepower of mobile units (i.e. all units except firebases) may increase. The second and third columns of Table 2 show, respectively, the starting firepower and maximum firepower for each unit.

Figure 2: Basic unit types and attributes.

5.1.3 Unit cost

During reinforcement, players acquire new units. The fourth column of Table 2 shows the cost for each unit, expressed in reinforcement points.

Unit	Starting firepower	Maximum firepower	Cost
Airmobile	1	7	4
Artillery	4	9	3
Armor	1	5	2
Infantry	2	5	1

Table 2: Starting / maximum firepower and cost for mobile units.

5.1.4 Unit capping

Only a certain number of each unit are allowed on the board at any given time. Table 3 (page 8) shows the cap for each unit. Unit capping can be disabled and/or

modified for game variations by right-clicking the Time piece. Be aware that the spreadsheet showing current unit caps does not reflect modifications made to individual unit caps; it will have to be manually updated to reflect any changes.

Unit type	Firepower (unit cap)						
Airmobile	116 (14)	216 (10)	316 (8)	416 (6)	516 (6)	616 (5)	716 (5)
Armor	114 (18)	214 (12)	314 (9)	414 (7)	514 (6)		
Artillery	421 (16)	521 (10)	621 (8)	721 (7)	821 (6)	921 (5)	
Infantry	212 (30)	312 (15)	412 (9)	512 (7)			

Table 3: Unit caps for mobile units.

5.1.5 Special Attributes

In addition to their basic attributes, most units possess special attributes as well. These will be described in detail for each unit in subsequent sections.

5.1.6 Zone of control

Every unit influences the ring of hexes around it, as illustrated in Figure 3. This ring is called a zone of control (ZOC), and affects the movement of opposing units (see 6.3.2 and 6.4.2).
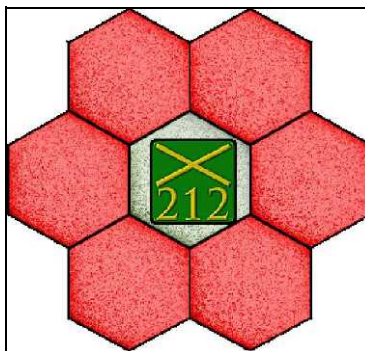
Figure 3: Zone of control.

5.2.0 Firebases

5.2.1 General

Firebases are centers of support and reinforcement. They form the backbone of defensive positions, and are jumping-off points for offensives. Once placed, they may not be moved, so they must be deployed with care.

5.2.2 Placement

Firebases may only be deployed on mountain hexes. The number of zones to

which they are adjacent may not exceed their range: a firebase with a range of 1 may only be adjacent to one zone, a firebase with a range of 2 may only be adjacent to one or two zones, and so on.

5.2.3 Range

Unlike other units, the range for firebases is measured in zones, not hexes. A firebase with a range of 1 may only fire into the zone to which it is adjacent. A firebase with a range of 2 may fire into any zone adjacent to the first, and so on.

5.2.4 Field of fire

Firebases may only use their firepower within a certain field of fire (FOF), illustrated in Figure 4. A firebase's FOF is influenced by both mountains and by zone boundaries: mountains block the FOF and zone boundaries restrict it based upon the firebase's range. While a firebase may fire along the edge of mountains, it may not fire between them. These restrictions are illustrated in Figures 5a - 5c (pages 10 - 12).
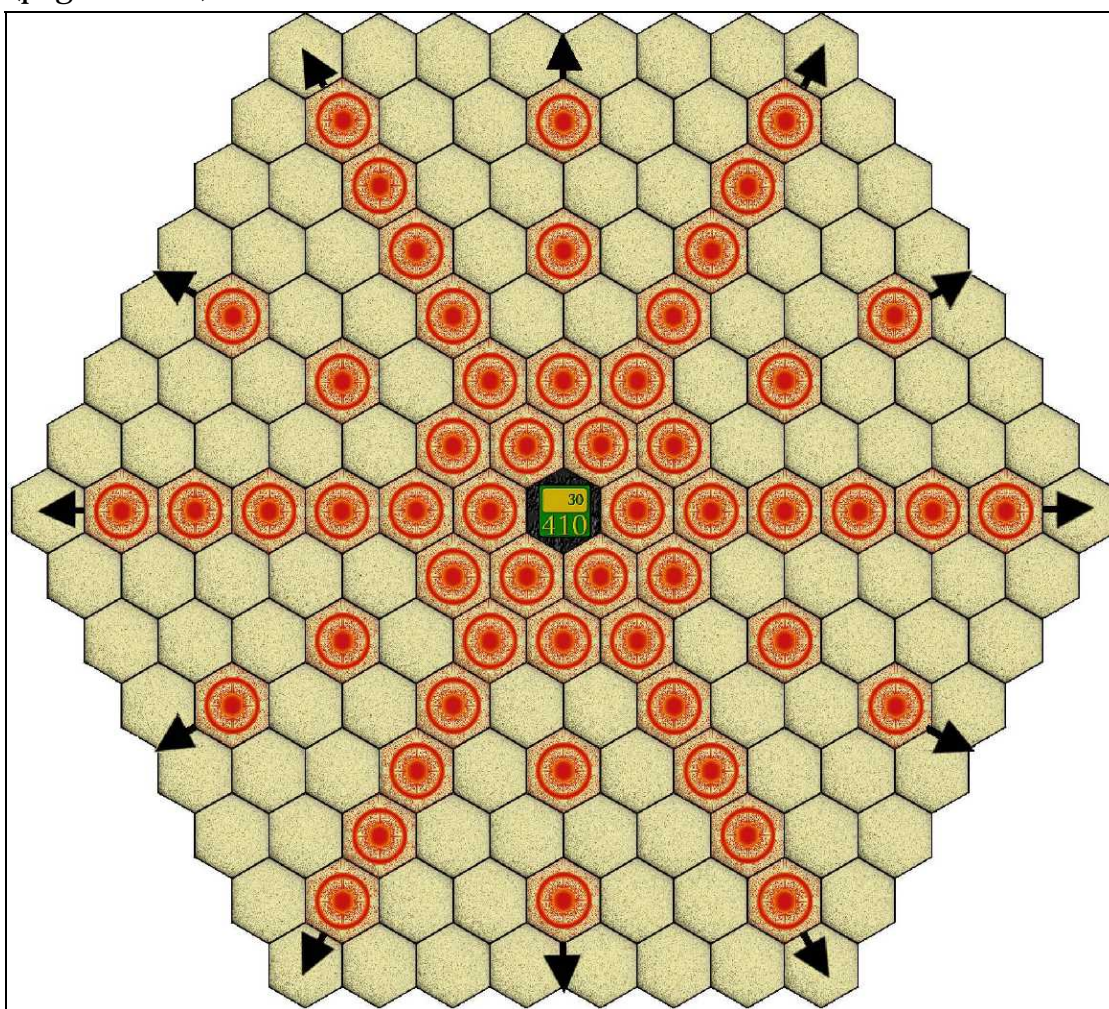
Figure 4: Firebase field of fire (FOF) - unrestricted.
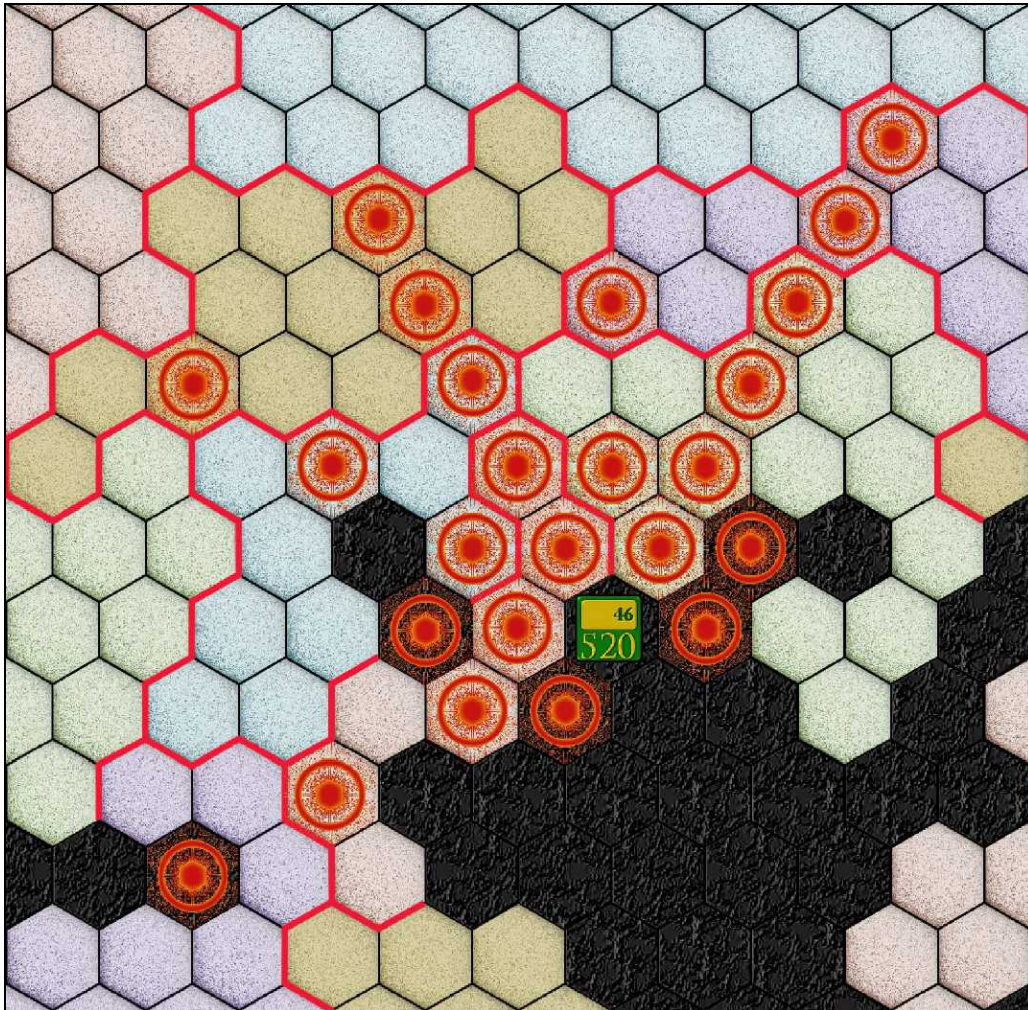
Figure 5a: Terrain effects on firebase FOF. Note that Firebase 46 has a
range of 2 and is adjacent to 2 zones.

5.2.5 Firepower / range limits
  Many firebase firepower / range combinations are available, with firepowers from
  1 to 9; ranges vary from 1 to 5 for higher firepowers, and 1 to 6 for lower
  firepowers. Each firebase is unique, and duplicate deployments are not allowed.

Figure 5b: Terrain effects on firebase FOF. Note that Firebase 46 has a range of 2; if it had a range of 1, its FOF would be limited to one zone, and it would not be able to fire on the mountain hex to its upper left.

5.2.6 Cost

Unlike mobile units, newly-deployed firebases may vary in firepower and range (except at the beginning of the game). During reinforcement, each player may procure new firebases based on cost, placement, availability, and purpose. The cost of a firebase is determined by multiplying its firepower by its range - thus a

410 firebase costs 4 reinforcement points (4x1), a 520 firebase costs 10 points (5x2), a 730 firebase costs 21 points (7x3), and etc.
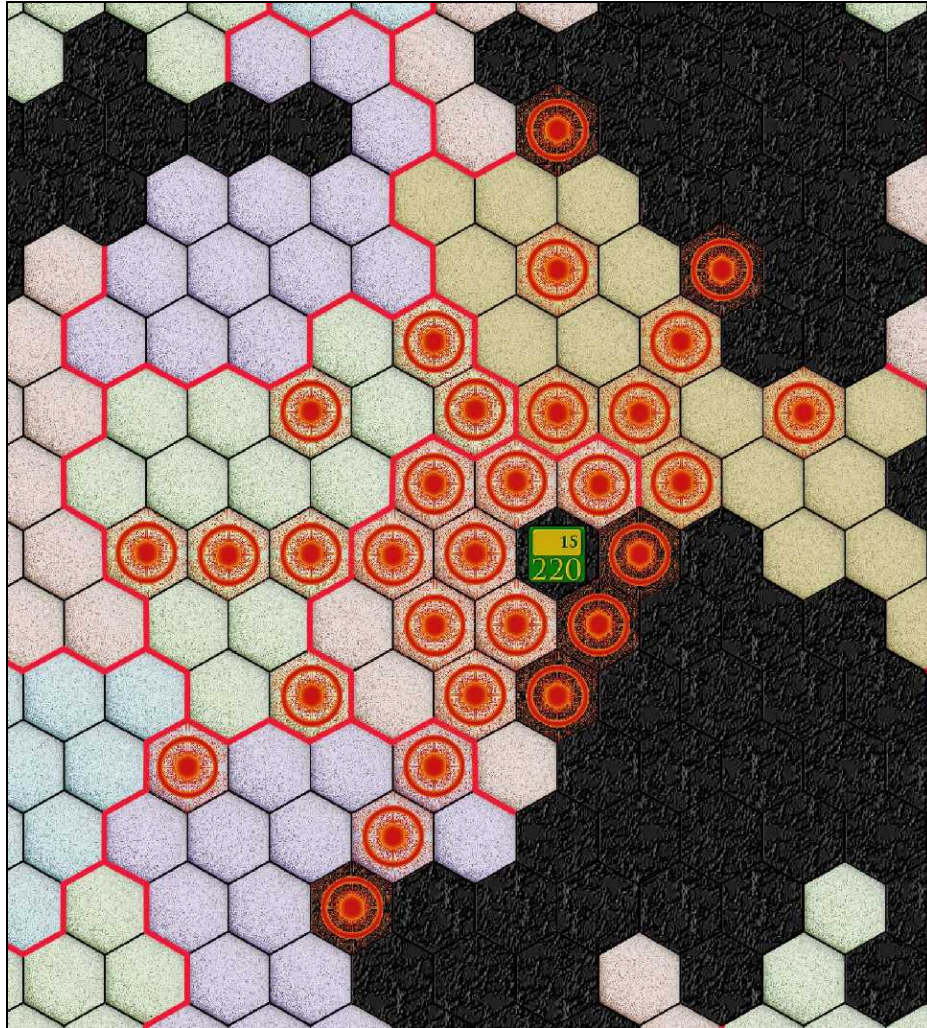
Figure 5c: Terrain effects upon firebase FOF. Note that the topmost mountain hex in the FOF is included even though it is adjacent to a zone outside Firebase 15's range.

5.2.7 Barrage

A firebase may use its firepower to attack any opposing unit (including other firebases) within its FOF when its side is on the offensive. Only one unit may be attacked by the firebase during that CMP. Firebases may *either* lay down a barrage or interdict (see 5.2.9) once per CMP. When a firebase alone eliminates a unit with a barrage, a point is either added to friendly RPs or subtracted from opposing RPs by adjusting the appropriate IRP (see 7.4.0).

5.2.8 Adjacent firebases

When two mountain hexes lie adjacent to one another but share no common zones, it is possible for opposing firebases to be placed adjacent to one another. In such a case, one firebase may fire on (barrage) the other only if its range is 2 or greater (see Figure 6).
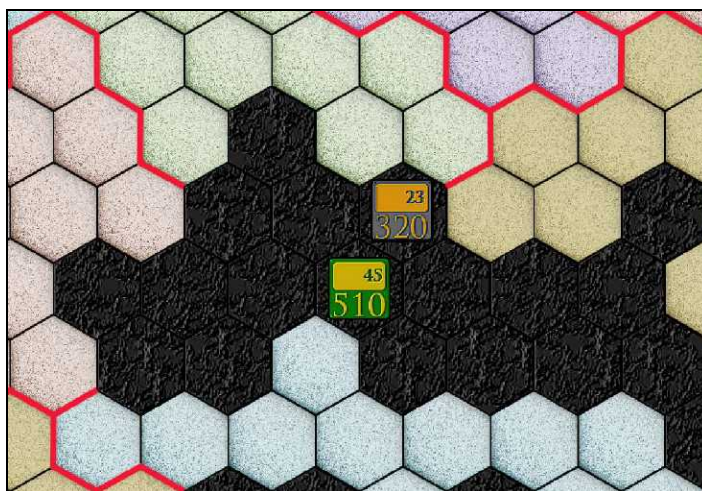
Figure 6: Adjacent firebases. Firebase 23 may fire on Firebase 45, but the reverse is not true.

5.2.9 Interdiction

A firebase may use its firepower to interdict any unoccupied hex within its FOF when its side is on the offensive. This is indicated by placing an interdiction marker in the hex. When a hex is interdicted, mobile units may not move into or through it - it may be thought of as a mountain hex for movement and retreat considerations. The interdiction is only effective for the battle in which the hex was interdicted (see 7.3.0), and the marker must be removed at the conclusion of the battle. Only one hex may be interdicted by the firebase during that CMP. Firebases may *either* barrage or interdict once per CMP.

5.2.10 Fire support

When on the *defensive*, any friendly unit within the FOF of a firebase adds the firepower of the firebase to its own firepower when attacked. This applies to all units within a firebase's FOF, except airmobiles that are suppressing an opposing unit (see 5.3.3 and 5.3.4). See Figure 7 (page 14) for examples.

5.2.11 Mutual support

When on the *defensive*, a friendly firebase within the FOF of another firebase adds the firepower of the other firebase to its own when attacked. A firebase may

receive mutual support from more than one firebase. Due to range restrictions, it is possible for a firebase to receive support from another firebase which it cannot support in kind. See Figure 7 for examples.

Figure 7: Fire support and mutual support. Firebases 4 and 17 defend at 7. HQ and Firebase 36 defend at 11. Firebase 14 defends at 4. Airmobile defends at 10. Artillery defends at 7. Armor defends at 2. Infantry defends at 9.

5.2.12 Firebase elimination

Firebases are eliminated by a +2 or better attack (see 7.2.0). Lesser attacks have no effect on them. Both promotions/RP adjustments and victory points are awarded for eliminating a firebase (see 7.4.0 and 7.5.0).

5.2.13 HQ zone defense

Any mobile unit in the zone adjacent to its HQ receives a +1 for *defense*.

5.2.14 Firebase mountain passage

Friendly units can move "through" a firebase to pass from one zone to another. The unit must start its move adjacent to the firebase, then move "into" the firebase, ending its turn for that day. This is shown by placing the unit on top of the firebase. While the unit is on the firebase, an attack of any firepower will eliminate both the unit and the firebase. The following day, the unit may move off the firebase and into any adjacent zone, whereupon it may travel the remainder of its

movement allowance. This can be useful for passing through a mountain chain. A unit may not move from one firebase to another, adjacent firebase (see Figure 8).

5.3.0 Airmobiles

  5.3.1 General
  Though relatively weak when first deployed, airmobiles are potentially the most powerful units in the game, able to dominate large areas of the board. Airmobiles may "fly", using their 6 movement points to move over intervening terrain and units. They must land in a clear hex, but may disregard opposing ZOC's when doing so. Airmobiles may also "suppress" opposing units, preventing them from moving or attacking.

Figure 8: Firebase mountain passage. The armor can pass through Firebase 46 to the zone on the left in 2 days. However, it may not pass from Firebase 46 to Firebase 34 in an attempt to enter the zone above.

  5.3.2 Movement
  Airmobiles may move up to 6 hexes per CMP, regardless of intervening terrain, units or opposing ZOC's. The hex in which they end their movement must be a non-mountain hex. Airmobiles may not "fly" in retreat (see 6.4.0) - in this case, they must move along the ground as other units, respecting terrain and opposing ZOC's.

  5.3.3 Suppression
  Airmobiles may "suppress" opposing units by ending their movement in the same hex as the unit. In play, the airmobile unit is placed on top the opposing unit.
  Suppressed units may neither move nor attack as long as the airmobile remains in position. A suppression has no ZOC, and is treated as a mountain hex for movement of other units. During reinforcement, neither side may claim a zone containing a suppression. Firebases may not be suppressed. A supressing airmobile may not be suppressed.

  5.3.4 Fire support and suppressions
  A suppressed unit within the FOF of a friendly firebase still receives fire support when attacked (i.e. it may add the firepower of the firebase to its own when defending). A suppressing airmobile within the FOF of a friendly firebase *does not* receive fire support when attacked.

  5.3.5 Elimination of suppressed units
  Suppressed units are eliminated by an attack equal to their defensive firepower, since they may not retreat (see 7.2.0). An airmobile may not suppress and attack at the same time. When a suppressed unit is eliminated, the suppressing airmobile
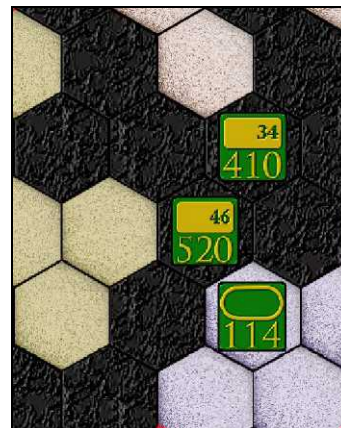
may not move nor attack for the remainder of that CMP, and must be marked as fought.

5.3.6 Force-off

A suppressing airmobile may be forced off and eliminated in one of two ways: attack by an opposing airmobile or barrage by an opposing firebase. When an opposing airmobile lands beside a suppressing airmobile and attacks, the suppressing airmobile is eliminated *regardless of the firepower difference between the two.* When an opposing firebase barrages a suppressing airmobile that is in its FOF, the suppressing airmobile is eliminated only if the firepower of the firebase is *equal to or greater than that of the airmobile.* If the suppression is in the FOFs of multiple firebases, firepowers may be added as they would be in any other attack (see 7.3.4). When a unit is freed by force-off, that unit may not move, nor attack, nor be promoted for the remainder of that CMP; it must be marked as fought.

5.3.7 Suppression corollaries

If a friendly unit takes advantage of the neutralizing affect of a suppression to move through what would otherwise be an opposing ZOC, the suppressing airmobile may not move off the suppressed unit for the remainder of that CMP, and must be marked as fought (the suppression was *required* in order for the movement to take place). If an airmobile is suppressing an opposing unit when that unit is attacked, the airmobile is considered a required part of the attack. It may not move nor attack for the remainder of the CMP, and must be marked as fought. An airmobile may move off a suppression to attack or suppress another unit, so long as the first suppression was *not required* for a previous attack or movement to take place.

5.4.0 Artillery

5.4.1 General

Though slow, artillery units possess concentrated firepower and have longer range than other mobile units. They are useful for creating strong defensive positions and may also provide a core for large offensives.

5.4.2 Range

Unlike other mobile units, artillery units have a range of 2 hexes. Artillery units may fire over friendly and opposing units alike, but may not fire over mountain hexes (see Figure 9 on page 17).

5.4.3 Interdiction

Like firebases, artillery units can interdict any hex within their range (see 5.2.9 for an explanation of interdiction).

5.4.4 Retreat limit

Because artillery units may only move 1 hex per CMP, they are eliminated by an

attack with +1 firepower or greater; they cannot retreat the required 2 hexes (see 7.2.0).

Figure 9: Terrain effects on artillery fire and interdiction.

5.5.0 Armor

5.5.1 General

Armor units possess considerable mobility, making them useful for flanking maneuvers and for spearheading offensives. They are also more difficult to eliminate than other mobile units, which makes them useful in blocking positions.

5.5.2 Elimination

Armor units must be attacked with firepower equal to or greater than their own *and* they must be pinned (see 6.3.3) or suppressed in order to be eliminated. They *do not* retreat.

5.6.0 Infantry

5.6.1 General

Infantry units are the least expensive and most numerous mobile units. They are useful for filling out defensive positions and for occupying zones. They have no special attributes.

6.0.0 Movement

6.1.0 General

There are two types of unit movement in Warchestra: offensive movement, which occurs during a player's CMP, and defensive movement, which occurs during their opponent's CMP. During a battle, movement and combat are often combined (see 7.3.0). In order to precisely show a unit's path, it should be moved one hex at a time.

6.2.0 Stacking

While stacking of units may occur under certain circumstances in Classic Warchestra (see 5.2.14 and 5.3.3), units do not move in stacks. To avoid moving units as a stack, double-click on a stack to select an individual unit, and then move that unit.

6.3.0 Offensive movement

6.3.1 General

During their CMP, a player may move all, some, or none of their mobile units. Each unit may move any number of hexes up to and including its movement limit, within the restrictions set forth in 6.3.2. Units may only move once per CMP - if a unit uses only part of its movement allowance and then another unit moves, the first unit may not move again. A unit may not move through or occupy a hex containing a friendly unit.

6.3.2 Restrictions

No mobile unit may move into a mountain hex, though airmobiles may "fly over" mountain hexes. When moving, all mobile units (except airmobiles) must stop upon encountering an opposing ZOC - any movement points left to the unit are disregarded. If the unit began its move in an opposing ZOC, the first hex it moves into must be outside that ZOC. See Figures 10a - 10c for examples.

6.3.3 Pins

A unit is pinned if it cannot move. Technically, this means that every hex around the unit is either obstructed (because of mountains or interdictions) or lies within the ZOC of an opposing unit *that is adjacent to* the unit attempting movement. See Figure 11 (page 19) for examples.

6.3.4 Transposition

Two adjacent mobile units that have not previously moved during a player's CMP may switch positions. Neither unit may move farther that CMP.
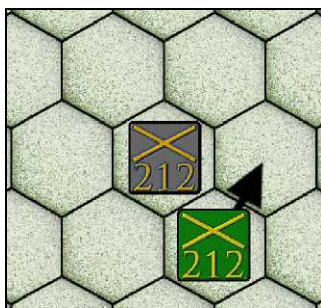
Figure 10a: Illegal movement by green.
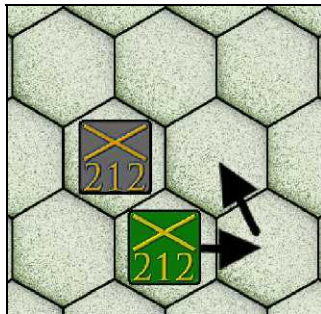
Figure 10b: Legal movement by green.
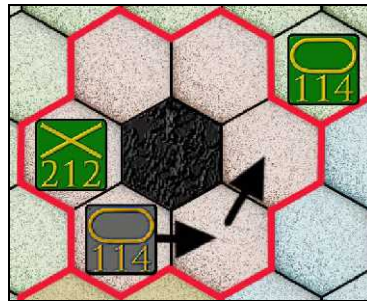
Figure 10c: Movement stopped by opposing ZOC.

Figure 11: All green units are pinned.

6.4.0 Defensive movement

6.4.1 General

When on the defensive, a unit may be required to retreat 1 or 2 hexes as a result of combat (see 7.2.0). If the unit cannot retreat within the restrictions set forth in 6.4.2, it is eliminated. In practice, a unit is not usually attacked unless it is sure to be destroyed (i.e. there are very few real retreats). If an opposing unit is forced to retreat and has more than one option as to the route, the player controlling that unit must decide which route to take. This means that in some cases (e.g. playing via email), the current CMP must be suspended partway through until the controlling player has been consulted.

6.4.2 Restrictions

A unit may not retreat into a mountain hex, an interdicted hex, a hex containing a friendly unit, or any hex lying within the ZOC of an opposing unit. The first hex into which a unit retreats must increase the distance between it and the attacking unit(s). If a unit is required to retreat 2 hexes, the second hex into which it retreats may not be adjacent to the hex it originally occupied. When a group of units are attacked simultaneously, no retreating unit may move into or through the same hex as another retreating unit: each retreating unit must have a unique route of retreat. Units barraged by a firebase may not retreat into the FOF *of that firebase*. See Figures 12a - 12f (page 20) for examples. Figures 12g and 12h (page 21) will be better understood after reading 7.0.0.
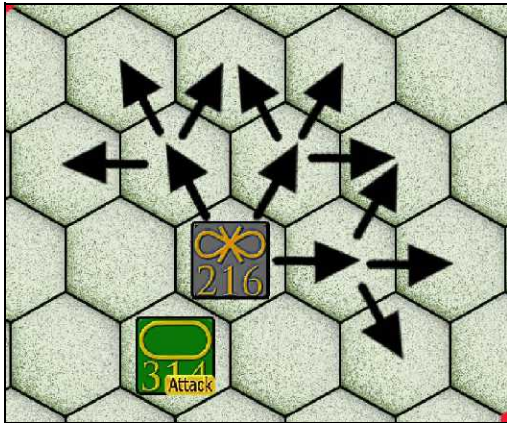
Figure 12a: Retreat routes.
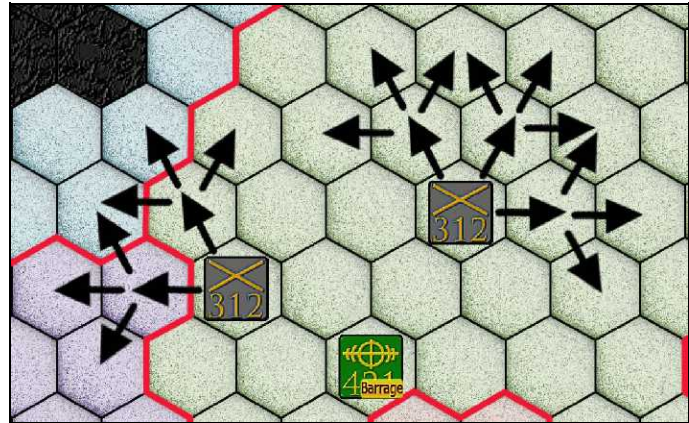
Figure 12b: Retreat routes from artillery attack.
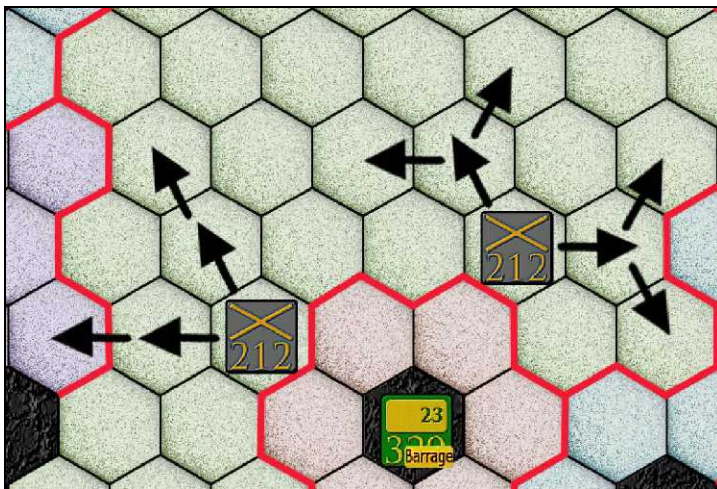
Figure 12c: Retreat routes from firebase attack.
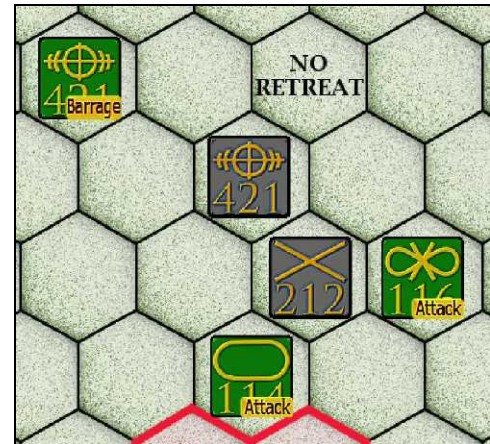
Figure 12d: Both gray units targeted. Neither can retreat; both are eliminated.
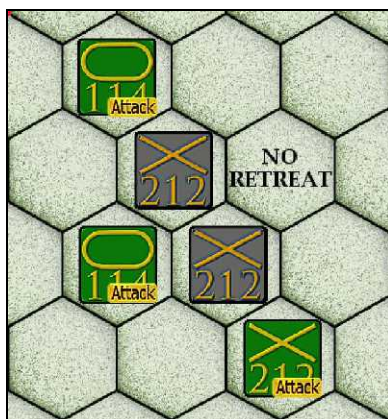
Figure 12e: Both gray units targeted. Neither can retreat; both are eliminated.
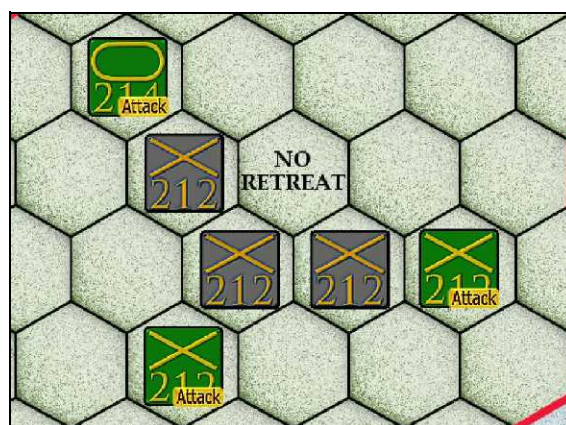
Figure 12f: All gray units targeted. None can retreat; all are eliminated.
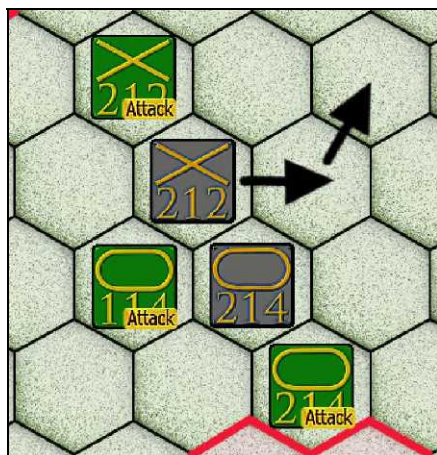
Figure 12g: Since the gray infantry must retreat 2, the gray armor is not pinned and neither unit is eliminated.
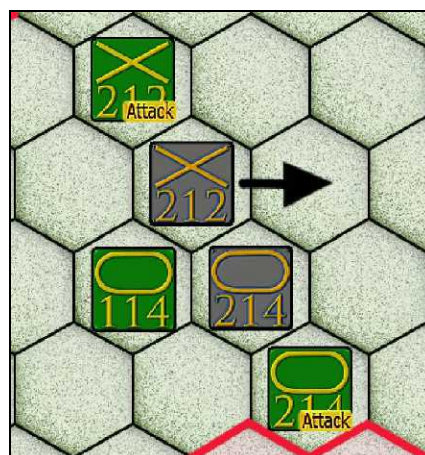
Figure 12h: If the green 114 armor does not attack, the gray infantry must retreat 1, leaving the gray armor pinned, and thus eliminated.

7.0.0 Combat

  7.1.0 General

Combat in Warchestra is resolved through firepower comparisons, in which the firepower of the target unit is subtracted from the firepower of the attacking unit(s) (e.g. a 212 infantry unit attacking a 212 infantry unit would be an 'equal' attack; a 421 artillery unit attacking a 212 infantry unit would be a '+2' attack). When an opposing unit (or group of units) is attacked, this is called a battle.

  7.2.0 Firepower comparisons

In general, if a unit is attacked with firepower equal to its own (an 'equal' attack), it must retreat 1 hex. If it is attacked with firepower one point greater than its own (a '+1' attack), it must retreat 2 hexes. If it is attacked with firepower 2 or more points greater than its own (a '+2' or greater attack), it is eliminated. An attack with firepower inferior to that of the target has no result. Combat results for firebases, artillery, and armor modify these comparisons. Table 4 (page 22) summarizes the combat results for each unit.

Firepower comparison (attack minus defense)	Firebase	Airmobile	Artillery	Armor	Infantry
Less than equal	No effect	No effect	No effect	No effect	No effect
Equal	No effect	Retreat 1	Retreat 1	✻	Retreat 1
+1	No effect	Retreat 2	Eliminated	✻	Retreat 2
+2 or greater	Eliminated	Eliminated	Eliminated	✻	Eliminated

✻ No effect unless unit is pinned or suppressed, in which case it is eliminated.

Table 4: Combat results for each unit.

7.3.0 Battles

7.3.1 General

A battle occurs when one or more opposing units are attacked, resulting in retreat or elimination of the unit(s). This entails targeting opposing units, moving attacking units, and then resolving retreats and eliminations.

7.3.2 Targeting

The attacking player begins a battle by right-clicking on the unit(s) to be attacked and targeting them.

7.3.3 Moving

Offensive units may only move and attack once per CMP. If a unit has previously moved or participated in an attack, it may neither move nor attack for the remainder of the CMP. Once the attacker has targeted opposing units, any friendly units that need to do so move within range of the target unit(s).

7.3.4 Attacking

During a battle, a player may attack with as many units as they desire, provided they can be brought into range. Multiple targets may be attacked during a battle, provided they are attacked *simultaneously*. Attacking firepowers may be combined against an opposing unit (i.e. more than one unit can attack a target). However, the firepower of an individual attacker may not be divided: it must be directed against one target only. "Attack", "Barrage" and "Interdiction" markers are shown as needed by right-clicking on each attacking unit.

7.3.5 Resolution

After an attack has been initiated, any defending units that are forced to retreat - and are able to do so - must be moved. If there is only one route of retreat, the attacking player may move the opposing unit. If more than one retreat route exists, the opposing player must decide which route to take. This means that in

some cases (e.g. playing via email), the current CMP must be suspended partway through until the opposing player has been consulted. After all retreats have been accomplished, combat is resolved against any targeted units that remain. Eliminated units are removed from the board at this time. Immediately following the battle, all units participating in the attack should either be marked fought or moved, and any promotions or RP adjustments should be resolved (see 7.4.0 and 7.5.0)

7.4.0 Promotions and RP adjustments

7.4.1 General

When an opposing unit is eliminated, a player can choose to promote participating units, adjust friendly or opposing RPs, or sometimes both. Promotion of a unit consists of a one point firepower increase. Only units that were *necessary* for the elimination of the opposing unit may be promoted. A unit which has reached its maximum firepower may not be promoted. If an appropriate counter is not available for promotion, the unit may not be promoted. Firebases may not be promoted. RPs are adjusted with the + and - buttons on the appropriate IRP.

7.4.2 Participation

A unit is eligible for promotion if *the opposing unit could not have been eliminated without its participation.* A player may not "overkill" an opposing unit in an attempt to make more units eligible for promotion. If a unit was needed to block the target's retreat route, it may be promoted, even if it did not use its firepower in the attack, and even if it has already been promoted for an attack occurring earlier in the CMP. In this way, it is possible for a unit to receive multiple promotions in the same CMP. Note that in the situation shown in Figure 12h (shown previously), both the green infantry and the green 114 armor unit are eligible for promotion, even though they were only indirectly responsible for the elimination of the opposing armor unit. The armor unit could not have been eliminated without their participation in the battle.

7.4.3 Elimination of mobile units

When an opposing mobile unit is eliminated, the attacking player may *either* promote a participating unit, or add one point to their own RPs, or subtract one point from the RPs of their opponent. For firebases - which cannot be promoted - either friendly or opposing RPs are adjusted in lieu of promotion. Only one unit may be promoted for each mobile unit eliminated (even if multiple units attacked/blocked the target). The promotion/RP adjustment takes place immediately upon elimination of the opposing mobile unit.

7.4.4 Elimination of firebases

Every unit participating in an attack that eliminates a firebase is eligible for

promotion. Immediately upon elimination of an opposing firebase, the attacking player promotes each participating unit. They may not choose to adjust RPs in lieu of the promotion unless a unit has reached its maximum firepower, no unit of the required firepower is available, or the unit in question is a firebase.

7.5.0 Victory points

7.5.1 General

When an opposing firebase is eliminated, the attacking player receives victory points equal to the cost of the firebase (e.g. elimination of a 620 firebase would give the attacker 12 victory points). These victory points are used to adjust RPs. The attacking player may adjust their own or opposing RPs in any combination up to the total number of victory points. These adjustments take place immediately following the elimination of the opposing firebase.

7.6.0 Successive battles

7.6.1 General

Although units may only move and attack once per CMP, battles often occur in series, so that initial attacks provide openings for subsequent ones. See Figures 13a - 13d (page 25) for an example.

7.6.2 Multiple attacks

It is possible (though uncommon) to force an opposing unit to retreat in one battle, and then attack it again in a successive battle. When this happens, the opposing unit is eliminated if it is forced to retreat (cumulatively) more than its movement allows. This applies only if the second attack occurs immediately after the first: if another battle occurs in between, then the opposing unit may retreat up to its full movement, as though it had not previously been attacked. Only units involved in the second battle are eligible for promotion. See Figures 14a - 14d (page 26) for an example.
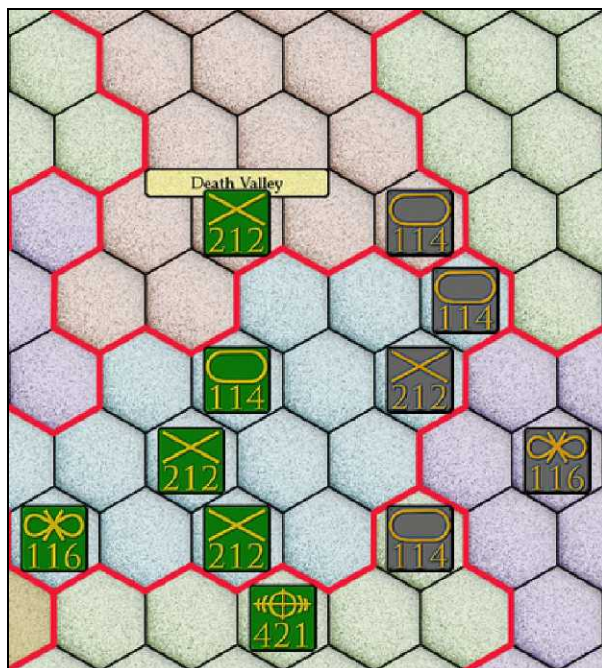
Figure 13a: Initial positions. Gray attacking.
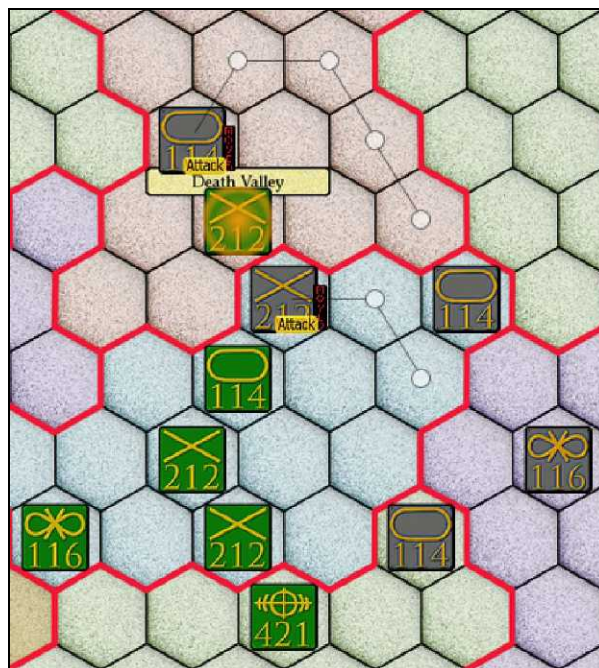
Figure 13b: First battle. Gray attacks White's left flank.
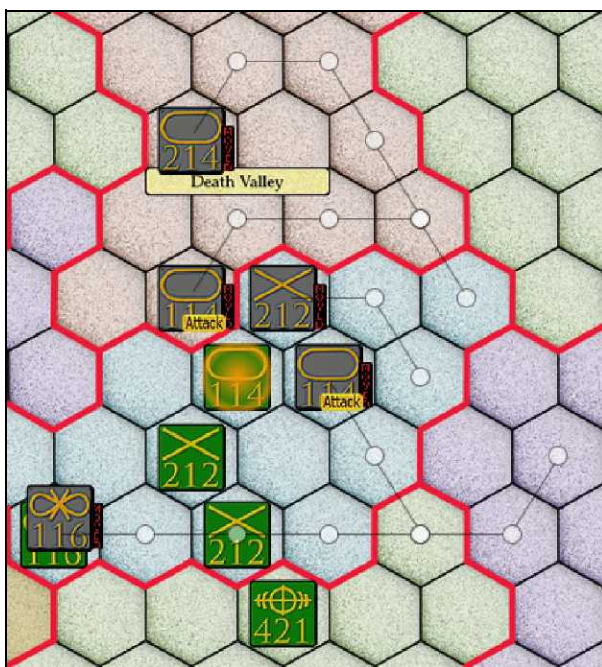
Figure 13c: Second battle. Gray attacks through the gap created in the first battle and suppresses Green's airmobile.
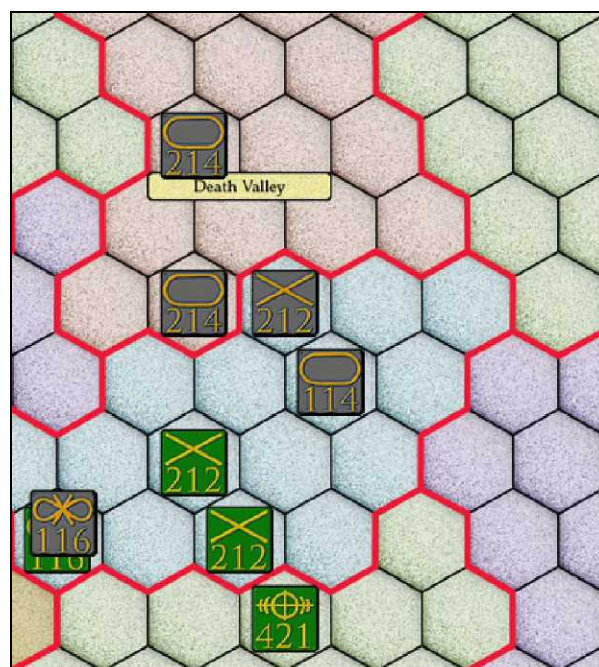
Figure 13d: Final positions. Green has no viable attacks.
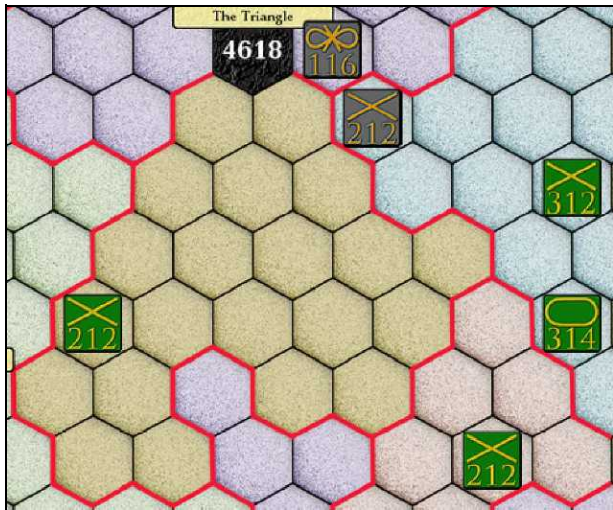
Figure 14a: Initial positions. Green attacking.
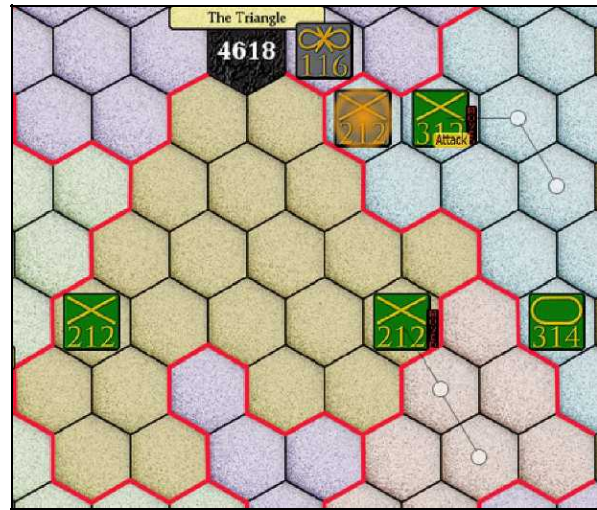
Figure 14b: First battle. Green attacks Gray's infantry; it must retreat 2.
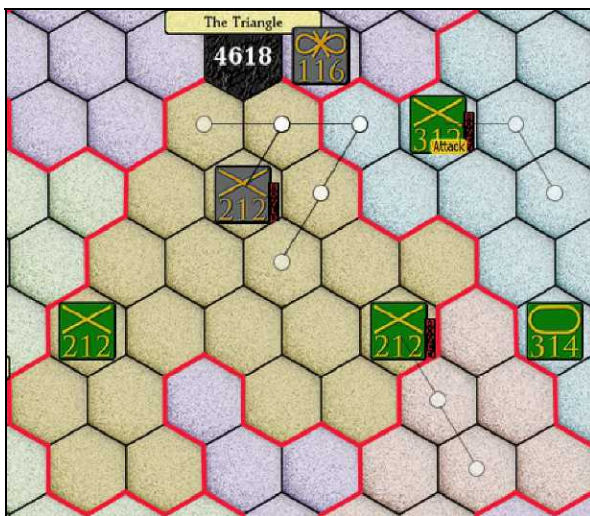
Figure 14c: First battle (cont.). The gray infantry retreats. Note optional retreat routes. In this particular case, Gray would have to be consulted in order to decide which retreat route the infantry should take (even though - as shall be seen - it makes no difference).
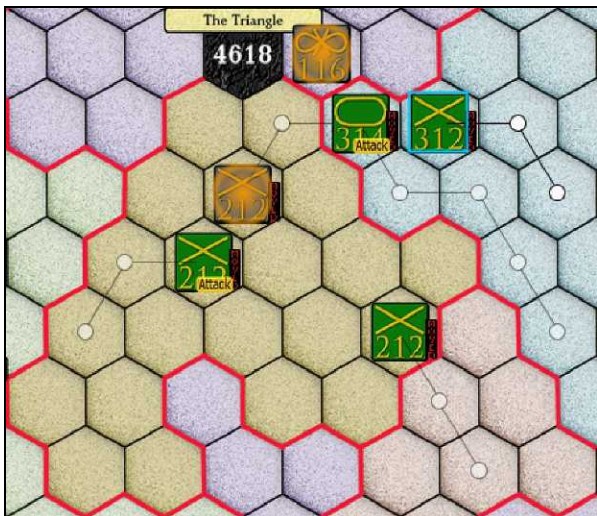
Figure 14d: Second battle. Green attacks Gray's infantry again. Since it cannot retreat farther, it is eliminated. Note that any of the optional retreat positions could have been attacked as well. If any other battle had occurred between the first battle and this one, the gray infantry could have retreated up to its movement limit. Also note that the gray airmobile could not have been attacked and eliminated without causing the gray infantry to retreat.

8.0.0 Reinforcement

  8.1.0 General

    Reinforcement occurs on day 7 of each week in three phases:

      1. the player with initiative performs their last CMP, calculates reinforcement
         points, and then secretly allocates new units.
      2. the opposing player calculates reinforcement points, allocates new units, and
         provisionally deploys those units, orienting them 90° from normal to allow any
         final adjustments at the beginning of the new week.
      3. the player with initiative deploys their reinforcements, orienting them normally.

    At this point, the new week begins, initiative shifts, and the player who now has the
    initiative makes any positional adjustments to their newly deployed units before
    beginning their CMP.

  8.2.0 Reinforcement points

    8.2.1 General

    Reinforcement points (RPs) are the combined total of occupation points and gains
    or loses accrued as the result of operations for the week. Occupation points are
    counted at the end of each week, while RP adjustments due to eliminated opposing
    units may happen throughout the week (see 7.4.0 and 7.5.0). It is possible to count
    both players' occupation points simultaneously, should that be desirable.

    8.2.2 Occupation points

    Occupation points are counted during a player's Allocation phase. This is
    accomplished by placing an occupation marker on each occupied zone, and then
    clicking Calculate RPs under the Allocation menu. This will add the number of
    occupation points (adjusted by any multipliers or bonuses) to the existing RPs in
    the appropriate IRP. A zone is considered to be under a player's control if it
    contains no opposing units, and no opposing firebases are adjacent to it. Zones
    containing a suppression are not controlled by either player. After RPs are
    calculated, the player should click Clear Markers to clear all occupation counters.
    RP totals for all players should be recorded in a public note (see 10.3.0).

    8.2.3 RP clearance

    At the beginning of each new week, RPs are cleared, thus it is advisable to expend
    all of them during reinforcement (i.e. use them or lose them).

  8.3.0 Allocation

    8.3.1 General

    After calculating RPs, each player procures units, expending those RPs to do so.
    New units must be assigned to an existing or newly procured firebase.

8.3.2 Cost

Table 2 (page 7) shows the starting cost (in RPs) of new mobile units. The cost of a firebase is equal to its firepower multiplied by its range.

8.3.3 Availability

Care should be taken not to exceed unit caps when allocating new units. If a player attempts to deploy a unit which would exceed its cap, the deployment will be denied, entailing potentially adverse corrections (see 8.6.5).

8.3.4 Firebase assignment

New mobile units must be assigned to a firebase for deployment. They may be assigned to either an existing firebase or a new firebase that is about to be deployed. There must be enough open hexes in the zones adjacent to a firebase to accommodate all of the units assigned to deploy there. For the player with initiative (i.e. the player who has a CMP on day 7), firebase assignments for reinforcements must be recorded in a delayed note (see 10.4.2). This is not necessary for the player without initiative, since they will be allocating and deploying in the same phase.

8.3.5 New firebases

A new firebase may be placed on any legal mountain hex (see. 5.2.2) so long as all zones to which it will be adjacent are either controlled by the player, or are adjacent to an existing friendly firebase. Note that it is possible to place a new firebase adjacent to a zone containing opposing mobile units (so long as a pre-existing firebase was already adjacent to that zone). For the player with initiative (i.e. the player who has a CMP on day 7), new firebase mountain hex locations must be recorded in the same delayed note used for new unit assignments (see 10.4.2). This is not necessary for the player without initiative, since they will be allocating and deploying in the same phase.

8.4.0 Reserves

8.4.1 General

New mobile units may be placed in reserve during reinforcement, in which case they are not deployed with the other new units. Even though it will not be deployed that week, a reserve unit must still be procured (i.e. RPs must be expended on it) and assigned to a firebase. Reserves may only be deployed during reinforcement (see 8.5.2). Previously deployed units may not be placed in reserve. Firebases may not be placed in reserve.

8.4.2 Availability

Unit caps do not apply to units placed in reserve. However, caps *do* apply to reserve units about to be deployed (see 8.5.2).

8.4.3 Firebase assignment

Reserve units must be assigned to a specific firebase. As long as the unit remains in reserve, it is considered to be in its assigned firebase. If the firebase is eliminated before the reserve unit is deployed, the unit is eliminated as well. It is not necessary for a player to inform their opponent that a unit was eliminated while in reserve. Reserve firebase assignment records are covered in 10.4.3 and 10.4.4.

8.4.4 Firepower enhancement

Reserves gain one point of firepower for every week they remain in reserve (up to their maximum) - thus a 114 armor unit put into reserve on week 1 would become a 214 at the beginning of reinforcement on day 7 of week 2, a 314 at the beginning of reinforcement on day 7 of week 3, and so on.

8.4.5 Point declaration

For the player with initiative, the number of points spent on reserves must be recorded in the same delayed note that was created for new unit firebase assignments and new firebase locations. See 10.3.0 for details.

8.5.0 Deployment

8.5.1 General

For the player without initiative (i.e. the player who did *not* have a CMP on day 7), Allocation and Deployment happen in the same phase, and thus no delayed note is necessary. For the player with initiative, the delayed note specifying unit assignments, firebase deployment hexes, and points spent on reserves is revealed during Deployment (see 10.4.2). New mobile units must deploy into any zone adjacent to the firebase to which they were assigned, and any new firebases must be deployed on the mountain hex specified in the note. The firebase assignment of any unit placed in reserve is recorded in a delayed note at this time (see 10.4.4).

8.5.2 Reserve deployment

A reserve unit may only be deployed if the deployment will not exceed unit caps. If a player attempts to deploy a unit which would exceed its cap, the deployment will be denied, and the unit must remain in reserve. Reserves must deploy into any zone adjacent to the firebase to which they were originally assigned. When a reserve unit is deployed, the delayed note associated with its assignment must be revealed (see 10.4.3).

8.5.3 Deployment orientation

When the player without initiative deploys their new mobile units, the units should be rotated 90° clockwise to differentiate them from existing units - final adjustments may be made to these units after initiative shifts (see 8.5.4). In certain cases, it may be necessary to clarify from which firebase the units are deploying (see 10.5.0). Newly deployed firebases should be oriented normally. When the

player with initiative deploys their reinforcements, all units should be oriented normally - they are positioned "for keeps".

8.5.4 Final disposition

Once a new week begins and initiative shifts, the player who now has initiative may reposition any of the units that were rotated 90° during their initial deployment. These units may be moved to any open hex in any zone adjacent to the firebase to which they were assigned. Note that if they were assigned to a firebase adjacent to multiple zones, this means that those units may be moved to a zone different than that to which they were initially deployed. The player is not required to reposition a unit if they are satisfied with its original position. Once all adjustments to new units have been completed, rotated units are returned to their normal orientation, and the player proceeds with their CMP.

8.5.5 Oversight

Both players should double-check one another during reinforcement, verifying occupation point counts as well as the number and positioning of new units. Corrections for mistakes (see 8.6.0) can be relatively severe, but are less likely to result in no victor if caught sooner rather than later.

8.6.0 Corrections

8.6.1 General

Due to the significance of reinforcement, mistakes in procurement or deployment can have a tremendous impact on the course (and fairness) of the game. Depending on the severity of the error, corrections may entail unit removal, modification, repositioning, or even forfeiture of the game. For the purpose of explaining these corrective measures, the player who made the error will be referred to as "the offending player", and their opponent will be referred to as "the offended player". Mistakes made by the player without initiative are less severe due to the fact that they have yet to see their opponent's allocations, making a "do over" of Allocation/Deployment a more likely solution. Any corrections should be documented (see 10.6.0).

8.6.2 Illegal placement of new firebase

During deployment, it may be found that the placement of a new firebase is illegal due to either range restrictions, or adjacency to an illegal zone. *At the discretion of the offended player,* illegal placement of a new firebase must be dealt with in one of the following ways:

Option 1) One or both players repeat the Allocation and Deployment phases of reinforcement with a negotiated point reduction for the offending player.

Option 2) If the problem with the firebase is one of range only (i.e. its range is less than the number of adjacent zones, but all of those zones are legal), the firebase is replaced with one of adequate range but lesser firepower, chosen by the offending player. The cost of this replacement firebase must be equal to or less than that of the illegal firebase. If no counters are available for such a replacement firebase, this option may not be utilized.

Option 3) The illegal firebase is removed, and the points used to procure it are lost. At the offending player's discretion, all units assigned to deploy at this base are either:

    a) deployed at another firebase chosen by the offended player (hex location is at the discretion of the offending player),

    b) placed in reserve (location is at the offending player's discretion), or

    c) not deployed, in which case their procurement cost is added to the offending player's next reinforcement total.

Option 4) The offending player forfeits the game. The offended player either declares victory (a dubious honor), or declares that there is no victor.

8.6.3 Illegal placement of existing firebase

If, during play, it is discovered that a previously deployed firebase is illegally placed due to range restrictions, both players must bear some responsibility for the oversight. *By agreement between both players,* illegal placement of an existing firebase must be dealt with in one of the following ways:

Option 1) The firepower of the firebase is reduced by one, and the range is increased to the minimum number necessary to make the firebase legal. If a counter with the appropriate firepower/range combination is not available, the firepower is further reduced until an appropriate counter can be found.

Option 2) If no appropriate counter is available, or the firepower of the firebase is 1, the range is increased until an appropriate counter can be found. The reinforcement point value of this increase is added to the offended player's reinforcement total for the next reinforcement phase.

Option 3) If both players cannot agree to either Option 1 or 2, the game ends, and no victor is declared.

8.6.4 Insufficient deployment hexes

If there are not enough open hexes in the zones adjacent to a firebase to accommodate all of the new units assigned to deploy from that firebase, the offending player must choose which excess units to eliminate from the

deployment. The RPs expended on these units are lost.

8.6.5 No available counter

If no counter exists for the planned deployment of a new unit, the unit is not deployed and all RPs expended toward it are lost. If no counter exists for the planned deployment of a unit from reserve, the unit remains in reserve, even if the delayed note associated with it has been revealed.

8.6.6 Overexpenditure

If a player has overexpended RPs - either through errors in counting occupation points or unit price totals - the *offended player* chooses which excess units are to be removed from those deployed - they must choose a unit or combination of units that will most closely remedy the overexpenditure. If the only available unit or combination of units exceeds the overexpenditure - causing the offending player to lose RPs - these RPs are disregarded.

8.6.7 Falsified records

If a player falsifies records in an attempt to gain an unfair advantage over their opponent, they have violated the spirit of the game. In this situation, the *offended* player has three options:

Option 1) declare the game a draw, with no victor.
Option 2) declare a forfeiture of the game by the offending player, with no victor.
Option 3) declare a forfeiture of the game by the offending player, and themselves victor.

Note that this stricture does not apply to legitimate counterintelligence, as explained in 10.4.5.

8.6.8 Other corrections

Should some issue requiring corrective measures arise that is not explicitly covered in this section, there are two options available:

Option 1. If there is clearly an offending player, the *offended* player has the last word on proposed corrections. If no agreement can be reached, the offended player has three choices:

a) declare the game a draw, with no victor.
b) declare a forfeiture of the game by the offending player, with no victor.
c) declare a forfeiture of the game by the offending player, and themselves victor.

Option 2. If there is no clear-cut offending player, it is up to both players to come to a mutually agreeable solution; barring that, the game must be declared a draw, with no victor.

9.0.0 Victory

9.1.0 General

Victory in Warchestra is achieved through one of the four means listed below; anything less is considered a draw, with no victor. Victory is not final until all of the presumed victor's delayed notes have been revealed and inspected to ensure fairness (see 8.6.7 and 10.4.0).

9.2.0 Surrender

During their CMP or Allocation phase, a player may surrender. This is achieved by right-clicking on their IRP and choosing Surrender. The opposing player is declared the victor.

9.3.0 Zero reinforcement points

During any reinforcement period, if one player has a RP total of zero or less, they must surrender, and the opposing player is declared the victor. If both players have zero or less RPs, play continues. In this case, both players must remove units from the board sufficient to bring their RPs to zero. These eliminated units are valued at their initial cost (i.e. promoted units are valued the same as unpromoted), and in no case may the RPs exceed zero (i.e. eliminating an artillery unit to alleviate a -2 RP total would result in the loss of 1 RP). If a player cannot achieve a zero RP level without eliminating their HQ, they must surrender, and the opposing player is declared the victor.

9.4.0 Loss of headquarters

Elimination of a player's HQ ends the game. Their opponent is declared the victor.

9.5.0 Forfeiture with declared victor

Under certain conditions of forfeiture (see 8.6.2, 8.6.7, and 8.6.8), it is the option of the offended player to end the game and declare victory. Unless the offended player is reasonably sure that their opponent has acted in bad faith, a victory of this nature is of questionable worth.

10.0.0 Record keeping

10.1.0 General

During reinforcement, the player with initiative (i.e. the player who has a CMP on day 7) is required to create or modify three records before the end of their allocation phase:

   1. They must record their RPs in the public note.

    2. They must create a delayed allocation note, to be revealed at deployment.

    3. They must create a delayed reserve cover note, to be revealed at the end of the game.

The player without initiative is required to record their RPs in the public note before the end of their deployment phase. In certain circumstances, they may have to make a deployment clarification in the public note. If either player is placing units in reserve, they must create at least one delayed reserve assignment note during deployment, and modify the public note to show the number of RPs allocated to those reserves. If either player is deploying units out of reserve, they must modify the public note to show the number of RPs released for those reserves, as well as revealing each unit's reserve assignment note.

10.2.0 Logfiles

10.2.1 General

While playing Warchestra via email requires the use of logfiles, it is strongly recommended that players in all types of games use logfiles to preserve them both for future reference and for settling disagreements. Logfiles are started and stopped under the File menu. It is possible to run a series of logfiles within a recording logfile by using Load Continuation under the File menu; in this way, one single logfile for an entire game can be built from several successive ones.

10.3.0 RP totals and reserve points

10.3.1 General

During every reinforcement, the RP totals, RPs allocated toward units placed in reserve, and RPs released when units are deployed from reserve must be written into an ongoing public note, which is visible to both players at all times. The player with initiative records their RPs in the public note during their allocation phase, and the player without initiative records their RPs in the public note during their deployment phase. During their respective deployment phases, each player must record the total value (in RPs) of units they are putting in reserve or deploying from reserve. They do *not* declare what types of units are being placed in reserve, only their value. There is no specific protocol to record this information, but that shown in Figure 15 (page 35) is suggested. Every edit to the notes window must be followed by clicking Save.
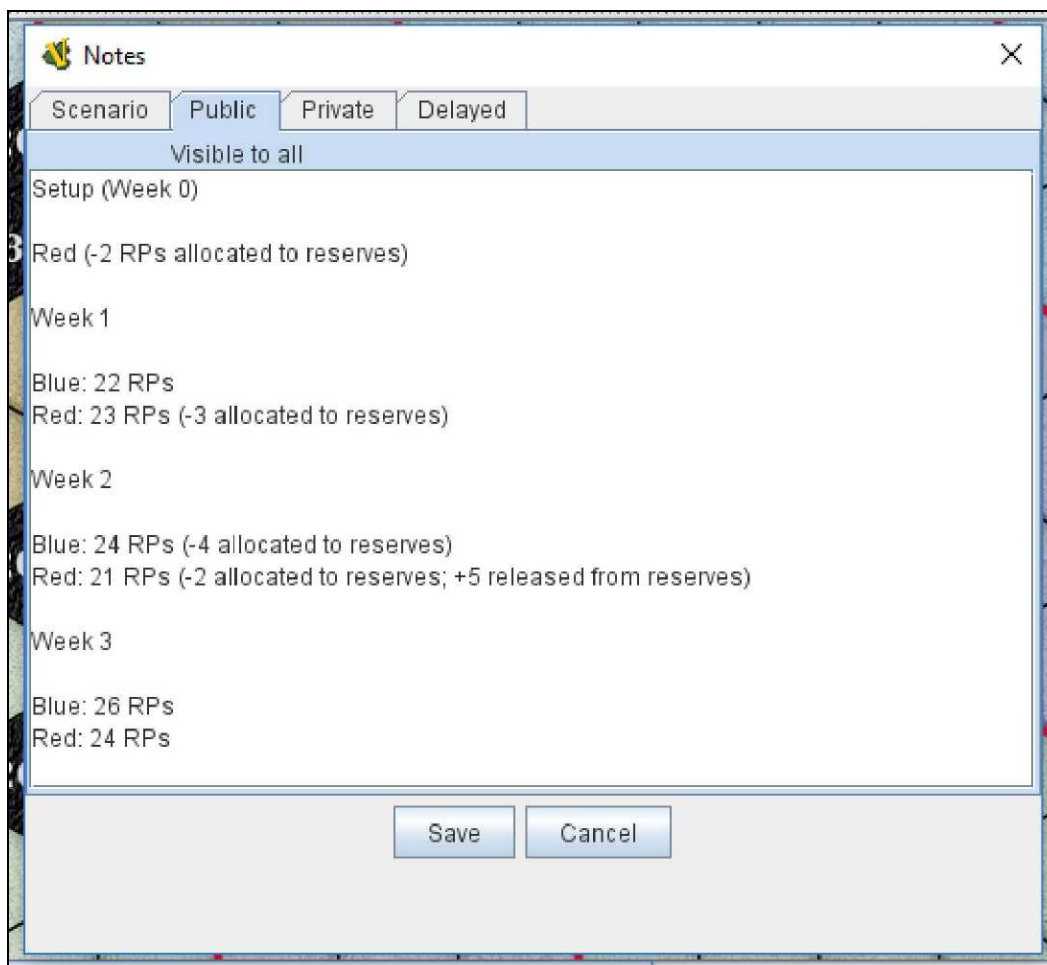
Figure 15: RP and reserve allocation record. The notes for reserve points
are added at Deployment.

10.4.0 Allocations
  10.4.1 Delayed notes
    Until a player reveals them, the contents of delayed notes are visible only to that
    player. This allows the player to perform secret allocations that can later be
    checked and confirmed by their opponent. If players are engaged in a "hot seat"
    game (i.e. both playing on a single computer), delayed notes will be visible to both
    players. The best option in this situation is to resort to physical pen and paper,
    folding and labeling the notes to assure confidentiality. They should be kept in a
    secure location until it is time to reveal them.

10.4.2 Unit assignments and firebase placements

At the beginning of reinforcement, the player with initiative must create a delayed note specifying firebase assignments for every new mobile unit, as well as mountain hex number locations for every new firebase. Any RPs expended on reserves must also be included, as well as the type, attributes, and location of any units to be deployed out of reserves. The note should be titled "Week *x* allocations", where *x* is the number of the week. There is no specific protocol to record this information, but that shown in Figure 16 is suggested. Every edit to the notes window must be followed by clicking Save. This delayed note must be revealed when the allocated units are deployed.
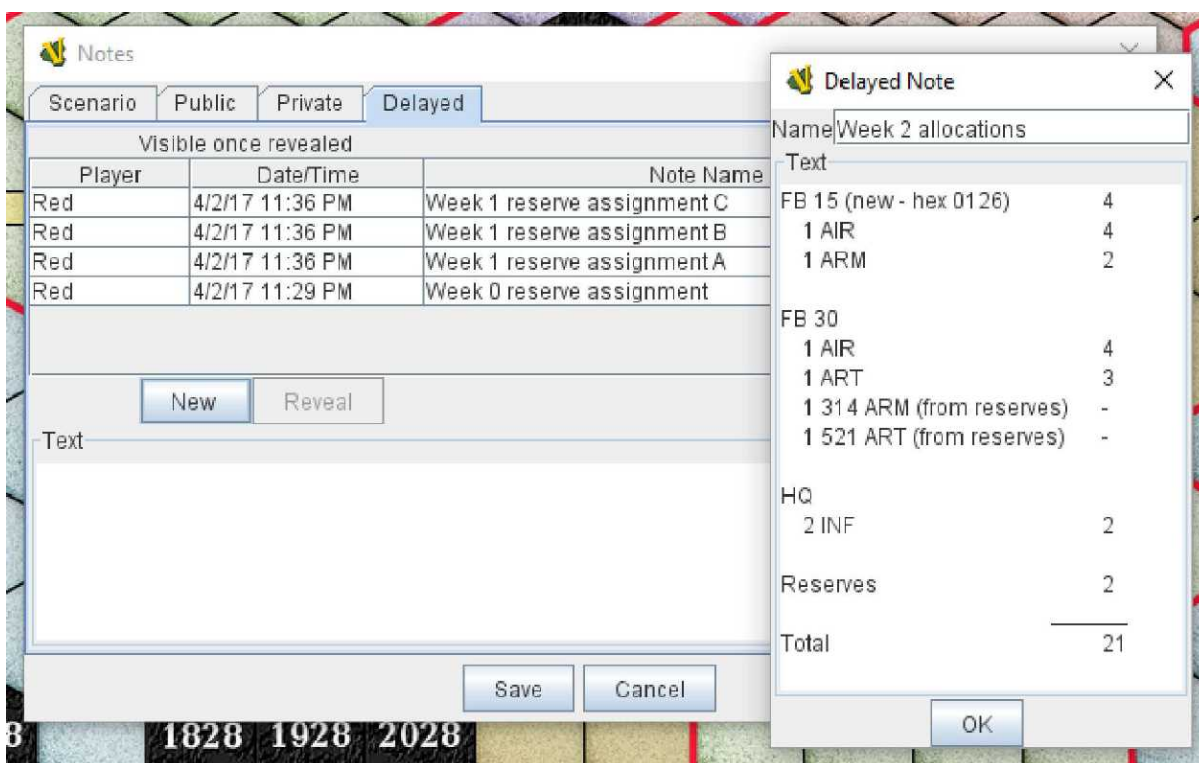

Figure 16: Allocations note. For reserves, only points are recorded; type and location are written into separate reserve cover and reserve assignment notes.

10.4.3 Reserve cover records

During Allocation, the player with initiative must create a delayed note for reserves *even if they are not allocating reserves.* This is meant to prevent their opponent from knowing whether or not they will be placing units in reserve. If the player with initiative is allocating reserves, they must record the firebase assignment for each unit in this note, otherwise the note should simply read "None". When recording

information in the note, they should use the same style as they would when recording reserve assignments (see 10.4.4). The note should be titled "Week *x* reserve cover", where *x* is the number of the week. There is no specific protocol to record this information, but that shown in Figure 17 is suggested. Every edit to the notes window must be followed by clicking Save. Reserve cover records are not revealed until the end of the game, when players review records before declaring a final victor (see 9.1.0).
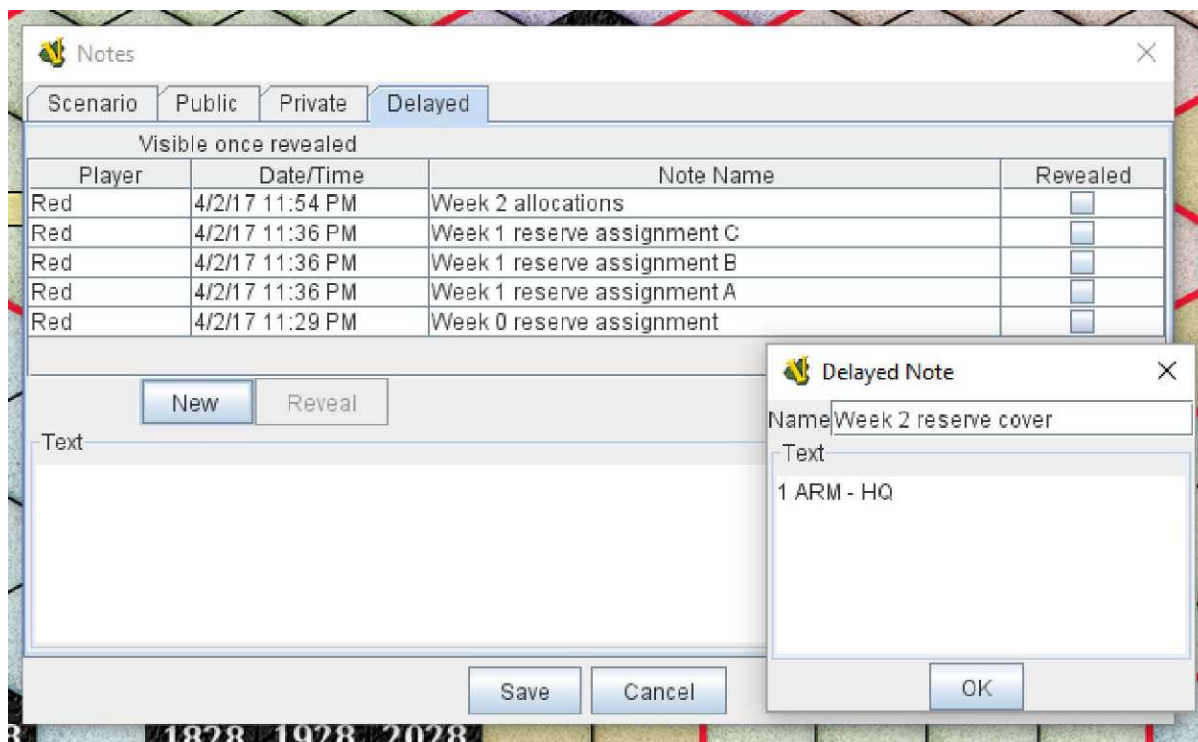

Figure 17: Reserve cover note. If no reserves are to be allocated, the text of this note would read "None".

10.4.4 Reserve assignment records

During deployment, a delayed note must be created for every unit placed in reserve specifying the firebase to which it is assigned. Since it cannot be known for certain when any given reserve unit will be deployed, it is suggested - but not required - that each unit have its own delayed note. Delayed notes are identified by a title and timestamp; the title should read "Week *x* reserve assignment" (where *x* is the number of the week), and may be appended by an 'A', 'B', 'C', etc. to denote multiple reserve records for that week. If units are placed in reserve during game setup, the week number on the record should be '0'. There is no specific

protocol to record the information in the note, but that shown in Figure 18 is suggested. Every edit to the notes window must be followed by clicking Save. The delayed note associated with a reserve unit's firebase assignment must be revealed when that unit is deployed.
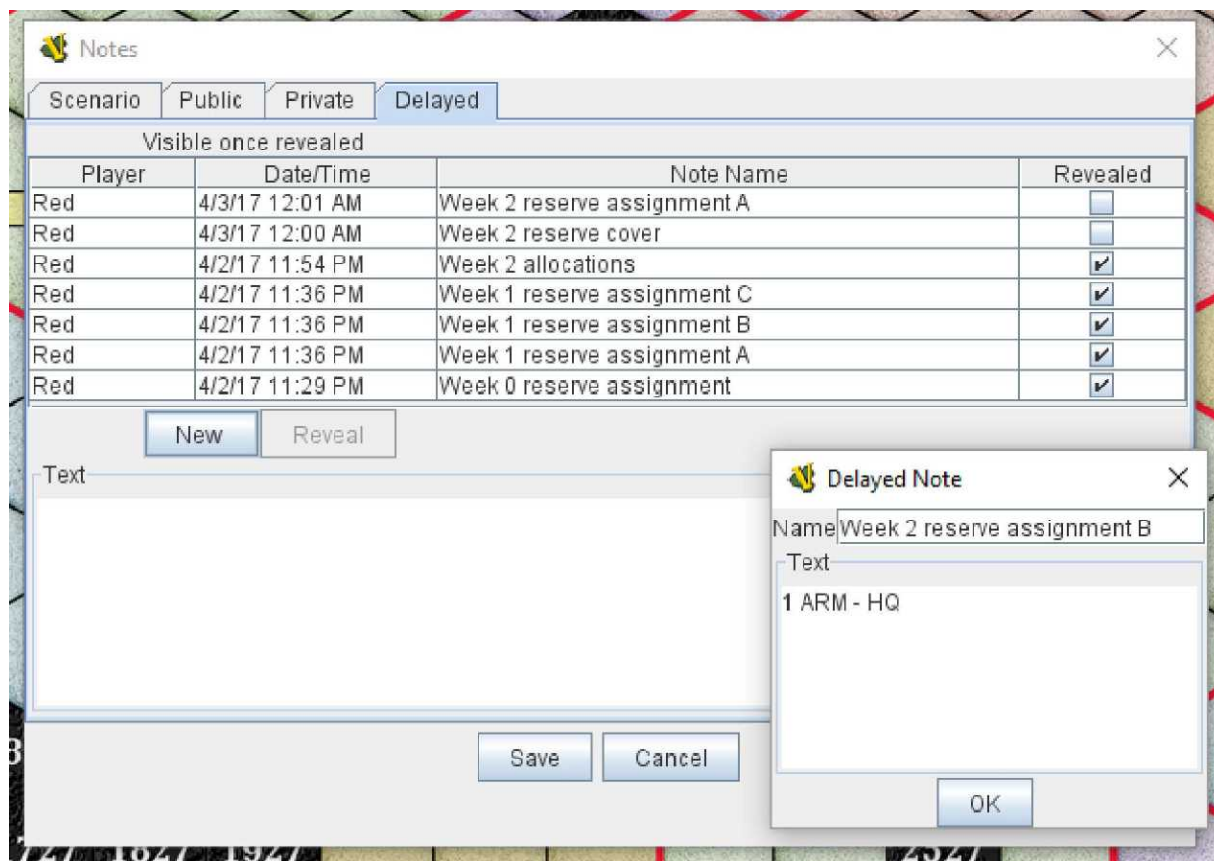

Figure 18: Reserve assignment note. Earlier assignment notes have been revealed as their associated reserves were deployed. The note titled "Week 2 reserve assignment A" is for counterintelligence, and reads "None".

10.4.5 Counterintelligence

The creation of reserve assignment records creates the potential for intelligence leaks to the opponent. For example, if a player puts 3 RPs into reserve, but only creates one delayed note specifying the firebase assignment, it is not difficult for their opponent to deduce that they have placed an artillery in reserve. To prevent this, the player could create enough reserve assignment notes to cover every eventuality, many of which may read "None" (see Figure 18, above).

10.5.0 Deployment clarification

  10.5.1 General

During deployment, it may be necessary for the player without initiative to add clarifying notes to the public record that is used for RPs and reserve points. This is required for any newly deployed mobile unit that is positioned in a zone adjacent to two or more firebases that do not share all zones in common, and must specify which firebase the unit is deploying from. See figure 19 for an example.

10.6.0 Corrections

  10.6.1 General

Any implementation of the corrective measures described in 8.6.0 should be thoroughly documented in the public RP and reserve allocation record (see 10.3.0), particularly those that involve the creation or replacement of delayed notes. When documenting these corrective measures, both players should be mindful of the impact they will have on the post-game record review.
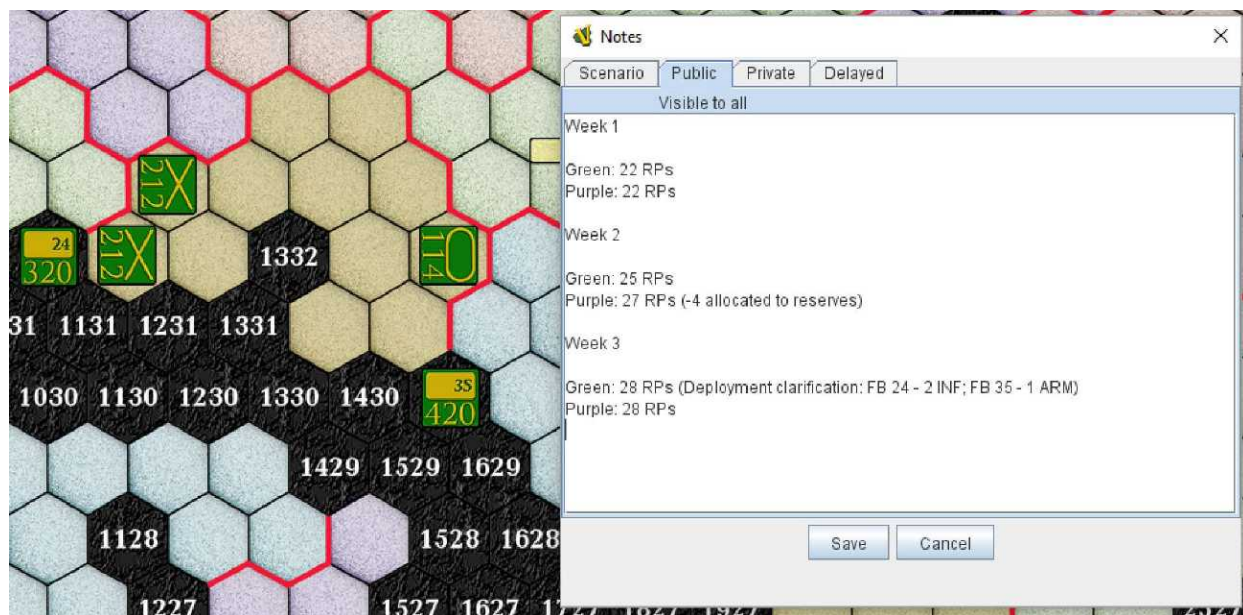

Figure 19: Deployment clarification. Note that before the clarification, final disposition zones were ambiguous; now the 2 infantry may only be repositioned in the zones adjacent to Firebase 24, and the armor may only be repositioned in the zones adjacent to Firebase 35.

Revisions
05/26/2017 (1.02) - 4.3.0 : Removed "Player A" and "Player B"; clarified.
12/28/2020 (1.03) - Corrected FB in Figure 12c.