

# MechWar 5

## Modern Mechanized Combat in the Middle East

### SUEZ / GOLAN

V1.0



NOTE: This *MechWar 5* set of rules is a *MechWar 2* variant that adapts the rules from SPI's *October War* -- subsequently having evolved into *MechWar '78*.<sup>1</sup> The *MechWar '78* rules were used as the basis for this variant. These rules are designed to allow players to play a simpler *MechWar 2* game utilizing whatever additional advanced *MechWar 2* rules they wish to incorporate from SPI's original *MechWar 2* game.

This *MechWar 5* variant attempts to provide a simpler, more playable game while still allowing certain *MechWar 2* advanced features to be represented for effect, but at a more reasonable resolution. The rules have been adapted to allow the play of scenarios from Avalon Hill's *The Arab Israeli Wars* and the scenarios from *MechWar 2 Suez to Golan*.

<sup>1</sup> The *MechWar '78* rules are based on a suggested retrofit posted by Ian Raine in the ConsimWorld forums, as well as player discussions. The original rules formatting were provided by Jamie Shanks. Also, Fred Schwarz's notes were helpful in the development. Rules sourced or developed from *October War* are in **blue text**. Untested rules are in **orange text**.

## 1.0 INTRODUCTION

## 2.0 GENERAL COURSE OF PLAY

## 3.0 GAME EQUIPMENT

- 3.1 The Game Map
- 3.2 The Playing Pieces
- 3.3 Game Charts and Tables
- 3.4 Definition of Terms
- 3.5 Game Equipment Inventory

## 4.0 SEQUENCE OF PLAY

- 4.1 Sequence Outline
- 4.2 Determining the "First" Player

## 5.0 SPOTTING

- 5.1 Blocking Hexsides and Hexes
- 5.2 Observation Range
- 5.3 Effect of Units in Spotting
- 5.4 Spotting for Indirect Fire

## 6.0 COMBAT

- 6.1 Restrictions on Fire Combat
- 6.2 Effect on Other Units
- 6.3 Multiple Fire Attacks
- 6.4 Direct Fire
- 6.5 Opportunity Fire
- 6.6 Terrain Effects on Combat
- 6.7 Partial Strength Units vs. Soft Targets
- 6.8 Special Weapons Classes
  - 6.8.8 Ammunition Depletion
- 6.9 Additional Combat Actions
- 6.10 R Class Fire vs. Armored Vehicles

## 7.0 INDIRECT FIRE

- 7.1 Availabilities and Capabilities
- 7.2 Types of H Fire
- 7.3 H Fire Against Hard and Protected Targets
- 7.4 Duration of Suppression
- 7.5 Effects of Suppression on Hard and Protected Targets
- 7.6 Effects of H Fire on Soft Targets
- 7.7 Close Air Support (CAS)
- 7.8 Counter Battery Fire

## 8.0 MOVEMENT

- 8.1 Roads and Trails
  - (Column Formation)
  - 8.1.6 Infantry Double Time
- 8.2 Restrictions on Movement
- 8.3 Zones of Control

- 8.4 Effect of Movement on Soft Target Defense

- 8.5 Stacking

## 9.0 TRANSPORTING

- 9.1 Procedures and Restrictions
- 9.2 Infantry on Tanks
- 9.3 Status of Units Engaging in Mounting or Dismounting
- 9.4 Combat While Mounted
- 9.5 Specific Unit Capabilities
- 9.6 Transport Vehicles

## 10.0 TERRAIN

- 10.1 Effect on Movement
- 10.2 Covering Terrain
- 10.3 Slopes and Crest Hexsides
- 10.4 Elevation
- 10.5 Hull Down (Defilade)

## 11.0 IMPROVED POSITIONS (ENTRENCHMENTS)

- 11.1 Who Can Use Improved Positions
- 11.2 Benefits of Improved Positions
- 11.3 Deployment of Improved Positions

## 12.0 OVERRUNS

- 12.1 Effect of Terrain on Overruns
- 12.2 Effect of Prior Fire on Overrun
- 12.3 Effect of Opportunity Fire on Overrun
- 12.4 Effects of Panic

## 13.0 PANIC (Troop Quality)

- 13.1 Panic Move/Fire

## 14.0 OFF-BOARD ARTILLERY

- 14.1 Use of Off-Board Artillery
- 14.2 Off-Board Artillery Restrictions
- 14.3 U.S. Off-Board Artillery

## 15.0 CLOSE AIR SUPPORT

- 15.1 Close Air Support Scatter
- 15.2 Application of Close Air Support
- 15.3 Advanced (*MechWar 2*) Close Air Support
- 15.4 Bombing Strike
- 15.5 Strafing Strike
- 15.6 Air-Surface-Missiles (ASMS)
- 15.7 Aircraft Target Acquisition
- 15.8 Air Defense Systems

## 16.0 MINES

- 16.1 Mine Attacks
- 16.2 Mineplows

## 17.0 HELICOPTERS

- 17.1 Movement
- 17.2 Combat
- 17.3 Flak Units and Anti-Helicopter Fire

## 18.0 SMOKE

- 18.1 Line of Sight Effects
- 18.2 Persistence of Smoke

## 19.0 OTHER OPTIONAL / EXPERIMENTAL RULES

- 19.1 Command
- 19.2 Counterbattery Measures
- 19.3 Short Halt Fire
- 19.4 FASCAM Rounds
- 19.5 Wrecks
- 19.6 Special Units
  - [19.61] Engineers
  - [19.612] Bridges
  - [19.613] Bridge Demolition
  - [19.614] Ferries
  - [19.615] Abatis
  - [19.616] Blocks
  - [19.66] Motorcycles
- 19.7 Night
- 19.8 Morale
- 19.9 Electronic Warfare
- 19.10 Chemical Warfare
- 19.11 Tactical Nuclear Warfare

## 20.0 HOW TO SET-UP AND PLAY THE GAME

- 20.1 Scenarios
- 20.2 Setting Up
- 20.3 Available Forces
- 20.4 Deployment
- 20.5 Victory Conditions
- 20.6 Reinforcements

## 21.0 SCENARIOS—NATO and Warsaw Pact

## 22.0 SCENARIOS—Red Star/White Star

## H Fire Procedures Infantry vs Hard Targets

## [1.0] INTRODUCTION

MechWar 4 is SPI's tactical simulation of "modern" ground combat (from the October War of 1973 to possible future encounters).

These Suez/Golan rules are designed to be used to play Avalon Hill's *The Arab Israeli Wars* (AIW) with MechWar 4 rules while still allowing the play of scenarios from SPI's **MechWar 2 Red Star/White Star Suez To Golan**.

Each hex represents 200 meters from side to side. Each Game Turn represents one to six minutes of elapsed time.

## [2.0] GENERAL COURSE OF PLAY

This simulation is a two-Player game. It is played in a series of turns called Game Turns. During a Game Turn, both Players' playing pieces (called units) move and engage in combat in an attempt to achieve certain objectives. This activity takes place according to a Sequence of Play. The game is played in Scenarios. Each Scenario lists the opposing forces and conditions under which they engage. Each Player attempts to win the Scenario according to the Victory Conditions set out for him in each Scenario.

## [3.0] GAME EQUIPMENT

### [3.1] THE GAME MAP

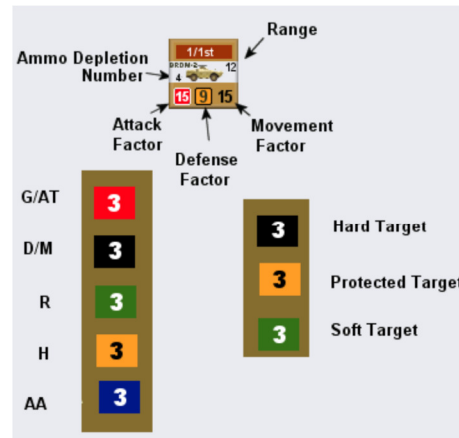
The game consists of several geomorphic desert maps, which can be assembled in various combinations to allow play of The Arab-Israeli War scenarios. A few additional maps have been included to approximately represent setups for the scenarios in SPI's **MechWar 2 Red Star / White Star, Suez To Golan**. A hexagonal grid is superimposed on the map to regulate movement, position and firing range of the units. The hexes are numbered for identification.

### [3.2] THE PLAYING PIECES

The pieces are revised MechWar 4 units that include all the equivalent units

necessary to play the AIW scenarios. Also included are units necessary to play the **MechWar 2 Red Star/White Star Suez To Golan** scenarios. Many pieces, are informational counters and the rest are organizational counters representing vehicle and infantry platoons, air units, headquarters, and other units.

### [3.21] Sample Units



**Note:** Units designated in the rules as one-step units are eliminated with a loss of one step, though their firepower still uses the Full Strength CRT values unless otherwise indicated.

### [3.22] Summary of Unit Types (UFT Charts)

Also, see [19.6], Special Units.

### [3.23] Dice

Most charts use a 1d6 die. Other charts, such as the Panic Table use a 1d10 die. Players should check each chart to see which set of dice are used.

If for any reason players need to consult any original *MechWar 2* tables, they generally use 2d6 dice, though not always.

## [3.3] GAME CHARTS AND TABLES

The game makes use of various charts and tables as a part of its play system and also to organize data into an easily retrievable form. The use of these graphic aids is explained in the appropriate rules sections. Players should examine the charts and tables as they appear or are referred to in the rules. Please note the separate chart sheets.

**MechWar 2 Warning:** There are some table related data in the *MechWar 2* rules that only appear in the rules themselves rather than in a separate chart. For those *MechWar 2* sections converted to these variant rules, the relevant numbers have been extracted and placed in *MechWar 4* tables.

For *MechWar 2* scenarios, players may need the original *MechWar 2* rules for the setups and references to certain advanced and optional rules.

## [3.4] DEFINITION OF TERMS

**Movement** is a basic game activity involving the physical displacement of a unit hex by hex across the mapboard.

**Combat** is a basic game process whereby one or more units pin, disrupt or destroy units belonging to the Opposing Player.

**Weapons Class:** The units portrayed in this game are small, platoon-sized organizations with 20 to 50 men and 3 to 10 vehicles. Each is organized around a particular main weapon system unique to its type of unit. Thus a mortar unit depends for its combat effectiveness on the high explosive shells lobbed by its mortars and any small arms carried by its men have no significant impact on its performance. Each unit then is classified according to the characteristics of its predominant weapons system.

**R Class:** Units organized around rifle and machine gun fire: typically an infantry platoon.

**A Class:** Typical MMG class weapons found in October War APC units.

**M Class:** Units whose guns fire a mix of armor piercing and high explosive shell and are effective against both armored and unarmored targets; typically a tank or assault gun platoon.

**H Class:** Units whose main weapons fire high explosive shell; typically on-map field gun or mortar units. This also includes Off-Board Artillery (14.0) and Close Air Support (15.0). In specific cases, infantry units may make an H Class attack against vehicles by virtue of inherent AT weaponry such as LAWs, RPGs or recoilless rifles (see 6.45).



**G Class:** Units which depend for their defensive fire power on Anti-tank guided missiles.

**R\* Class/Mx-n:** Flak or Anti-aircraft units, which are effective against ground targets as well as helicopters (see [17.31]).  
**Note:** *MechWar 4* anti-aircraft units are indicated as such by their missile system notation at the bottom of the counter.

**Dual-Class:** Units which have not only a complement of conventional weapons, but G Class weapons as well. They have two counters each; see 6.87.

**AA Class:** Air Defense Systems used to attack Close Air Support aircraft [15.8].

**Target Type (Armor Class):** Just as a unit is classified according to its weapons, so is it classified according to the vulnerability of its elements to fire, i.e., what kind of target does it present? Units are defined as either Soft (unarmored - Green), **Protected (lightly armored - Orange)** or Hard (armored - Black) targets. (*Protected generally corresponds to MW2 Light (L) and Protected (P) while Hard corresponds the Hard (H) Armor Class. The MW2 Profile factor is generally only used in Defilade situations using MW2 rules.*) Soft targets rely for their protection on their ability to conceal themselves from fire and, for some, an ability to disperse their fighting elements. As an individual, the infantryman is an extremely vulnerable soft target, but the infantry platoon, while still a soft target, has a relatively high Defensive Strength, because it can take a lot of individual casualties before it ceases to be effective. **Protected targets depend also on their ability to conceal themselves behind various terrain (they are usually low hull silhouettes) and their light armor when being engaged from a distance by small arms and high trajectory shells.** Hard targets rely for their protection on armor. A tank, of course, is the archetypical hard target and a tank platoon is virtually invulnerable, except against weapons specifically designed to defeat armor. Helicopters are a special target type, and special procedures are used when attacking them.

**Hard target type units** are identified by black box defense factors or brackets

around a numerical Defense Strength of 5 or more. Protected **target type units** are indicated with orange box defense factors or parentheses around their numerical Defense Strength, or with a numerical Defense Strength of 4 or less, and include weakly armored AFVs (see revised CRTs), APCs, Armored Cars and IFV vehicles, and mortar, AAA and missile carriers based on APCs and IFVs. **Soft target type units** have no brackets around their numerical Defense Strength or have green defense factor boxes. **Note that jeeps carrying ATGMs or RR antitank guns are Soft targets.**

**Attack Strength** is a numerical rating of the firepower that a unit possesses. It is expressed in Attack Strength Points. The ability of a unit to attack depends on both its Attack Strength and its Weapons Class.

**Defense Strength** is a numerical rating of the ability of a unit to preserve itself when attacked. It is expressed in Defensive Strength Points.

**Range** is the maximum range or distance which a unit may fire at a target. It is expressed in hexagons and is measured by counting the shortest path in hexagons from the Firing unit (exclusive) to the Target hex (inclusive).

**Panic Level** (a MW78 term) affects the ability of units to move or fire in response to enemy actions. For the *MechWar 2* scenarios, Panic Level corresponds to the **Troop Quality** as specified in the *MechWar 2* scenario **Available Forces** chart, e.g. Seasoned troops are Panic Level 0, First Line troops are Panic Level 10%, etc.. (See Panic, Section 13.0.)

(The "Panic" term is retained in these rules though the actual functioning of this mechanism still corresponds to MW2 Troop Quality.)

### [3.5] GAME EQUIPMENT INVENTORY

- These *MechWar 5* rules
- *The Arab-Israeli War II* counters or equivalent status sheets
- *MechWar 2* Unit Status Sheets (optional)
- AIW II game maps
- One sheet of charts
- Dice (2x1d6, 1d10)

## [4.0] SEQUENCE OF PLAY

### GENERAL RULE:

Each game or Scenario is composed of Game Turns during which both Players units move and engage in combat according to a rigid Sequence of Play.

### [4.1] SEQUENCE OUTLINE

#### A/B. DIRECT FIRE / MOVEMENT PHASE:

- Randomly determine the first Player for this Phase (1) (See 4.2)
- **First Player**—One or more eligible units\* may be activated to conduct either a Direct Fire attack on any one enemy unit or move.
  - Place FIRE markers on firing units if unit fired (see NOTE below)
  - Enemy units with no MOVE/FIRE markers may immediately use Overwatch Fire to attack friendly units that fire. Place FIRE markers on firing units.
  - Place a MOVE marker on the moving unit if unit moved (see NOTE below)
  - Enemy units with no MOVE/FIRE markers may use Opportunity Fire to attack the moving unit at any point during its move. Second Player places FIRE markers on firing units.
- **Second Player**—Repeat the process performed by the first player.
- **Players continue to alternate fire or movement** until both Players have fired or moved all their units or have passed. A player may pass and still get an alternating turn, but if the other player passes, the Phase is over.

**NOTE:** A unit may either Fire once or Move once in a single Game Turn (EXC: Split Fire, Overrun). (Players may rotate units that have either moved or fired.)

\* If using the simplified company formation doctrine -- e.g. up to three units within three hexes of other units in the group -- all three units can be activated during a player's activation to either move or fire. Stacked units may move together, but still fire sequentially.

Individual units in a formation can still be interrupted by either Opportunity Fire or Overwatch Fire from enemy units. Enemy Overwatch fire occurs in the *friendly unit's* activation, effectively a free action as part of the friendly unit's activation. The enemy unit will be marked as Fired, though the enemy player will still get its activation normally.

If not using a formation doctrine, only a single unit is activated in a player's Fire/Move phase.

**Note:** Any reference to either the **Move Phase** or the **Direct Fire Phase** refers to the combined A/B Direct Fire/Movement Phase.

(1) The First Player indicated in a scenario automatically becomes the First Player in the first phase of the first Game Turn.

## C. PANIC AND SUPPRESSION REMOVAL PHASE:

- Both Players remove all Suppression Markers that have been placed on units as a result of fire.
- Players then attempt to remove all Panic Markers incurred during the current Game Turn or during a previous Game Turn (see Panic, Section 13.0).

*(Leave Moved/Fired markers on until the end of the Indirect Fire Phase because fire units that have moved may not fire.)*

- If units have not moved or fired, they may reduce their Fatigue Level by one.

**D. INDIRECT FIRE PHASE:** Smoke Markers that impacted during the previous Game Turn are removed. Players conduct Indirect Fire (Section [7.0]). Unlike Direct Fire and Movement, Players do not alternate Indirect Fire attacks.

If using markers to indicate units that have moved or fired, these markers can be removed, or counters rotated, whichever is applicable. Remember that on-board indirect fire units that have moved may not fire.

**E. REGROUPING:** At the conclusion of the Indirect Fire Phase, any partial strength units that are not marked with either a FIRE or MOVE marker and have begun the game turn stacked in the same hex may combine into a full strength

unit. The combined units' strength cannot be greater than a full strength unit. Only platoons of the same company may Regroup (see **MechWar 2** Unit Designations, Exclusive Rules, pg. 32).

**NOTE:** If using **MechWar 2** counters, the Unit Designations are on the counters. If using **MechWar 4** counters, other methods of identification are required. The Vassal module allows units to be marked with Unit Designations.

## SIMPLIFIED MECHWAR 4

**FORMATION RULES:** For unmarked **MechWar 4** units, a *simplified* formation doctrine allows three units of the same type that are within three hexes of each other (two intervening hexes for NATO and Israeli units or one intervening hex for Soviet and Arab units – i.e. *doctrine range*) can be designated as a single company. This grouping can be used for both activations and Regrouping. If desired, players may use an Hq marker on a single unit to group component company units within range into a single company. Note that the Vassal module optionally allows formation information to be included with each counter.

If using units marked with their formation designations – such as in the Vassal module – any higher level attached units may move or fire if within their own *doctrine range*.

The effect of breaking formation is that the company Panic Level is increased by one, which can be restored once the units restore formation doctrine. If units are out of formation due to unit loss, the company has one game turn to return to their formation doctrine before incurring any penalty.

**F. END OF GAME TURN:** At the conclusion of the Indirect Fire Phase, the Game Turn is completed. Note the passage of the Game Turn on the Game Turn Record Track and begin a new Game Turn.

**NOTE:** A unit may move or fire in a single Game Turn, but it may not do both (**EXCEPTIONS:** see Overrun, Section [12.0]; Mounted Combat, [9.4]; optional Pull Back rule, [6.92]; and the experimental Short Halt rule for vehicles with effective gun stabilization, [19.3]).

## [4.2] DETERMINING THE “FIRST” PLAYER

There are certain advantages in being the first Player to move or fire. In order to grant each Player a chance to be first, the Fire and Movement Phases of every Game Turn require that a first Player be determined by random means for each of these two Phases. Each player rolls 1D6, and then adds 1/10th of the percentage Panic level (i.e., 1-5, and could be 0) to the roll, and the lower adjusted roll wins. On a tied roll the side with lower panic level wins.

## [5.0] SPOTTING [OBSERVATION]

### GENERAL RULE:

Spotting refers to the ability of one unit to see another unit. Whether or not a given unit spots another unit depends on whether or not the Line of Sight between the two units is blocked (obstructed), the type and location of unit being observed, and its movement/firing status. The Line of Sight is determined by drawing an imaginary straight line between the center of the sighting unit's hex and the center of the sighted unit's hex. The terms Line of Sight (LOS) and Line of Fire are synonymous. When a unit has a clear Line of Sight to a potential target unit *within Observation Range* (see *Observation Range Table*), it can Spot the target unit



and thus use the Line of Sight as a Line of Fire.

### PROCEDURE:

#### JUDGING THE LINE OF SIGHT

Lay a straight edge from the center of the sighting (firing) hex to the center of the target hex. The line so described is the Line of Sight (Line of Fire). If the LOS passes through a blocking hex or hexside which is not common to either the Firing unit's hex or the Target hex, then the LOS is blocked. Otherwise it is unblocked.

### CASES:

#### [5.1] BLOCKING HEXSIDES AND HEXES

[5.11] **Hexes:** Any hexside which is covered in whole or in part by blocking terrain is considered a blocking hexside. Any hex which is wholly or partially

filled by blocking terrain is a blocking hex.

Any light woods, heavy woods, smoke, or town hex is blocking terrain and causes a blind hex directly behind the feature. However, elevation differences can cause the blocking hex to completely block LOS.

If the spotting unit is at the same height as the blocking terrain, the feature completely blocks LOS. If the spotting is at a higher level than the blocking terrain, then generally a blind hex is created directly behind the object. However, if the blocking object is greater than half the distance from the higher object and lower object, then the LOS is totally blocked.



In the example, the town creates a blind hex directly behind the town from the red unit at a higher terrain. Since the blocking town hex is four hexes from the higher unit, it is more than half the distance to the green unit, six hexes away and thus completely blocks LOS for any unit behind the blocking town hex.

**Hexsides:** Heavy hex side symbols represent dunes (yellow bars) and crests (dark brown bars). Units directly behind these hexsides can see and be seen by an LOS that crosses these hexsides. Units in these situations are assumed to be able to be in Hull Down situations (see [6.6]). Hull Down applies even if the units are adjacent.

## ELEVATION

Units at a higher level are presumed to be able to see across continued downward sloped hexes. If any hexes along the LOS to units at equal or lower terrain are higher than the

spotting unit, the LOS is blocked.

In the top example, the higher red unit's LOS to the green unit follows a continuous downward sloping series of hexes and thus constitutes an unblocked LOS. In the lower example, the LOS crosses hexes of higher terrain and thus the LOS is blocked.

## [5.2] OBSERVATION RANGE

All units are initially deployed face-down and considered hidden (i.e., unobserved) so that only the owning Player knows what they are. They are turned face-up only when observed by enemy units.

[5.21] If a face-down unit fires at an Enemy unit from any range, it is automatically observed and is turned face-up. If a face-down vehicle moves through or into the LOS of an Enemy unit at any range, it is automatically observed and turned face-up. If a face-down unit neither fires nor moves, it remains face-down and unobserved until an Enemy unit is within Observation Range (see Observation Table).

[5.22] Once observed (face-up), a unit remains observed for the length of time that it remains in an Enemy unit's LOS, regardless of the distance between the observing unit and the target unit and the effects of terrain on Observation Range. If an observed unit can move out of the LOS of all Enemy units, it may be turned face-down (unobserved) until such time as it is again observed by an Enemy unit.

[5.23] For purposes of determining Observation Range, whenever a Friendly unit moves through two or more different types of terrain that is within the LOS of an Enemy unit -- including the hexes in which the unit begins and ends its movement -- determine the Enemy unit's ability to observe that unit based on the terrain type passed through that best affords a chance for observation. The Observation Range for various situations is shown on the **Day Clear Weather Observation Range Table**.

[5.24] Note that a Friendly unit attempting to move out of an Enemy LOS is still subject to Opportunity Fire from observing units in each hex en route.

[5.25] **CAMOUFLAGE:** In some scenarios, units may begin the game in camouflage. Whenever a unit would normally be observed, a die roll is made on the Camouflage Observation Chart. If the number is less than or equal to the value indicated for a unit in the appropriate terrain, then the unit is not observed. The unit remains unobserved for the remainder of the phase. No more die rolls need be made. If a camouflaged unit moves, fires or becomes involved in a close assault, it is no longer camouflaged and cannot again become camouflaged.

## [5.3] EFFECT OF UNITS IN SPOTTING

Playing pieces never obstruct the Line of Sight. A unit may see through any number of intervening units (both Friendly and Enemy) to some distant target hex, and a unit may fire through both Friendly and Enemy units to some distant target hex without affecting the units fired through.

## [5.4] SPOTTING FOR INDIRECT FIRE

Any Friendly unit, except trucks and their passengers, may spot a target hex for another Friendly unit which is capable of Indirect Fire. Unless assisted by a spotting unit, no unit may fire Indirect Fire (except when specifically allowed by the Scenario Instructions). *(Units may request indirect fire from Off-Board artillery on any hex on the map that is within range of the firing unit. Off-map artillery has unlimited range in the map unless restricted by scenario.)*

## [6.0] COMBAT

### COMMENTARY:

A Player uses his units to fire at (attack) Enemy targets. A Player may attack during the combined Direct Fire Phase/Movement Phase, or he may attack. If firing at a moving enemy unit, the attack is called Opportunity Fire; otherwise they are identical in execution. Certain units may fire during the Indirect Fire Phase (see [7.0]).

There are three Combat Results Tables. The **Anti-Personnel Combat Results Table** is used by all units when





firing at **Soft Targets**. The other table is the **“Anti-Armor” Combat Results Table** used by **all** units when firing at **Hard or Protected Targets**. The **Range Attenuation Table** reduces the combat value based on increasing range.

Every combat unit has a maximum range printed on it. This is the greatest number of hexes it can fire at a target. All other things being equal, the ability of an individual unit to use its firepower varies with the range it fires over. The Attack Strengths of the various units were calculated on the basis of the units engaging targets at an average of 400 to 600 meters (2 to 3 hexes in game terms). This effect is called Range Attenuation and is numerically summarized on the **Range Attenuation Table**. H Class units are insensitive to Range Attenuation, which is reflected in the H Class Combat Procedures.

#### GENERAL RULE:

In order to fire at an Enemy target, a unit must be able to observe the target and must be within firing range. In the Direct Fire Phase, a Player may attack any Enemy unit. During the Movement Phase, a Player may attack only the unit that the Enemy Player is moving at that moment. When an attack is executed, the result is determined by the Fire Routine which considers the characteristics of the firing unit, the panic status of the firing unit, the characteristics of the target unit, the range, and the effects of the firing unit.

#### PROCEDURE:

To make an attack, a Player identifies which of his units are firing and which Enemy unit is the target. (NOTE: One attack may be made with several units firing at the same target.) Each individual unit that is attempting to fire consults the Panic Table (see sheet). A **1d10** is rolled, and if the outcome of the roll falls within the limits of the numbers specified, the unit panics and may not fire or move. Place a Panic Marker on that unit to indicate this condition. If the unit does not panic, it proceeds to the fire routine.

#### FIRE ROUTINE:

**Step 1:** The attacking Player determines the range in hexes between the firing unit and the target unit. When counting hexes to determine range, count the target unit's hex but not the firing unit's hex. If the computed range exceeds the range of the firing unit, the unit may not fire. (NOTE:

Range should be calculated before the Player announces his attack, because once the attack is announced, the unit must fire, even if its fire will be ineffective.)

**Step 2:** Once the target unit is determined to be within range, the attacking Player determines the type of target he is attacking: Hard (units with bracketed Defensive Strength), Protected (units with parenthesized Defensive Strength), or Soft (units with no brackets or parentheses around Defensive Strength).

**Step 3:** The attacking Player modifies his attack strength for range attenuation by consulting the Range Attenuation Table:

- a) Determine the target type (i.e., Hard Target, Protected Target, or Soft Target) and locate the appropriate section of the table.
- b) Determine the Weapon Class of the firing unit and find the appropriate column within the section of the table as determined in Step 1.
- c) Determine the range (in hexes) from the firing unit to the target unit.
- d) Cross index the range with the Weapon Class column and read the modification indicated on the table.

Follow this procedure for each of the units that are firing at the same target unit. If several units are involved the Player may wish to write down the modified strength of his firing units as he calculates them via the table.

The target unit subtracts its defense strength from the modified attack strength which yields the attack superiority number.

The attacking Player then selects the appropriate Combat Results Table for the defending unit:

- For Hard/Protected targets determine the state of the firing unit (i.e., Full Strength, D-1 Strength, or D-2 Strength) and use the Anti-Armor Table that corresponds to this state.
- For Soft targets, determine the potential modifier based on the state of the firing unit (-1 for a D1 firer, -2 for a D2 firer) and use the Anti-Personnel Table.

**Step 4:** The attacking player now rolls 1d6, modifying the result for any terrain defense bonuses or firer strength status,

and cross-indexed his modified attack strength with the appropriate attack superiority column. A result is achieved which is immediately applied to the target unit (e.g., D1 meaning 1/3 of the unit is destroyed; D2 meaning 2/3 of the unit is destroyed). Sometimes a parenthesized number results which requires another die roll on the part of the defender (see Combat Results Table). Also if the attacking unit is a G class, it may deplete its ammunition (see 6.84).

#### CASES:

#### [6.1] RESTRICTIONS ON FIRE COMBAT

[6.11] A “Panicked” unit may not fire.

[6.12] A unit may suffer a Combat Result which prohibits it from firing or which reduces its effectiveness (see the explanation of Combat Results).

[6.13] A unit may not fire more than once during the Direct Fire/Movement Phase. Note that when a Player attacks, he may fire with more than one attacking unit (see COMBAT, PROCEDURE). When he announces an attack, a Player identifies which units are firing. He may not add to this list after he has stated it, nor may he fire at the same target in a later attack during the same Phase.

[6.14] Once a Player states an attack, he must execute that attack. He is responsible for calculating the chance of success before he states his intentions. If he states an attack which is subsequently found ineffectual (most commonly because he fired on a target out of range), the attack is still considered to have been executed. In effect, the firing units have wasted their fire

#### [6.2] EFFECT OF OTHER UNITS

Units never block the Line of Sight. A Player may fire through Friendly and Enemy units. Whenever a target unit is stacked with other units in a hex and it receives a combat result, the other units in the hex are unaffected. Personnel being transported by a vehicle are a special case (see Section 9.0).

#### [6.3] MULTIPLE FIRE ATTACKS

When a Player declares several units to fire at the same target, they are considered to all be firing simultaneously.

He resolves each unit's fire separately in any order he wishes. He must, however, resolve each fire.

**[6.31]** If a Player assigns several units to fire on a single target unit and the target is eliminated before all the units have had a chance to fire, the remaining units are considered to have fired for that Game-Turn.

**[6.32]** A multiple-fire attack is considered a single attack for purposes of the Sequence of Play. If a Player states that three of his units are making one attack, the fire of each Friendly unit involved in that attack is resolved before the Enemy Player may do anything, e.g. Overwatch Fire.

#### **[6.4] DIRECT FIRE**

**[6.41] Direct Fire** occurs during the Direct Fire Phase and is executed against any enemy units the Player can observe. In order to execute a Direct Fire attack against an Enemy unit, the attacking unit must be able to spot the unit with a clear Line of Sight, according to the rules of Spotting (see [5.0]).

**[6.42]** Any unit with an Attack Strength may use Direct Fire, except "Panicked" units.

**[6.43] On-map H Class units may use Direct Fire**, i.e. the target is spotted by the firing unit; if such a unit Direct Fires, resolve the attack on the D2 CRT. It is treated as Tight Pattern, affects all units in the target hex, and the Range Attenuation Table is not used. The target Defense Strength is not deducted from the Attack Strength, but the printed Attack Strength may be reduced by damage (see 7.16).

On-map artillery units have minimum and maximum ranges. If H class units do not have a minimum range on their counter, they are assumed to have a minimum range of "2".

**[6.44]** All tanks and assault guns/tank destroyers are also considered to be armed with coaxial/bow and/or pintle-mounted MMG. These units (along with all APCs, including halftracks) can make a **2R3 (strength/type/range)** attack on soft targets instead of an M class attack.

US and USSR tanks have an AAA HMG mounted atop the roof which can only be fired if the tank is not suppressed (buttoned up); this would be a **3R5** attack.

**[6.45] Infantry units may attack vehicles at a range of 0 or 1 hex with a Direct Fire H Class attack.** This attack uses a base strength of **6H**, reduced for range attenuation by -3 at 1 hex range, plus any damage and/or Suppression status of the firing unit. The attack takes place on the D2 table, the target cannot button up, and rules for direct fire H Class attacks apply (**7.32**). Terrain is ignored.

*Example:* the H Class strength of a rifle platoon at D1 and S1 attacking at a range of 1 hex would be **-1**: base of **6H**, -3 for 1-hex range, -1 for D1 status of on-map unit using an H Class attack (7.16) and -3 for S1 status (7.6).

*Note:* This has a chance of Disruption at close range (0-1 hexes).

#### **[6.5] OPPORTUNITY FIRE**

**[6.51]** Opportunity Fire occurs during the Movement Phase and is executed only against enemy units that are moving and can be observed. (See also Overwatch Fire, 6.9.)

**[6.52]** A Player must pause each time his unit moves into a hex to allow the Enemy Player an opportunity to fire at the moving unit. This pause permits the Enemy Player to calculate **ranges**, etc. before he announces the attack. Only the unit actually being moved may be fired at. The attack is resolved exactly as detailed in Section 6.0. The fire is resolved in the hex that the moving unit has entered.

**[6.53]** Fire against a moving enemy vehicle unit incurs a -1 modifier on the CRT.

**[6.54]** If a moving unit survives Opportunity Fire, it may continue moving. However, it may be fired at again when it enters a new hex, although the Enemy Player would have to use a different unit, since no unit may fire more than once per Game Turn (Exception: see Overruns, 12.0).

#### **[6.6] TERRAIN EFFECTS ONCOMBAT**

When a target unit lies in a town or woods hex or is behind covering terrain, it receives a defense bonus in the form of a die modification (see Terrain Effects Chart; Covering Terrain, 10.2).

**HULL DOWN** shielding: Hull Down units that are attacked through dune or crest hexsides receive a -2 to the die roll. Russian tanks (T34/85, T-10, T-55,

Tiran/TI-67 and T-62) only receive a -1 to the die roll. Hull Down does not apply to indirect fire or Overrun attacks. Opportunity Fire does not trigger Hull Down from attacking units performing Overrun.

If the firing unit is on a higher terrain than the target, e.g. a brown slope hex, then the defender does not get the benefit of Hull Down.

#### **[6.7] PARTIAL STRENGTH UNITS vs. SOFT TARGETS**

Full Strength units do not modify the die roll when firing at Soft Targets. D1 strength units subtract one from the die roll when firing at Soft targets. D2 strength units subtract two from the die roll when firing at Soft targets.

#### **[6.8] SPECIAL WEAPONS CLASSES**

**[6.81]** An **H Class** unit, in addition to conducting Direct Fire [6.43], may conduct Indirect Fire (7.0) as either a Tight Pattern or a Loose Pattern attack. The difference is that a Tight Pattern attack affects defenders in the impact hex only. A Loose Pattern attack affects defenders in the impact hex and the surrounding six adjacent hexes (Impact Zone). All H Class Fire must be designated as either Tight (T) or Loose (L) Pattern as part of the Fire Plot. In the absence of such a designation, the fire is considered to be Tight Pattern.

**[6.82]** H Class Fire affects all units located in the impact hexes (Zone). Thus an H Class unit attack may affect more than one unit per Game-Turn though it may fire at only one impact hex per Turn. When there are multiple units in the Impact Zone (hex) simply attack each one separately as though it were the only unit present. The Attack Strength of an H Class unit is not divided between multiple defenders. It attacks each one with its full strength (subject to the Resolution procedure).

**[6.83]** Naturally, a Loose Pattern attack represents a less dense bombardment of a given area than a **Tight** Pattern attack. For this reason, the procedures for resolving a Loose Pattern attack differ from a Tight Pattern; see 7.21.

**[6.84]** Each **G Class** unit is assigned an ammunition depletion rating, which is printed on its counter face. Whenever a G



Class unit fires, the Owning Player will roll **one** die immediately after the resolution of the attack. If the die roll is equal to or less than the printed ammunition depletion rating for the firing unit, the **unit** is considered to have expended all of its missiles and is considered, henceforth, to have a zero G Class Attack Strength. If a unit does not have a dual-Class identity (e.g., US M150 units) it is then removed from the map. **G Class units that panic in the act of firing do not check ammunition depletion.**

**[6.85]** A G Class unit may only fire at vehicles, both Hard and Protected target types. Soft Targets being transported are equally affected by the fire of a G Class unit.

**[6.86]** The following G Class units have a minimum range of two hexes (i.e., they may not fire at adjacent targets): Soviet BRDM; British Swgf; West German Cobra.

**[6.87]** Each Dual-Class unit has two counters: One represents its G Class Strength, the other its conventional R- or M Class Strength. All Dual-Class units (American infantry and Soviet BMPs) are portrayed on the map with their G Class counter. Whenever a Dual-Class unit loses its G Class capability on account of ammunition depletion after a G Class Attack (see 6.84), the G Class counter is permanently removed from play and replaced with its conventional counterpart.

**[6.88]** A dual-Class unit may fire with its conventional Strength even though it is portrayed on the map with its G Class counter. It is neither necessary nor desirable that a switch be made between the G Class counter and the conventional counter for the unit to fire its conventional Weapons Class.

AIW scenarios will list anti-tank missiles (G-type units) as separate units to be assigned to carrier units. These are ATG units in Mech War 4 and can be assigned the same way. When out of ammo, the units are removed from the board. *Note that for original MechWar 2/4 scenarios, ATG units are the same as their base carrier units and when out of ammo, the counter is flipped to its basic carrier counter.*

#### OPTIONAL

#### AMMUNITION DEPLETION:

MW2: Most direct fire units are assigned

an ammunition depletion number, either on the unit's data sheet or on the MW4 counter. Units are assumed to initially have an Ammunition Level of 3. Ammunition Levels of 1 and 2 indicate reduced amounts. (*Specific ammunition levels may be assigned by scenario.*) Whenever a unit fires, the Owning Player will roll **one** die immediately after the resolution of the attack. If the die roll is equal to or less than the printed ammunition depletion rating for the firing unit, the unit's ammunition level is reduced by 1. (*Players may roll two dice for combat with the first (colored) die being the ammo depletion number.*) Any other result and the Ammunition Level is not effected. While positive, the Ammunition Level has no effect on combat. When the Ammunition Level reaches 0, the unit is out of ammunition for that weapon system and may not fire. (But see [6.44]).

Units with an attack superiority number of +4 or greater on the Full Strength CRT or +7 or greater on the D1 CRT add +1 to their ammunition depletion number.

(*This represents the fact that more effective gun systems need less ammo due to the ability to defeat armor with fewer shots.*)

Weapon systems without ammo depletion numbers do not suffer ammunition depletion. (But see below.)

**Note:** For AIW scenarios, many combat units do not have ammo depletion numbers. Israeli armor units are assumed to have an ammo depletion number of "2". Arab armor units are assumed to have an ammo depletion number of "3".

#### [6.9] ADDITIONAL COMBAT ACTIONS

The following rules are from the **October War** errata are implemented here.

#### [6.91] OVERWATCH FIRE

##### GENERAL RULE:

The use of Overwatch fire allows a player to fire one of his units during his own Fire/Movement Phase at an enemy unit which has just fired at a moving or firing unit using Opportunity Fire. The Overwatch fire must be executed immediately.

*Example:* A T62 platoon moves into hex A and receives fire from an M60 unit in

hex B. Another T62 unit in hex C could then Overwatch fire at hex B immediately. If not conducted immediately, Overwatch fire could not be directed against the above hex for the rest of that Movement Phase.

**[6.911]** In order for a unit to be eligible to fire Overwatch Fire it must fulfill the following conditions: it may not have moved that Game Turn nor may it have fired in that Game Turn.

**[6.912]** A unit may only conduct **Overwatch** Fire once per Game Turn.

**[6.913]** A unit conducting overwatch fire may immediately be itself attacked by enemy overwatch fire. This sequence may alternate back and forth one unit at a time for each player until all overwatch fires have been executed, i.e. a firefight.

#### [6.913] AMBUSH

**[6.9131]** Before the start of the game, companies may secretly designate a single hex within their LOS as an ambush hex. (These units must be given a special Ambush Command.) Any enemy unit entering the ambush hex or adjacent hexes may be fired upon using Overwatch Fire from the designated units. However, all units that designate the same ambush hex may fire before any enemy Overwatch fire can interrupt the ambushing units.

**[6.9132]** If at the end of the combined Fire/Move phase, no units of the company become spotted, they may continue their Ambush status. (*If the units ambushed a hex, it's assumed the target would have been eliminated, otherwise the target would be able to spot the ambushing units.*) Once the Ambush status is lost by a company, no further ambushes may be declared. Units may cancel their ambush status at any time, but then may no longer resume an ambush status.

#### [6.92] PULL BACK

##### COMMENTARY:

Vehicles in a hull down position behind certain types of covering terrain will usually pull back behind the covering terrain after firing to avoid return fire.

##### GENERAL RULE:

Any unit (including helicopters, 17.0) that fires while *in defilade* (in a hilltop hex or behind a slope, crest or railroad embankment; see 10.2) may, after firing and potentially receiving return or

Overwatch fire, revert at the end of that phase to a hidden (unobserved/inverted) state if no enemy units are within normal Observation Range (see 5.2).

*Example:* further to the situation described in 6.91, if no Soviet units were within one hex of the firing M60 unit behind the slope hexside in 3804 after it potentially received Overwatch fire, the M60 unit could, at the end of the phase, resume an unobserved/inverted state and would not be eligible as a target during the next Direct Fire phase unless it fired again.

## [6.93] SPLIT FIRE

All vehicular platoons consist of multiple vehicles of the respective type shown on the counter. Given the breakdown of a platoon into abstracted D1/D2 components, a full strength platoon could fire as a Full strength platoon, one D1 and one D2, or three D2s. In essence, each individual platoon element is seeking its own target. Panic in this circumstance is evaluated for each individual fire, except if one element in a platoon panics, they all panic.

## [6.10] R CLASS FIRE VS ARMORED VEHICLES

**R Class units may fire at Hard and Protected Target types to a maximum range of 3 hexes using suppressive fire.** To perform this type of combat you take the attack strength of the firing unit and subtract the defense strength of the target yielding an attack superiority number. The attacking player then resolves the attack on the Anti-Personnel combat results, modifying the die roll for terrain and -1 per attacker disruption level.

If any result other than no effect is achieved, the defending Hard Target type is placed in an S1 state.

*Note: This has a chance of suppression at up to three hexes.*

## [7.0] INDIRECT FIRE



### GENERAL RULE:

In most scenarios, both Players are given an Off-Board Artillery capability (14.0), which simulates the availability of artillery, rocket, or mortar batteries located elsewhere than in the area

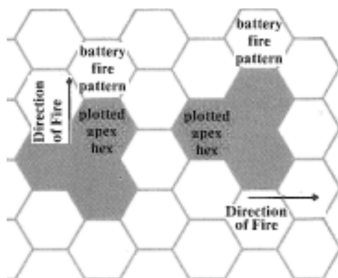
depicted on the map, to fire at the Enemy targets located on the map. In addition, players may have on-map H Class combat units assigned as organic support which function similar to Off-Board Artillery except that they move on the map and are therefore susceptible to enemy fire.

### PROCEDURE:

*MechWar 4* artillery is available in terms of concentrations of H attack strength points per turn. *MechWar 2* scenarios will generally list each side's available artillery in the **Artillery Special Information** sections of the *MechWar 2* scenario descriptions. The following *MechWar 2* artillery assignments generally correspond to the *MechWar 4* "H" concentrations:

Light howitzer (6H)  
Medium howitzer (7H)  
Heavy howitzer (8H)

Each Scenario's Order of Battle states that a Player has, for example, 3 batteries of 105mm Light Howitzers. For *MechWar 4*, this would translate to 3 concentrations of 6 H points each



abbreviated to read: OFBDA 3(6H).

For those artillery concentrations listed as "sections," use the same "H" value but the artillery cannot be used as a Loose Pattern ([7.2]). Artillery concentrations listed as "batteries" (more typical) may employ a nominal tight triangle shaped 3-hex pattern with two hexes placed away from the direction of fire. All three hexes can be at full strength. A battery using a loose pattern is treated as described in [7.2]. Concentrations listed as "battalion" may employ loose patterns as defined in [7.2], but all 6 hexes can be at full strength.

For scenarios that list specific artillery caliber, the following mapping can be used to obtain the equivalent *MechWar 4* strength:

25 lbr, 105mm, 122mm - 6H  
130mm, 152mm - 7H  
155mm, 180mm,  
203mm mortar, 240mm - 8H

Note that on-map H-class units will have their own H factor on *their counters*

### CASES:

## [7.1] AVAILABILITY AND CAPABILITIES

[7.11] Rather than having to plot artillery fire, *MechWar 4* uses the "*October War Alternate Artillery Rules Variant*" by Robert Cairo. (See separate charts.)

### MechWar 5 PROCEDURE:

In the **Indirect Fire Phase**, instead of plotting artillery fire, each player will roll to see if there is a successful "Fire for Effect" for each artillery concentration allotted them in the scenario. If the artillery concentration achieves an FFE, then roll to check for scatter.

**Optional:** Off-Board artillery should incur a one turn delay before rolling for effect. (Recommended)

[7.12] Once an impact hex has been designated, continuous fire into the same impact hex has a beneficial scatter modifier. If the impact hex is changed or not fired on, the indirect fire procedure must be repeated.

[7.13] A unit firing Indirect Fire may fire at one and only one target hex and only one concentration may be fired at a single hex. Hexes which overlap due to scatter are only affected by the highest concentration, i.e. not additive.

A player may request fire on any hex on the map within range of the firing unit. Off-map artillery generally has unlimited range on the maps, but certain scenarios may limit the range of off-board artillery. The range of on-board artillery is shown on the counters or the unit's status sheet.

Certain units have minimum ranges, below which fire cannot be targeted. (If not on the counter, a minimum range of 2 is assumed.)

The scatter table provides different modifiers depending on whether the target hex is spotted, i.e. within LOS of a friendly unit. Artillery units themselves may observe for their own fire.

**Note:** *Unless otherwise specified, artillery in AIW scenarios requires at least one friendly combat unit to have LOS to the target hex, i.e. be spotted.*

[7.14] If indirect fire is to be directed at the same target hex on the next turn, the Indirect fire impacts on and attacks any units which are present in the impact zone **in the next Indirect Fire Phase** at which point, scatter may change. The impact hex(es) remain on the map until the next Indirect Fire Phase. This is not true for rocket artillery.

[7.15] If an on-map H Class unit panics in a turn when it is plotted to fire, the fire is cancelled for that turn. In addition, if the on-map H Class unit is subjected to Direct or Opportunity fire in a turn when it is plotted to fire, the fire mission is cancelled **whether the unit takes losses or not**. The firing unit must have an Overwatch command to fire (if using the Command rules).

[7.16] If an on-map H Class unit takes losses, lower the H concentration 1 H factor for each loss to a minimum of 1, i.e., if a 4H mortar section takes one loss, it would thereafter fire a 3H concentration. If the attack is on a soft target, then the damage states cause a negative DRM instead, e.g. D1 = -1 DRM, etc.

[7.17] Indirect Fire is always subject to the probability of **Scatter**. The October War Artillery Variant table lists the die rolls necessary for Scatter. If the result is less than or equal to the listed value, the actual impact hex will be different than the intended target hex for any Indirect Fire. Roll a die for each H concentration that is Indirect Firing. If the Indirect Fire scatters; roll the die again and consult the Scatter Diagram. The Indirect Fire from that unit impacts one hex away from the target hex in the indicated direction.

[7.18] Units receiving Indirect Fire receive a terrain benefit if they are in woods or town hexes; the benefit is a -2 from the die roll.

**Improved Positions:** Special improved positions for tanks may be specified by scenario (impacements). These may not be constructed but only exist via initial placement. They are indicated by Hull Down markers and provide a -2 to the CRT die roll for all tanks, *including*

Russian tanks that are subject to Indirect Fire. Only one unit is allowed per marker, though up to three markers may exist in a hex. A wreck placement from a unit in one of these improved positions eliminates the improved position.

## [7.19] ENVIRONMENTAL EFFECTS (Optional):

An artillery die roll result of "1" on a town hex will produce a *MechWar 2 Town Devastation* in that hex. A result of "1" in a woods hex will produce an *Abatis*. A *Devastation* hex results in an additional -1 from the die roll for infantry units. It has no effect on vehicle units.

## [7.2] TYPES OF H FIRE

H fire comes in three varieties: **Tight pattern**, **Loose pattern**, and **smoke**.

[7.21] Tight pattern H fire affects only the impact hex. Loose pattern H fire affects each hex with one-half of the original H concentration (round fractions up). All Missile/Rocket fire uses Loose pattern.

[7.22] Smoke must be fired in a Tight pattern and therefore affects only the impact hex. Place an inverted or smoke marker on that hex (see Smoke, 18.0).

## [7.3] H FIRE AGAINST HARD AND PROTECTED TARGETS

Hard targets (units with a bracketed [ ] Combat Strength) and Protected targets (units with a **parenthesized** ( ) Combat Strength) have the option to receive H fire either buttoned or unbuttoned.

[7.31] To button up, a Hard or Protected unit voluntarily assumes a state of **Suppression 1** (S1) immediately prior to the **resolution** of the attack. For resolution, apply the results of using the H concentration on the "H Indirect" line of the D2 CRT. The S1 applies equally to any infantry mounted on the unit.

[7.32] To receive H fire unbuttoned, a Hard or Protected target (together with its mounted infantry) is liable to **Suppression 2** (S2) **only** if the H fire is in a Tight pattern. To resolve the Suppression on an unbuttoned target, roll the die; if the number rolled is equal to or lower than the H concentration of the attacking unit(s), the target is double suppressed (S2). Otherwise, it is Suppressed (S1). *Example:* a Hard target un-buttoned on a 4H concentration

in Tight pattern rolls a 5; the unit is only S1. If the roll had been a 4 or less, the unit would have been S2. Also, use the H concentration results on the "H Indirect" line of the D2 CRT.

## [7.4] DURATION OF SUPPRESSION

Suppression of any level is **automatically** removed during the next Panic and Suppression Removal Phase.

## [7.5] EFFECTS OF SUPPRESSION ON HARD AND PROTECTED TARGETS

[7.51] Suppression affects a Hard Target by **reducing its Attack Strength by 2 points for each suppression**. *Example:* A unit with an Attack Strength of 15 which is double suppressed has an attack strength (while in this state) of 11. Suppressed Hard and Protected targets may not spot for Indirect Fire. Suppressed Hard and Protected targets may not mount or dismount infantry.

[7.52] The effects of suppression on Protected Targets are identical to its effects on Hard Targets except for the following units: Soviet LRRPs are open-topped and thus cannot be buttoned up. These units automatically accept fire on the D2 CRT and all passengers are affected as is their carrying unit. The effect of suppression on M113s, BMPs, BDRMs and BTR-60s is a reduction of 3 attack strength points for each suppression state. All Protected targets button up to protect their passengers just like Hard targets.

[7.52] Suppressed hard / protected targets may not fire their external weapons systems, e.g. roof mounted AA HMGs.

## [7.6] EFFECTS OF H FIRE AND SUPPRESSION ON SOFT TARGETS

Soft Targets that are not in APCs (protected vehicle) are affected by H fire in Tight or Loose pattern identically. The Indirect fire attack is conducted on the **Artillery** line of the Anti-personnel CRT using the H fire concentration as the Attack Superiority column. (See Anti-Personnel CRT for explanation of results.)

The effect of suppression on Soft Targets is a **reduction of 3 Attack Strength points for each suppression state**, and the unit may not move until the suppression is removed. Soft targets incurring a Suppression result may



immediately remove the Suppression at the cost of one Disruption Level. Suppressed soft targets may not spot for Indirect Fire. **Suppression states in excess of S2 are only possible against Soft Target types.**

## [7.7] CLOSE AIR SUPPORT [CAS]

Close Air Support is in all ways identical to Indirect Fire except that it is always Tight pattern, may never drop smoke, and has to be **plotted** only one turn in advance. See Rule 15.0. Armored vehicles may not button up when being attacked by Close Air Support; they are attacked on the +8 column of the D2 CRT. The only terrain benefits a target unit receives when being attacked by CAS are identical with 7.18.

## [7.8] COUNTERBATTERY FIRE

[7.81] A Player may assign any or all of his artillery and mortar units (only) to a Counterbattery task (CB). If and when an Enemy artillery or mortar unit (only) executes Indirect Fire the die is rolled. If it is a one then the Enemy unit is Spotted and the Friendly Player may automatically fire at this unit with one or more of the Counterbattery units within range. The Counterbattery Fire is, in effect, triggered; otherwise the Firing unit remains concealed and there is no Counterbattery Fire.

[7.82] Counterbattery Fire is, by definition, a variant of Opportunity Fire and it is executed just as though it were Indirect Fire.

[7.83] Counterbattery Fire is executed in the same Game Turn that it is triggered.

[7.84] Several Enemy units may be triggering Counterbattery Fire on the same turn from several Friendly units. The Friendly Player can allocate his Counterbattery Fire among the several targets as he sees fit, so long as no unit attacks more than once per turn and all attacks are executed as separate events. If Player is executing Counterbattery fire on more than one Enemy unit in a turn, he must allocate all of his fires before executing any given Counterbattery.

[7.85] By its nature, the act of Counterbattery can reveal the Counterbattery unit to the Enemy's Counterbattery units, who proceed to execute Counter-Counterbattery, so to speak. A Player may deliberately withhold a given unit from executing

Counterbattery in hopes that some Counter-Counterbattery Enemy unit will reveal itself. All of this indirect Fire. Counterbattery, Counter-Counterbattery, etc. takes place in the Game Turn in which it is triggered.

[7.86] If an Indirect Firing unit draws Counterbattery Fire, other units in its immediate vicinity may be affected, depending on the type of Counterbattery pattern fired, and the extent and direction which the Counterbattery Fire scatters. The effect of Counterbattery Fire is no different from that of Indirect Fire.

[7.87] Once a unit has been Spotted (see 7.81) by Counterbattery it remains Spotted for all following Game Turns (and can be fired on by normal Indirect Fire) so long as it remains in the same hex it was spotted in. This is true even if it was not immediately fired on by Counterbattery.

[7.88] ALTERNATE PROCEDURE: Every Game Turn a unit fires from the same hex the chance of it revealing itself goes up by one-sixth (e.g., the second time a unit fires from a given position, a die roll of **one or two** Spots it). This is a very realistic optional rule, but it does involve considerable record-keeping.

## [8.0] MOVEMENT

### GENERAL RULE:

During the Combined Direct Fire/Movement Phase, the Players alternate moving their units one by one, by stack, or by formation if using the Formation rules. A Player may move any unit which has not fired during the current Game Turn and which is not suffering a combat result which prohibits it from moving (see Combat Results Explanation; Panic: Section 13.0). Within these restrictions, a Player may move one, some, none, or all his units. A unit or stack moves hex by hex. The distance a unit or stack may travel in a Movement Phase is dependent on the lowest Movement Allowance of the stack or unit and the cost of the terrain it crosses and enters. Whenever a unit enters a hex, it may be liable to fire from Enemy units using Opportunity Fire. Once a Player passes (i.e., declines to move another of his units of that formation) that Player Passes to the other player. If the other player passes, and the now Phasing player declines to move any more units, he may move no more units

during that Movement Phase. The opposing Player may continue to move his own units until he, too, passes or has moved all his units.

PROCEDURE: The first Player announces that he will move a particular unit. He consults the Panic Table, cross-references the current strength of the unit with the movement column, and rolls a1d10. If the number rolled is one of those specified on the Panic Table, the unit panics. **Full strength units do not check for panic.** If the unit is eligible to move normally, the **Player** moves the unit from hex to hex up to the limits of its Movement Allowance. Basically, a unit expends one movement point for each hex it enters. Some hexes and hexsides cost more than one Movement Point for a unit to move through or across them (see Terrain Effects Chart).

### [8.1] ROADS AND TRAILS (COLUMN FORMATION)

When a vehicle moves so that its path coincides with the path of a road or trail in column formation, it pays only the cost for moving along the road or trail, ignoring any other terrain. It costs a vehicle in column 1 movement point to move through a hexside containing a road. It costs a vehicle in column 2 movement points to move through a trail hexside regardless of other terrain in the hex. Personnel units (unmounted) may move 1 hex regardless of the presence of roads, trails, or terrain in any Movement Phase.

[8.11] Vehicular units enter column formation by remaining stationary in their movement Phase. They may leave column at the beginning of their movement for no cost, i.e. a free action. Units leaving column may move or fire, but may not Opportunity or Overwatch fire. Units leaving column are subject to opportunity fire before the units leave column. Infantry may enter column at no cost and leave column like vehicle units.

[8.12] Column formation has no effect on stacking limits.

[8.13] Units in column may not enter defilade.

[8.14] Units in column are treated as 1-step units and fire on the D2 CRT. They suffer a +2 modifier on the CRT when fired upon.

[8.15] Units automatically leave

column when attacked in close assault, though this is not done until the unit leaves the hex or the assault ends.

## [8.16] INFANTRY DOUBLE TIME AND FATIGUE

Infantry units may double their movement allowance at the cost of fatigue. They may continue to double their movement at the cost of increasing their fatigue. Initially, they may triple their movement through *charge* at increased fatigue penalty.

[8.161] Units initially doubling their movement are marked as *Fatigue Level 1*. They may not charge. Otherwise, they are treated normally.

[8.162] Units at *Fatigue Level 1* may double their movement, but are marked as *Fatigue Level 2*. *Fatigue Level 2* units may not move or expend movement points for any purpose. Otherwise, they are treated as normal infantry.

[8.163] Units with no Fatigue Level may triple their movement via charge. Units that charge are marked with a *Fatigue Level 3* marker. *Fatigue Level 3* units may not move or expend movement points.

[8.164] Units may rest and reduce their Fatigue by one Level by spending one Movement Phase without expending any movement points or firing, -- unless they are Overrun. They may rest in APCs as long as the infantry expends no movement points.

[8.165] The effects of Fatigue and resting occur at the *end* of the units' movement.

## [8.17] RIVER CROSSING

The *Mech War 2 River Crossing* rules ([24.0]) can be used for river crossings in *Mech War 2* scenarios.

## [8.2] RESTRICTIONS ON MOVEMENT

[8.21] A Player may move his units in any order he desires, but once he has moved a unit he may not move it again in that Game Turn.

[8.22] A Player may not move a unit which has fired during the current Game Turn, nor may he move a unit which has suffered a Combat Result that prohibits it from moving.

[8.23] A Player may not move any units

once he has passed in that Movement Phase.

[8.24] A unit may not expend more movement points than its total Movement Allowance.

[8.25] Friendly units may never enter a hex containing an Enemy unit (exception: Overrun, 12.0), nor may they **enter** a hex or cross a hexside which is impassable (see Terrain Effects Chart).

[8.26] Friendly units may freely enter and pass through hexes containing other Friendly units so **long** as they do not terminate their Movement in violation of the Stacking limits (see 8.5). Friendly units may enter hexes containing enemy units by conducting an Overrun (12.0).

[8.27] Units may never exit from the map, unless the Scenario Instructions so indicate. Units which do exit from the map may never return to play.

## [8.3] ZONES OF CONTROL

There are **no** Zones of Control in **this** game.

## [8.4] EFFECT OF MOVEMENT ON SOFT TARGET DEFENSE

When a Soft Target moves, it is a body of men walking or running upright. As such, it is much more exposed than a similar body of men hugging **the** ground in place, taking advantage of every fold in the earth, trees, boulders, etc. Therefore, when a Soft Target receives *Opportunity* or *Overwatch* fire while moving, it loses all benefits from Terrain.

## [8.5] STACKING

A Player may place up to **three** Friendly units in the same hex. This is called stacking. He simply places one unit on top of the other. There is no movement cost to stack units or unstack them except when such action represents mounting or dismounting (see 9.0). Stacking limitations apply only at the end of the Movement Phase. During the Movement Phase, a Player may have any number of units in the same hex, as long as he meets the limit by the completion of the Movement Phase.

[8.51] When transporting a personnel (non-vehicle) unit(s) a vehicle is placed on top of the passenger unit(s) (see 9.0). For purposes of the stacking limit, a vehicle with passengers is treated as one unit. Thus, a Player may have up to three vehicle units, each with passenger,

stacked in the same hex.

[8.52] Stacking has no effect on a unit's ability to attack. Units in the same stack may fire at different targets, the same target, or no target.

[8.53] Stacking has no effect on a unit's vulnerability to Enemy fire. Enemy units may fire at a single unit in a stack and ignore any other units in the stack (Exception: see Case 7.0).

[8.54] Units stacked together are each vulnerable, in **turn**, to any Indirect Fire which impacts on the hex they occupy.

## [9.0] TRANSPORTING

### GENERAL RULE:

Transport is a specialized form of movement which allows a vehicle unit to carry one or more personnel units. It is the **only time** that a Player is allowed to move more than one unit at a time. Transport requires two separate operations: **Mounting** and **Dismounting**. Mounting represents a personnel unit, such as an Infantry Platoon, boarding a vehicle, such as an APC. Dismounting represents a personnel unit's disembarkation from a vehicle. While aboard a vehicle, the personnel unit is called a mounted unit.

### CASES:

## [9.1] PROCEDURES AND RESTRICTIONS

[9.11] To mount, a Player places a vehicle unit on top of a personnel unit. To dismount, he places the vehicle beneath the personnel unit. While transporting, the Player moves the vehicle unit with its passengers beneath as one unit.

[9.12] To mount or dismount a personnel unit(s) must be in the same hex at the instant of mounting as the vehicle. Mounting costs the 3 movement points; dismounting costs 2 movement points. These movement points are expended by the **vehicle**. Mounting cost for the infantry is 1 movement point to mount or dismount. The vehicle may move in the same turn in which a unit mounts or dismounts, as long as the vehicle does not exceed its Movement Allowance.

[9.13] When a transporting vehicle is hit by fire and takes losses (a 1 or 2 result), the passenger units take the same result. Thus, if a passenger unit dismounts from a vehicle that has taken a 2 result, the

infantry also has a 2 result assessed against it.

**[9.14]** An infantry unit cannot mount a vehicle unit that has taken **more** damage than the mounting unit.

**[9.15]** An infantry unit or anti-tank gun stacked in an Improved Position cannot mount. The unit would have to move out of the Improved Position and mount in the following Game Turn.

## [9.2] INFANTRY ON TANKS

**[9.21]** Infantry may ride on tanks, but if the tank is fired on, then the infantry receive fire as Soft Targets. Whatever combat roll is made is also applied on the Anti-Personnel CRT using the same differential as was achieved on the CRT against the tanks (or nearest column). Infantry are limited to riding on medium or heavy tanks and assault guns not on light tanks or armored cars, or any vehicle with explosive reactive armor (ERA although none appear in the games as published). Infantry cannot fire while mounted when riding on a tank.

**NOTE:** infantry riding on a tank will be affected by R Class fire. Apply the die roll achieved against the tank on the Anti-Personnel Table to find the result, but to not use the differential column; calculate the differential in the usual way for an R Class attack on a Soft Target.

## [9.3] STATUS OF UNITS ENGAGING IN MOUNTING OR DISMOUNTING

**[9.31]** Units which in a given Game Turn are about to engage in mounting or dismounting, or which have just engaged in mounting or dismounting, are considered to be **moving** for purposes of combat resolution.

**[9.32]** When a truck or APC unit is moved into or out of an adjacent hex, in the act of mounting or dismounting, it can trigger Opportunity Fire. If any combat effects are assessed on the unit, it is placed in the initial hex, and the mounting or dismounting operation does not take place.

**[9.33]** Whether or not a unit is mounted or dismounted simply depends on whether or not the truck or APC unit is on top of the non-vehicle unit. Thus, if you have two unmounted units, truck and infantry, and they are fired on during the Direct Fire Phase which is prior to the Movement Phase, they would be unmounted; then, assuming they mount during the

Movement Phase and then receive fire during the Indirect Fire Phase, they would be mounted for the Indirect Fire Phase.

## [9.4] COMBAT WHILE MOUNTED

**[9.41]** Personnel (infantry platoons) may fire while mounted in APCs. The normal range and effectiveness of mounted infantry fire is reduced. (NOTE: Due to the sequence of play, some units are fired on before they have an opportunity to fire. The defensive strength of a mounted infantry unit is dependent on whether it fires or not. When the current defending Player is asked whether or not a particular mounted unit will fire in that Direct Fire Phase, his answer is binding, i.e., if he says that that unit will not fire, it cannot then fire.)

## [9.5] SPECIFIC UNIT CAPABILITIES

**[9.51]** One infantry unit may fire while mounted on a **BMP or Marder IFV**. Its maximum range is 1 hex. Execution of this mounted fire does not **preclude** the BMP/Marder itself from firing normally. However, the BMP/Marder may not move if the infantry unit has executed mounted fire during that Game Turn. The infantry unit is considered to be inside the BMP/Marder when executing mounted fire.

**[9.52]** One infantry unit may fire from a **BTR-60** with unaffected range and attack strength. This mounted fire does not preclude the BTR-60 from firing normally. However, the BTR-60 may not move if the infantry has executed mounted fire during that Game Turn. Infantry mounted on a BTR-60 fires from hatches and is therefore considered dismounted for defense considerations in the turn in which they fire only.

**[9.53]** One infantry platoon may fire while mounted on an **M113 or FV432** (and all halftrack APCs) with its range and attack strength unaffected. This does not prevent the APC from also firing while the infantry execute mounted fire.

**[9.54]** Infantry conduct fire standing up (halftracks) or from hatches (M113/FV432); thus for defensive considerations the infantry are considered dismounted in the turn in which they fire only.

**[9.55]** In addition infantry may fire before the APC has moved. If they fire prior to the APC moving, their Attack Strength is halved. If the APC is stationary the Attack

Strength is unaffected. Whether the APC is moving or not they are considered dismounted targets (soft) in the turn in which they fire only.

## [9.6] TRANSPORT VEHICLES

Only truck, UH units (17.0) and APC units may be used to transport non-vehicle units (EXC: see 9.2). APCs are M113, F432, Marder, BMP, and BTR60 units.

## [10.0] TERRAIN

### GENERAL RULE:

The terrain features printed on the map represent towns, roads and bridges, natural obstacles like rivers and streams, and wooded areas, and the very contour of the ground itself. All of this terrain affects the ability of a unit to move and fight to some degree. The exact effect of a given terrain feature on Movement and Combat is summarized on the Terrain Effects Chart.

Additionally, Terrain affects the ability of one unit to see another unit, which is treated in section 5.0 (Spotting).

## [10.1] EFFECT ON MOVEMENT

**[10.11]** When a unit moves from hex to hex, it expends Movement Points from its Movement Allowance based on the Terrain costs of each hexside it crosses and each hex that it enters. These Terrain costs are summarized on the Terrain Effects Chart (10.4). These costs are cumulative and no unit may enter a hex if it lacks the Movement Points to pay both the cost of crossing the entry hexside and the hex itself.

**[10.12]** Most of the hexes and hexsides on the map are Clear Terrain, i.e., devoid of any terrain symbols, and cost one Movement Point to enter (two Points for trucks). A Clear Terrain hexside has no effect on Movement since its crossing cost is zero. Hexsides which are covered by woods, hilltop or town symbols have no additional effect on Movement since the Movement cost has been built into the woods or hilltop hex itself. The only hexsides which affect Movement are stream, river, crest and slope hexsides.

**[10.13]** For Movement purposes all units are divided into three classes: trucks, other vehicles (including APCs) and footmobile units (those with a Movement Allowance of one), with terrain affecting the Movement of each class separately, according to the Terrain



Effects Chart.

**[10.14]** Roads and Towns provide a unique exception to rule 10.11. When a unit moves in a path which coincides with the path of a road (or from town hex to town hex) we assume that the unit is benefitting from the road. Thus, when a unit enters a hex by traversing a hexside which is crossed by a road, the unit expends only the Terrain cost for crossing a road hexside (0.5 Movement Point), ignoring any other terrain on the hexside being crossed or in the hex being entered.

## [10.2] COVERING TERRAIN

**[10.21]** Terrain that affects Combat by reducing the Combat Results die roll number by the amount shown on the Terrain Effects Chart is covering terrain.

In general, woods or towns provide a -2 DRM. Being in a hilltop hex or behind a slope, crest, or railroad embankment is treated as being in *defilade* and provides a -2 DRM (EXC: when fired on from a higher elevation, 10.45). **Vehicles in defilade are considered to be in a hull down position and may potentially use the Pull Back rule (6.92).**

**[10.22]** Terrain has no effect on H Class/Tight pattern Fire against Hard Targets. Crest hexsides **never** affect any type of H Class fire.

**[10.23]** Some Terrain features have no effect on Combat. Those which do are divided into affecting hexes (woods, town, hilltop) and affecting hexsides (slope and crest hexsides).

Affecting hexes benefit defending units because the terrain in them gives a solid increase in protection or shelter to the defending unit. Affecting **hexsides**, on the other hand, provide a partial defilade to defending units. Thus, we can say that affecting **hexes** provide a constant benefit to units defending in them, regardless of the direction of incoming fire, while affecting **hexsides** are directional and provide benefits only if the incoming fire intersects them.

**[10.24]** Crest hexsides benefit a defending unit which is on either side of the **hexside**; slope hexsides are uni-directional and only benefit a unit which is **on the slope-splashed hex** (see 10.3).

**[10.25]** Terrain benefits are not cumulative. If a defending unit is in a hex in which it could benefit from two or more terrain features, it simply benefits

from whichever terrain feature has a greater effect on Combat.

*Example:* a (Soft Target) unit is in a woods hex and is fired on through a common crest hexside by an M Class unit. The defending unit would benefit from either the crest hexside or the presence of the woods. However, if it were fired on by an H Class unit, it would benefit from the woods hex since the crest hexside doesn't help against H Fire.

## [10.3] SLOPES AND CREST HEXSIDES

**[10.31]** If the line of fire against a friendly unit goes through an adjacent slope hex, going from a higher terrain to the defending unit's lower terrain, the defending unit will not get a defensive advantage. Infantry units also get a defensive advantage in this case.

**[10.32]** Protected vehicles and infantry receive a -2 terrain modifier for fire through a defending slope hex. Russian tanks only receive a -1 defensive advantage.

**[10.33]** For Indirect Fire, there is no defensive advantage by being behind a slope hex.

## [10.36] SUEZ CANAL TERRAIN

1. No combat unit can enter an empty Suez Canal hex.

2. A trench counter is the only neutral counter that can be placed in an empty Suez Canal hex.

### [10.361] CANAL HEX SIDES

1. The hex sides that run along both sides of the Suez Canal hexes are "moraine hex sides." These hex sides are identified by dark brown color bars (these are the only dark brown bars on board -A").

a. Every hex side that lies between a Suez Canal hex and a non-Suez-Canal hex is a moraine hex side. No other hex side is a moraine hex side.

b. The entire hex side is considered to be a moraine hex side even if the color bar does not extend to the ends of the hex side.

2. No unit may move across a moraine hexside.

3. LOS/LOF cannot be traced through a moraine hex side if both the attacking unit (or spotting unit) and target unit are at ground level.

a. Moraine hex sides block LOS/LOF even between units that are adjacent.

b. Moraine hex sides do not block LOS/LOF if either the attacker or the target is on a slope hex.

4. Fortification counters and improved position counters on east bank hexes have special effects on the moraine hexsides in their hex.

a. ALL units on a fortification counter in an east bank hex trace LOS/LOF as if the moraine hex sides in that hex were sand dune hex sides instead. Thus, LOS/LOF may be traced across the moraine hex sides that are part of that hex—but only to and from the units in that hex. The moraines remain impassable and the fortification has its normal effects on combat.

b. All non-infantry-class units on an improved position in an East Bank hex trace LOS/LOF as if the moraine hex sides in that hex were sand dune hex sides. Thus, LOS/LOF may be traced across the moraine hex sides that are part of that hex but only to and from the non-infantry-class units in that hex. The moraines remain impassable and the improved position has its normal effects on combat.

5. An improved position counter on a WEST Bank hex transforms that hex into a slope hex/or purposes of tracing LOS/LOF. Units in the hex can sight and be sighted across all moraine and sand dune hex sides.

a. All moraine hex sides remain impassable.

b. Only two infantry-class and one non-infantry-class units may occupy an improved position on the west bank. Wrecks do not count against this limit.

c. The **improved position has its normal effects on combat.**

### [10.362] TRENCHES

Passageways are cut through the moraines to allow access to the water's edge of the canal. These passageways or "cuts" are made by bulldozing (Israeli practice) or pumping streams of water (Egyptian practice) through the moraines. In practice these cuts are made in pairs across the canal from each other, allowing access to the canal from both sides.

1. A trench counter in a Suez Canal

hex indicates that at that point "cuts" have been made in the moraine on both sides of the canal.

a. In that hex, the two moraine hex sides that are directly opposite each other are transformed into sand dune hexes for all purposes in the game. The two opposite hex sides are where the "cuts" are located; in that hex they are the two moraine hexsides that are parallel to the Suez Canal printed on the board.

b. Note that movement is possible across the transformed moraine hexside.

2. A trench counter in a Suez Canal hex allows a bridge counter to be placed in that hex. No other unit may be placed in a Suez hex containing only a trench.

3. Trench counters are placed during initial placement, as directed by the Situation being played. If the Situation indicates that the trenches are to be placed on the Suez Canal, then the trench counters must be placed on Suez Canal hexes; if the Situation does not indicate that the trenches belong on the Suez Canal, then the trenches cannot be placed on any Suez Canal hex.

a. Only one trench can be placed in a hex.

b. Trench counters must be placed during initial placement. They may never be placed during play.

c. Once placed, trench counters may not be moved nor removed.

#### [10.4] ELEVATION

In establishing LOS, Players should determine the height of the sighting unit, the height of the target unit, and whether or not the height of the terrain between the two units is sufficient to block the LOS. To establish this, imagine a line between the center of the attacking unit's hex and the center of the target unit's hex. If this line passes through a hex containing terrain that would block the LOS, then the unit does not see the target and the Player may not use that unit to fire at that particular target. NOTE: Usually it is obvious to the eye when the LOS is blocked. Sometimes, however, it may be necessary to lay a straight edge directly on the map to determine exactly what hexes the LOS passes through.

[10.41] Note that slopes, crests and

railway embankments block LOS and should be considered level 1 obstructions. A sighting unit at level 2 should ignore slopes, crests and railway embankments in judging LOS (although they still affect Observation Range).

[10.42] Add 20 meters to the height of Town and Woods hexes for the purpose of determining Blocking Height but not Sighting Position.

Example: A unit in town hex is at level 0; however, if an LOS is calculated through that hex, the hex is considered to be at level 1.

[10.43] In any given sighting situation, one unit will be at either a greater height or at the same height as the other. Any terrain between the two units that is higher than the terrain occupied by both units automatically blocks the LOS.

[10.44] When terrain between two units is higher than the lower unit, but the same height or lower than the higher unit, that terrain blocks the LOS only if it is closer (in hexes) to the lower unit than to the higher unit.

[10.45] When a unit fires at a target in defilade from a higher elevation than the target unit, the covering terrain is ignored.

#### [10.5] HULL DOWN (DEFILADE)

GENERAL RULE:

In addition to the natural terrain features that offer defilade protection, units can position themselves into defilade positions in any terrain by simply paying the terrain cost to enter defilade. Defilade entered in this manner is indicated by placing a defilade marker placed toward a specific hexside. The defilade benefit is only gained by fire through the defilade marker's facing hexside and the two adjacent hexsides.

[10.51] Each unit must independently enter defilade and each unit must be marked individually, even in the same hex. Vehicle units may always enter defilade by spending their entire Movement Phase in hex, even if they would normally not have enough movement points to do so. Units may not enter defilade in enemy occupied hexes.

[10.52] Infantry units in defilade receive defilade benefits in all directions. Thus the direction of the defilade marker on an infantry unit is

not significant.

[10.53] Units in defilade do not receive defilade benefits from attacks by air units.

[10.54] Russian tanks (T34/85, T-10, T-55, Tiran/TI-67 and T-62) only receive a -1 to the die roll.

[10.55] **Note:** *The original inherent ability to enter defilade was primarily based on European terrain. For Middle East AIW scenarios, dune hexsides indicate potential defilade hexes. More rugged terrain offers more opportunities for defilade. Thus, the ability to self-position into defilade is generally **only allowed** by specific scenario description, as local terrain was widely variable.*

#### [10.6] TERRAIN EFFECTS CHART

(See separate sheet.)

#### [11.0] IMPROVED POSITIONS [ENTRENCHMENTS]

GENERAL RULE:

If in the initial deployment, a player is told to place his personnel units in improved position, all personnel units are said to be in Improved Positions. Such units benefit from the improved position so long as they remain in that hex. If a unit moves from its initial deployment hex it is no longer in improved position and may no longer assume that state. Players must keep track of which personnel units have moved (i.e., left their improved positions).

CASES:

##### [11.1] WHO CAN USE IMPROVED POSITIONS

Only dismounted personnel and guns may benefit from improved positions. The presence of vehicles has no effect on Improved Positions, nor do vehicles benefit from Improved Positions.

##### [11.2] BENEFITS OF IMPROVED POSITIONS

A unit in an Improved Position that neither moves nor fires may be observed only by an **adjacent** Enemy unit. If fired upon during the Direct Fire Phase, a unit in an Improved Position benefits as though it were in defilade (see 10.21). If the unit is already in defilade, it gains no further defense benefits from the Improved Position. If fired on during the

Indirect Fire Phase, a unit in an Improved Position is treated as a Hard Target Type (and can button up per 7.3).

### [11.3] DEPLOYMENT OF IMPROVED POSITIONS

Improved Positions may be deployed only at the start of a Scenario as per the scenario instructions. They may not be constructed during play. Note that there is a difference between personnel initially placed in improved positions, which are removed once the units leave the improved position, and improved positions designated by scenario that remain in the hex.

### [12.0] OVERRUNS

#### GENERAL RULE:

During the Movement Phase, a Player may move Friendly units into a hex containing Enemy units at no **additional** movement cost. When he does so, all other non-overrun action is suspended and an Overrun Firefight is conducted according to the Overrun Procedure.

#### PROCEDURE:

To Overrun, a Player moves his units into a hex containing an Enemy unit or units. The overrunning units may have begun their movement in the same or different hexes. The assaulting units perform the normal Panic-Move checks at the beginning of its movement, but there is no determination of Panic-Fire during Overrun.

Each unit being overrun gets one Opportunity approach fire, if eligible, at any one of the assaulting units before beginning the assault sequence.

The range for the assault sequence is 0 hexes. The Players roll a die for Fire Initiative. Each player rolls 1D6, and then adds 1/10th of the percentage Panic level (i.e., 1-5, and could be 0) to the roll, and the lower adjusted roll wins. On a tied roll the side with lower panic level wins. Otherwise, roll again. Fire is then alternated until all units in the Overrun hex have fired once. Alternating fire is by individual unit, not by formation. Note that tanks may choose to fire their MMG's instead of an M class attack (see [6.44]). Infantry against armor may use [6.45] or [6.10].

*Example:* Israeli units with a panic

level of 10% (+1 DRM) are engaged in an Overrun firefight with a Syrian unit with a panic level of 30% (+3 DRM). The Israelis roll a 4, the Syrians roll a 2. After the DRMs the adjusted rolls are both 5. Israelis have lower panic level, so they fire first.

Once an Overrun situation is established by a unit or stack, other units declared to be in the overrun (e.g. multiple units -- see [6.3]) may immediately attempt to move into the overrun hex. The stacking limit for each side is observed during the Overrun. If attacking units are eliminated, additional units declared in the overrun may enter the hex on the next round. The side winning the first round is carried forward into subsequent rounds. It is possible that due to stacking, not all declared overrunning units will get to participate. Overrunning units in different company formations receive a -1 modifier to the Panic-Move chart. Units moving into an overrun hex may be fired upon by Overwatch/Opportunity fire by other eligible enemy units but not those in the overrun hex itself since the defenders get their own single approach fire. Overwatch/Opportunity fire cannot be made against the hexes adjacent to the overrun hex. Before overrun combat, each unit in the overrun hex may get an Opportunity fire at an overrunning unit at one hex range if allowed, e.g. non-Panicked, non-fired, etc. Also, notice reduced attack strengths for suppressed units. Note that defending units only get one Opportunity Fire as their normal action for the turn. The subsequent close assault rounds are separate. Attacking units suffering a Suppression or Panic are returned to their adjacent hex. Defending units that are Panicked during Opportunity fire retain their Panicked status during the ensuing assault.

*Note: Players may place their assaulting stacks adjacent to the defenders, but a single stack must begin the assault. If stacking limits in the defending hex allow, additional adjacent units may participate in additional rounds. However, at any point, there may never be more than three assaulting units participating in an assault round. If the defenders are eliminated, assaulting units that could not participate remain in their adjacent hexes.*

If an Overrunning unit and at least one Enemy unit survive the fight, the Overrunning Player may either (1) retreat his Overrunning unit back out of

the hex at no additional movement cost, or (2) leave his unit in the hex. If the attacker chooses to leave his unit in the hex, (3) the defender may choose to withdraw. (4) If the defender chooses to remain in the hex, another Overrun Firefight must take place immediately, repeating the same procedure.

If the units being Overrun choose to withdraw, they may withdraw into any legal terrain hex not occupied by enemy units and not in violation of friendly stacking limits. If no such hex exists, they may not withdraw. Panicked units may not withdraw. Overrun units withdrawing undergo one withdrawal fire from the Overrunning units without being able to return fire. If the Overrunning units have sufficient movement left they may continue Overrun into an adjacent hex.

Inevitably, the Overrun hex will be vacated by the departure of the Overrunning units, by the elimination of the Overrunning units, by the withdrawal of the Overrun units, or the destruction of the Overrun units. Any time assaulting units receive a Panic result, they are removed to their initial adjacent hex.

A unit eligible to move in the current Game Turn that is attacked in Overrun, and survives, may still move, unless it has withdrawn.

#### [12.1] EFFECT OF TERRAIN ON OVERRUNS

In an Overrun Firefight, terrain is completely ignored. (Exception: A unit in an Improved Position still benefits as though it were in defilade **and infantry in woods/town hexes benefit from the -2 DRM**; otherwise, the prior positions of the engaged units, the presence of woods, towns, smoke, movement, etc., are ignored).

#### [12.2] EFFECT OF PRIOR FIRE ON OVERRUNS

An Overrun is a special event. The units engaged in an Overrun situation are not affected by whether or not they have fired previously during the Game Turn. A unit could conceivably fire during the Direct Fire Phase **or** Movement Phase and still **defend** with fire during an Overrun.

#### 12.3] EFFECTS OF OPPORTUNITY FIRE ON OVERRUN

A unit must **be moving** to conduct an Overrun. It may therefore trigger Opportunity Fire on itself from Enemy



units. Such Opportunity Fire is resolved **before** implementing the Overrun procedure.

#### [12.4] EFFECTS OF PANIC

There is no Panic Fire during an Overrun. A unit that Panic-Moves may not Overrun. Panicked units that are Overrun may fire.

[12.5] At the end of a Game Turn, no units from opposing sides should be in the same hex.

#### [13.0] PANIC (Troop Quality)

*The MechWar '78 Panic mechanism serves as the MechWar 2 Troop Quality concept. (This concept has been retained for now in order to not have to re-write a good portion of these rules and associated tables.) MechWar2 applies fire modifiers based on troop quality, but this is reflected in a unit's Panic-related fire performance by a unit sometimes being unable to fire while units with better Panic Levels will be able to perform reliability. Also, the Panic Level is able to be combined with the MechWar 2 Morale concept ([18.0] in the Morale section [19.7]).*

##### GENERAL RULE:

On every Game Turn the units in a Player's force are exposed to Panic. That is, the Player may lose the ability to control a percentage of his units on every Game Turn. The effects of Panic are meant to simulate the real effects on the battlefield of communications problems, misunderstood orders, human error and, sometimes, just plain physical fear, which result in units not doing what the command (the Player) has ordered. Panic is assessed each time a unit attempts to move or fire.

##### IMPLEMENTATION:

If using the Advanced Morale rules ([19.7]), changes in individual companies' Panic Levels affect the higher level headquarters. In this case, a marker – or notation on the players' unit status sheet – can be used to indicate the company's current Panic Level. (See [19.1], PROCEDURE.) The implementation of the Morale rules would require an additional counter/notation of the *change* in a company's Panic Level.

##### PROCEDURE:

Each Player is given a Panic Level in each Scenario corresponding to Troop Quality in the MW2 **Available Forces Chart**. The following Panic Levels are assigned to each MW2 Troop Quality designation.

<u>Troop Quality</u>	<u>Panic Level</u>
Seasoned	0%
First Line	10%
Second Line	20%
Reserve	30%
Green	40%

The following Panic Levels are assigned to each AIW Morale Level.

<u>Morale Level</u>	<u>Panic Level</u>
A	20%
B	30%
C	50%
D	70%

Immediately before firing or moving any unit, the Player must check for panic for that unit by rolling 1d10 and cross-indexing the current strength of the unit on the appropriate column of the Panic Table. If the number rolled is not one of those numbers specified, the unit may function normally. If the die roll is a result that is specified, the unit panics. Place a Panic Marker on a unit when it panics in any Phase.

Panic Markers are removed during the Panic and Suppression Removal Phase of each Game Turn by rolling 1d10 on the Panic Table for each unit affected and referring to the appropriate column. HQs - TBD

##### CASES:

#### [13.1] PANIC MOVE/FIRE

A unit that panics while attempting to move or fire may **neither move nor fire** in that Game Turn; it is in a state of **panic**.

[13.11] A unit that panics while attempting to move or fire and fails to remove the panic during the Panic and Suppression Removal Phase of that Game Turn must remain panicked during all succeeding Game Turns until the Panic Marker is eliminated (see 13.2).

[13.12] A unit that panic-moves while attempting an Overrun may not overrun. Panic is determined for the attacking or defending units prior to resolving the Overrun (see 12.4).

[13.13] Panic is determined for each individual unit separately each time it attempts to move or fire (Exception: see Overrun, 12.0).

#### [14.0] OFF-BOARD ARTILLERY

##### GENERAL RULE:

In most Scenarios, both Players are given an Off-Board Artillery capability, which simulates the availability of artillery or rocket or mortar batteries located someplace other than the map, to fire at the Enemy targets located on the map.

##### PROCEDURE:

Off-Board Artillery is available in terms of batteries of light, medium, or heavy howitzers. These correspond to *MechWar 4* concentrations of H Attack Strength Points. [abbreviated to read: OFBDA 3(7H)] (See [7.0] INDIRECT FIRE for the correspondence of *MechWar 2* artillery designations with *MechWar 4* concentrations.)

##### CASES:

#### [14.1] USE OF OFF-BOARD ARTILLERY

[14.11] Off-Board Artillery Fire is always Indirect Fire. It is H Class Fire, and the Firing Player should indicate Tight or Loose pattern. H class is susceptible, as such, to Scatter (see 7.17).

[14.12] Having a concentration of 7H Points is exactly the same as having a unit with an Attack Strength of 7H Points, except that the artillery is Off Board Artillery. Each concentration may be used once each Game Turn.

[14.13] Off-Board Artillery can reach any target on the map (unlimited range) unless limited by scenario, but it may not be fired at an Unspotted target hex, unless specifically permitted in the Scenario Instructions.

[14.14] Off-Board Artillery Fire is executed during the final step of the Indirect Fire Phase of the Game Turn, and impacts (after target-hex Scatter) during the Indirect Fire Phase of the Game Turn. The execution of Off-Board Artillery follows the PROCEDURE section of: [7.1] AVAILABILITY AND CAPABILITIES.

## [14.2] OFF-BOARD ARTILLERY RESTRICTIONS

[14.21] The Points in a concentration may not be apportioned against several targets, just as the fire of an individual unit may not be apportioned against several targets in a single Game Turn.

[14.22] Assuming a Player has more than one concentration available, he may fire several concentrations at the same target hex or different target hexes on the same Game Turn, but each concentration is treated as a separate attack.

[14.23] Off-Board Artillery may not be used for counterbattery fire. (*But see [19.2].*)

[14.24] Off-Board Artillery may not be fired at.

## [14.3] U.S. OFF-BOARD ARTILLERY

(OPTIONAL) *These rules are from Mech War '77 and may be used optionally in MechWar 4.*

[14.31] The U.S. Player (in his role as a battalion or task force commander) could theoretically look for the support of up to eighteen batteries if his need was great enough and **the** target was lucrative enough. Given an H Attack Strength of 7 to either a 6-gun 155 battery or a 4-gun 8 battery, this would give him as many as 18(7H) concentrations when necessary.

[14.32] Each Scenario will state the minimum number of 7 H Attack Strength Point concentrations the American Player will have on each Game Turn. It will also state the number of turns on which he is allowed to apply additional multiples of this minimum. The exact multiples will be determined randomly through use of the die.

[14.33] Before plotting his Indirect Fire ([7.11]), the American Player may attempt to multiply his Off-Board Artillery support. He informs the Soviet Player of this desire and proceeds to roll the die, concealing the result from the Soviet Player. Whatever number he has rolled represents the multiple of Off-Board Artillery fires he is allowed to plot for arrival in the next turn's Indirect Fire phase.

*Example:* In a scenario, the American Player is given a minimum of 3x7H concentrations (medium howitzers) per turn. He is permitted to apply multiples on any three Game Turns of his choice.

Assume that on Game Turn 2 he decides to attempt a multiple. He rolls the die with a three resulting. He can now plot (3x3) 9(7H) concentrations for impact in the Game Turn 3 Indirect Fire phase. The die roll is not revealed until the beginning of the Game Turn 3 Indirect Fire phase.

[14.34] The scenario would normally state on how many Game Turns the American is allowed to multiply his Off-Board Artillery. He rolls the die once each turn that he decides to plot a multiple fire. A result of 1 means that he has failed to multiply his artillery, but still counts as the use of one of his multiples.

## [15.0] CLOSE AIR SUPPORT

### GENERAL RULE:

Either Player is sometimes given Close Air Support. This is given in terms of strikes. Each strike is a certain weight of H attack Strength Points corresponding to the H factor of the *MechWar 4* aircraft. Each strike is applied just as though it were an Off-Board Artillery concentration, except for a different Scatter pattern.

### PROCEDURE:

During the Indirect Fire Phase, the appropriate Player allocates a Close Air Support Strike to a target hex. During the Indirect Fire Phase the Close Air Support Scatter will be implemented, the actual impact hexes of each strike determined, and the strike executed just as though it were an Indirect Fire Attack.

### CASES:

#### [15.1] CLOSE AIR SUPPORT SCATTER

A Close Air Support Strike scatters in the following fashion: Roll the die. If the roll is a one or two, the strike impacts on the target hex. If the roll is a three, four, five or six, the strike scatters, in which case the die is rolled once more to determine the direction of Scatter (see 7.17). The strike, if it scatters, scatters one hex.

#### [15.2] APPLICATION OF CLOSE AIR SUPPORT

[15.21] A Close Air Support Strike is **always** a Tight pattern H Attack affecting only the hex it impacts on.

[15.22] Each strike must be used as single unitary value. A single Strike may not be

apportioned against several target hexes.

[15.23] The weight of each Close Air Support Strike will be given in the Order of Battle. For example, CAS 3(5H) means Close Air Support available is three strikes each of 5 H Attack Strength Points.

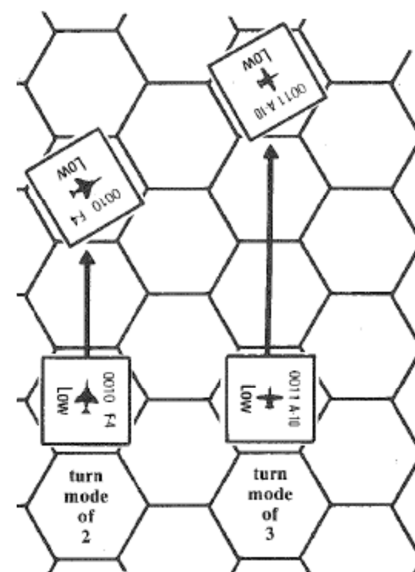
[15.24] Armored vehicles may not button up when being attacked by Close Air Support; they are attacked on the +8 column of the D2 CRT.

#### [15.3] ADVANCED (MechWar 2) CLOSE AIR SUPPORT

[15.31] Rather than treating air support as indirect fire attacks, the *MechWar 4* advanced rules have support aircraft actually flying across the map similar to that for Helicopters ([17.0]). Aircraft movement takes place during the Friendly Indirect Fire Phase. Aircraft may appear on any mapedge, but if appearing at a mapedge for which Off-Map enemy air defenses are listed in the scenario, it must first be attacked by those defenses. Aircraft enter the map one unit at a time, perform their strikes, and fly off the map.

[15.32] Aircraft must be at either high or low altitude, indicated by flipping the aircraft counters to either their high or low side. Altitude affects the offensive and defensive capabilities as well as the types of strike that can be performed.

[15.33] Aircraft must fly a certain number of hexes straight forward before turning one hexside to the right or left. This is the aircraft's "turn mode" noted on the front of the aircraft symbol.



[15.34] Aircraft must fly a certain number

of hexes straight forward before turning one hexside to the right or left. This is the aircraft's "turn mode" noted on the front of the aircraft symbol.

**[15.35]** After performing their strikes, aircraft must exit the map. They may exit any mapedge, but may be attacked by off map air defense systems when doing so.

**[15.35]** Aircraft may perform multiple strikes, but may only fire a single weapon system at a hex in a single attack. They must circle around it they wish to attack the hex again. They may continue to attack. They may continue to attack until their ammunition is expended.

## PROCEDURE:

**[15.36]** Airstrikes must be plotted three turns in advance. If a bombing strike is to be performed, the target hex must be designated. The scenarios will list the number of available strikes and the types of aircraft available.

## [15.4] BOMBING STRIKE

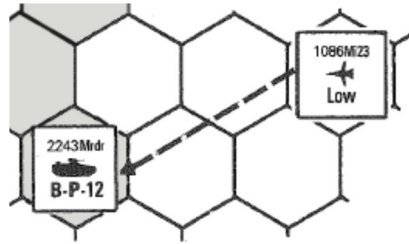
**[15.41]** To perform a bombing strike, the aircraft must fly directly over the target hex. Bombing strikes do not scatter. Flying at either high or low determines the effectiveness of the strike. Aircraft may only perform one bombing strike per game turn. While moving to or from the target hex, the aircraft may perform strafing attacks. Aircraft use their H factor attack on the hex as an indirect fire attack.

**[15.42] Smart Bombs:** Aircraft equipped with Smart Bombs may attack from 10 hexes away from the target hex as long as the target is within the aircraft's forward arc. The aircraft must attack from high altitude using their H factor.

**[15.43]** If attempting to destroy a bridge or ferry, a separate 1d10 die roll is made, and on a result of "1" the bridge or ferry is destroyed.

**[15.44] Radar Assisted Bombing Forward Air Control (RABFAC):** In scenarios with U.S. Marines, a designated LVTP7 unit may be designated to direct an F4 air unit bombing or strafing attack on a moving vehicle. The Marine LVTP7 must have an unblocked line of sight to the target unit. The LVTP7 must be predesignated at the start of the scenario.

**[15.45]** The attack may not be made in blizzard conditions but may be made in rain, fog, or falling snow.



## [15.5] STRAFING STRIKE

**[15.51]** A strafing strike is treated as a direct fire using the aircraft's "M" factor. Follow the direct fire procedure based on whether the target is a hard or soft target.

**[15.52]** A strafing attack may only be made at low altitude. The target must be in the aircraft's forward arc and be exactly three hexes from the aircraft.

## [15.6] AIR-SURFACE-MISSILES (ASMS)

**[15.61]** Aircraft may attack vehicle units with air-to-surface missiles (ASMs). Infantry may not be targeted with ASMs.

**[15.62]** ASMs have unlimited range and may be fired at enemy vehicles for which the aircraft has an LOS within observation range. ASMs attack with a 15M attack factor with no range attenuation. Aircraft may fire from either high or low altitude as long as the LOS restrictions are observed.

**[15.63]** The aircraft weapons load is either specified in the scenario, or is left up to the player. The aircraft weapons load can be specified as follows:

- (A) Conventional bombs
- (B) Smart bombs
- (C) Conventional air-to-surface missiles \*
- (D) Maverick air-to-surface missiles (NATO Player only) \*

\* If conventional ASMs are carried, the Player should use the ASM ammo depletion number to the left of the slash on the aircraft's data sheet; if carrying Maverick ASMs, use the ASM ammo depletion number to the right of the slash.

## [15.7] AIRCRAFT TARGET ACQUISITION

**[15.71]** To perform strafing or missile attacks on enemy units, the aircraft must first acquire the individual targets. This is accomplished by keeping the target continuously in its forward arc while the aircraft moves a minimum of five hexes. The acquisition attempt may not be made for targets more than 15 hexes away. Aircraft must be at high altitude in order

to attempt to acquire a target.

**[15.72]** After successfully performing an acquisition maneuver, the player rolls a 1d6, and if the value is greater than the positive number of the Loss Modification value of the terrain occupied by the target, the target has been successfully acquired. The terrain Loss Modifications has separate columns for vehicle and infantry targets. Aircraft may continually attempt to acquire a target. Ground units which fire any air defense systems are automatically acquired by any aircraft within 15 hexes at high altitude.

**[15.73]** Aircraft must always separately acquire their targets even if the targets are in LOS of friendly units. Once acquired, they remain acquired for the remainder of the Phase. Inverted units are not flipped over, but are revealed as either infantry or vehicles. The inverted acquired targets can be marked with a counter or noted separately as having been acquired.

## [15.8] AIR DEFENSE SYSTEMS

**[15.81]** Air defense systems may fire at enemy aircraft that have been tracked for a requisite number of Tracking Hexes for the specific air defense unit as long as the aircraft has remained in the air defense system's Tracking Range, as indicated on the Air Defense Combat Results Table. Missiles must have been tracking an aircraft for 15 hexes before it can fire. Air defense systems can continue to fire for every 15 hexes the aircraft is tracked within its Tracking Range. All gun air defense systems can fire for every 5 hexes the aircraft are within Tracking Range. Air defense systems are subject to ammo depletion.

**[15.82]** Vehicles that have continuously tracked aircraft within their 5 hex tracking range may fire at enemy aircraft at low altitude that fly over or adjacent to the firing unit with an attack strength of 2. This attack strength is used in the same manner as the missile attack strengths.

**[15.82]** Ground units must have a Line of Sight to the defending unit in order to attack. Units in heavy woods hexes may not fire their air defense systems.

## PROCEDURE:

Once the aircraft has been tracked for the required time and distance restrictions, it may fire on the Air Defense Combat Results Table. Cross index the range of



the target aircraft with the attacking missile system to determine the attack strength. Roll a 1d6, and modify the result by the aircraft's defense die roll modifier (the left hand number before the slash). If the number is less than or equal to the attack strength on the Air Defense CRT, the aircraft has been hit. Roll a second time and compare the result with the aircraft's Loss Modification number (the number to the right of the slash). If the die roll is less than or equal to the aircraft's Loss Modification number, the aircraft has survived and there is no further effect. If the aircraft fails the die roll, the aircraft is eliminated and removed from the game.

## [16.0] MINES



### GENERAL RULE:

In certain Scenarios, one Player or the other is allowed to deploy mines in order to impede the movement of units and to inflict damage on units. When a Player has deployed mines in a hex, it is called a **mined hex**. A mined hex is presumed to contain both anti-vehicular mines and antipersonnel mines. There are three types of mined hexes: hasty, preventive, and defensive, corresponding to a rising density of mines within the hex and an increasing probability of inflicting damage.

### PROCEDURE:

The Scenario will state which Player has mines to deploy in terms of a number of mined hexes and the type of mined hexes. This Player, while both Players are deploying and setting-up their regular units, shall select which hexes on the map he deems to be mined. He shall secretly note the numbers of the mined hexes and type of mined hexes. Thereafter, in the course of play, whenever a unit (from either side) enters or leaves a mined hex, an immediate Mine Attack shall be executed against that unit, any result applied immediately, and a Mined Hex Marker is placed in that hex.

### CASES:

#### [16.1] MINE ATTACKS

[16.11] A Mine Attack is executed against any unit, no matter what its Defense Strength or Target Type, just as though the unit were fired upon by a weapon.

Mines have a certain Net Attack Superiority on the Combat Results Table, according to the type of Minefield, regardless of the Type of unit in the hex.

1. Hasty Mined Hex: Attacks a unit at -2 Net Attack Superiority.

2. Preventative Mined Hex: Attacks at +1 Net Attack Superiority.

3. Defensive Mined Hex: Attacks at +7 Net Attack Superiority.

[16.12] All considerations of Terrain, Defense Strength and Target Type are ignored when executing a Mine Attack. The Player whose mined hex it is simply announces that a unit is attempting to enter or attempting to leave a mined hex, rolls the die, and reads the result from the appropriate column of the Combat Results Table. This means that the strongest and weakest units are equally vulnerable to mines.

[16.13] Whenever a unit enters a mined hex, it must immediately cease all further movement in that Game Turn, regardless of whether the Mine Attack successfully affects it. It must cease movement within the mined hex. (Exception: see 16.15 for treatment of Overruns.)

[16.14] Whenever a Player desires a unit to leave a mined hex, he announces this fact and a Mine Attack is executed on the unit. No matter what the result of the attack, the unit is permitted to exit the mined hex. Any Panic or Suppression Results are assessed in a hex adjacent to the mined hex, which the Owning Player moves the unit to.

[16.15] **Whenever a unit Overruns through a mined hex, it undergoes a mine attack when it enters the hex and again when it leaves the hex.**

[16.16] Mines attack Friend and Foe alike. In his initial deployment, a Player may elect to place Friendly units in mined hexes. If and when he chooses to move those units out of the mined hexes, they must suffer Mine Attacks.

#### [16.17] Breached Minefields

Vehicles equipped with mine plows or engineer units may create breached minefields that partially negate the minefield effects.

[16.18] Vehicular units in column pay an additional four movement points to enter a breached minefield. There is no additional cost for infantry units in

column to enter the hex.

[16.19] Units in column may remain in a breached minefield hex without being attacked by it and may exit without additional attacks.

#### [16.2] Mineplows

Certain vehicles, as specified by scenarios, can breach minefields. The vehicle enters the minefield in column without undergoing minefield attack. The vehicle must stop in in the minefield hex. At the end of the Phase, the minefield counter is replaced by a breached minefield counter.

[16.21] After breaching a minefield, the breaching player must roll one die and consult the Mine Plow Damage Table ([19.52]). If the indicated number is rolled, the mine plow is destroyed. Destroyed mineplows may not be used for the rest of the game. **Note:** Only Soviet ROD units have more than one mineplow per platoon.

## [17.0] HELICOPTERS

### GENERAL RULE:

Helicopters are exceptional types of units with unusual rules regarding their Combat and Movement. VH is a generic term describing any helicopters. Other than their special characteristics, they are generally treated as ground units

### CASES:

#### [17.1] MOVEMENT

[17.11] All VH units ignore all Terrain costs when moving. A VH unit expends one Movement Point from its Movement Allowance for each hex that it enters, regardless of the terrain in the hexside crossed or the terrain in the hex entered.

[17.12] A VH unit may freely enter and exit a hex containing any other unit(s) Friendly or Enemy except a hex containing another VH unit. They may stack with ground **units** at the end of a Game Turn. By the same token, ground units may ignore the presence of helicopters for Movement and Stacking purposes.

[17.13] Helicopter units may be of two types: those bearing a transport designation may be used to transport infantry and engineer units. Attack units may not transport.

[17.14] VH units are presumed always to be in the air, except a transport helicopter in the act of Mounting or Dismounting. Such a unit is presumed to be on the ground: therefore, a transport unit may not Mount or Dismount a unit which is in a forest or city hex.

## [17.2] COMBAT

[17.21] VH units may attack Enemy units using their respective weapons, according to the normal Combat Rules.

[17.22] For purposes of firing at an Enemy unit, a VH unit is considered capable of elevating itself (low) to a height which allows it to see over woods hexes, town hexes, and slope and crest hexsides which would normally block Line of Sight/Line of Fire. Thus, when the Enemy target unit is in clear terrain, the VH is exempt from Line of Sight restrictions. A target which is located within a town or woods hex such that the VH unit's LOS passes through an adjacent woods or town hexside cannot be fired at by a VH unit.

[17.23] A VH unit can always fire at a unit which it is stacked on top of or adjacent to. When firing at a unit it is stacked with, the range is considered to be one hex.

[17.24] A unit which is being fired at by a VH unit (low) loses any benefit for being behind a slope or crest hex side and retains any benefit for being in a woods or town hex.

[17.25] VH units are subject to Ammunition Depletion in the same fashion that G Class units are (see 6.84).

## [17.3] FLAK UNITS AND ANTI-HELICOPTER FIRE

Helicopters are subject to being fired at according to the following special rules. This is in effect a special combat relationship, except that the normal Combat Results Table is used to determine the outcome of anti-helicopter fire.

## [17.31] FLAK STRENGTH / RANGE ATTENUATION TABLE

Unit	Range in Hexes			
	0-2	3-5	6-10	11-20
Z23	16	14	12	10
Vulcan	14	11	9	0
T55	8	6	0	0
T62	10	8	0	0
M60	12	9	0	0
Inf Co	12	10	0	0
Inf Plt	8	6	0	0
Others	8	0	0	0

Simply establish the range between the firing unit and the target VH unit. Cross reference the range with the identity of the Firing unit and read the Attack Strength of the Firing unit.

After establishing the Attack Strength of the Firing unit, simply subtract the Defense Strength of the Target VH to establish the Net Attack Superiority. Roll the die. Do not adjust for terrain.

Helicopter units can be attacked by all types of units, except G Class.

## [17.32] Effect of Terrain

A VH unit never receives a die roll benefit for terrain. However, a VH unit which is itself not firing may not be fired at if the LOS passes through any blocking terrain, unless the Firing unit is adjacent to the VH. Conversely, if a VH unit is firing it is presumed to have elevated itself above blocking terrain, thus exposing itself in turn to fire. [See Pull Back, 6.92.](#)

## [17.33] Flak Units

The Soviets have the Z23 flak unit (Gun-1 Class); in addition to their obvious role in attacking helicopters, they may be used to attack ground targets. The U.S. also has a similar Vulcan that was more used for ground support than for anti-aircraft defense.

## [17.34] Effect or Combat Results on VH Units

In assessing Combat Results of an attack on a VH unit, any Panic prime results are ignored. A VH unit is only affected by a D1, D2 or D3 Result.

## [18.0] SMOKE

### GENERAL RULE:

All H Class units which are capable of Indirect Fire, and Off-Board Artillery, are capable of firing Smoke instead of explosives. Firing Smoke is handled just as though the Player was firing HE, except that he adds an S notation to his Fire Plot. A unit firing Smoke may perform no other Task that Game Turn.

### PROCEDURE:

1. The Player allocates his Smoke Fire to a specific target hex. It is treated as [Tight pattern](#) Indirect Fire, which means it may or may not Scatter to a different Impact Hex. The Player places a Smoke marker on this hex. The marker remains on the map, marking the Smoke hex until the beginning of the next Indirect Fire Phase, when it is removed.

2. Certain units are identified as smoke units on the Unit Function Table. Such a unit can place a smoke counter in the unit's own hex. This takes the place of an action during a friendly fire/movement phase—the unit expends its entire movement allowance without moving or firing, and the smoke counter is immediately placed in the unit's hex.

### CASES:

## [18.1] LINE OF SIGHT EFFECTS

[18.11] [Smoke is treated like a woods hex with respect to LOS and combat. Effects of Smoke are not cumulative.](#) No unit may trace an LOS through a Smoke hex (one with a Smoke marker in it). Thus, for purposes of executing fire, Smoke blocks fire. Helicopters may rise above the Smoke (see 17.22).

[18.12] If a target unit is **in** a Smoke hex, it **may** be fired at. Subtract 2 from the die roll for all R-, G- and M Class attacks. Smoke in the target hex does not affect an H Class attack.

## [18.2] PERSISTENCE OF SMOKE

[18.21] Smoke persists for one full Game Turn. If a Player wishes to maintain a Smoke screen he must continue to fire Smoke. Smoke is always fired and created in the Indirect Fire Phase of a Game Turn. This holds even if the firing unit is capable of firing Direct Fire at the hex.

[18.22] No matter what the size of the Smoke firing unit, a Smoke Attack creates only one Smoke hex.

## [19.0] OTHER OPTIONAL AND EXPERIMENTAL RULES

### [19.1] COMMAND

*NOTE: These rules replicate the original Mech War 2 Command rules within the context of these simpler rules. If there are any conflicts or players wish to more strictly follow the Mech War 2 rules, those may be used instead. If not using these rules, any references to required commands instead simply follow the Sequence of Play [4.0].*

Before each Game Turn both Players simultaneously issue orders to all his units on a company by company basis.

#### PROCEDURE:

Each company is issued commands, either by noting the commands on a player's unit log sheet or by placing inverted command markers under each company's designated Hq unit ([4.1], E.).

Every AIW *Mech War 4* unit has an attribute that allows a unique Identity Number to be placed on it. Every hex on the map also has a unique Identity Number. To log the command, you simply note the Identity Number of your unit and the Command describing the action you intend for this unit.

Mounting, Dismounting and Overruns are specialized forms of Movement and are considered as Movement.

The Player need not indicate beforehand which units shall engage in movement for the Bounding Overwatch command.

#### [19.14] COMMAND SUMMARY

##### Command Code Description

- BC** Bound: When activated, all units of the company must move from their original hex or change their status, e.g. enter column, enter defilade.
- OC** Overwatch: All units of the company must remain stationary. They may fire following the normal rules for direct fire.
- BOC** Bounding Overwatch: One or more units of the company must fulfill a Bound command while the remainder fulfill an Overwatch command Companies consisting

of a single unit may not be issued a Bounding Overwatch command.

**WC** Withdraw: The units must conform to a Bound command, except that they may instead remain in their own hex. If given a Withdraw command, they must be at Morale Level 0 before they can be given any other type of command. They may defend if close assaulted, but then must revert to a Withdraw command.

**RC** Rally: Companies that are Panicked ([13.0]) may remove their Panic status through the Rally command. Units issued the Rally command may not expend any movement points, fire any of their weapons, or change their status. Companies given a Rally command may roll on the Removal column of the Panic Table. If the die roll is within the range, their Panic status is removed. A company headquarters in or adjacent to their hex decreases their die roll by 1.

**RGC** Regrouping: Units that have taken losses may be recombined into a single unit of the same type if they begin their turn in the same hex. Only units of the same company may regroup. Units of different status may choose either status for the recombined unit.

#### [19.14] INDEPENDENT COMMAND

[19.141] Units of Independent Command – as indicated in the Mech War 2 Tables of Organization – do not need to be issued commands. They may perform actions independently when they are activated

[19.141] Units with Independent Command do not affect the Morale status of Battalion Headquarters ([19.82]). Also, units with Independent Command do not enter morale states unless affected by electronic, chemical, or nuclear warfare.

### [19.2] COUNTERBATTERY MEASURES

As an alternative to rules 14.23 and 14.24, Off-Board Artillery and CAS may conduct Counterbattery fire.

#### PROCEDURE:

Off-Board Artillery and CAS can be assigned a Counterbattery mission against enemy Off-Board Artillery, as well as on-map artillery, effective the following turn. This requires record keeping as to the damage/suppression state of the off-board units.

#### CASES:

[19.21] All Off-Board Artillery concentrations are considered Soft Targets, with the exceptions of NATO M109 (SP 155mm providing 7H concentrations) and BAOR FV433 Abbot units, which are considered Protected Targets. Note that where a US/NATO player has  $\leq 3 \times 7H$  OBA fires in a scenario, they are all considered to be M109/Abbot batteries. For each that is available beyond  $3 \times 7H$  OBA fires (including by US fires multiplication), the fourth, eighth, etc., OBA concentration is coming from M107/M110/towed FH-70 systems and is a Soft Target.

[19.22] A Spotted off-map unit can be given a move order in the plotting phase, so that it can displace and become un-Spotted instead of firing. It becomes available again after 3 turns.

[19.23] Where the US player multiplies his fires per 14.33, and some batteries are hit by Counterbattery fire, then when the US player reverts to his usual allocation of OBA (and before any further multiplication roll) the worst affected batteries are the ones available going forward.

### [19.3] SHORT HALT FIRE

Short Halt fire is a type of Opportunity Fire conducted during the Movement phase by a moving tank with effective gun stabilisation.

[19.31] To conduct Short Halt fire, a moving unit which has not moved more than half of its movement allowance can:

- halt and perform a fire action
- wait to perform an opportunity fire action

In either case, there is a -2 DRM on Short Halt fire, and the unit should be marked as Short Halt.

### [19.4] FASCAM ROUNDS

NATO Off-Board Artillery may, in some scenarios, be provided with a limited



amount of FASCAM (Family of Scatterable Mines) rounds.

#### CASES:

[19.41] One battery FASCAM fire onto a hex creates a Hasty minefield on the hex.

[19.42] FASCAM is always Tight pattern, and may scatter.

[19.43] If more than one FASCAM fire impacts the same hex, add +2 to the attack differential for each such fire; so if three FASCAM fires hit a road junction there is a minefield which attacks (both sides) at +2.

### [19.5] WRECKS

[19.51] If a full-strength, non-infantry unit receives a D3 result on the CRT, replace it **with** a Wreck marker. **Optional:** For a D1 or D2 result, consult the conditional Wreck Placement Table. Note that the Wreck Placement line corresponds to the immediate CRT result, not the accumulated number of Disruptions on the target unit.

**Note:** A destroyed armor unit can present a wide variety of effects, from a simple, single armor penetration to a massive explosion hurling debris many yards from the vehicle and producing a consuming fire and smoke area of effect for an extended period of time. This is the reason for the conditional wreck placement.

[19.52] Wreck markers in a road hex negate the road benefit for units moving **into** or out of that hex. Bridge hexsides are unaffected by Wreck markers.

[19.53] Wreck markers generate a defensive benefit of a – 1 DRM in direct fire combat. Wrecks are treated like woods hexes for LOS purposes.

[19.54] Wreck markers count as one vehicle stacking point. Wrecks do not affect infantry stacking.

### [19.6] SPECIAL UNITS

#### [19.61] ENGINEERS

1. Engineers are needed to maintain ferry crossings, and are used to construct and destroy bridges, construct abatis, breach minefields and aid in close assaults in town hexes.

2. *MechWar 4* engineers are one step infantry units – i.e. a D1 damage will eliminate the unit. However, they fire

as a Full Strength Attacker. When stacked with an infantry unit, they are considered part of the infantry unit and may not be attacked separately. They may be eliminated only all friendly infantry units in the hex have been eliminated. Engineers do not count for stacking purposes.

3. One engineer may transported for free by a friendly APC. However two or three squads are considered to be equivalent to an infantry unit. No more than three engineer squads may be transported by APC.

4. Engineers may not perform any engineering actions while suppressed, in defilade, or mounted in APCs.

5. An engineer stacked with an infantry in a close assault of a town hex receives a +2 to the attack die roll. The engineer's combat factor is added to that of one of the attacking infantry units. Additional engineer units have no additional effect. Engineers may attack alone, but receive no die roll modifications. The +2 die roll modification also applies to an engineer unit defending in a town hex with another infantry unit.

#### [19.612] BRIDGES

Bridges take 60 turns to complete, beyond the time frame of these scenarios. Scenario descriptions will specify the locations of any in-place bridges.

#### [19.613] BRIDGE DEMOLATION

1. To remove a bridge counter from either a Suez Canal hex or a clear terrain hex takes an engineer unit two turns.

2. The first turn the engineer unit must start on the bridge and move adjacent to the bridge. As the engineer unit leaves the bridge with a wired marker.

3. A wired bridge functions like a bridge in all respects.

4. A wired bridge remains wired as long as any engineer unit remains adjacent to it. If all engineer units move away or are eliminated, the bridge wired marker is removed.

5. The engineer unit removes the bridge counter by "attacking" it during any fire phase. The bridge may be attacked any turn that the bridge is wired and the engineer unit is adjacent and face up; once attacked thus by an engineer unit,

the wired bridge is automatically removed from the board.

#### [19.614] FERRIES

1. The Egyptian "GSP" and the Israeli "FERRY" units are special carrier units that can transport any unit onto or across a "cut" Suez Canal hex. Ferry units are amphibious units and may enter and leave Suez Canal hexes accordingly.

2. Ferry units have special procedures for loading and unloading and carrying passengers.

a. Any combat unit may be a passenger on a ferry.

b. A ferry can carry a passenger only while it is in a Suez Canal hex.

c. A ferry can carry only one passenger at a time. Only one passenger unit can be loaded or unloaded by a ferry in a turn.

d. Loading procedure: The ferry unit starts the turn in the Suez Canal hex, and the passenger unit must start the turn in one of the two debouchement hexes for that Suez Canal hex. The ferry unit expends its whole movement allowance without moving, and the passenger unit is automatically moved one hex onto the ferry—it is loaded.

e. Similarly, when a passenger unit is unloaded the ferry expends its full movement allowance and the passenger is placed on either of the debouchement hexes.

f. A passenger unit must be face up to load and is inverted when it unloads—it can neither expend movement points nor attack the turn it loads or unloads.

g. Note that a carrier carrying a passenger counts as one passenger when aboard a ferry.

h. A unit on a ferry cannot "bail out" (rule II.B above).

3. Otherwise, a passenger aboard a ferry is treated like a normal

passenger.

[19.615] **ABATIS:** Engineers in light or heavy woods hexes may construct abatis by spending 12 consecutive game turns in a hex with a Bound command. If attacked by any form of direct fire, the entire sequence must be restarted. Vehicles entering an abatis hex in light woods must stop in that

Movement Phase. Vehicles may not enter abatis hexes in heavy woods hexes. Engineers may remove an abatis by spending one Game Turn in the hex with a Bound command. To be successful, they may not be targets for any direct fire during this Phase.

### [19.616] BLOCKS

1. Block counters can be placed during initial placement or during play.
2. Blocks are placed during initial placement as directed for the Situation being played. Blocks placed during initial placement may be placed in any hex except a Suez Canal hex.
3. Each block placed during the play of the game must be placed by an engineer unit. When placed during play block counters may be placed only in certain hexes.
  - a. During play a block counter may be placed in any hex containing at least one ridge hex side.
  - b. During play a block counter may be placed in any town or woods hex.
  - c. During play a block counter may be placed in any non-Suez-Canal hex that is adjacent to a town hex or a woods hex.
  - d. During play a block counter may not be placed on a hex that does not meet one of the above conditions.
4. Only one block can be in a hex at a time.
  - a. A block counter cannot be placed in a hex that contains a fortification or an improved position.
  - b. A block counter can be placed in a hex with a minefield, trench or bridge.
  - c. A block counter cannot be placed in a hex if there is already a block counter in that hex. If the first block counter is removed during play, however, then another block counter may subsequently be placed in that hex.
  - d. Once placed, a block counter cannot be moved.
  - e. A block counter that has been placed on the board can be removed during play by an engineer counter.
5. A unit can move only one hex on the turn in which it enters a hex containing a block counter. To enter a hex containing a block counter a unit must start its turn

adjacent to the block and move only one hex onto the block. That unit then stops its move.

6. A unit that starts its turn on a blocked hex may leave freely.
7. Units in the same hex with a block counter cannot make overrun attacks and they cannot be attacked by overrun fire.
8. A block counter negates the road in that hex.

### [19.66] MOTORCYCLES

[19.621] Motorcycles move like vehicle units, but enter defilade without expending movement points. They are treated as dismounted infantry when fired upon. Motorcycles can always enter defilade immediately after the first fire on them has been resolved. Suppressed motorcycles are considered to be in defilade.

[19.622] Motorcycles may not enter heavy woods hexes except on roads or trails.

[19.623] Motorcycles are treated as vehicles for observation purposes. Motorcycles have neither stacking limit nor effect on stacking limits of other vehicles.

[19.624] Friendly vehicular units may move through a hex containing an enemy motorcycle unit without stopping for close assault. If however, the friendly vehicle ends the Movement Phase in the same hex with the enemy motorcycle unit, it must engage in close assault.

### [19.7] NIGHT

#### COMMENTARY:

During the 1973 Middle East War several large scale Night actions occurred. Night combat restricts LOS, Range, and Command Control.

#### GENERAL RULE:

During Scenarios specified as Night actions the following restrictions are in effect. Maximum LOS is 10 hexes. Maximum range of all weapons is 5 hexes. All Arab units subtract 3 from their Panic die roll results. All Israeli units subtract 1 from their Panic die roll results.

[19.71] The maximum LOS that a unit

may trace can be no longer than 10 hexes in length.

[19.72] Any sighting ranges on the Observation Range Table that are listed as greater than 10 hexes are now 10 hexes.

[19.73] Indirect fire can only be plotted for a hex that is 10 hexes or less from a friendly unit that has LOS to that hex.

[19.74] The maximum range of all weapons is 5 hexes.

[19.75] Subtract 3 from all Arab Panic die roll results. Example: If a 10 was rolled then the die roll would be a 7.

[19.76] Subtract 1 from all Israeli Panic die roll results.

[19.77] Except for the above cases there are no other effects of Night unless implementing the MechWar 2 Night rules ([23.0]).

### [19.78] NIGHT OBSERVATION

The MechWar 2 Night rules ([23.0]) can be used for scenarios occurring at night. Vehicle night equipment is listed in the MechWar 2 Vehicle Unit Data sheets.

### [19.8] MORALE

*These simplified morale rules approximate the intent of the original MechWar 2 Morale rules, though their inclusion will add some more complexity to the game. Players are encouraged to first become familiar with the basic Panic rules ([13.0]) before using these rules.*

*The original MechWar 2 Morale rules were designed for the MechWar 2 combat system. However, the basic structure of the MechWar 5 combat system (the CRT) already penalizes performance against units that have incurred losses, thus making these morale rules less necessary.*

As companies take losses, their initially assigned Panic Level may begin to increase, decreasing both their reliability and potentially affecting the entire battalion. If enough losses are incurred by the battalion companies, the losses may cause the battalion to begin to take morale checks which would leave the component companies unable to rally until the battalion is able to successfully rally itself.

## [19.81] Company Morale

[19.811] Companies are initially assigned a Panic Level (Troop Quality, [13.0]) in each scenario. The morale levels of the battalion and brigade/regiment headquarters are affected by the *change* in Panic Level of the constituent companies. This should be tracked by a notation on the players' status sheet or by a counter under the company Hq unit. (See [19.1], PROCEDURE.)

[19.812] As companies take losses, their initial Panic Level may increase. When a company initially loses a unit, its Panic Level will increase by one. In addition, a single 1d6 is rolled, and if a "1" is rolled, the company's Panic Level increases an additional level. Upon a second loss, the Panic Level increases by one. Also, on a die roll of 1-4, the Panic Level increases by an additional level. Upon the loss of a third unit, the Panic Level is increased by two if the die roll is 1-5.

[19.813] As companies are able to rally, the Panic Level change counter or notation should be adjusted so that any return to a +3 Panic Level can be tracked.

[19.814] If the battalion HQ is eliminated, it is immediately replaced and placed on any unit of the battalion. The initial procedure to determine the HQ value should be repeated for the new battalion HQ, but the column used should be 4 columns to the right. If this shifts off the table, then the HQ is still replaced, but the companies of that battalion can no longer rally.

## [19.82] Battalion Morale

[19.821] The **Available Forces Chart** for each scenario lists the headquarters rating for each of the formations in the scenario. Before the start of the game, each Player rolls on the **Battalion HQ Table** ([18.9]) under the rating column given in the scenario to determine the value of the HQ shown on the left hand column corresponding to the row containing the die results. When the HQ checks its morale, if the value is less than or equal to the determined HQ value, the HQ has successfully passed its morale check.

[19.822] Once two or more companies of a battalion have increased their Panic Level by three or more levels,

the battalion must check morale. If the battalion fails its morale check, the battalion is broken and the battalion's companies may not attempt to rally. If this conflicts with existing commands ([19.1]), the unit must be given a valid command immediately.

[19.823] Independent commands do not affect battalion morale.

[19.824] During the Indirect Fire Phase, the broken battalion HQs may attempt to rally by rolling against its battalion HQ value. The HQ must have an Overwatch or Rally command if using the Command rules. The battalion's companies may not attempt to rally as long as the battalion is broken.

[19.825] If the battalion HQ is suppressed, add 2 to the rally die roll.

[19.826] If brigade/regiment HQs are present in the scenario, then battalion HQs can only rally if they are stacked with or adjacent to their unbroken, unsuppressed brigade/regiment headquarters. Otherwise they rally normally as per [19.824].

## [19.83] Brigade Regiment Morale

[19.831] If a brigade/regiment HQ is eliminated, it is immediately replaced in the same manner as a battalion HQ. However it is considered to be broken and must rally in the same manner as battalion HQs.

[19.831] If a brigade/regiment HQ is suppressed, add 2 to the rally die roll when attempting to rally a brigade.

## [19.9] ELECTRONIC WARFARE

[19.91] **Radio Direction Finding:** If the scenario list the ability of a player to conduct radio direction finding, in the Indirect Fire Phase the player may attempt to locate one on-map enemy HQ, jammer, artillery unit, or air defense system (those using search radar only) for each RDF-equipped HQ present.

### PROCEDURE:

[19.92] The player must announce which enemy unit he is attempting to locate. The player then rolls one die for that unit. If the number rolled is equal to or less than the radio detection value of the unit he is attempting to

detect, then the unit has been located. The owning player of the detected unit must immediately announce a hex within one hex of the unit.

[19.93] The radio detection values for various units are listed in the Radio Detection Values chart.

[19.94] On-map artillery units that have fired in their previous Indirect Phase have their radio detection value increased by 1.

[19.95] The enemy-designated hex must be used for any artillery targeting. Any indirect fire against the hex is treated as unobserved fire. The designated hex cannot be used for any spotting attempts, direct fire, or observed indirect fire.

[19.96] Friendly RDF may not be used on Game Turns when friendly jamming is in effect. Exception – Enemy jamming and air defense units may be located while friendly jamming is in effect

[19.97] Enemy jammers must be working and active in order to be located.

[19.98] Artillery units may withhold fire (radio silence) to avoid detection. Once having fired, they are subject to detection.

[19.99] Players may observe radio silence to avoid detection of artillery and HQ units. The effect of radio silence is the same as successful enemy jamming ([19.916]).

[19.910] RDF-equipped HQ units are one step units. Elimination of the unit eliminates the RDF capability. If successfully targeted by indirect fire in which the unit survives, another roll is made on the Anti-Personnel CRT. Any positive numerical result eliminates the RDF capability.

[19.911] HQs attempting radio detection must not perform any other actions in that game turn, e.g. movement, fire.

## [19.912] JAMMING UNITS

The presence of jamming units is determined by scenario.

[19.913] Jammers are one-vehicle units with Independent command, and thus not subject to Morale. If attempting to jam, they may not perform any other



action, i.e. move/fire. Jamming units are attacked like RDF units ([19.910]).

**[19.914]** To begin jamming they must get the jammer to work in the Direct Fire/Move Phase. One die is rolled to see if the jammer works. (See the Jammer Table (TBD)). If the jammer fails to work, it may not attempt to re-commence for *two full* Game Turns.

**[19.915]** While jamming, during the Indirect Fire phase, the player rolls on the Jammer Table (TBD). If the jammer is broken, it may not attempt to commence jamming for *two full* Game Turns.

### **[19.916] EFFECTS OF JAMMING**

The effects of jamming cover all of the *Mech War 2* maps and extend off-map for 100 hexes in all directions. The effects of jammers, either friendly or enemy do not interfere with each other. Friendly jamming does not affect friendly units.

**[19.917]** Jammed companies may only perform actions equivalent to either the Overwatch or Withdraw command, whether or not players are using the Command rules. Jammed companies may not Rally. Jammed companies subtract one on the Morale Panic Level checks.

**[19.918]** Jammed indirect fire units may not perform unobserved indirect fire. They may perform indirect fire at units within the firing unit's LOS.

**[19.918]** Units may circumvent the effects of jamming through field telephone cables, short range radio or messengers. See the *Mech War 2* rules and special scenario rules.

### **[19.10] CHEMICAL WARFARE**

See *Mech War 2 Chemical Warfare* [106.0].

### **[19.11] TACTICAL NUCLEAR WARFARE**

See *Mech War 2 Tactical Nuclear Warfare* [107.0].

## **[20.0] HOW TO SET UP AND PLAY THE GAME**

### **[20.1] SCENARIOS**

As stated in the Introduction, the game is played by Scenarios. Each Scenario is from six to twenty Game Turns in length

and the number of units per side varies with the Scenario. A Scenario is a game in itself and the term Scenario and game are used interchangeably. Each Scenario listing contains a historical note which relates the Scenario to the actual event which is being simulated, an Order of Battle for each Player, and other instructions relating to the length of the Scenario, initial deployment of forces and later reinforcements, Victory Conditions and special rules pertaining to that Scenario.

*Players should be aware that Section [108.0] Scenario Design contains extensive information in creating player-designed scenarios. Once players are comfortable with their chosen set of rules, they may wish to explore creating their own scenarios.*

### **[20.2] SETTING UP**

The Players must first decide between themselves who is going to play which side. Then they must decide what Scenario to play. Once they have decided which Scenario to play, that Scenario becomes the game. (Note that Scenarios do not link together.) Next they must spread out the map and seat themselves around the map, and select their respective forces from the counter mix according to the Scenario Instructions, deploying these forces on (or about to enter) the map in accordance with the Scenario Instructions. After this, they may begin the first Game Turn.

### **[20.3] AVAILABLE FORCES**

In the **Available Forces Chart** on page 26 of the *MechWar 2* rules, each Player is given list of the formations for each side of the scenarios in the game. For each of the formations listed, the player consults the **Tables of Organization** starting on page 28 of the *MechWar 2* rules to obtain the units available for each of the listed formations in the scenario. Once these units are selected, the players consult the actual scenario descriptions in the **Scenarios** section on page 16 of the rules.

For each of the units chosen from the Tables of Organization, the player can consult the Data Sheets starting on page 33 of the *MechWar 2* rules and transfer the unit data to the players' Unit Status Sheet to play the game with the original units. For a simpler game, the players can choose the equivalent *MechWar 4* units and either

use those units directly on the map or transfer the information on players' Unit Status Sheets.

### **[20.4] DEPLOYMENT**

A Player's initial forces (those units he begins the first Game Turn with) are placed according to the Instructions in the Scenario being played. Usually these forces are either placed physically on the map surface itself (Initial Deployment on Map) or are adjacent to the map surface for entry onto the map on the first or succeeding Game Turns.

#### **[20.41] Initial Deployment on the Map**

When a Player is instructed to deploy certain units (collectively described as a force) on the map, he is normally told to deploy them within a certain area (deployment area) which is bounded by one or more map edges and lines drawn (hypothetically) between hexes on the hex grid or along hex rows. (Note the compass rose on the map, indicating North, East, etc.) Thus, if a force is required to deploy South of the line hex 0119 through hex 3134, inclusive it means that the Owning Player would deploy the units anywhere in the Southwestern corner of the map, including and below (south of) the line of hexes 0119, 0219, 0320, 0420, 0521 2832, 2933, 3033, 3134. Occasionally, a deployment area will correspond to a complete terrain feature. The Owning Player has freedom to place his units as he sees fit, within the deployment area, subject to the normal Terrain and Stacking Restrictions.

#### **[20.42] Initial Deployment Off the Map**

When the Deployment Instructions state that a force is to enter the map on Game Turn One, they mean that the force is positioned adjacent to the map so that it might enter the map on the Movement Phase of the first Game Turn. The Deployment Instructions will indicate whether or not the force is to enter the map in a column formation (one unit behind the other, each entering Successively into the same hex, see 20.61) or whether the force can enter in a free formation (each unit entering onto one hex of a row of hexes or of an entire map edge, see 20.66). In either case, the units composing the entering force must be prepositioned in the order of formation in which they will enter the map.

### [20.43] Secret Deployment

When using restricted Player knowledge and inverted counters (see 11.5), the Players always place their units face-down or under a blank counter. The First Player always deploys first (unless stated otherwise) and his Player-Turn is always the first in each GameTurn. The First Player is defined in each Scenario.

### [20.5] VICTORY CONDITIONS

These are used to determine the winner at the end of the game. They usually state either a geographical objective, or explain how to gain Victory Points. When Victory Points are itemized in the Victory Conditions, the Player with the greater number of Victory Points at the end of the game wins. When the Victory Conditions refer to combat units they mean any unit with an Attack Strength (not trucks or APCs). When the Victory Conditions mention a town, they refer to all of the town hexes composing the town. When a unit is exited off the map in fulfillment of Victory Conditions, it must pay the Movement Point cost for the hypothetical hex it is presumed to be entering upon leaving the map. The terrain in the hypothetical hex is arbitrarily identical to that in the exit hex. Victory is evaluated at the conclusion of the final Game Turn in the Scenario.

### [20.51] Victory Points for Units Destroyed

When the Victory Conditions state that a Player receives points for every destroyed Enemy unit, the number of points which the Players receive is determined is determined according to the Victory Point Schedule table.

*Example:* If the U.S. Player destroys a Soviet T62 Tank Company, he receives 4 Victory Points.

### [20.6] REINFORCEMENTS

Scenario Instructions may state that units enter the map in column or in free formation.

[20.61] Entry in column is accomplished as follows: The units are deployed off map, one behind the other, with the lead unit poised adjacent to the map entry hex listed. If the entry hex is a road hex, a hypothetical road may be presumed to stretch off the map, away from the entry hex. Reinforcements do not have to roll for Panic Movement upon initial entry onto the map.

[20.62] As each unit enters the map, it will pay the cost for entering the entry hex plus the additional cost for any hypothetical clear terrain hexes that it would have to traverse to reach the entry hex. If units are entering on a road hex, they are considered to be moving through hypothetical road hexes until they reach the map.

*Example:* The lead unit in the column would pay 0.5 Movement Point to enter the map; the second would pay 1 Movement Point to enter the map, the third 1.5 Movement Points, etc.

[20.63] Once the Players have composed their columns, they may not alter the positions of units in the columns to change the order in which units reach the map. Units specified as entering on a certain game turn must begin their entry on that turn, even though it may take more than one turn to enter all the units in the columns.

[20.64] Given the **number** of units in some Scenarios, often it will not be possible to enter all units onto the map during the first Game Turn that they are available. Units which cannot enter on the first Game Turn of availability simply enter on the second Game-Turn in

column order. Units which are off map are out of play for all game purposes except, of course, to be moved along in sequence in order to eventually reach the map.

[20.65] Once a **unit** enters the map, it may be moved freely with no restrictions as to formation.

[20.66] When not **stated** otherwise, units may be brought on to the map in any formation the Player wishes: in one column, **multiple** columns, one unit per entry hex, or any combination. The Player may use as many entry hexes as he wishes; however, if more than one unit enters the map through the same hex, then the units which do so are presumed to have entered in column and must follow the procedure for entry in column, above.

[20.67] Reinforcements may be brought on to the map in Mounted condition, at the Player's option, when vehicles are provided.

[20.68] If a unit is assigned entry hex is occupied by **an** Enemy unit, it must enter on the nearest non-Enemy hex.

Note: In ambiguous situations wherein initial setup units can be set up so as to block entry hexes, players may want to declare 3-hex exclusion zones around appropriate entry hexes.

## [21.0] SCENARIOS—THE ARAB-ISRAELI WARS

(See original The Arab-Israeli Wars rules, THE SITUATIONS)

## [22.0] SCENARIOS—SUEZ TO GOLAN

(See original MechWar 2 Suez to Golan rules [206.0] SCENARIO FORMAT)

## H Fire Procedures

### (General)

Tight Pattern: Single hex - full strength;  
Lose 6 hexes, 1/2 strength for adjacent hexes.

#### Off-board Artillery:

Sections: Only Tight Pattern;  
Batteries: Triangle Pattern - full strength;  
Battalion: Loose - full strength all hexes.

Immune from Range Attenuation [6.0], [6.43]

**Tight Pattern:** All units in target hex at full strength. Roll separately. [6.81], [6.82]

Smoke must be Tight Pattern. [7.22]

**Loose Pattern:** Includes 6 adjacent hexes at 1/2 H concentration, round up. [6.81], [6.82]

For each H unit loss

Against **hard/protected**: Subtract 1 from H factor. [7.16] ...to a minimum of 1

Against **soft target**: damage causes a negative DRM instead (D1 = -1DRM, etc.) [7.16]

-2 to die roll if target in woods or town hex. [7.18]

### Indirect

Use October War Artillery Rules Variant [7.11]

Subsequent same hex does not have to be pre-plotted. [7.12]

Subject to scatter. [7.17]

For Arab-Israeli War scenarios, Indirect Fire requires one combat unit as **spotter**. [7.13]

### Direct

During Direct Fire Phase. [6.43]

Fires on D2 CRT. Range Attenuation Table not used. Tight pattern. Only Attack strength used. [6.43]

### (Resolution)

#### H vs. Soft Targets [7.6]

Use H fire concentration as Attack Superiority on **Artillery Line** of Anti-Personnel CRT column. [7.6]

#### H vs. Hard Targets [7.3]

H concentration on "**H Indirect**" line of D2 CRT, Tight Pattern - all units in target hex. [7.33]

Target Defense Strength not deducted from Attack Strength, which may be reduced by damage [7.16]. [6.43]

Roll separately for each unit in the hex.

#### Results:

##### **Buttoned Up:**

Assumes S1 state.

Resolve as H concentration on H Indirect Line of D2 CRT. [7.31]

##### **Unbuttoned:**

If tight pattern, if die <= H concentration, target is S2 state. [7.31]

Otherwise, target is S1.

Use H concentration as attack superiority on "H Indirect" line of D2 CRT. [7.32]



## Infantry vs. Hard Targets

Short Range Disruption possibility at 0 to 1 hexes [6.45]

**B =** Attack Strength 6H, resolved on the H Indirect line of D2 Table, terrain ignored [6.45], or 6H, Tight Pattern at 0 hexes, 3H at 1 hex on H-Indirect Line of D2 CRT.  
Target cannot button-up. Only S1 results.  
Double suppression (S2) if die roll less than H concentration.

Minus one Attack Superiority per firer Disruption Level.

Longer Range Suppression at up to 3 hexes [6.10]

**A =** Resolved on Anti-Personnel Table, modified for terrain. Only suppression for any positive result. [6.10]

Attack Strength minus Defense strength as Attack Superiority on Anti-Personnel CRT  
Any result other than no effect results in a suppression (S1).

Minus one to die roll per firer Disruption Level.