

Maneuver

[1] Introduction

Maneuver is a basic game for two players intended to help those who are new to simulations to understand the fundamental rules and procedures commonly found in wargames. It is an abstract treatment of conflict, and is not designed to cover any particular war or battle in a realistic fashion.

[2] Components

The 10x14 hex grid map contains two lines representing the border between two imaginary countries. Only one line dividing the map in half is used in the Basic Game. Other border arrangements may be used in the Advanced Game (see rule [13]). Each side has a set of cardboard counters known as "units," colored either blue or red. The charts and tables are located on the map and provide necessary information to play. One six-sided die is needed to resolve combat.

[3] Prepare for Play

The players decide who will move first. The player who moves first sets up his Capital unit. The other player then sets up all of his units. Finally the player who moves first sets up his remaining units. All units begin play on their front sides (i.e. the side with larger combat strengths. Note that the reduced strength sides have the combat factor underlined). A player's units may be set up anywhere on that player's side of the border, **except** in hexes adjacent to the border. In addition, the Capital may not be set up on any hex adjacent to the map edge, and must be placed at least two hexes away from a hex located in a corner of the map.

[4] Sequence of Play

Each turn consists of four phases:

First player turn:

- 1) movement phase
- 2) combat phase

Second player turn:

- 1) movement phase
- 2) combat phase

[5] Unit Capabilities

Each player has three types of combat units and a unit representing the Capital. The first number on each Infantry and Cavalry unit is its Combat Strength (CS), the last number is its Movement Allowance (MA). The first number on each Artillery and Capital unit is its CS when attacking, the second number is its CS when defending, and the last number is its MA. Note that the Capital unit has an MA of zero (0). Two units on each side have a reduced side zero ("0") combat strength. These units function normally in all regards (ZOC, etc.)—they simply don't add anything to the CRT die roll.

[6] Movement

During his own movement phase, a player may move some, none or all of his combat units. No enemy units may move during a friendly movement phase. A unit may be moved a number of hexes equal to its printed Movement Allowance (MA). No unit can enter a hex containing any enemy unit. A unit that moves adjacent to an enemy unit is affected by its "zone of control;" see rule [7].

Friendly units may freely pass through each other while moving, but at the end of the movement phase the player's units must obey the "stacking

limit." A hex can contain only **one** Infantry OR **one** Cavalry unit, but not both. In addition, a hex may contain **one** Artillery unit and the friendly Capital unit. If the stacking limit in a hex is violated, the owning player must remove excess units of his choice.

[7] Zone of Control (ZOC)

The six hexes adjacent to a unit form that unit's ZOC. A unit must always stop when it enters an enemy unit's ZOC and go no further that movement phase. A unit that begins a phase in an enemy ZOC may leave that hex and move normally. No unit may ever move from one enemy ZOC hex directly to another.

[8] Combat

During a friendly combat phase, *all* enemy units in friendly ZOC hexes must be attacked by at least one friendly unit. Friendly units may combine their Combat Strengths into a single total, so long as each attacking unit is adjacent to *all* the defending units. Each friendly unit may attack **once** per friendly combat phase. All units in a hex always combine their combat strengths when attacked. Each enemy-occupied hex can be attacked any number of times, but *must* be attacked at least once if located in a friendly ZOC. **EXCEPTION:** units in the Capital's hex are treated differently in combat; see rule [11]. How to conduct an attack:

- 1) Add up the combat strength (CS) of all attacking units participating in the attack being resolved, roll the die and add the result to the CS to find the total attack value.
- 2) The defenders perform step 1 to find the total defense value.
- 3) Subtract the total defense value from the total attack value, and use the table on facing page to determine the outcome.

How to retreat: The owning player always decides how to retreat his units. Units do not remain together while retreating. Units that retreat into an enemy ZOC hex are eliminated, **UNLESS** a friendly unit that is not currently retreating occupies that hex. A unit that retreats into a hex occupied by any friendly units forces *all* such units to immediately perform a one-hex retreat. The "stacking limit" (rule [6]) and penalties for violating it apply at the end of the combat phase.

Advance after combat: Any and all Infantry and Cavalry units involved in a single combat may choose to advance into a hex vacated by a retreated or eliminated enemy unit. Normal movement restrictions (rule [6]) do not apply, so an advancing unit can move from one enemy ZOC to another. The "stacking limit" applies at the end of the combat phase.

Withdrawal: If no attacking units in a combat are Cavalry, then any or all defending Cavalry units may retreat one hex **before** the combat is conducted. If the retreat causes the defending hex to become empty, infantry units scheduled to attack may perform a normal "advance after combat" into the vacated hex. Advancing units may not attack after advancing. If any units remain in the defending hex after a withdrawal, combat is conducted normally.

[9] Supply

For a unit to have its full combat strength and movement allowance, it must be able to trace a *Supply Path*—a line of contiguous (connected) hexes leading from the unit to the hex containing the friendly Capital unit. A Supply Path must not contain any hexes occupied by enemy units, or vacant hexes containing an enemy ZOC.

A unit that cannot trace a proper Supply Path is *unsupplied*, and subtracts two (-2) from its combat strength if engaged in combat and subtracts one (-1) from its movement factor for movement. Supply is checked for all friendly units at the beginning of a friendly movement phase, and for all involved units at the beginning of a particular combat. An unsupplied unit that can trace a Supply Path during one of these checks incurs the above penalties.

[10] Replacements

Units eliminated from the map should be set to one side in a "dead pile." Beginning on Turn 2 of the game, each player may select any **ONE** friendly unit in the dead pile and return it to play at full strength during his friendly movement phase as a "replacement." Replacements are always placed in the hex occupied by the friendly Capital unit, and may move and attack normally that turn. If no friendly units are in the dead pile, no replacement unit can be received. No replacements arrive if the Capital is besieged or captured (see rule [11]).

[11] The Capital

A Capital unit, and other units in its hex, are treated differently. Each player's Capital unit has a normal ZOC, but may never move. The Capital unit may attack, but it and any units in its hex are *never* required to do so. Adjacent enemy units are *never* required to attack the hex the enemy Capital occupies. Treat AE, AR and DR results as NE (no effect) for the Capital and all units in its hex.

Besieging the enemy Capital: If every hex adjacent to a Capital contains an enemy unit or enemy ZOC, it is considered "besieged." Units in a besieged capital are considered supplied, but all other friendly units become unsupplied the instant they perform a supply check (rule [9]).

Capturing the enemy Capital: A DE result in a combat involving a defending Capital results in its capture. Flip the Capital to its back side, but treat all its values as zero (0). A captured Capital may not serve as part of a Supply Path or receive replacements. A Capital is recaptured and flipped back to its front side the instant all enemy units in its hex are retreated or eliminated in combat, or a friendly unit moves into the hex it occupies. A recaptured Capital immediately regains its combat strength, supply, and replacement capabilities.

[12] Victory conditions

A player wins the game if **both** the following conditions apply at the end of any enemy player turn:

1. The enemy Capital is captured; **AND**
2. the capturing player has at least two more combat units on the map than the enemy player.

If both conditions are not met, play continues. If neither player achieves victory by the end of Turn 10, the game ends in a draw.

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[13] Advanced Game

Once players have mastered the Basic rules, they may wish to try some or all of the following rules to add spice or improve play balance.

1. Large vs. small nation—designate the borders so that one country is larger than the other. Set up accordingly.
2. Army quality—One player uses the front side of his counters, the other uses the weaker back side (underlined numbers). To adjust balance more precisely, one or both players can use a mixture of strong side and weak side units. Reduced unsupplied units suffer the same effects noted in the supply rules. All replacement units enter play on their weak side.
3. Step losses—When an AE or DE result is received, full-strength units are flipped over instead of being eliminated. Units with underlined numbers are still eliminated normally.
4. Replacements—Instead of one unit being replaced per turn, only one step is received per turn. Either a reduced strength unit comes in at the capital, or a reduced strength unit which is in supply anywhere on the map may flip to its stronger side.

[8] Combat Results Table

Difference Result

(attacker minus defender)

+4 or more	DE—All defenders eliminated
+2 or +3	DR—All defenders retreat one hex
0 or +1	NE—No effect
-1 or -2	AR—All attackers retreat one hex
-3 or less	AE—All attackers eliminated

Game Credits:

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