

Rules:**Turns:**

Turns are 12 hours long with battles being 9 hours, the remaining 3 hours are rest, resupply etc...Turn timings are 0200-1400hours and 1400-0200hours.

Sequence of events:**1. Pre-game start:**

Army Commander receives orders from high command and submits first orders to his commanders

Players submit force structure

2. H hour:

Air force commander allocates aircraft as required

Players submit their details for each battle

GM carries out air superiority and heavy arty bn checks and creates battles as required

GM sends out battles to players (password protected)

Players carry out battle

3. Post battle:

Players send GM final save game with their passwords

GM track losses (destroyed/recovered/repared and sent back to resource pool)

GM advises players of update to their current forces

Players report up chain of command

Players submit requests to supply chain

4. Inter turn:

Army commander updates plan with new orders to players

Supply commander makes requests for resource pool replacements

GM tracks when resource pool replacements (24 hour delay before available)

Supply commander issues out replacements to players (24 hour delay before available)

5. GOTO H Hour and repeat

Ground combat:

Morale & experience:

10% increase in morale & +1 increase in experience for a win

10% reduction in morale & +1 increase for experience for loss

-1 decrease in experience for each battalion that receives 33% or less replacements

-2 decrease in experience for each battalion that receives +34% or more replacements

A unit may be disbanded if it goes below both 40% in moral and TOE, all combatants being sent to resources pool

Players can opt to use "for the homeland" battle cry, this provides a +25% bonus to morale too all existing forces, however can only be played once (but no earlier than H+ 48 hours).

Multi-direction attacks

Should a side want to carry out a multi-direction attack they are to choose a primary attack direction whose forces will start on the map.

The secondary attack direction are to arrive as reinforcements at a rate no greater than 1 company per hour from the direction of their attack. Arrival order is recce, tanks, infantry, arty.

Army fire missions

Each side must assign heavy arty bn to political targets.

GM to roll D6 (RNG 1-6)

1. Err wait – political masters keep changing their minds about what to use the heavy arty bn for, lose heavy arty bn for the turn
2. Defend the line – each arty battery is allocated to commander's choice battles, enters on map as reinforcement after 1-3 hours and free to use (max 1 battery per battle)
3. Show of might – heavy arty bn take part in display parade duties in capital, lose heavy arty bn for the turn
4. Stop the noise – heavy arty bn will neutralise 1 enemy EW unit - lose heavy arty bn for the turn
5. Get a Breakthrough now! – full heavy arty bn allocated to commander's choice battle, enters on map as reinforcement after 1-3 hours and free to use
6. Show them who rules – deep-strike fire causes 1 enemy formation to halt for that turn - lose heavy arty bn for the turn

Modifiers:

+1 if side has air superiority

Points:

Points are allocated as detailed - TBC

Spares & repairs:*Recovery of fallen units:*

75% for a win (+ 25% of enemy fallen vehicles sent to resource pool)

50% for a loss

These units are available at the start of the next phase.

Destroyed unit's recovery:

To be decided by player using resources pool, there is a 24 hour delay between requesting from the pool and delivery to front line units.

Refilling the resource pool

Purchasing spare equipment to be carried out using the point system below, there is a 48 hour delay between ordering and delivery to frontline units i.e. request submitted at the end of day 1, available in spares pool during day 2 and available for assignment to front line units end of day 3.

Infantry platoons –

Heavy weapons section –

AFV platoon –

IFV platoon –

Heavy weapons AFV section–

Tank platoon –

Arty platoon –

SAM platoon –

SPAA platoon –

Aircraft section –

Helicopter section –

- heavy weapons section is 2 teams of ATGM/HMG/AGL/MANPAD
- Platoons consist of HQ and 3 sections (for infantry) or 4 vehicles
- It is assumed there are enough jeeps/trucks to mount any ground troops if AFV/IFV not purchased.

Air support:

Commanders must decide breakdown of air superiority/recon and ground support using available aircraft.

Air superiority (fixed wing only) – GM will roll D6 (RNG 1-6) and apply the following modifiers:

Modifiers:

-1 per TAS aircraft

+1 per SR aircraft

-1 if sum of TAS aircraft experience is greater

+1 if sum of SR aircraft experience is greater

Results:

1. Triffistan Autocratic State win air superiority
 - a. TAS suffer 50% damaged
 - b. SR suffer 25% destroyed and 50% damaged
2. Triffistan Autocratic State win air superiority
 - a. TAS suffer 25% damaged
 - b. SR suffer 50% damaged
3. Air polarity
 - a. TAS suffer 50% damaged
 - b. SR suffer 25% damaged and 25% destroyed
4. Air polarity
 - a. TAS suffer 25% damaged and 25% destroyed
 - b. SR suffer 50% damaged
5. Solamir republic win air superiority
 - a. TAS suffer 50% damaged
 - b. SR suffer 25% damaged
6. Solamir republic win air superiority
 - a. TAS suffer 25% destroyed and 50% damaged
 - b. SR suffer 50% damaged

Recon – each side can allocate aircraft to recon missions, each aircraft must be assigned a grid to recon then rolls a D6 (RNG 1-6), the GM then adds any modifiers and informs each side of the result (note: anything less than 1 is counted as 1, likewise anything greater than 6 is counted as 6)

1. Recon extra success (grid reported as a 2 roll and additional nearby grid recon reported as a 3 roll)
2. Recon success – report actual numbers
3. Recon success – report rough numbers
4. Recon success but aircraft damaged - report rough numbers
5. Recon not successful and aircraft damaged
6. Recon not successful and aircraft destroyed

Modifiers:

-1 if player side has air superiority

+1 if enemy has air superiority

+1 if grid contains enemy AD units (players are told aircraft reports SAM/AAA fire regardless of result)

+1 if using helicopters

Ground support - each side can allocate aircraft per grid/battle

Airforce commander to decide weapon loadout for ground support but will be either ironbombs and/or rockets and inform GM before battle starts

Each pair of aircraft will arrive at the requested time and have TOT of:

- 30minutes if enemy has air superiority
- 1 hour if air polarity
- 1 hours and 30minutes if player has air superiority

Aircraft recovery – damaged aircraft are assumed to make it home but out of action for 2 command phases

10% increase in morale & +1 increase in experience for an air superiority win

10% reduction in morale & +1 increase for experience for an air superiority loss

-2 experience for each replacement aircraft

Attack helicopters:

If the enemy side has air superiority any use of helicopters may result in hostile interception. RNG 1-100 is generated plus the number of helicopters equals loss % of helicopters before the battle e.g. player allocates 6 helos to a battle, RNG = 34, +6 = 40%, (rounded down if required) 2 of the 6 helos don't make it to the map.

Air polarity or friendly air superiority has no effect as it is assumed friendly aircraft will chase away enemy aircraft or protect friendly helo in these situations.

Special Rules:

Special Forces:

Player can use Special Forces in 2 ways (must be decided at the start of the game)

- a. Disruption of enemy support - Special Forces launch a single attack on supply dumps & reinforcements heading to the front – delays enemy reinforcements by 12 hours per company deployed. However the Special Forces company(s) are captured/killed and can no longer be used.
- b. Vertical envelopment – can be used as required but requires 24 hour notice of operation to GM and all available aircraft will be committed to air superiority for the duration of the operation - see below

Vertical envelopment:

Players can opt for a Vertical envelopment operation using their Special Forces, helicopters and fixed wing aircraft, the player receives 1-3 companies Special Forces on any map not occupied by enemy fighting units, to capture key terrain. This will deny the map to the enemy forces (see below).

There will be no friendly air-ground support for that turn, in addition helicopters cannot be deployed until the player links his forces with the Special Forces (i.e. the player controls a map adjunct to the Vertical envelopment map)

The enemy is not to be made aware of this activity until units try to transit through the map. Once aware however they can decide to assault the map after a 12 hour delay, this will generate a standard battle using the player Special Forces and all available helicopters and fixed wing aircraft assigned against what enemy forces are assigned.

Players must link up to the Special Forces within 48 hours or they are classed as killed/captured and can no longer be used.

Engineering:

As engineering functions are abstracted it is assumed 'battle groups' will have attached combat engineers for common battle tasks.

Outside of battle the following is to be applied per Engineer support Company per map zone:

1. Mine laying – 1x 500m hex can be laid per 2 hours
 - a. Once laid mines are to remain in situ until detonated
2. Obstacle laying - 1x 500m hex obstacle can be laid per 1 hour
3. Obstacle clearing – 1x 500m hex can be cleared per 2 hours

Random events:

These are to be used by the GM to enable a balanced ebb and flow of battle if required.

1. Arms dealer – this unscrupulous person offers the players a consignment of advance weapons for fixed but expensive price, however these take 2 days to arrive in the resources pool.
2. Presidential order – sometimes the president will issue orders to the army commander, these must be attempted, failure to attempt these orders will result in a hefty penalty or even sacking of an officer resulting in a 24 hour delay in that officers activities (the actual player will not be removed from the game), success will result in bonus points or a 50% reduced delay in a random officers activities as he receives praise for doing his part in a 'heroic mission vital to the country'.
3. UN intervention – all fighting to cease for 24 hours while civilians are evacuated by UN forces

Key roles:**High Command/Country Leader**

Handled by the GM as a method of providing strategic direction to the army commander

Army Commander

Responsibilities:

Reporting directing to the country leader the Army commander is responsible for the overall conduct of the army and overseeing planning of all operations and general defence of the country.

Provides weekly reports to the country leader on current status of Army and its activities (current and future plans)

Army Ground Operations Officer

Responsibilities:

Reporting directing to the country leader the Army commander, the Army Ground Operations Officer is responsible for the overall planning of all ground operations.

Provides weekly reports to the Army Commander (current and future plans)

Provides weekly requests for equipment to the Army Supply officer

Army Air Operations Officer

Responsibilities:

Reporting directly to the Army commander the Army Air Operations Officer is responsible for all air and counter air operations in support of the army and general air defence of the country.

Provides weekly reports to the Army Commander

Provides weekly requests for equipment to the Army Supply officer

Army Supply officer

Responsibilities:

Reporting directly to the Army commander the army supply officer is responsible for ensure supplies and replacement equipment is allocated as required to support army operations

Provides weekly reports and requests for equipment to the country leader

Army press officer

Responsibilities:

Reporting directly to the Army commander the army press officer is responsible for all forms of external and internal communications about the progress of army activities.

All press releases need to be approved by both the Army Commander and Army Intel Officer.

Arranges and attends weekly press conferences.

Army Intel officer

Responsibilities:

Reporting directly to the Army commander the army Intel officer is responsible for all Intel and counter Intel operations in support of the army and defence of the country.

Provides weekly reports to the Army Commander.

Force Commanders (players)

Carry out orders as given by Army commander via FC:RS battles

Request support as required to carry out army commander orders

Provide Intel post battle to Intel Officer

Request replacement troops for losses incurred during battles to supply officer