**Fundamentals of Modern Warfare: Simulation**

**RULES AND SCENARIO**

**First, a Note:** Unfortunately, to keep this simple and sane, we have not included all elements of modern warfare (in particular: Intelligence, Information Warfare, many communications and control issues). While many of these lie at the heart of the battlefield, the Simulation does not practice many of these elements, and presses a new point: Grand Strategy. Integrating diplomacy and military forces to further a country's interests is a complex game of its own that will receive a great deal of practice.

Furthermore, we note that we have not play-tested this game as much as we'd hoped to. Therefore, there will certainly be edge cases that arise within the heat of battle that are not explicitly covered in the rules. The Gamemasters (GMs) will *arbitrarily* decide these edge cases to what they believe makes the most sense. Debate over these edge cases will be minimized to keep the game moving. We will provide feedback at the end of the game to help you all come away with the maximal amount of useful information.

Don't get hotheaded. Nobody cares if you win. The GMs won't remember that you won if you become a freshman at MIT some time down the line. This is about learning, and having fun.

**Jargon:**

1) "Areas," "Spaces," and "Territories," in the context of the macro-map, all refer to the same thing.

2) "+1" and "-1" modifiers can be very confusing in the context of dice rolls. Just remember: if it's a "+" that's good, and if it's a "-" that's bad. So a +1 modifier to your 4+ dice roll actually means you're now looking for 3+, etc. I know, it's silly. I know, it's not how D+D does it. If you're confused, ask us.

**RULES:**

**Turns:** There are 9-12 turns (we won't tell you until it's over. This is designed to prevent one country from doing something long-term stupid but short-term good in the last turn), each representing a day of conflict. During that time, any unit (or stack of units) may move to an adjacent space on the macro-map. All moves are submitted simultaneously, and combat will occur immediately afterwards. The non-combat phase of a turn should last 10 minutes, and the combat phase of a turn should also last 10 minutes.

**Combat:** Combat occurs when the forces of two countries meet during simultaneous or unilateral movement on a sea or land space, and do not agree to share the space, or they try to switch places and do not agree to let each other pass. The units in the space are moved, during the combat phase, to the hex grid for battle. If two groups from adjacent territories try to move into each other, and do not agree to switch, the victor replaces the loser.

**Committing Troops:** Troops must be committed into a move during the submission, but after the 5th salvo round, either side may move troops into the fight that are in adjacent territories, given that they have not moved or fought (or will move/ fight) this turn. This simulates bringing in otherwise inactive reserve units.

**Hex Combat System:**

When two forces do battle in a province or sea territory, their units move to the hex grid. Spaces are actually designated by intersection points, as opposed to open space. The defender gets to place his pieces first; in the case of a simultaneous entry or "switch," a coin is tossed. All units are placed, initially, in the first three rows (in any orientation desired), and then are moved. The attacker may move and then fire if within range, calling his targets. Roll dice to hit, based on unit and country capabilities and modifiers. The defender should note what units are hit, but should not remove them until his return salvo is over. After the first salvo-round, both sides should remove their destroyed units and may continue. The battle may last up to 10 salvo rounds. If the conflict is not resolved by then, the conflict is over. Both units may freely retreat from the space (normal retreat rules apply), but if they choose not to retreat, they are locked in battle and cannot move the next turn (and must enter combat the next turn to resolve it). Other units may be moved into the space during such a delay.

**Retreats:** an attacker can call off an attack at any time and return to its original territory (From which it attacked). A defender can declare that it is retreating, and the attacker gets to fire a free salvo at any units within range. If a defender wants to retreat, it must have a friendly or empty territory into which it can retreat that is not currently occupied by enemy forces. Otherwise, the retreating force is surrounded and destroyed. In the case of simultaneous entry or "switch," both sides are considered an attacker (but will similarly be destroyed if they try to retreat and do not have friendly adjacent territories.

**Movement on Hex Grid:**

- Infantry moves 2, range of 1.
- Armor moves 3, range of 3.
- Artillery moves 1, unlimited range.
- Transports move 2, range of 1.
- Subs move 3, range of 3.
- Capital ships move 3, range of 4.
- Aircraft carriers move 3, range of 2.
Occupation and Supply Areas:
Each country has multiple supply areas, shown as black dots on the map. These areas are depots of supplies for each country. Interactions are essential to battle. If a unit is cut off from all of its supply centers (i.e., the player cannot trace a line of friendly-occupied or neutral land or sea territories between its troops and its supply center, the supply center being occupied also counts as a cut-off), its units operate at a -1 modifier.

Espionage is also allowed. This includes 'stealing' in-game documents (these will be obvious... for example, stealing a document by walking off with it without being noticed-- if a player notices another player trying to steal his documents, he may report the player, and the reported player will lose one victory point. Lies and deception are encouraged, as well.

Resources and Victory Points:
Certain resources exist on the map, and they are obvious. They are: oil, gas, coal, metal ore, fish and industry.

Some countries receive additional victory points for securing a certain amount of a resource. To secure a resource, a country's units must alone occupy the territory with the resource, or that country and its allies must occupy the territory and agree on who owns the resource. Contracts can be signed and handed in to the GMs to trade resources. Any conditions can be put on these, and if the GMs feel the conditions are violated, the contract will be void. The GMs will kludge the contract at end-game to say that it is 100% economically effective if it is still active. Such trades simply transfer some portion of resources to another country at end-game. Victory points are not a resource, and therefore cannot be traded. Any or no conditions can be put on the transfer of resources. N.B. a contract will not be binding unless it is handed in to the GMs.

Finally, resources owned at the beginning of the game do not count towards extra victory points at the end, but losing them will result in a loss of victory points.

Diplomacy and Espionage:
Players are encouraged to conduct diplomacy with other players during the non-combat phase. While diplomacy is technically allowed during the combat phase, a player that is currently fighting a battle on the hex grid cannot interact with any player not fighting on the same grid.

Nukes:
A nuclear-armed country can launch a nuke at a territory at any time. To do so, the leader must submit an order to a GM saying which territory(s) the strike will target and the number of missiles to be launched at each. Two minutes later, a GM will announce the launch and the target(s). Two minutes later, each missile will resolve. Game will continue while the nuke is on its way.

Submitting Orders:
Each round, each country's leader must submit an order sheet. For movement orders, the leader must detail what is being moved (an absolute number of units, a fraction of the total, or specify how many to leave behind), from where and to where each unit is going, and the field commander for the movement. If the movement results in a combat, the field commander is responsible for fighting that combat. If the same field commander is responsible for more than one combat, he or she may assign someone else to fight some of them.

The leader must also designate a defensive commander, who will be responsible for fighting any defensive battles the country becomes engaged in. Air strikes and nuclear strikes may be included under special orders.

UNITS:

Land:
Infantry has 1 hit point.
Artillery has 2 hit points.

Artillery has 1 hit point. Does no damage, but will stop one unit from moving or firing during the next turn on a hit. If artillery attacks a stack of units, it will roll a separate attack against each unit in the stack.

In coastal combat, if an artillery hits a ship, the ship will lose one hit point.

Artillery can also lay siege to an enemy's industry in an adjacent territory. To do so, declare a siege, the target, and the number of artillery firing. If the number of artillery sieging a given territory is greater than or equal to the number of industry points the territory has, that territory cannot function as a supply centre during that
round. For every nine hit points lost (rounded down), the territory loses one point of industrial capacity. If a supply center loses all its industrial capacity, the supply center is destroyed.

Sea:
- **transport** ships may carry up to three land units each. They all have a very weak attack, and have 2 hit points. A transport may load and unload any unit from/to any land space that it is adjacent to at any time. Simply keep the chip representing the transported land unit with the transport. If transports are destroyed, the land unit within is also destroyed.
- **submarines** have a +1 modifier against capital ships, and have 3 hit points.
- **capital ships** have 4 hit points. In coastal battles, capital ships can attack land. Their attack against land works exactly like an artillery strike.
- **aircraft carriers** have 4 hit points. Aircraft carriers carry 4 airstrikes each, and all 4 are lost if a carrier is sunk (regardless of any previously lost). Airstrikes attacking a territory with an enemy aircraft carrier present must make the roll to evade anti-aircraft fire at a -1.

Air:
- **airstrikes** are unique in that they are not on-map units. We model modern bombers as being somewhat invulnerable and invisible at 15,000 feet, so countries simply have a certain number of airstrikes. An airstrike can be either a tactical strike or a strategic strike.
  - If there is nothing in the targeted territory, the strike is used up for the round and has no effect.
  - If there is an enemy in the territory, the attacker must roll a die for each airstrike. For each die that lands on a 1, an airstrike is permanently lost and does not get to make its attack.
  - In a tactical strike, if there is not a battle taking place in the targeted territory, the defender divides the units in that territory into five groups, and the attacker chooses one of those groups to attack. If there is a battle taking place, the attacker chooses one position on the hex grid and rolls an attack against all units in that position.
  - In a strategic strike, roll a die for each attacking plane. Total the numbers on all the dice, and subtract the number of dice rolled. The defender's industry loses that many hit points.

Capabilities: Each country has a unique set of capabilities, which are listed in their country information sheets. These are private, and will be enforced by the GMs, even at the strongest complaints of other players. Capabilities usually include attack and defense modifiers in different situations.

**NET ASSESSMENT:**
See attached sheet for rolls required to hit.

**SCENARIO:**

The year is 2010, and East Asia has just heated up. Reunification talks between The Democratic People's Republic of Korea (DPRK or North Korea) and Republic of Korea (ROK or South Korea) failed two weeks ago, and tensions are high. North and South Korean troops have been shot in skirmishes along the DMZ, and the North and South Korean armies are poised for war, hoping to reunify with force.

While China and the US scramble to try and maneuver around the Korean conflict, the Green Coalition government of the Republic of China (Taiwan) has declared formal Independence, hoping to catch the sleeping Mainland Chinese off-guard, and take advantage of a strong US navy presence in the area to keep the Mainlanders at bay.

Japan, after repealing constitutional bounds on its military spending through referendum, has expanded its naval and regional projection powers, hoping to scramble and secure vulnerable sea resources before the East Asian conflict cuts off vital trade routes with the Middle East and Europe.

The Republic of Vietnam is poised to finally militarily assert its claims to the sea territories (and, subsequently, oil and gas deposits) that are historically and geographically rightfully the property of Vietnam.

The People's Republic of China will reunite all of China once and for all—the Taiwanese rogue government has gone much too far this time. But this growing and resource-hungry country has ambitions in its adjacent waters.

The Russian Federation watches the conflict with great concern, hoping to keep its rivals from taking advantage of the situation to garner power for themselves, and further hoping to bring prestige back to the East Asian states of its Empire.

Finally, the United States scrambles to maintain its strategic allies in East Asia, sending fleets as quickly as possible to prevent the conquering of its endangered friends....

The year is 2010, and the War for East Asia has begun.