

Sand Wars: Maghreb, War for Northwest Africa

Instructions for play

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SAND WARS

Maghreb: War for Northwest Africa

Instructions for Play

INTRODUCTION

SAND WARS is a strategic-operational level wargame of potential conflict between Algeria and Morocco. These two countries are part of the Maghreb, the Islamic northwest Africa. SAND WARS has two players: **Algeria** and **Morocco**. Each country can be played by a single individual, or a team of individuals.

The game is played in **Scenarios**. Each player has a **Strategic Objective**, the condition which they must accomplish to win the game. These are represented by **Objective** cards. Players select these at the start of a Scenario, in secret.

A Scenario begins with **Strategic Turns**. During these turns, players position forces and capabilities and maneuver politically in order to put themselves into a superior position in the event of the outbreak of **Open Hostilities**. During Strategic Turns, players can conduct only limited military operations. After Open Hostilities commence, play shifts to **Operational Turns** representing short periods of intense combat operations. During Operational Turns, players can conduct unlimited military operations.

SAND WARS depicts operations from the standpoint of the armies involved. Often, there is a political tradeoff in conducting military operations, but the game only addresses these indirectly—aside from a few events and player options. Furthermore, these armies have limited capabilities when it comes to command control and logistics. Player can use the game to explore these limitations, as well as how the countries may seek to overcome them.

Players have two basic components with which they can attain their objectives:

- **Operations Cards (Ops cards)**, which allow them to conduct military operations, such as combat, movement,

unconventional warfare, and sustainment.

- **Units**, which represent military organizations, installations, and capabilities, and which players deploy and move on the mapboard depicting the regional geography.

Additionally, **Events** (depicted on the Ops cards) will generate a wide range of diplomatic, informational, military and economic activities that lie outside the control of players but which may affect their operations.

SAND WARS is intended show the full range of options in modern warfare. Certain game functions have been abstracted or simplified to keep players from being overwhelmed by details.

GAME COMPONENTS

COMPONENT LISTING

- Rules booklet
- Design and Player notes
- Game map
- Reduced planning maps
- Displays:
 - Turn Record
 - Algerian Player Display
 - Moroccan Player Display
 - Unit Types chart
 - Terrain Effects chart
 - Ground Combat Adjudication table
 - Impact Marker Adjudication table
 - Major Power Intervention table
- Scenario instructions
- One set of Algerian units (blocks)
- One set of Algerian plastic pieces
- One set of Moroccan units (block)
- One set of Moroccan plastic pieces
- One set of Algerian Objective Cards
- One set of Moroccan Objective Cards
- One set of Algerian Operations Cards
- One set of Moroccan Operations Cards
- Range Ruler
- Red Cascading effects chips.

MAP

The **Game Map** shows the theater of operations. This **mapboard** also depicts several of the charts and tables used during play.

Spaces

The following types of spaces are on the map. Players place their units in spaces:

- **City/Town:** These are circles. They have a Moroccan (red starred) or Algerian (crescent and star) symbol. Cities and towns have names.
- **Resource City:** These are the Moroccan towns with a city silhouette.
- **Desert:** These are the small boxes.
- **Petroleum Zones:** These have triangles with an oil well symbol.
- **Mineral Resource Zones:** These have triangles with a shovel and pick (representing phosphate mines).
- **Nuclear Zones:** These have triangles with a trefoil.

Axes of Advance

The map shows routes, each of which is called an Axis of Advance. Units move along Axes of Advance.

- **Roads:** Solid lines; these represent main lines of communications.
- **Tracks:** Dashed lines; these represent improvised pathways through the desert.

Design Note: there is generally more distance between points along tracks than roads between towns/cities, so the attenuating effects of substandard roads is built into the game map.

Oil Pipeline

This is the solid black line with small squares. Units may not move along the Pipeline; it is only for informational purposes. However, units may enter Petroleum Zones (which are connected to other spaces). For example: Hasi R'mel.

Mountains

Mountains are not contained in spaces. They are dividing points between spaces. These have an effect on movement and combat.

Moroccan Frontier Fortifications

These are depicted by a dashed line representing a fortified berm; like mountains, the berm is a

dividing point between spaces, and affects both movement and combat.

The Frontier

The border between Algeria and Morocco is depicted by a dot-and-dash line.

- **Algeria** consists of all spaces within Algeria.
- **Morocco** consists of all spaces within Morocco.
- **Western Sahara** consists of the spaces in the southwest map corner that have a combined Moroccan/Algerian flag. It initially is controlled by Morocco.

Boxed areas.

These represent critical frontier areas. They have no effect on play. These are projected sites for a follow-on tactical sub-game.

Map Note:

The space astride the border southeast of Zag in southern Morocco is disputed territory. Neither player may set up in it initially. Players may later move into it without violating border crossing rules.

PLANNING MAP

This is a reduced version of the map. Players can use this to plan their operations or for other game functions.

TURN RECORD DISPLAY

Strategic Turn Track

Records the current turn prior to the commencement of Open Hostilities.

Operational Turn Track

Records the current turn after the commencement of Open Hostilities.

Cascading Effects Pool

Place red (Cascading Effects) chips here when a Cascading Effects event occurs.

The Bank

A convenient place to store the red chips until shifted to the Cascading Effects Pool.

PLAYER FORCES DISPLAYS

Each player has a Forces Display which shows:

Current Hand Size Track

A marker shows the maximum number of Ops cards players may hold in their hand at the end of the current game turn.

Replacement box

Place units that were eliminated via combat or other reasons in this box. They may be returned to play via the play of Reconstitution operations.

Off-Map Forces box

Place in this box any Air, UAV, Helicopter, SSM or other Impact markers that are available.

HQ (Headquarters) Display

This is a series of boxes corresponding to a player's HQ units. Place units assigned to HQ units in these boxes. This simulates fog of war, and reduces map clutter.

UNIT TYPE CHART

This explains the various military symbols.

TERRAIN EFFECTS CHART

This is a summary of the effects that the various types of map terrain have on game actions.

GROUND COMBAT ADJUDICATION TABLE

This is used to resolve combat between ground units and formations.

IMPACT MARKER ADJUDICATION TABLE

This is used to resolve the various Impact-marker procedures (e.g., Air Interdiction and Unconventional operations), and Air Defense fires against aircraft.

MAJOR POWER INTERVENTION TABLE

This is used to determine the effects of player appeals for support from Major Powers or from certain Events.

SCENARIO INSTRUCTIONS

This provides the order of battle for each side's forces and their starting locations for a range of initial conditions and game objectives.

PLAYING PIECES

Players should reference the Unit Chart, which defines the nature and symbology of the pieces. There are two classes of pieces: Ground Units, represented by wooden blocks, and Special Units, represented by plastic pieces.

Ground Units

Military forces are known collectively as "units". Units are represented by two sizes of colored wooden blocks with colored labels affixed to one side. Algerian units use orange labels on brown blocks; Moroccan units use khaki labels on grey blocks. These blocks are usually stood on edge so that the owning player can read the label but the other player cannot.

Headquarters (HQs) Units

These are the larger blocks. Each HQ represents a **division** ("xx") or **brigade** ("x") command echelon, plus logistical, engineering, and other support not otherwise depicted as separate counters. HQs may be inactive (placed label down on the board) or "stood up" (placed on-edge normally). When stood up, the HQ shows a Planning Value (PV) of zero to three, indicated by the number of small boxes at the top edge of the piece. The use of this PV is described later.

Example brigade HQ unit showing PV = 2



Ground Combat units

These are the smaller blocks. Generally, these units represent regiments or battalions. The label of a combat unit shows the numbers from one to four. These numbers indicate the current Combat Value (CV) of the unit as the number at the top edge.

Example a tank Combat unit showing CV = 4



Ground Unit types

- HQs
- Tank (armor)
- Mechanized Infantry (armor)
- Recon
- Armored recon (armor)
- Motorized Infantry
- Airborne Infantry
- Naval Infantry (Marine/amphibious)
- Commandos
- Towed Artillery
- Self-propelled Artillery (SPA) (armor)
- Heavy-equipment transporter (HET)

Special Units

In addition to "normal" ground units, players also have various types of Special Units. These are represented by the larger of the plastic pieces, which we also call counters, to distinguish them from the blocks. Algerian pieces are orange and Moroccan pieces are khaki. There are four types of these Special Units.

- Elite "Guards" brigades
- Logistics Bases

- Insurgent Camps
- Guerilla Units.

Elite Units

Each player has one brigade-sized combat unit that defends its national capital (Rabat for Morocco and Alger for Algeria). These pieces may not move from their starting space. Other special characteristics of these units are described later.

Logistics Bases

These are the source of supply for and other support for forces not operating in their home country. Their number is limited to those provided in the game. Once placed, they may not move (although you may freely remove them from the map if you wish to one, which requires the play of an Ops card, and you do not have any available.) Their use is described later.

Insurgent Camps

These are sources of supply and points of origin for Insurgent activities and Guerillas units. Their use is described later.

Guerilla Units

These represent organized forces of armed insurgents. They are treated as special types of combat units as described later.

Markers

These are small plastic pieces. They represent the availability of certain types of capability and the execution of certain types of operations. There are several types of these markers.

Leaders

These represent individuals or cadres of superior command ability or skill. They are mobile units that move freely if accompanying moving pieces, or which may be moved by themselves with the play of an Ops card that allows movement. Their effects are described later.

Installations

These represent buildings and other man-made complexes. There are two types:

- Fortifications (Forts)
- Resources.

Note: these Resource markers, which represent newly discovered or available resources, are an addition to the permanent Resources printed on the map (such as Petroleum).

Impact Markers

The following counters are part of the initial force mix, or are acquired through play of certain cards and are stored on the Player Forces Display in a special box. They are used by placing them on the map as described later and then returned to the display unless eliminated by combat.

- Airstrike
- ELINT Air
- Air Supply
- Helicopter
- UAV
- SSM (surface to surface missile)

The following counters are markers played to identify the location of an action caused by the playing of an Operations card.

- Terrorist Attack
- SOF Operation
- C2 Jamming.

Explanation of Unit Values

Units and some Impact markers have the following values on them:

- **Combat Value:** The uppermost number on a block or the leftmost number on a counter.
- **Recon Value:** Present only on counters; it is the number in the center of the counter. Ground combat units other than Recon types have a Recon value of zero. Armored Recon units have a value of two; other Recon units have a value of 1.
- **Mobility Indicator:** Present only on counters; it is the letter on the right of the counter.
 - G = ground movement. For Guards units, their movement is prohibited in the standard game.
 - A = air movement
 - N = Naval movement
 - Infinity symbol = airmobile qualified
 - Units without a mobility indicator are Static and may not move.

Unit Identifications

Units are not provided with identification information to avoid classification issues.

Status markers

These are small plastic counters. They represent changes in conditions to the map, to units, or to the player situation (such as the number of cards they may draw or hold). These include:

- **Captured Base:** a captured enemy Logistical Base.

- **Control:** a space which is controlled by a specific player, as per the national flag (red for Moroccan, green for Algerian).
- **Disrupted:** a unit or installation which has lost effectiveness as the result of specific activities.
- **No LOC:** a unit which cannot trace a Line of Communication (LOC)
- **Turn marker:** tracks current game turn
- **Resource marker:** shows location of newly discovered resources
- **Hand-size marker:** placed on the Current Hand Size chart to show the maximum number of cards a player may hold in their hand at the end of their turn.
- **Card Modifier:** shows temporary changes to the number of cards a player may hold in their hand at the end of their turn; place this on the Current Hand Size track relative to the basic Hand-size marker.

CARDS

Each player has two decks of cards. These need to be kept separate because they are used for different game functions:

- Strategic Objective cards
- Operations cards.

STRATEGIC OBJECTIVE CARDS

Each player has a set of **Strategic Objective** cards. Each player picks one at the start of the game to determine their objective. Some scenarios may specify the objectives players begin the game with; it may be possible to change these objectives during play.

OPERATIONS CARDS

Each side has a set of **Operations** cards. These cards are divided into four sections:

- **Action:** what the card allows a player to do when played during that player's turn
- **Reaction:** what the card allows the player to do when played during the opponent's turn.
- **Event:** the event that takes place when the card is drawn for that purpose in the Events phase or during an Event Trigger (described below). Events represent various diplomatic, intelligence, military, and economic events that can influence operations on the map. These are picked at random each player turn.
- **Dice roll/ Triggers:** Depiction of the faces of two dice (singular: die). When the rules call for a roll of a die or dice, players turn over the top card from their deck and consult the dice image. When only a single die is

required, use the leftmost image on the card. If the dice roll is surrounded by a red ring, it will indicate an Event Trigger (by the word Event within the ring) or a Turn Trigger (by the word Turn within the ring). The procedure for handling a Trigger is described later.

RANGE RULER

This is a folding straight edge which indicates how far air and airmobile operations can be conducted from bases. To use it, place "0" edge of the Range Indicator at the edge of the space from which the Mission will be flown. Then lay it so it intersects the edge of the targeted space. If this is within the range indicated for the type of mission being flown (air, airmobile, etc.) then the mission is within range and can be flown.

CASCADING EFFECTS (RED CHIPS)

Cascading Effects represent the political effects of operations. These can possibly trigger major game changers via certain Event cards. These are represented by red poker chips.

IMPORTANT DEFINITIONS

ACTIVATION

This is the act of designating a unit or space to conduct an activity by playing an Ops Card to perform one of the functions on that card. By playing a card, you can perform one (and only one) function listed on the card as an Action (during your own player turn) or a Reaction (during your opponent's player turn).

CASCADING EFFECTS

Cascading Effects represent secondary effects of events and operations on the overall political situation. These are represented by the red chips. Certain game actions and events will call for Cascading Effects. This is indicated by a Cascading Effect note on the card indicating the number of chips to be placed in the Pool. This means you place that number of red chips in the Display. Chips may be removed from the display only when called for by an event or Operations card. Certain Event cards will direct the players to check to see how many Cascading Effects "points" as listed on the cards are in play. If the number of chips in the display is equal to or greater than the number listed on the card, then the Event card is triggered. In particular, the War

Breaks Out card triggers Open Hostilities if there are at least 6 chips in the display.

CASCADING EFFECTS BANK

This is a convenient place to put the Cascading Effects when not placed in the Cascading Effects Pool.

CASCADING EFFECTS POOL

This is a box on the Turn Record Chart into which you place Cascading Effects chips when called for by an Event or the play of an Ops card.

CONTROL OF A SPACE

A player **controls** a space if:

- (1) He has one of his ground units occupying it and there are no enemy units in that space.
- (2) If the space was on his side of the frontier at the start of the game and no enemy ground unit has occupied it in the course of the game.

- Only ground units—both conventional and unconventional—can control a space. Impact markers do not.

Disputed control:

A space is disputed if both players have ground units occupying it.

Change of Control:

This occurs the instant a player has a ground unit in a space and there is no enemy unit in that space to dispute control. At that point, the space becomes controlled by the friendly player. If the friendly player moves his units out of the space, it remains in his control.

Design note: Control is being maintained by small units not otherwise represented in the game, such as rear area security detachments.

CONVENTIONAL & UNCONVENTIONAL UNITS

The following pieces are “Unconventional” units: Commando units, Insurgent Camp and Guerrilla pieces, plus the SOF Op and Terrorist markers. All other units are “Conventional”. Note that Impact Markers (other than SOF and Terrorist markers) are not units for the purposes of this definition and Control of spaces.

FORCE STRUCTURE

A **Headquarters (HQ)** is a unit that can represent and control other units. There are two types of HQs: Division and Brigade.

An **Attached** unit is a unit that has been assigned to a HQ.

A **Formation** is a HQ plus any units that have been attached to it. Thus, a HQ by itself, or a HQ

with four units attached, etc., would all be considered to be one formation.

A **Detached Unit** is a non-HQ unit that is on the map.

A **Force** is a general term for a collection of units of any and all types.

FRIENDLY & ENEMY

A **friendly** unit, marker or space is one that is controlled by you. An **enemy** unit, marker or space is one that is controlled by the opposing player.

GAME TURN

Game Turns are the major time increment of game play. There are two types of Game Turns: Strategic Turns (which are before Open Hostilities break out) and Operational Turns (which are after Open Hostilities break out). A single Game Turn comprises two Player Turns.

IN SUPPLY/OUT OF SUPPLY

Units are In Supply if they are within their home country (including Western Sahara for Morocco) or if they can trace a Line of Communication (see below) to a friendly Logistics Base. Otherwise, they are out of supply.

LINES OF COMMUNICATION (LOC)

Certain Operations Cards require units to be in supply or to trace a line of communications (LOC) in order for them to be played. A LOC is a path of spaces traced from one point back to a friendly logistics base along axes of advance. All spaces between those two points must be either friendly controlled, or disputed (occupied by units of both sides). You may not trace a LOC into or through an enemy controlled space.

Length of LOC: The length of the LOC may be the maximum of TWO spaces.

No Lines of Communications (No LOC) markers are provided in order to mark spaces that contain units with no LOC.

Units in the same space as a friendly Logistics Base automatically trace a LOC to that base.

OCCUPY

A player is said to “occupy” a space when he has a friendly unit in it. The distinction between “occupy” and “control” is that control does not require an actual unit—it may be that the player’s units were the last to be in a space.

PHASE

A phase is a discrete part of a player turn in which certain specified actions occur.

PICK or PICK AT RANDOM or DRAW A CARD

This is to blindly choose a card from the top of a deck. See also “Select a Card”.

PLAYER TURN

Players alternate player turns. During your player turn you draw an Event, play Ops cards for their Actions, and discard any cards you do not wish to play or hold and then fill your hand back up to its limit.

ROLL DICE

Draw a card from the top of an Operations Deck and consult the dice images at lower right. If only a single die roll, use the leftmost image.

SCENARIO

This is a specific game of SAND WARS. A Scenario can have up to 10 Strategic Turns and 10 Operational Turns.

SELECT A CARD

This is to deliberately choose a card, as in selecting an Objective. See also “Pick a Card”.

HOW TO WIN

At the start of play, each player selects an Objective card from his deck. Each card has printed on it a specific storyline that defines a set of Objectives the player must satisfy to win the game.

Players check for Victory at the end of the Scenario.

Design Note: a player may fulfill a victory objective prior to the end of the game—this does not mean the player has won yet. The situation may change by the end of the game.

OBJECTIVE CARD INFORMATION

Each Objective card has the following information:

Title: The name of the card

Situation: background story line associated with the card

Victory Conditions: What the player has to do to win the game

Reveal: Reinforcements the player gains at the instant that the card is revealed (see below).

These reinforcements are received from available units in the Reinforcement or Replacement Pools, at no cost and with no delay. If no units are available, then no substitutes are received.

DRAWN SCENARIO

If neither player has fulfilled the condition on their objective card at the end of the Scenario, then the game ends in a draw.

MARGINAL VICTORY

If both players fulfill their objectives, they each win a Marginal Victory.

DECISIVE VICTORY

If one player fulfills their objective and the other does not, then the former player wins a Decisive Victory, the best kind.

REVEALING OBJECTIVE CARDS

Each player keeps the card he picked hidden from the other player. The cards that were not picked are placed to one side, face down, until revealed.

Players reveal their Objective card to the other player:

- At the end of the game.
- Voluntarily during a player’s Operations Phase. A player may want to do this to gain the additional reinforcements listed on the cards. A player must do this if he chooses to change his objective. Players may declare this intention at the end of any Event phase (including their opponent’s). The player must reveal both the old objective and the new objective; he may take the reinforcements available only for the new Objective, and only if he has not already taken reinforcements for an earlier objective.

Once discarded as above, an Objective may be chosen again later.

HOW TO SET UP

To set up the game:

- (1) Players choose which sides they will play.
- (2) Players agree to the scenario starting Mobilization Level:

Peacetime

Tensions

Crisis

- (3) Place all the red Cascading Effect chips in the Bank.

(4) Each player shuffles their Ops cards together and places them to one side. Players may not examine these cards until picked.

(5) Each player chooses one Objective card. The non-picked Objective cards are placed face down to one side. Each player then examines the card they picked.

(6) Each player draws their initial hand of Operations cards, examines them, and keeps them hidden from their opponent until played.

(7) Each player consults the Scenario Instructions at the end of these rules for set-up instructions for each of these scenarios. They consult their Order of Battle, select the listed forces, and place them on the map as instructed. Use the unit identification types and numbers, and spaces in which the units are to be placed. Players must place all HQs face down and may NOT assign combat units to HQs, unless specifically stated in the instructions.

(8) Place Impact markers assigned by the Scenario in the Off-Map box in the Player Displays.

(9) Players place to one side of their position all HQs, combat units and impact markers not assigned by the scenario. Some of these pieces may enter play later during the game through card play.

(10) Put the TURN marker on the “one” space of the Strategic track. (The Operational Turns do not begin until the conditions for Open Hostilities are triggered.)

(11) Begin play of the first Game Turn, following with the Sequence of Play. Continue playing until an End of Game trigger occurs.

FRONTAGES AND HQs

FRONTAGES

A player may never have more than 12 ground units in a space. This includes HQs, conventional, and unconventional units. Units assigned to HQs count against this total.

- For example: you could have one division HQ with eight units, plus three unassigned battalions in the same space.
- For example: You could have a division with three units assigned to it, plus a brigade with two units.
- Note that you may not have both a fully attached brigade HQ (HQ plus 4 units) and a fully attached Division HQ (HQ plus 8 units) in the same space, because that would total 14 units.

Penalties

Frontages are in effect at all times. If for any reason units are found to be in excess of frontage limits, then all friendly ground units in that space are disrupted and the excess must retreat immediately to an adjacent friendly space; already disrupted units are not disrupted again. Units unable to retreat for any reason are instead eliminated and placed in the owner’s Replacement box. (See later for the complete list of Disruption effects.) **Note:** this restriction applies during movement and retreats as well.

Not counted

Impact markers (e.g., airstrikes), static units (e.g., logistics bases), and resources do not count against the frontage total. (Unconventional units such as Insurgent camps and Guerillas DO count.) Various markers (e.g., Disrupted) also do not count. **Note:** the limit represents a subjective judgment of the limitations of the combatants to manage the command control of combat forces operating along limited axes of advance and deployment space.

Engagements

You may move your units into a space containing enemy units, which will trigger combat. Enemy forces do not count against the Frontage limit. Each player could have up to their maximum frontage limit. For example: you might move a division with eight units assigned to it into the same space an enemy division with eight units assigned to it.

HEADQUARTERS CAPACITY

Individual combat units may be assigned to an HQ; this is called **attaching**. Units that are attached to an HQ may be separated; this is called **detaching**. There is a limit to the number of pieces that a HQ may have attached (placed in its box on the player display). Division HQs may attach up to eight combat units; Brigade HQs may attach up to four combat units. An HQ need not have any units assigned to it.

Headquarters units (HQs)

HQ units are placed on the map. When an HQ moves all of attached its units automatically move with it. Units may be picked up and dropped off only by playing a C2 Improvement card.

Initial Deployment

Unless specifically stated in scenario instructions, all HQ that begin play on the map

do so face down and with no units attached. These are inactive. To stand up the HQ requires you to play a C2 Improvement card for that purpose. Place the HQ block with its 0 PV side at the top. Once stood up in this way, you may attach or detach units to and from the HQ by playing a C2 Improvement card.

Activating an HQ

You may activate an HQ to conduct operations by playing an Ops and Plans card. This allows you to move a face down HQ (which can have no units attached). Note, however, that you can also move a face down HQ (only) using Admin Movement or Special Movement. Only an Airborne HQ may use the latter. HETs are not required, even for armored HQ units (see later for the use of HETs in admin movement).

Once stood up, you may activate an HQ to increase its Planning Value (using a C2 Improvement card). Any other type of activation of an HQ (to move, for example) requires that the HQ expend one point of its PV each time it is activated.

Restrictions

An HQ cannot attach another HQ. Only mobile, conventional, ground units may be assigned to HQs. Static units, commando units guerrilla units, and impact markers may not be attached to HQs.

LOGISTICS BASES AND LOCS

A player uses Logistics Bases to provide logistical support to friendly units, that is, to allow certain Ops cards (primarily Combat Logistics) to be played on those units. They also can serve as starting points for air operations from spaces not in your original home country.

LOC

For a unit to make use of a Logistics base, it must trace a Line of Communication (LOC) to such a base. A LOC can be a maximum of two spaces long. All intervening spaces must be controlled by the player. (See the definition of Control.) That base must, in turn, trace a LOC to a friendly home space, or to another friendly base, or to a coastal space and then by sea back to a friendly coastal space. (This is known as daisy chaining.)

INSURGENT CAMPS AS LOGISTICS BASES
Insurgent Camps serve as Logistics Bases to friendly unconventional units only (commandos and Guerillas). They may not be used to launch air missions or conduct airmobile movement. Insurgent Camps are eliminated if their space becomes controlled by the enemy; they may not be captured in combat as a Logistics Base is.

SEQUENCE OF PLAY

SAND WARS is played in a series of Game Turns composed of two Player Turns. Each turn proceeds through a series of steps called Phases, which are structured by the Sequence of Play.

IMPORTANT! Players must follow the sequence of play exactly as written. Game functions must happen at the designated point in the turn!

TYPES OF TURNS

There are two types of turns:

Strategic Turns, each representing a period of time from several weeks to several months. These represent the run-up to open hostilities.

Operational Turns, each representing a period of time of one to several days. These represent open warfare.

These turns use the same sequence of Play, but some actions are not available or are restricted depending on whether the turn is a Strategic Turn or an Operational Turn. Play switches from Strategic Turns to Operational Turns as a result of the commencement of **Open Hostilities**. This is explained below.

A game may have up to ten Strategic Turns. During Strategic Turns, players are limited in how much conventional combat in which they can engage. Once Open Hostilities commence, play switches to the Operational Turn sequence. A scenario may have up to ten Operational turns.

Generally, the sequence of play in the Strategic and Operational turns is the same, with differences noted below.

GAME ENDING TRIGGER

A scenario ends if:

(1) If the turn marker is in the 10 box of the Strategic turn track at the end of the second player turn and Open Hostilities have not commenced.

- (2) Open Hostilities have commenced and the turn marker is in the 10 box of the Operational Turn at the end of the second player turn.
- (3) If one side concedes victory to the other.

At this point, evaluate Victory.

CARD EFFECTS

Certain Event cards will go into effect only on Operational turns; some only apply if the event is triggered during a combat.

TURN STRUCTURE

Each Game Turn consists of two Player Turns. Unless otherwise indicated in the Scenario instructions, the Strategic Turns begin with player turns in the following order:

1. Algerian Player Turn
2. Moroccan Player Turn.

Once Open Hostilities begin, the Player turn order may change, as described later. We call the player whose turn it is the Active Player; the other player is the Inactive Player.

The Player Turn

A Player turn has three phases:

1. Events Phase

The Initiative player draws from the top of his deck of Ops cards the following number of cards, depending on the number of Cascading Effects chips that are in the Display:

- (1) Zero through three chips: one card.
- (2) Four or more chips: two cards.

As each card is picked, it is turned face up and its Event is read aloud. The effects are then implemented. If two cards are picked, then the first one is implemented prior to the draw of the second. Note that the Event may apply to either player, regardless who drew it.

In addition, if a Player chooses voluntarily to initiate Open Hostilities, he must announce this fact at the end of this phase, after resolving all Events.

2. Operations Phase

The **Active Player** can take one of the following options:

- (1) Pass, in which case the Operations Phase ends and he proceeds to the Discard and Draw Phase, or
- (2) Play an Operations Round. Playing an Operations Round requires the player to play an Ops card from his hand and carry out the Action section of that card. If this results in his moving units into a space containing enemy pieces,

combat ensues. During combat, a player may play more than one combat-related Operations card. (The card titles that may be used to support a combat triggered by another Ops card are printed in red.) During the execution of the Active Player's round, the Inactive Player may also play cards from his hand, using the Reaction section to respond to the Active Player's actions. Typically, these Reactions will cancel the Active Player's Action (e.g. the Counter Intel reaction will cancel the Active Player's Tactical Intel card).

Once all activities associated with the play of the Active Player's Ops card are finished, the Active Player may either pass or conduct another Operations Round, until he runs out of cards to play.

3. Discard and Draw Phase

The Active Player consults his aid card to determine the maximum number of cards he may end his turn with. He may discard any number of cards from his hand and then draw new cards from his deck to take his hand up to that maximum limit. He may NOT draw fewer cards; he must end the turn at the maximum hand size. If the deck runs out of cards, shuffle the discards and they become the new deck. Complete drawing from this reformed deck.

Once the Active Player has refilled his hand, his turn is over and play passes to the other player, who now becomes the Active Player. After both players have completed their turn, advance the Turn marker to the next space on the current turn track (either Strategic or Operational).

Design Note: There may be any number of Operations Rounds in a single Player turn, but there are exactly two Player Turns in a Game Turn.

ENDING THE GAME

If both players complete turn 10 on the Strategic track without Open Hostilities breaking out, or turn 10 on the Operational track once Open Hostilities have begun, the game ends immediately. Players reveal their current objective card and determine victory. Note: because certain Event cards will advance the turn marker one space unexpectedly (e.g., UN Emergency Session), the Players can seldom be sure of when the game will end.

Design note: All actions and reactions are generated solely by the play of Operations

Cards. For example, to move a formation requires the play of an Ops and Plans Operations Card. The limited number of cards available represents the limited command and control capacity of the combatants and the chaotic conditions of modern warfare.

OPEN HOSTILITIES

Players are limited in certain operations until Open Hostilities commence. Before Open Hostilities, players may only initiate certain limited kinds of operations across borders. They may:

- (1) Place Insurgent Camps and Guerrillas on the other side of the border.
- (2) Conduct SOF and Insurgent attacks across the border.
- (3) Use no more than one Air piece in any operation across the border in a single operations round. This can be one airstrike, one helicopter operation (strike or transport), one SSM strike, or one UAV flight.
- (4) Move only detached units or Brigade HQs (plus attached units) across the border. Division HQs may not move across the border.
- (5) Players are free to conduct all operations on their own side of the border.

Note that before Open Hostilities players will be using Strategic Turns, while after Open Hostilities players will be using Operational turns.

COMMENCEMENT OF OPEN HOSTILITIES

This may occur in one of two ways:

- (1) A player declares Open Hostilities at the end of the Events Phase of their Player Turn.
- (2) The *War Breaks Out!* Event is drawn and there are six or more Cascading Effects chips in the Display.

THE INSTANT THAT OPEN HOSTILITIES COMMENCE

- (1) Ignore the *War Breaks Out!* Event for the remainder of the game.
- (2) Reshuffle both Operations decks, incorporating the discard pile.
- (3) Move the turn marker from the Strategic Turn track to the first space on the Operational Turn track.
- (4) The Player who is currently Active becomes the first player for all Operational Turns. That is, you advance the turn marker on the Operational Turn track at the end of the other player's turns,

regardless of which Player was first during the Strategic Turns.

AFTER OPEN HOSTILITIES COMMENCE

- (1) Certain Event cards can potentially go into effect when drawn.
- (2) Operations cards are played normally.
- (3) Players may freely move units and HQs and attack across the border.
- (4) Cascading Effects chips are not placed in the Display.
- (5) Once Open Hostilities commence, they remain in effect for the remainder of the game.

EVENT PHASE

During the Events Phase, the Active Player draws one or two cards from the top of his Operations Deck and reads the lower section of the cards labeled Event. Draw one card if the current turn is a Strategic turn and there are three or fewer Cascading Effects chips in the Pool; draw two cards if there are four or more chips in the pool, or if the turn is an Operational Turn. If two cards are drawn, resolve the effects of the first card before drawing the second.

EFFECTS

Some cards take effect immediately; others have an effect that may last the entire Player or Game Turn. In the latter case, you will either place a marker or leave the card face up somewhere conspicuous to remind players of the effect.

DISPOSITION

After an Event card is played, place it in the discard pile unless left out to remind players of its effect. In the latter case, place the card in the discard pile at the end of the Player turn it is drawn.

OPEN HOSTILITIES AND COMBAT EVENTS

Certain events occur only if Open Hostilities are in effect; others occur only if drawn as the result of a dice-roll trigger during combat (these are marked with the word "Combat").

RESHUFFLE.

If the entire operations deck has been used when an Event is to be drawn, then reshuffle it before drawing an Event. The commencement of Open Hostilities also causes both Operations decks to be reshuffled.

OPERATIONS PHASE

You select which Operations cards you want to play from your hand during the Operations Rounds of your Operations Phase. The Appendix to these instructions describe each type of Operations card available and details about its use.

You may play any one Operations card per round to carry out the Action described in the top section of the card. You may play other cards (those whose titles are printed in red) in support of combat situations resulting from the play of your Action. Your opponent may play his own Operations cards for their Reaction ability in response to your action.

EXECUTING OPERATIONS

To execute an Operations card, simply play the card from your hand and read out the description of the Action for which you want to use it. You may select only one function per activation.

For example, you play an C2 Improvement card. You must choose whether to place a new HQ piece into play, or to move pieces currently attached to the HQ out of its holding box and onto the map, or to move units currently on the map in the space occupied by the HQ piece to the HQ's holding box.

PLAYING A CARD IS VOLUNTARY

You do not have to play a card if you do not want to execute it. If you do not play an Ops card during a round, your Operations Phase ends and you move to the Discard and Draw Phase. You may retain an Ops card in your hand as long as you wish, subject to your maximum hand size, in order to have it available to play on future turns.

CASCADING EFFECTS

If a card lists “Cascading Effects” on it, then place the required number of red Cascading Effects chips in the Cascading Effects display (printed on the Turn Record chart). Certain Event cards are only triggered when drawn if Cascading Effects are at certain levels.

For example: The Algerians use an Ops and Plans card to move a recon unit across the border into Morocco. This causes one red chip to be placed in the Display. But if the Algerian recon unit had moved entirely within Algeria, no red chips would have been put in the Display.

REINFORCING UNITS

Each player has a card titled Call for Aid. This card entitles the player to roll dice on the Major Power Intervention table. There are also certain Events that award the players such an opportunity. The exact procedure for using that table is described on the table itself. Many results from this table award the player new units (reinforcements) that he may place into play. A Player may also receive reinforcing units when he reveals his objective card (as described earlier). Unless noted otherwise, a reinforcement must be placed either in the same space as a friendly unit on the map, or in the Off Map display, as dictated by the table or the Objective card.

For example: If a deployment instruction indicated a unit would be placed on a friendly HQ, then you could place it on any friendly HQ.

Special deployment locations

In addition to the locations listed on the Intervention table, the Algerian player may place any reinforcing unit in either Alger or Oran. The Moroccan player may place any unit in any one of his Resource cities.

Deployment and LOC

Additionally, for a unit to be used to deploy newly arriving reinforcements, it must be able to trace a LOC back to a friendly Logistics Base. (Note that this requirement applies even if the unit is in its home country.) See the definition of LOC. Units that are built on a Logistics Base or Insurgent Camp do not require a LOC—the Bases/Camps are self sufficient for the mobilization of units.

Delayed deployment

If a reinforcing unit is to be deployed but there are no units on which it can deploy, then the unit is delayed a turn. Place it on the Turn track for the next turn as a reminder. Also, a player does not have to deploy a unit on the first turn it is available; it can be delayed on the turn track indefinitely.

Air, Helicopter, UAV, SSM units

When these pieces are awarded, they are always placed in the Off Map box on your player control chart. They are only placed on the map when conducting missions, then return to the off map box when completed (if they survive).

REPLACEMENTS

If a unit can trace a LOC at the instant that it is eliminated it is placed in the Replacement pool. It may be returned to play by playing a *Reconstitution* Action. This is explained later. (Note that it is quicker to return a unit to play in the latter case.) If a unit cannot trace a LOC at the instant that it is eliminated, however, it is permanently removed from play; this means that the eliminated unit is out of play for the rest of the game.

COUNTER LIMITS

The number of units in the counter mix is a limit. You may not deploy units in excess of the limit. You may make up additional Control, Disrupted and LOC markers, because these represent unit status and not formations per se.

DISCARD AND DRAW PHASE

Once a player has played all the Operations cards he can or chooses to play during his Operations Rounds, the Operations Phase is over. (In particular, this means that the Inactive player may no longer play Reaction cards.) Play shifts immediately to the Discard and Draw Phase.

DRAWING YOUR HAND

During the Discard and Draw phase (on both Strategic and Operational turns), each player may discard any cards remaining in their hand. They must then draw a new hand of cards equal to the maximum hand size indicated on their Player Aid card.

MAXIMUM HAND SIZE

Normally, the maximum number of cards a player may have in his hand is 10. This maximum can fluctuate in both positive and negative directions as follows.

- (1) Scenario instructions will indicate the starting hand size for both players and any automatic increases in that hand size as turns progress. (*For example, the basic scenario starts with hand sizes of six cards for Algeria and five cards for Morocco. These increase by one card (each) at the beginning of each even-numbered Game turn.*)
- (2) The maximum hand size may increase when directed by certain event cards. For example, the card Mineral Discovery (Algeria) awards Algeria an

additional card each turn for discovery of a specific resource space.

- (3) The maximum hand size may decrease temporarily through other events and through the loss of resources. Each oil and nuclear resource space lost by Algeria (through disruption of the installation or occupation by or Moroccan or Insurgent units) reduces Algeria's maximum hand size by one as long as the space is in that condition. Each Phosphate resource or Resource city of Morocco that is disrupted or controlled by Algeria or Insurgents reduce the Moroccan hand size by two.
- (4) If either player had an increase in their hand size because of discovered resources (one additional card per resource space discovered), the disruption or occupation of that space by the opponent reduces the original owner's hand size by one.
- (5) Note that a player occupying an opponent's resources does NOT gain cards for doing so.

GROUND COMBAT ADJUDICATION

Ground Combat occurs when a unit or formation moves into a space occupied by an enemy ground unit or formation. This will happen (usually) as the result of an Ops and Plans action, or as the result of a *Special Move*. At this point, you must initiate combat. Note that entering combat does not require the play of an additional card beyond the one that activated the force to move!

PLAYING MULTIPLE CARDS

During an Operations Phase in which Ground Combat is taking place, the Active Players may play certain additional cards to provide support for the combat. These cards have their action titles printed in red.

- (1) *Air Operations*: for Recon and Close Air Support
- (2) *Combat Logistics*: to add additional firepower strength
- (3) *Tactical Intel*: to add additional Recon value
- (4) *C2 Jamming*: to deduct one from the opponent's Recon value (Algeria only).

INACTIVE PLAYER REACTION

The Inactive Player (also referred to as the defender) may play cards from his hand to use their Reaction ability to affect the combat. The Reaction titles of these cards are printed in red.

- (1) *Air Intercept*: for Recon and interception of enemy air operations
- (2) *Combat Logistics*: to add additional firepower strength
- (3) *Counter Intel*: to cancel an Attacker's Tactical Intel play
- (4) *Counterattack*: to gain a first-fire opportunity during a combat round (as described later)
- (5) *Commit Reserve*: to reinforce the battle space with a unit from an adjacent space
- (6) *Withdraw*: to abandon the space before resolving a round of combat and so prevent further losses.

COMBAT ADJUDICATION PROCEDURE

Each Ground Combat goes through the following steps:

- (1) **Reveal Formations Phase**: Each player must reveal all units in the space. Tip over the unit blocks so that their current CV is pointed toward the opponent. If any HQs are present, remove their attached units and place them adjacent to the HQ piece as above, so that you can remember which units are attached to which HQ.
- (2) **Air Operations Phase**: The Attacker may play Air Operations cards to commit air units to support the combat. If the Attacker committed Air units to the combat, the Defender may play an Air Intercept Reaction to attempt to intercept those units with air units of his own within range. (See later for the procedure for resolving air interceptions.)

(3) Recon phase:

(3a) Each player designates one (and only one) ground Recon unit to determine the basic Recon value of the force. (Armored Recon units count as 2, non-armored as 1.)

(3b) The Attacking player may add the recon value of one (and only one) Air, Helicopter or UAV that has a Recon value of "1" or more and survived the air interception step.

(3c) Each player then rolls one die. Add it to the total of the selected ground unit's Recon value, plus the Recon value of any supporting air, helicopter or UAV unit. The player with the higher total has the **Recon Advantage**. In the event of a tie, the defender wins. To reiterate: no matter how many units you have, you choose

only one ground unit's Recon value plus one (if any) Air unit.

(4) **Withdrawal Phase**. The player with the Recon Advantage now has a choice:

(4a) **Withdraw before combat**. If this is chosen, then the player immediately moves all or some of his mobile units into an adjacent space. That space must have no enemy units in it, must be controlled by the player, and must be a space those units could otherwise enter. Static units may not withdraw. If all units withdraw, the combat comes to an end. If more than one space is available, then the player can divide the withdrawing forces among them. Units attached to HQs must withdraw with the HQ. If some units are withdrawn but others remain in place, then those follow the Continue with Combat procedure, below.

(4b) **Airmobile and amphibious Withdrawal before Combat**. During the Withdrawal phase of the Combat Adjudication Procedure, units that are capable of Airmobile Movement may be moved out of the space by Helicopter Pickup if they are otherwise qualified to withdraw. Note: even if the airmobile unit begins in a friendly logistics base, it may only conduct the withdrawal if eligible for pickup: it must land at another logistics base in range of the helicopters. This movement may not be intercepted. Amphibious movement may also be used to conduct withdrawal from combat, as in airmobile movement. Both airmobile and amphibious withdrawal does not require play of any other card to effect the withdrawal itself.

(4c) **Continue with the combat**. Combat takes place. The player with the Recon Advantage will have an edge as described below.

(5) Combat execution.

The side with the Recon Advantage now "fires" on the opposing force. However, the Defender may preempt this first fire by playing a Counterattack Reaction, or he may play a Withdraw Reaction to retreat all of his pieces (and that really does mean all; no "rearguard") before the fire is executed.

(5a) Total the friendly Combat Value of all units participating in the combat. **As an exception, if the Attacker moved any non-self-propelled artillery into the combat space this phase, do NOT count their CV in a first round of combat.** They do count in the second round of combat (see below). Once you determine the base CV score, modify it for:

- Combat Logistics (+1 CV per unit)

- Close Air Support (+ the CV of all air units contributing close air support)
- This gives the total combat value.

(5b) The firing player then consults the row on the Combat Adjudication Table corresponding to the total firepower. Roll two dice and total the results. Cross index the dice roll with the row on the table representing the number of firing Combat Factors.

(5c) **Loss extraction (Attrition):** the number is the number of **CV points** the enemy (targeted side) must lose. The enemy selects which units will absorb these losses from among his own units. This is explained in more detail below.

(5d) **Loss extraction (Retreat):** if “+R” follows an attrition result on the table, then any surviving enemy units **Retreat**. This is explained in more detail below.

(6) **Destruction?** If the enemy force was completely destroyed or retreated out of the space, then the combat comes to an end. If not:

(7) **Return Fire.** The enemy (i.e., the player at this point who did NOT have Recon Advantage), has a choice:

(7a) He can either **withdraw** (as described above), or:

(7b) He can **return fire**. If he chooses to return fire, then he executes combat as per (4), using only his surviving units plus any Combat Logistics and Air units he may have available to provide close air support.

(8) **Continue.** If at this point both sides have surviving units in the space, then the combat adjudication sequence is repeated for a second round. Start with the (2) Air Operations Phase. Note that to commit air units to this phase, players must play new cards.

(9) **End of combat:** If one side has been completely destroyed or cleared from the space, the other side wins the battle and gains control of the space. This ends the combat. If two rounds of combat have already been played and both sides continue to have forces in the space, the combat comes to an end, and both sides co-exist in the space.

(10) **Ongoing combat:** On a subsequent operations round or phase, the Active player at that point may re-initiate the combat using the pieces in the space, or by moving a new unit or formation into the space. In the latter case, the new unit or formation may combine its strength with the existing formation in the space. In either case, all combat requires play of an Ops and Plans card to initiate, regardless of whether the forces moved or not!

CAPTURING BASES.

A player may capture an enemy Logistics Base as a result of winning a combat in that space and clearing (eliminating or forcing the displacement of) all other enemy ground combat units out of that space. At this point, roll one die.

Result = 1-3: Base is destroyed.

Result = 4-6: Base is captured.

If captured, place a Base Captured marker on it. If the original player recaptures the Base later **during the same turn**, the base is restored to control.

A captured Logistical Base may be used by the new owner as if it were his own base for the remainder of the current game turn. The captured base is automatically removed from the map at the end of the game turn (and the original base counter is returned to the player who originally controlled it).

Design note: because of overall incompatibility of logistical systems; the capture represents a temporary boost from captured POL and other materials.

NO CAPTURE OF INSURGENT CAMPS

Insurgent Camps are eliminated if their space is occupied by the enemy after combat; they may not be captured.

EXTRACTION OF COMBAT LOSSES

Attrition (numbers)

Losses are expressed in terms of “steps” of CV lost. A unit loses a step by rotating its block to the next lower number. If the block is already on the lowest number (usually 1), the block is removed from play. If the piece currently has a valid LOC, it is placed in the Replacement pool of its owner; if not, it is permanently out of the game. The plastic pieces (e.g., Guerilla units) have only a single step and are removed as above if they suffer a loss.

IMPORTANT EXCEPTION—Elite Brigades:

these count as two steps for loss purposes and they can only be removed if they are the last piece in a space when two or more step losses remain to be taken. (That is, they always take losses last.)

A player must eliminate steps as follows based on the printed result. A result of “0” (zero) means no steps are lost.

The player being targeted by the fire chooses which units will lose the first/next step. A player may choose any combination of units to take losses as long as the losses are taken according to the procedure below.

- The first/next step must come from the piece with the highest CV remaining. (Ignoring Elite Brigades as describe above.) If there is more than one unit present with the same largest strength, take the step from an armor unit if the opponent has any of his own armor units or CAS involved in the combat. For example: A Combat Adjudication result calls for a “3” loss. The targeted player has three armor battalions, and one infantry regiment present, all at strength 4. All three armor units must take a step loss if the opponent has any armor in his firing force.
- For example: A Combat Adjudication result calls for a “1” loss. The targeted player has only an Elite Brigade in the space. He suffers no loss because it takes two hits to kill the Elite brigade. If, on the other hand, the attrition result called for 2 or more step losses, the player must lose the Brigade.

If the attrition result calls for the loss of more steps than a player has present in the combat, there is no additional effect; the excess does not carry over to units in other spaces.

- For example: a player has two units in a space, each of one step, and three losses are called for. The player would only lose the two units.
- To Emphasize: losses are in terms of steps, not firepower factors or units. (Except for Elite brigades, the basic game equates CV, firepower, and steps; players may choose to modify this relationship to reflect their own understanding of the military capabilities of the forces involved.)

Retreat (“+R”)

If a combat calls for a Retreat, then following the extraction of any attritional losses, the player with the targeted force must do the following:

- (1) All units that are attached to HQs are detached.
- (2) The player then must move his units one space as described in the **Withdrawal** rule.
- (3) Retreating units are destroyed (they lose all remaining steps) if:
 - They have no place to withdraw to.

- If they are static units.
- If they are disrupted.
- For example: The attacker has a total of 11 ground CV plus one point of Close Air Support. This gives him a total of 12. He fires on the 10-12 line and the die roll total is “10.” The result is “3+R.” The enemy must remove three steps, and any surviving enemy units then Retreat. If any of those units are already disrupted, they are destroyed.

High Morale units: the following units ignore Retreats:

- Elite brigades.
- Units in fortifications.
- Algerian units in Oran and Algiers.
- Moroccan units in Resource cities.
- Moroccan units occupying a space behind a berm but only if all attacking units crossed the Berm by ground movement to make the attack.
- All units attached to a division or brigade HQ which has a Leader assigned to it.

WHICH UNITS ARE SUBJECT TO COMBAT RESULTS

- All combat units in a space are subject to attritional losses and retreat. This includes mobile and static units.
- Installations other than Forts have no effect on combat. They are never taken as ground combat losses. (They may be affected by air attacks; see later rules.)
- Air units that participate in a combat (as Recon or Close Air Support) are not affected by the outcome of that combat. They would be affected by Air Intercept combat and Antiaircraft fire, as described in the **Antiaircraft** rule later. See also the Air attack procedure, later.
- **Zero Factor Units:** Units with “0” CV factor add no firepower to the combat. They are subject to losses. (HQs have 0 CV; their PV is NOT a CV.)

TERRAIN AND COMBAT

Units defending in the same space as certain terrain have the number of steps they are required to lose halved. Round up any fractions. This includes:

- Algerian units in Oran and Algiers.
- Moroccan units in Resource cities.

- Moroccan units occupying a space behind a berm, if the attacking units crossed the Berm by ground movement to make the attack.
- Any units occupying a space behind a mountain, if the attacking units crossed the mountain by ground movement to make the attack.
- Any unit in the same space as a friendly fortification.

For example: A force in a space with a friendly fort is supposed to lose 5 steps. It loses instead 2.5 factors, rounded up to 3.

If a force can take advantage of more than one defensive terrain, then it still reduces losses by 50% maximum—these benefits are not cumulative.

USING ADDITIONAL CARDS IN COMBAT

A player may use certain cards to support any eligible combat. This is an exception to the general rule that only one card per Operations phase may be used. These cards have their Action (or Reaction for the defender) title printed in red.

Combat Actions

The following lists actions that the Attacker may play in support of a combat.

- Air operations
- C2 jamming (Algeria only)
- Combat logistics
- Naval operations
- Special move
- Tactical Intel.

Combat Reactions

The following lists the reactions that the Defender may play in support of a combat.

- Air intercept
- Combat logistics
- Commit reserve
- Counter Intel
- Counterattack
- Naval intercept
- Withdraw.

Combat Logistics action and reaction

At the instant that a player uses his force to “fire” on the enemy, as either the first or second player in the combat sequence, he can choose to play a Combat Logistics card if his force can trace a LOC. (The Attacker must play the Combat Logistics Action; the defender the Combat Logistics Reaction.) If this is the case, add +1 firepower factor to each ground unit with a combat value of “1” or more for that specific

round of combat. A player may play more than one *Combat Logistics* card in the same combat, and even in the same combat round.

- For example: If a combat went two rounds, a player could play a *Combat Logistics* card both rounds if he had two such cards in his hand.
- For example: A player could play two *Combat Logistics* cards for double the effect for one combat round. This would add “+2” combat factors per friendly unit.

Multiple Bonuses

A firing force gains all of the applicable bonuses for cards applied to the combat. For example: A unit could gain +1 for each firing unit for *Combat Logistics* and a +1 for a single tacair unit providing CAS.

DISRUPTION

Units may become disrupted as the result of certain kinds of operations, such as SOF or Insurgent Attacks, Terrorism actions, and Air attacks. Units that violate the frontage limitations are disrupted as soon as that violation is detected. (See Frontage rules.)

Disruption has the following effects:

- A disrupted mobile unit can move a maximum of one space per activation when it moves. If an HQ is disrupted, or a disrupted unit is attached to an HQ, it reduces the movement of the entire formation to one space.
- Disrupted unit recon values are reduced to zero.
- Disrupted units have their firepower values halved. If there is more than one disrupted unit in a combat, add the firepower values together and then reduce the total by 50%. Round up any fractions. They are considered full strength for extracting losses. For example: A unit with a combat value of “3” would have a value of “2” when totaling combat strength. It would still count as a 3-step unit when extracting losses. See the Ground Combat Adjudication procedure.
- A disrupted unit is destroyed when it is subject to a Retreat result in combat.
- A disrupted Logistics Base or Insurgent Camp cannot provide a LOC.
- A disrupted Logistics base may not be used for Airmobile or Amphibious movement.

- A disrupted Logistics base may not be used as a base for Air operations.
- A disrupted HQ, Logistics Base or Insurgent Camp may not be used to place Reinforcements and Replacements.
- A disrupted resource does not count when determining the number of cards a player may have in his hand at the end of his turn.
- A disrupted fortification does not provide any special defensive bonuses. (Note: the Berm may not be disrupted.)
- If a disrupted unit is disrupted again, there is no additional effect. A unit may have only one disruption marker on it.
- Disrupted units perform all other game functions normally.
- If a disrupted unit is eliminated, remove the disrupted marker. It does not carry over into the Replacement box.

Note that Impact markers (such as Air strikes) are never affected by Disruptions.

RESOLVING AIR AND NAVAL MISSIONS

Combat operations conducted by air and naval forces are represented on the map by Impact Markers. These represent the effects of those operations, as opposed to the actual units themselves.

Following are the types of air and naval Impact Markers:

AIR IMPACT MARKERS

Air markers include Airstrikes, Air ELINT (electronic intelligence), Helicopters, and UAVs. Air Impact markers have firepower and/or recon values. These can be activated by an Air Operations Action to conduct:

- (1) Interdiction
- (2) Combat Recon
- (3) Close Air Support.

Airstrike

This marker represents tactical combat aircraft. It is used for combat missions and must originate from a printed airbase or a logistics base on the map.

Helicopter

This marker represents both transport and attack helicopter capability. It must either originate from or fly its mission to a friendly printed airbase or logistics base.

UAV

This marker represents advanced unmanned air vehicles used for reconnaissance and/or attack. It may originate and fly missions to any space.

ELINT

This marker represents electronic warfare aircraft. It is available only to Morocco. It must originate in a printed airbase or a logistics base on the map.

Surface to Surface Missiles (SSM)

SSM are a special type of air marker. These can conduct a modified form of Interdiction and Strategic Strike. Launches must originate from a friendly logistics base on the map.

Air Supply

This Air marker can provide limited air transport and air supply. It must originate from a friendly printed air base or logistics base.

NAVAL IMPACT MARKERS

These markers can provide interdiction and close support to ground combat units on coastal spaces and behave similarly to Airstrike markers.

DEPLOYMENT

Impact Markers will come into play only when you play a card generating them; otherwise, they are kept in the Off Map box.

When an Operation calls for an Impact marker, place it on the map and execute any actions called for. After the resolution of the actions, return the marker to the Off Map box.

AIR MISSION EXECUTION

To execute an Air Mission, you must activate an Operations card that allows for it. These include:

- (1) Air Operation
- (2) Strategic Air Attack
- (3) Special Movement
- (4) Air Intercept (Reaction).

At this point, place the Air Impact Marker on the map according to the instructions below.

- (1) **Range:** Air missions are launched from towns, cities, or airbases in your home country or from Logistics Bases. All air units can use home-country air bases and Logistics bases; Air Strikes can use ONLY those facilities (that is, NOT friendly towns/cities with no airbase). Use the Range Ruler to determine if the target space is within range. Place the "0" mark of the Range Ruler at the edge of the Base's space and measure to the edge of the targeted space. If that space lies within the band shown on the Ruler for that type of air unit, the mission is allowed.

(2) **Air Defense:** The instant that Air units are placed in a space containing enemy units or Installations, local air defenses units are assumed to fire at the Air unit. See the Air Defense Procedure, below.

(3) **Air Mission Execution**

Follow the Mission Execution procedure as described below.

(4) **Rebasing.** Upon completion of the Mission Execution, return all surviving Air Units to the Off Map box.

AIR INTERDICTION

Air units use Interdiction to attack enemy ground combat units. This mission can be conducted by Airstrike, Helicopter, and UAV with a firepower factor of “+1” or more (and by ELINT aircraft in support). You must play an Air Operations card as an Action to conduct an interdiction attack.

Interdiction Procedure

(1) Place the Air marker conducting Interdiction in a single target space within range of an eligible base. Any number of Impact Markers may be used to target a single space, but each marker requires the play of one Air Operations card. You may play multiple such cards in a single round of your Operations Phase.

(2) Resolve any Air Defense or Interception as described later.

(3) If any attacking Air markers survive, the enemy must reveal all units in that space.

(3) The Interdiction player assigns each surviving Air marker to a single unit as a target. More than one Air marker can be concentrated against a single enemy unit.

(4) Roll one die per combat factor. Outcomes are as follows:

Die roll = 1-3: No effect.

Die roll = 4-5: Targeted unit is disrupted.

Die roll = 6: Targeted unit is eliminated; however, if a HQ receives an Elimination as a result of an Interdiction, it is disrupted instead. In this case, the units attached to the HQ are not otherwise affected by the disruption (i.e., they are not also disrupted).

One Activation, One Round, One Space

A player may conduct Interdiction against only one space per Operations round, but he may use multiple Air Operations cards to attack with more than one Impact Marker at a time.

CLOSE AIR SUPPORT

Airstrike, Helicopter, and UAV markers with a firepower factor of “+1” or more may conduct

Close Air Support to add their Recon and Firepower to friendly formations engaged in Ground Combat. ELINT Aircraft may fly this mission alone or along with other types. This can be conducted only if the player plays the Air Operations Action in support of that combat. If so, the player must play one *Air Operations* card for each Air marker committed to a single space to conduct the support mission.

Close Air Support Procedure

(1) Place the Air markers in the same space as a friendly unit or formation engaged in Ground Combat. This space must be in range of a friendly air base the marker is eligible to operate from, as described earlier.

(2) Resolve any Air Defense or Interception as described later.

(3) Add the Recon value of *one* surviving Air marker to the Recon value of the one ground unit used for Recon.

(3) Add the firepower value of *all* surviving Air markers to the ground combat strength. Air units are not affected by the outcome of ground combat.

AIR RECON

Air Recon allows the player to examine enemy forces within range of an Air unit. Only Air markers with a Recon value of “+1” or more may conduct Air Recon. Note that Air Recon is distinct from the Recon benefit accruing to a ground force from a CAS mission.

Air Recon Procedure

(1) Play an Air Operations Action and place the Air marker on any space within range.

(2) If the marker survives any Air Defense or Interception fire, then the player may examine all enemy units in that space.

STRATEGIC STRIKES

Airstrikes and SSM can conduct Strategic Strikes. Strategic Strikes are targeted against enemy Installations and Resources.

Strategic Strike Procedure

(1) Play a Strategic Attack Action and place the Airstrikes/SSMs in a space within range and containing an enemy Installation or Resource.

(2) Roll one die for each firepower factor and apply these outcomes:

Die roll = 1-4: No effect.

Die roll = 5-6: Target is disrupted.

Limits

No more than one Airstrike or SSM may be used for a Strategic Strike per card played.

SSM strikes

SSM can only conduct Strategic Strikes, not interdiction. Each use of an SSM expends that marker. It may be rebuilt only by receiving it again from the Intervention table. An SSM may not be rebuilt using Reconstitution.

SSM are launched from any friendly Logistics Base that can trace a LOC. Place the impact marker anywhere on the map (they have unlimited range). This has the same effect as a Strategic Strike on a Resource Space.

SSM Strikes may not be intercepted by airpower. Air Defense units have no effect against them.

ELINT AIR

ELINT air has the same range as Airstrikes. An ELINT unit adds its Recon factor to ground units as per other air. However, ELINT is never affected by enemy Air Defense fires or Interception.

In addition, if an ELINT air unit is present in the same space as a friendly units being intercepted by enemy Airstrikes, then the friendly units always fire first. (Note that only the Moroccans may have ELINT air in the game.)

AIR DEFENSE

Each time that an Airstrike or Helicopter marker is used in a space, the enemy may fire Air Defense against them if the enemy has combat units or installations in that space. (Resource spaces alone do not fire, although Moroccan Resource cities do.) Air Defenses may fire at a maximum of one enemy Air marker. Only Airstrikes and Helicopters can be shot at by Air Defense—other air units may not.

Air Defense Procedure

(1) The player with the Air Defense units designates targeted air markers.

(2) Roll one die for each Air Defense unit in the space and apply these outcomes:

Die roll = 1-3: No effect; air marker completes its mission.

Die roll = 4-5: The air marker is aborted; return it to the off map box without executing its mission.

Die roll = 6: The air marker is eliminated. Place it in the Replacement box without executing its mission.

INTERCEPTION

Interception is flown as a Reaction mission by Airstrikes (only) against a space in which the enemy has placed Air markers for any reason. The Intercepting player must play one Air Intercept card to launch each intercepting Airstrike marker.

Interception Procedure

(1) Place the intercepting Airstrikes in the space with intruding Air units.

(2) The Interceptors fire on the Intruders.

(2a) Each firing Airstrike designates one target enemy Air marker to intercept.

(2b) Roll one die for each Intercepting firepower factor and apply these outcomes:

Die roll = 1-3: No effect; targeted air marker completes its mission.

Die roll = 4: Targeted air marker is aborted; return it to the off map base without executing its mission.

Die roll = 5-6: Targeted air marker is eliminated. Place it in the Replacement box without executing its mission.

(3) Any surviving attacking Airstrikes (but not helicopters) fire back at the Interceptors using the same procedure above.

Limits

There is only one round of Interception combat for each side.

Only Airstrikes may fire Interception.

Only Airstrikes and Helicopters may be targeted by Interception fire. Other air markers may not.

AIR SUPPLY

Air Supply units represent cargo aircraft.

Air Supply units may provide transport for airmobile units. To carry out such a move, you must play a *Special Move* card.

Air Supply units may also move a friendly Logistics Base from any space on the map to any other space within range as long as the final space has at least one friendly combat unit in it. This is an exception to the rule that Logistics Bases may not normally move. To carry out such a move, you must play a *Special Move* card.

NAVAL SUPPORT

Naval support markers function in the same way as Airstrikes for Close Air Support and Interdiction, except that they may be used only by playing the Naval Operations Action and may only target coastal spaces. They are not affected by enemy air defenses nor may they be attacked

by enemy air markers. They may attack against any coastal space on the map. Naval markers may also attempt Naval interception of enemy Naval Operations by playing the Naval Interception Reaction and using the same procedure as for air interception.

SPECIAL UNITS

ELITE UNITS

Each player has a mechanized brigade unit, representing an elite (for the region) formation. The Algerians have the *Republican Guard (RG)* and the Moroccans the *Royal Guard (RG)*. These are treated as regular combat units, except that:

- (1) They cannot be assigned to a division or brigade HQ.
- (2) They count as two steps when adjudicating attritional losses in Ground Combat and they must be the last two steps removed by their owner in the combat.
- (3) They are not affected by Retreat Combat outcomes.
- (4) They may never leave their respective capital.

Note that the main advantage of these units is that they have relatively high combat values even though they have only two steps; thus, the player will always have a strong force in place to defend his capital.

GUERRILLAS AND INSURGENT CAMPS

Guerillas and Insurgent Camps have special rules:

- A Guerilla unit may trace a LOC to a friendly Insurgent Camp, as well as to a friendly Logistics Base.
- Guerilla units and Insurgent camps may attack and be attacked regardless of the state of hostilities. They may only attack by playing an Insurgent Ops Action.
- Insurgent bases have firepower and recon strengths, which they can use in their own space.

COMMANDOS

Commando units can trace a LOC to a friendly Insurgent Camp as well as to Logistics Bases. They are air mobile and amphibious capable. They may also initiate SOF missions.

LEADERS

Leaders are assigned by Events. Leaders are mobile ground units, and always have a movement of three spaces.

Leaders may be attached to HQs, but they do not count against the total number of units in that formation. Also, they do not count against the total number of units in a space for Frontage.

If a Leader is attached to a HQ, he adds “+1” to the Recon value of any one unit in that formation. No more than one Leader can apply this effect per formation.

Leaders are not affected by numerical combat outcomes. They are never affected by disruption.

Formations with Leaders never Retreat.

A leader is eliminated if all other friendly units in the space are eliminated in combat. They are also eliminated if enemy units enter a space they occupy and there are no friendly ground combat units in that same space.

Leaders may use airmobile movement if they are in the same space as an airmobile unit which also does so. They cost no additional transport capacity.

DICE AND TRIGGERS

“ROLLING” DICE

When the rules call for the roll of a die (singular) or dice (plural), the Player or Players turn over the top card of their Operations Deck and use the dice symbols printed at the lower right as the required rolls. When a single die roll is called for, use the leftmost die symbol (with the white background). When multiple rolls are required, draw cards one at a time and use the die symbols in the order drawn. (For example, if three dice are required, roll the first card for dice one and two, and then a second card for die three.) Any unnecessary dice are simply ignored.

(Continuing the example, the fourth die image, the colored die on the second card, is simply ignored.)

DICE TRIGGERS

There are two types of dice triggers, indicated by a red ring around the dice symbols on the card. When a card is drawn to produce a die/dice roll (and ONLY then!), these triggers may come into play. If the roll is marked with a trigger, play

suspends temporarily and the trigger is resolved as described below. Once resolved, play picks up at the point of the interruption unless the game has ended as the result of the trigger. Note, however, that the resolution of the trigger may have effects on the continuing activity (this is especially the case in combat).

- **The Event trigger:** the drawing player immediately draws the top card from his deck and implements the event listed there.
- **The Turn trigger:** the Game Turn marker is advanced immediately one space to the right. If the marker is already on the 10 space on either turn track, the game ends immediately—without resolving any continuing action. Otherwise, pick up the action at the point of interruption as if the turn had always been the one now marked on the track. (For example, it is the second half of Operational Turn 6 when the trigger is drawn. The turn marker immediately advances to Turn 7. When the Active player completes his turn, the marker will be advanced to Turn 8.)

MAJOR-POWER INTERVENTION

When you play the Call for Aid Action or when called for by an Event, you may roll on the Major Power Intervention table. Select which column of the table you wish to use. (The type of aid available varies.) Roll two dice and cross-index the corresponding row with the column chosen. Implement the result shown there, as described beneath the table.

APPENDIX OPERATIONS CARDS

This appendix lists in alphabetical order the various Actions, Reactions and Events contained on the Operations cards. Although the cards usually contain a good explanation of what they allow you to do, these descriptions will clear up any questions or ambiguity.

ACTIONS

Actions are played from your hand during your own turn. Actions are normally played and resolved one at a time. Some Actions are combat cards; you may play more than one card of this type during combat to enhance your strength or capability.

Admin move

You may move one or two units from a single space any distance along connected roads within friendly territory. Note that this means that the units must both begin and end in spaces with road connections. HQ units may use this action only if they have no combat units attached. They may do so whether stood up or not. (It will often make sense to use such a move to redeploy an HQ before you even stand it up to a space with units that you intend to attach to it later.) Armor-class units (tank, mechanized, armored recon, and SPA) may only use this card if they begin the move in a space with a HET unit, and the HET unit accompanies the armor unit the entire move. When used to move non-armor units, a pair of units may split up during the move only by stopping one unit along the path followed by both; that is, you must move the units together until one or both of them stop.

Air operations

This is a combat card. You may employ one air impact marker to carry out one of its eligible missions:

- Air interdiction (air strikes, helicopters, armed UAVs, ELINT)
- Close air support (air strikes, helicopters, armed UAVs, ELINT)
- Air recon (markers with a Recon value)

You must play one card for each air marker committed to the same action. All markers must fly from an eligible base to a target space within range. Cascading effects will apply for such missions if they are cross-border.

C2 improvement

You can use this card to place an available HQ piece on the map in a friendly space. Alternatively, you can use this card to move unattached units to an HQ holding box (attach them) of any HQ in the same space as the units, within the limits of the HQ's attachment value. Finally, you may use this card to detach any or all units from an HQ by removing those units from the holding box and placing them on the map.

C2 jamming (Algeria only)

This is a combat card. You play it on an enemy force you are attacking, marking the space with a Cyber Attack marker. The enemy's recon value is decreased by one for each round of combat in that space during this entire Game turn.

Call for Aid

When you play this card, you are entitled to make one roll on the Major Power Intervention table.

Combat logistics

This is a combat card. When played on a ground combat it adds +1 to your total combat strength for each individual attacking unit in your force. (Units here include ground as well as air units.) You may play more than one of these cards on a single combat, increasing your total strength by one for each unit and for each card played. **IMPORTANT RESTRICTION:** you may not play more cards on a force than you have units present. Thus, for example, a single unit can only increase its strength by one while three units could increase their total strength by nine by playing three copies of this card.

Command confusion

This is a null action. This card merely takes up space in your hand. It is used to reflect the inherent inefficiencies in military command.

Dig in

You may place an available Fort marker on any friendly space within your home country or, if outside your home country, with a valid LOC to a friendly logistics base.

Info ops

You may choose to increase or decrease the number of chips in the Cascading effects box by one. Alternatively, you may play it against your opponent to cause him to discard a card from his hand (chosen at random). Finally, you may play

the card to advance the turn marker one space to the right.

Insurgent Ops

Place an available Insurgent camp in any space in your opponent's territory. If such a camp already exists, you may place a Guerilla unit on that space. Finally, you may choose to make a guerilla attack on any target within two spaces of a guerilla piece already in play. The latter option adds a Cascading Effects chip to the pool.

Naval operations

This is a combat card. If you have a naval Impact marker available, you may use it to conduct naval operations in a manner similar to air operations. The target of these operations must be a coastal space (that is, one that is along the coastline printed on the map). You may either make an interdiction attack with the naval marker alone, or you may use the marker to support a ground attack in the space.

Operational Intel

Your opponent must give you his card hand to examine and return to him.

Ops and Plans

This is the card that enables you to conduct most ground operations. When played, you may move one ground piece (a unit or an HQ) up to two spaces. You must stop moving if you enter a space with an enemy piece. In this case, you must also resolve ground combat against that enemy force. If you move across borders or within the enemy home country, add one chip to the Cascading Effects Pool. Alternatively, you may stand up an HQ currently face down on the map. Finally, you may increase by one the PV of an HQ previously stood up, up to the maximum of three.

Reconstitution

Select any unit that is currently on the map but not at full CV and increase its CV by one. Alternatively, you may select a unit that is in the Replacement box and return it to the map at CV one. You may place such a unit in any space containing a friendly HQ or logistics base, or in Oran or Algiers (for Algeria) or a Resource city (for Morocco). Alternatively, you may play this card to remove all disruption markers from all your pieces regardless of type in any single space.

Reconstitution (-)

As for the Reconstitution card, except that it may not affect an armor-class unit (exception: you may still use it to remove disruption from an armor unit).

SOF attack

You may place the SOF attack Impact Marker on a space within two spaces of one of your commando, airborne, or naval infantry units. Alternatively, you may use a helicopter asset to "fly the marker" from a space containing such a unit to a target space within range, subject to enemy interception and air defense. Finally, you may make the attack on a coastal target, as long as the unit of origin is currently also on a coastal space. When used to attack a space in your opponent's home country, add one chip to the Cascading Effects Pool.

Special move

This is a combat card. You may move a single eligible unit (which include airborne, Naval Infantry, and commando units as well as Airborne HQ with no units attached) by helicopter, air transport, or by sea. If you move the unit into an enemy-occupied space, it triggers combat normally. Note, however, that you can play this card as a combat card to make a special move of this type to add a unit to a space in which you have already initiated ground combat with an Ops and Plans card. The movement is subject to limitations of the specific movement type you select (range and basing limits for air, coastal origin and target for amphibious).

Strategic attack

Although not, strictly speaking, a combat card, you may play more than one of these cards to execute a single attack. You may attack any one installation or resource in a single target space within range of a printed airbase or a logistics base, using either an airstrike marker or an SSM marker. You may play multiple cards as a single action to use multiple pieces in a single attack against the same target. SSM markers are expended after the attack. Airstrike markers return to base normally. Airstrikes are subject to intercept and air defense but SSMs are not.

Tactical Intel

This is a combat card. This card allows you to examine all your opponent's pieces, including HQs and attached units, in any space adjacent to one of your recon units. Alternatively, you can

use this as a combat card to increase your pre-combat Recon value in any combat space by one.

REACTIONS

Reactions are played from your hand during your opponent's turn. Many of them are combat cards, playable only during actual combat. Others can be used to cancel the play of an opponent's corresponding Action.

Air intercept

This is a combat card. When played, you may intercept an air operation by using an airstrike marker in range. Determine the range from an eligible base to the target space. Eligible bases for using airstrike markers are air fields printed on the map, or towns/cities (only—not open desert spaces) that contain an friendly logistics base. Each card you play allows you to commit one airstrike to carry out the interception.

Combat logistics

This is a combat card. For each card you play as the defender in a ground combat, you add one to your overall combat value in the combat space for each of your ground and air units involved in the combat. You may play more than one of these cards on a single combat, increasing your total strength by one for each unit and for each card played. **IMPORTANT RESTRICTION:** you may not play more cards on a force than you have units present. Thus, for example, a single unit can only increase its strength by one while three units could increase their total strength by nine by playing three copies of this card.

Command confusion

This is a null action. This card merely takes up space in your hand. It is used to reflect the inherent inefficiencies in military command.

Commit reserve

This is a combat card. For each card you play you may move into the combat space one piece (unit or HQ) from a space adjacent to the combat space. You may make this move at any time during the resolution of the combat as long as you still have surviving ground units present in the combat space. **IMPORTANT RESTRICTION:** the space from which the reserve unit moves may not contain any enemy combat units.

Counter Intel

This is a combat card, but it can be used outside of combat situations when applicable. Playing it

simply cancels an opponent's play of any type of intelligence card (tactical or operational).

Counterattack

This is a combat card. You may play this card at the beginning of any round of combat in a combat space, including the first round. When played, you immediately execute a round of fire with your defending units against the Attacker. You may play other combat cards to affect the combat strength of this attack. Once your results are implemented, the combat proceeds as normal with the usual recon battle and alternating rounds of fire.

Info defense

Cancels the play of the opponent's Info Ops card.

Naval intercept

This is a combat card, similar to air intercept. When played, you may intercept a naval operation by using a naval marker.

SOF defense

When played, roll one die. On a 4, 5, or 6 you cancel the opponent's play of a SOF or Insurgent attack card.

Withdraw

This is a combat card. Play at the start of any combat round, including the first. Withdraw all your units from the combat space to any adjacent space that does not contain an enemy unit of any type.

EVENTS

Algerian leadership

The Algerian player places a leader piece with any unit, including attaching it to an HQ piece regardless of the HQ's status.

Algerian volunteers

The Algerian player may add an available motorized infantry piece to any space inside Algeria that can trace a LOC of any length to Algiers.

Arab league intervenes

If there are currently any units of either player (including Insurgent camps and Guerillas) inside the opponent's home country, the opponent draws one card from the top of his deck and adds it to his hand. Note that both players may be affected by this card regardless of who draws it. If hostilities have commenced, move the turn

marker one space higher on the turn track. If the marker is already in the 10 space, the game ends immediately.

Arms market glutted

Ready availability of inexpensive equipment allows both players to take an immediate Reconstitution action to rebuild a unit (including armor) OR remove disruptions as if they played a Reconstitution Action.

Bad weather

From the instant this card is drawn, neither player may play any administrative movement, special movement, air operations or reactions, or combat logistics cards for the remainder of the current game turn.

Combat: Ambush

This card only applies when drawn because of an Event trigger during combat. IMMEDIATELY, the defender in that combat makes an attack against the attacking force using all his available combat units, including any other combat Reactions he may be eligible to play. Resolve this attack normally on the Combat Adjudication table and implement its effects before the combat procedure that triggered the event continues. Note that this may result in a change to the attacker's CV used to resolve an attack for which the dice were rolled and which generated the trigger. It may even terminate the combat immediately without resolving such fire if the attacker's pieces are forced to retreat.

Combat: Breakthrough

This card only applies when drawn because of an Event trigger during combat. When this event occurs during combat, track the total number of CV losses each side takes during the current round of combat. (NOT the number of hits given by the CAT, but the actual number of losses sustained!) If the defender takes more losses than the attacker, all remaining defending units must retreat (following the usual constraints and limitations) at the end of the round. (For example, the printed result for the attacker's fire is 4 hits, but the defender is protected by the berm and so suffers only two losses. Breakthrough only applies if the attacker suffers less than two losses.

Combat: Low ammo

This card only applies when drawn because of an Event trigger during combat. When this card is drawn, the drawing player has their final CV

total in the current combat round reduced to one-half (rounded up) after all other effects caused by terrain or card play.

Combat: Minefields

This card only applies when drawn because of an Event trigger during combat. IMMEDIATELY, the defender in that combat executes an attack against the attacking force, rolling on the 10 – 12 line of the Combat Adjudication table, and implementing its effects, before the combat procedure that triggered this event continues. Note that this may result in a change to the attacker's CV used to resolve an attack for which the dice were rolled and which generated the trigger. It may even terminate the combat immediately without resolving such fire if the attacker's pieces are forced to retreat.

Combat: Panic

This card only applies when drawn because of an Event trigger during combat. The drawing player immediately retreats all his units involved in the combat, following the standard retreat rules. This act terminates the current combat without resolving the procedure that triggered the event.

Combat: Sandstorms

This card only applies when drawn because of an Event trigger during combat. The combat ends immediately with no further losses to either side and no retreats.

Coup attempt Algeria

Roll one die for each Algerian HQ and Leader piece in play. If the die roll is a one, the piece is removed from play permanently. If an HQ is removed in this manner then place all its attached units on the map in its current location.

Coup attempt Morocco

Roll one die for each Moroccan HQ and Leader piece in play. If the die roll is a one, the piece is removed from play permanently. If an HQ is removed in this manner then place all its attached units on the map in its current location.

Disturbances (Algeria)

Check the CV of all Algerian pieces in both Oran and Algiers. If either city contains fewer than three CV (the Guards unit is worth two CV for this purpose), the Algerian player must discard half of the cards currently in his hand (round up) at random.

Disturbances (Morocco)

Check the CV of all Moroccan pieces in Rabat and Casablanca. If either city contains fewer than three CV (the Guards unit is worth two CV for this purpose), the Moroccan player must discard of the cards currently in his hand (round up) at random.

Global new coverage

When drawn, all Cascading Effects for this turn (including any already played) produce double the normal number of red chips placed in the Pool. In addition, if hostilities have already commenced, immediately advance the turn marker one space higher on the turn track. If already at the 10 space, the game ends immediately.

Islamic bomb

Both players may immediately draw a card into their hand for each uranium resource space they control.

Jihad in Algeria

The Moroccan player immediately places an available Insurgent Camp in any unoccupied space in Algeria.

Jihad in Morocco

The Algerian player immediately places an available Insurgent Camp in any unoccupied space in Morocco (including Western Sahara).

Libyan border activity

The Algerian player immediately shows the Moroccan player his current card hand. If the hand contains any Ops and Plans cards, one is discarded.

Major power intervenes

If the drawing player has enemy pieces (including insurgents) in any space of his home country he immediately draws a card into his hand. In addition, if hostilities have already commenced, immediately advance the turn marker one space higher on the turn track. If already at the 10 space, the game ends immediately.

Mineral discovery (Algeria)/(Morocco)

Roll the die and place a resource marker according to the table on the card. This marker awards the Algerian/Moroccan player one additional card draw per turn (that is, his maximum hand size increases by one) as long as he controls the space with the marker.

Moroccan leadership

The Moroccan player places a leader piece with any unit, including attaching it to an HQ piece regardless of the HQ's status.

Moroccan volunteers

The Moroccan player may add an available motorized infantry piece to any space inside Morocco that can trace a LOC of any length to Rabat.

Oil demand down

Algeria draws two fewer cards than normally allowed for its control of oil resources during its next draw phase.

Oil demand up

If Morocco controls any oil spaces (it begins with one), it adds one additional card per turn to its normal draw. In addition, Algeria draws one additional card per turn for each three oil spaces it controls (ignore fractions). For example, Algeria begins with 8 oil spaces; it would receive two additional cards per turn.

Phosphate boom

Any player that controls a phosphate resource space (including control by an Insurgent camp or guerilla) receives one additional card on its next draw phase for each such space.

Terrorist attack

The player drawing the card may place a terror attack marker in any space on the map. Resolve the attack as described on the card.

Terrorist spectacular

The player drawing the card may place a terror spectacular marker in any space on the map. Resolve the attack as described on the card.

UN emergency session

If hostilities have not commenced, roll one die and remove that many Cascading effects chips from the Pool. If hostilities have commenced, immediately advance the turn marker one space higher on the turn track. If already at the 10 space, the game ends immediately.

War breaks out!

If the Cascading effects pool contains at least six red chips, hostilities commence immediately. Move the turn marker to the "1" space of the Operational turn track. The player drawing the card immediately draws the top card from his

operations deck and adds it to his hand. Continue with the current player turn normally, except that hostilities are now active.

War on terror

If either player has any sort of terrorist attack/spectacular marker in a space of their home country, that player rolls one die and draws that many cards from the top of his operations deck and adds them to his hand.'

