

Examples of Play

Example 1 - Coalition impulse: Movement, reaction and combat resolution



Position at the start of a Coalition impulse. The Coalition player decides to activate the NE Entry Zone which allows her to activate up to eight units there.



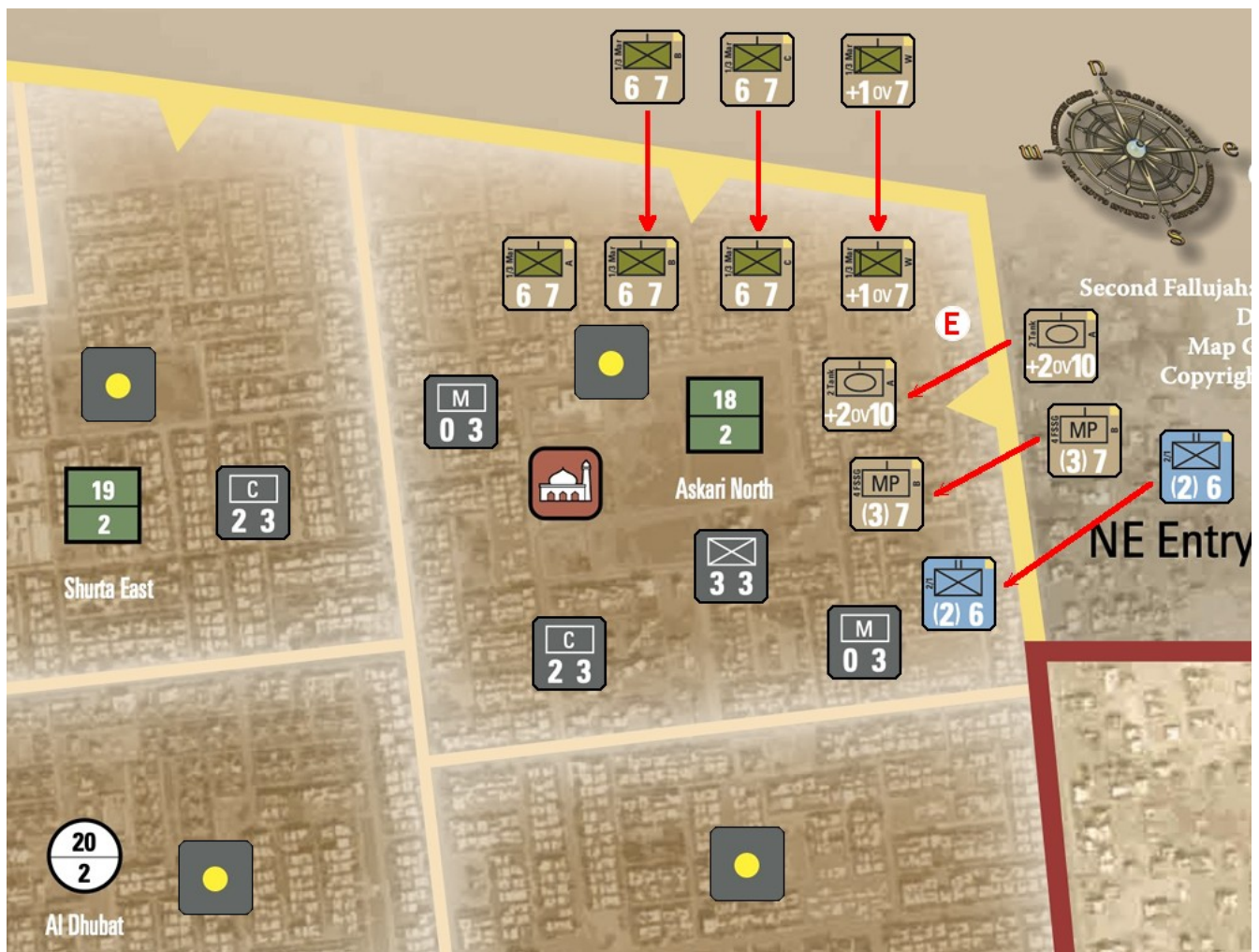
A) The Coalition player starts by moving a single Marine infantry company into Area 18. It costs the unit 4 Movement Points but since there are enemy units in the area it must stop. Since it is the first Coalition unit to enter an insurgent controlled area a Mandatory Attack is required. It also triggers an Insurgent reaction so she pauses her move to allow the Insurgent player to perform reaction.



B) The Fedayeen unit in Area 18 has the option to Dig In or to Retreat into a different area and become Spent. The Insurgent player chooses neither and the Fedayeen unit remains in place.

C) The Cadre unit in area 18 can Retreat or can place a Militia unit in area 18. The Insurgent player chooses to place a Militia unit.

D) The Cadre unit in area 19 can place a Militia unit, either in area 18 (the area entered by the Coalition provoking the reaction) or in area 19 (the area the Cadre is in). The Insurgent player chooses to place a Militia unit in area 18 to reinforce the units there for the upcoming combat.



E) The Coalition player continues her impulse after the Insurgent reaction is complete. She moves the rest of the First Battalion, 3rd Marines (two more infantry companies and a weapons company) and a tank company into area 18 to support the attack. She also moves an MP company in as part of the attack. The Coalition player is thinking ahead and wants the MP unit to remain as a garrison next turn when she moves the other units out to clear another area. It will not contribute to the Offensive Value but can only enter the area this impulse as part of the attack. Since it is a mosque area, she also moves an Iraqi infantry battalion into the area so that there isn't a political penalty for an attack in a mosque area. Note that only the first unit to enter the area triggers a reaction.

The Coalition player computes her Offensive Value (OV). She designates a Marine infantry company to be the lead unit.

6 = Combat factor of lead unit
+2 for two additional infantry companies in support (+1 each)
+1 for weapons company in support
+2 for tank unit in support
+1 for battalion integrity since all four companies of the First Battalion/3rd Marines are participating in the attack
12 = Offensive Value

The MP unit does not contribute to the OV. The Iraqi unit does not contribute to the OV but it does prevent a political penalty.

The Insurgent player computes his Defensive Value (DV). The Fedayeen unit has the highest combat factor so it is the lead unit.

3 = Combat factor of lead unit
+2 = TEM (Terrain Effect Modifier)
5 = Defensive Value

The Coalition player rolls 2D6 and gets a seven. The Offensive Total (OT) is $12 + 7 = 19$

The Insurgent player rolls 2D6 and gets a seven. The Defensive Total (DT) is $5 + 7 = 12$.

Since the OT is greater than the DT, the Coalition player wins the battle and the Insurgent player has to take Casualty Points equal to the difference = 7 CP.

The Coalition player's combat roll also determines if the Action Phase player ends after this impulse. If the Impulse number is seven or less, play would continue with another impulse.



The Insurgent player needs to take seven Casualty Points. The first point has to come from the lead unit – the Fedayeen unit. After that, the Insurgent player is free to choose how to allocate the CP's. Since he can only protect one of his units, he chooses to preserve his valuable Cadre unit.

F) He eliminates the Fedayeen unit for 3 CP.

G) He eliminates a Militia unit for 1 CP.

H) He eliminates the other Militia unit for 1 CP.

I) He flips the Cadre to Spent for 1 CP and retreats it for 1 CP for a total of 7 CP. He can retreat the Cadre unit to any of the three adjacent Free areas and chooses area 20.



NE Entry

Although the Coalition can move up to eight units when an entry zone is activated, they must all enter the same area. Since a battle has been fought in area 18, no more Coalition units can enter the area in this impulse. Therefore the Coalition impulse is over. The impulse marker is advanced and the Insurgent player takes the next impulse.

Examples of Play

Example 2 – Coalition impulse: Overrun and ambush



It's the following turn and the units from the first example have all flipped back to Fresh. It's the start of a Coalition impulse and the Coalition player activates area 18.



A) The Coalition player moves five Marine units and an Iraqi unit into area 19. This costs the Coalition units 4 Movement Points and triggers an insurgent reaction. A Mandatory Attack will be required unless there are no Insurgent units left in area 19 after reaction.

C) The Cadre unit in area 24 can react and place a Militia unit in either area 19 (the area entered by the Coalition units) or area 24 (it's own area). If the Insurgent player places the unit in area 24, that would mean that there are no Insurgent units in area 19 after reaction. The cost of entering the area for the Coalition units would now only be 2 Movement Points and there would be no combat. Since that would allow the Coalition units to keep moving (and probably enter area 24 and attack there) the Insurgent player chooses to place a Militia unit in area 19. He will certainly lose the battle but will delay the Coalition units.



D) Since there is still an Insurgent unit in the area after reaction a Mandatory Attack is required.

The Coalition player computes her Offensive Value (OV). She designates one of the Marine infantry companies to be the lead unit.

- 6 = Combat factor of lead unit
- +2 for two additional infantry companies in support (+1 each)
- +1 for weapons company in support
- +2 for tank unit in support
- +1 for battalion integrity since all four companies of the First Battalion/3rd Marines are participating in the attack
- 12 = Offensive Value

The Iraqi unit does not contribute to the OV but it does prevent a political penalty because there is a mosque in the area.

The Insurgent player computes his Defensive Value (DV).

- 0 = Combat factor of lead unit
- +2 = TEM (Terrain Effect Modifier)
- 2 = Defensive Value

Since the OV is greater than the DV by five or more and only Militia unit(s) are defending no dice are rolled. The result is an automatic overrun. The Militia unit is eliminated and the Coalition units can continue moving with the Movement Points that they have remaining.

E) The area changes to Coalition control.



Although the Militia unit was eliminated it was useful for slowing down the Coalition units. Because it was a Fresh unit, entering the area and overrunning the Militia unit cost the Coalition units 4 Movement Points. Although area 24 is an attractive target it would require 4 MP to enter because it contains a Fresh unit. The Marine units only have 3 MP remaining and the Iraqi unit only 2 MP so this is not possible.

F) The Coalition player decides to try to make further progress. She moves a Marine infantry company into area 23. Since the area is empty (for now) it only requires 2 Movement Points to enter. Even though the area is now occupied solely by a Coalition unit, control does not flip immediately. The Insurgent player has a chance to react first.



G) The Spent Cadre unit in area 24 is not eligible to react (because it is Spent after retreating earlier in the impulse).

H) The Fresh Cadre unit in area 24 places a Militia in area 23. Note that even though this unit reacted earlier in the impulse, it can still react every time that it is eligible.

When the Coalition unit entered area 23 it was Vacant. Entering a Vacant enemy controlled area costs 2 MP and the Coalition unit had 3 MP so the move was allowed. Now there is a Fresh Insurgent unit in the area, which raises the entry cost to 4 MP. The Coalition unit does not have that many MP's so an Ambush has occurred. The unit remains in the area but in the ensuing combat it will suffer -1 to its Offensive Value (the difference between the 3 MP it has and the 4 MP that is now needs to enter the area).



I) Even though it is only a single Militia unit, because of the Ambush the Coalition player decides to reinforce the combat in area 23 by moving in the weapons company. Even though there is a Fresh unit in the area, additional units can still enter at the same movement cost paid by the original unit which was 2 MP. It can alter the ambush condition though if the Movement Point deficit is greater than the first unit to enter. For example, if the Iraqi unit was moved into the area, it would change the Ambush condition. Since it only has 2 MP remaining, it would be 2 MP short which would change the Ambush modifier to the combat to -2 instead of -1.



J) The Coalition player computes her Offensive Value (OV). The Marine infantry company has to be the lead unit.

6 = Combat factor of lead unit
+1 for weapons company in support
-1 for Ambush
6 = Offensive Value

The Insurgent player computes his Defensive Value (DV).

0 = Combat factor of lead unit
+2 = TEM (Terrain Effect Modifier)
2 = Defensive Value

The Coalition rolls two dice and gets a five for an Offensive Total of 11.

The Insurgent player rolls two dice and gets an eight for a Defensive Total of 10.

The Coalition player wins the battle (just barely!) and the Insurgent player has to take one Casualty Point which eliminates the Militia unit.

K) Since there are only Coalition units in the area it changes to Coalition control.



L) Although the combat in area 23 was won by the Coalition it was not an Overrun because the Insurgent player was able to satisfy the 1 Casualty Point required. The two Coalition units cannot take any further actions and are flipped to their Spent side.

M) The Coalition player now returns to area 19 since the units there still had movement points remaining after the overrun. She wants to garrison area 19 with a strong unit so even though there are Movement Points left, she flips one Marine infantry company to its Spent side.

N) The other Coalition units in area 19 continue moving into another area (assuming it's Vacant and that 2 Movement Points are sufficient – we'll end the example here).

O) The MP unit in area 18 remains Fresh even though area 18 was activated since it did not move or participate in combat this impulse. It could still be activated in a later impulse.

Examples of Play

Example 3 – Insurgent impulse: Movement and attack



It's an Insurgent impulse. The Insurgent player sees the possibility for some attacks against the Coalition and activates area 45.



A) The Insurgent player moves a Militia unit into area 44. Although there are strong defending units, because the area has a TEM of 4 it is a good opportunity for an attack.

Note that even though there are additional Insurgent units in area 45, only a single Insurgent unit may participate in any attack so the others remain behind. After this attack is resolved, the Insurgent may make additional attacks. These can even be in the same area, unlike the Coalition. The attacks do not need to be predesignated.

Also, although there is a weak Coalition unit in area 47, the Insurgent cannot attack because 4 MP are required to enter an area with a Fresh unit with a numeric Combat Factor. The Insurgents do not have any units with 4 MP. An Insurgent unit can only attack a Fresh Coalition unit if it starts the impulse in the same area (ie a contested area).



B) Combat in area 44 is resolved.

The Insurgent player's Offensive Value depends only on the TEM unless attacking unit is Fedayeen. For TEM of 4, the $OV = 1$

The Coalition player's Defensive Value is the combat factor of the lead defensive unit so $DV = 3$

The Insurgent player rolls seven for an Offensive Total = $1 + 7 = 8$. The Coalition player rolls eight for an Offensive Total = $3 + 8 = 11$. The Coalition player wins the battle. Regardless of the outcome of the battle, the Insurgent unit is eliminated.



C) There is only a weak unit in area 39 so the Insurgent player moves a Fedayeen unit in to attack. Although losing the Fedayeen unit will cost him a victory point, he is willing to make the sacrifice to get the +1 modifier for the attack because success will give him two victory points. (Tip for Coalition players – don't leave weak Spent units alone in an area, especially with TEM of 3 or 4).



D) Combat in area 39 is resolved.

The Insurgent player's Offensive Value depends on the TEM. For TEM = 3, it contributes 0. There is an additional +1 since the attacking unit is Fedayeen so the OV = 1

The Coalition player's Defensive Value is the combat factor of the defensive unit so DV = 1

The Insurgent player rolls a five for an Offensive Total = 1 + 5 = 6. The Coalition player rolls a nine for an Offensive Total = 1 + 9 = 10. The Coalition player wins the battle and the Insurgent player complains about his bad luck with the dice. The Insurgent unit is eliminated.



E) The Insurgent player still has a militia unit in the activated area and decides to try one more attack. He moves the last remaining militia unit in area 45 into area 44. Note that only the Insurgent player can enter an area after a combat has already been resolved there. During a Coalition impulse, after combat is resolved in an area no additional Coalition units may enter.



F) Combat is resolved.

As before, the attack is in an area with TEM of four so the OV = 1.

The Coalition player's Defensive Value is the combat factor of the defensive unit so the DV = 3.

The Insurgent player rolls a seven for an Offensive Total = 1 + 7 = 8. The Coalition player rolls a three for a Defensive Total = 3 + 3 = 6 and this time it's the Coalition player who curses the dice. The Insurgent player wins the battle and the Coalition moves the marker up two spaces on the Political Backlash track. Even though the Insurgent won the battle, the attacking unit is still eliminated (Insurgent attacking units are always eliminated after combat is resolved).