

Modern War issue no. 1

Game Title: Red Dragon/Green Crescent Date of Publication: SEP-OCT 2012

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These rules use the following color system: **Red** for important notes such as exceptions or errata, **Blue** for examples of play.

1.0 INTRODUCTION

1.1 Background

Red Dragon/Green Crescent (RD/GC) is a strategic-level conflict simulation of hypothetical future conflicts in and around the Asian continent, Indian Ocean, and Middle East. The timeframe is the not-too-distant future, roughly between 2012 and the end of 2021. The game system is based on the proven Charles S Roberts (CSR) Award winning design that first appeared in *Strategy & Tactics* issue #250 and is adaptable for two players, multi-player, and solitaire play.

It seemed quite natural to expand the game into the Indian Ocean and Middle East, areas which are strategic to both the United States and its allies, and the Peoples' Republic of China (PRC) and its allies. In designing this expansion we realized that, although China does not have much in the way of permanent bases or in-depth logistics in that region, it does have an overwhelming interest in maintaining access to the oil and minerals via ancient trade routes. The question naturally arose; how can the Chinese protect their long-term interests given their thinness in this key area? The answer is that they must, in event of war, do all in their power to bring about an extremely chaotic situation, one they may then exploit to their own best

advantage.

In the game, Chinese forces that may be deployed into the Indian Ocean region are few, but we give them one solid ally at start: Myanmar. This nation, friendly to nearby China, is a natural base for operations in the Indian Ocean; Assuming that it would formally ally with China at the start of a general war was key to having a challenging game on that map.

Besides Myanmar, there are other question marks for US planners. Would Pakistan stand idly by if India allied with the US, given the existential threat they perceive of a US-Indian victory in a general war with China? And what about Iran—if that country is ever to make a move to create dominance in the Persian Gulf, what better time than during a major war while the winners are not clear? There is also troubled Yemen, the Middle East (Egypt-Syria-Lebanon-Israel) itself, and the potential reticence of NATO nations to fully back the US, a power perceived by some to be on the decline.

And finally, the collective totality of the combined East Asia/India/Middle East region, makes for a wonderfully potent new gaming situation. We have tried our best to bring all of this to you, and we think you will find this situation quite challenging to game, whichever side you take. Besides the main scenarios, there are numerous variants and options, adding new dimensions—giving literally hundreds of new possibilities for strategic play. As before, we look forward to your comments and questions.

— Bruce Costello

1.2 Game Scales

Most of the ground units in *Red Dragon/Green Crescent* represent brigades (“brigade combat teams” or “BCT” for the US). The exceptions are: 1) the Singaporean and Malaysian armies; and 2) the Taiwanese, Philippine, and Yemeni armies. There is additionally one corps of Marines for the PRC side. Aircraft units are mostly represented by mixed-type combat wing formations, though only one aircraft type is shown on each counter. Long range bombers have their own mono-type units that can’t combine operations with the other ‘tactical’ air wings in the game. Ship units mostly represent mission-oriented groupings of vessels such as SAG’s, subrons, and also individual Capital ships.

1.3 No Fog of War

In this game, given the vast array of intelligence and technological assets both sides would have available, there’s no fog of war. That is, both players are always free to examine all the units on the map, stacked and unstacked, friendly, enemy and neutral. Even the US reinforcement pool may be examined by both players. The only exceptions are the optional Hyperwar chits, which, once drawn, are placed face down by the owning player and out of sight of the opponent, until used.

1.4 Tips if You Already Know Red Dragon Rising

It is recommended you scan the components section, read the Sequence of Play (section 5), and read sub-sections 7.8 to 7.10, 7.14 to 7.24, 9.10 to 9.13, and 10.7 to 10.12. A review of all Ops is strongly recommended as there have been amendments as well as a lot of new Ops added. Section 11.0 is an optional rule called Hyperwar Combat which adds interesting new dimensions to play. Information pertinent to scenarios, including specific lists of random events can be found in the scenarios.

1.5 Optional Rules & Player Agreement on Use

There are a number of optional rules, especially Ops, in this expanded game. In games with two or more players, ALL players must agree to the use of ANY specific optional rules, or they may not be used. This is especially true with the ‘Very Optional’ Ops.

1.6 Player Side Terminology

In *RD/GC*, one side is referred to as the Chinese (PRC) side and the other, the US (United States) side. Other powers are now involved and some short scenarios will represent only those powers. Nonetheless, the two superpowers in the game remain the United States of America and the Peoples’ Republic of China. Therefore, whatever the scenario, we shall refer to one side as the “US” side and the other as the “Chinese” or “PRC” side. This will make it simpler to follow the sequence of play, etc.

2.0 COMPONENTS

2.1 List of Components

The components of a complete game of *RD/GC* includes these rules, the three scenarios, various tables, two mapsheets and 352 die-cut counters (also referred to as units).

2.2 Game Maps

There are two game maps, the East Asian map and the Indian Ocean map. The game maps are drawn so as to emphasize the strategically critical sea zones and land areas on and near the Asian land mass. The game has scenarios that can either be played separately on one map or the other, or the maps may be conjoined for the combined Campaign Game. Every unit on the game map is considered to be in only one sea zone, land area, or holding box at any one time.

2.3 Counters

The counters in the game represent various groupings of land, sea, aerial combat units and markers.

2.4 Sample Combat Unit

All combat units of all types display at least seven (and sometimes more) types of printed information. Those data points are always arranged using the same pattern on all the units.

The seventh data point includes the icon or NATO style symbol in the center of each unit.

Additional data points on some counters include 'stl' for stealth, description of special units (ASM, SSM, SAM), "Lr" for Long Range, historical info such as 'Strkr' (for Stryker unit), or 'NLOS' for 'No Line of Site' capability. These are explained below and in section 10.0.

2.5 Nationality & Background Colors and Abbreviations

A unit's nationality, and therefore the side to which it potentially belongs during play, is shown by its background color. Note that many nations start the game as neutrals, but may be drawn into the war as play progresses. The nationality of each unit is also printed by an abbreviation. Those abbreviations are as follows.

Aus	Australia
Fr	France
Ind	India
Indo	Indonesia
Irn	Iran
It	Italy
Jpn	Japan
Kuw	Kuwait
Malys	Malaysia
Myn	Myanmar
NK	North Korea
Om	Oman
Pak	Pakistan
Phl	Philippines
PRC	Peoples Republic of China
Ru	Russia
Sau	Saudia Arabia
SK	South Korea
Sng	Singapore
Th	Thailand
Twn	Taiwan
UAE	United Arab Emirates
UK	United Kingdom
US	United States
Ye	Yemen

2.6 Counter Data-Point Abbreviations

LCS	Littoral Combat Ship (describes ship construction; informational only).
Lr	Long Range (bomber- type aircraft only; require own Op to activate)
NLOS	No Line of Sight
Stl	Stealth

2.7 Ship-Type Abbreviations with Notes

Ship units, in addition to their identifying icons, also carry letter-abbreviations of their types. Those abbreviations are as follows.

ACV	Air cushion vehicle flotilla (Chinese)
Amph	Amphibious transport ships
ASM	Anti-Shipping Missiles
CG/CGN	Guided Missile Cruiser (conventional or nuclear powered)
CVG	Hybrid Carrier-Cruiser
CVL	Light Aircraft Carrier
CVN	US nuclear- powered aircraft carrier
CVX	Future US aircraft carrier
DDX	Future destroyer (US)
FCS	Future Combat Systems brigade (US)
LCS	Littoral Combat Ship (US)
SAG	Surface Action Group
SS	Diesel-powered attack submarine
SSGN	Nuclear-powered cruise-missile submarine
SSM	Surface to Surface Missiles
SSN	Nuclear-powered attack submarine
SSX	Future stealthy submarine (Chinese)

2.8 Aircraft-Type Abbreviations & Info

Aircraft units, in addition to their identifying icons, also carry alpha-numeric abbreviations of their predominant types, such as B-2, F-35, Su-27, etc. Stl type aircraft can only be hit on a die roll of '1', regardless whether they are in base or making an attack. Lr aircraft can only be flown using Ops specific to the type. The B1-R is a proposed future modification of the B-1 bomber to enable it to carry numerous air-to-air missiles which would be targetted by advance stealth fighters into hordes of oncoming enemy aircraft.

2.9 Ground Unit Types

The ground unit types in the game are identified by NATO-style abstract symbols. Ground units are further broken into two broad (relative) categories: heavy and light. The heavy/light characterization is important in terms of the transportability, by sea and/or air, of each ground unit. Types of movement allowed is specified on the backs of counters.

Heavy Ground Units

Artillery, armor, and
mechanized infantry
including FCS types, SAM's.

Not eligible for sea movement without “Amph” type shipping nor airlift (Op 7).

Light Ground Units

Air assault, airmobile,

airborne inf, marines,

infantry, Chinese recon,

Stryker, sp-ops, SSM's, ASM's.

Besides Special Move or At Sea, US units of these types can use airlift (see 8.9, Op 7).

***Exception:** The Japanese Land Warrior Brigade can use sea-transport as a Light Unit, but may not use air transport.*

2.10 Ground Unit Sizes

The sizes of each of the ground units in the game is indicated by the symbol atop each one's unit-type identification box. If that symbol is bracketed, it means that unit is ad hoc, or otherwise transitional organizationally, or that the symbol is the nearest size equivalent to that unit. Those symbols are as follows.

XXXX (army) XX (division)

XXX (corps) X (brigade)

US “brigade combat team” (BCT)

2.11 Naval Vessels, Submarines & Surface Ships

There are two broad categories of naval vessels in the game: submarines and surface ships. If a rule is said to apply to naval vessels, it applies to both submarines and surface ships. If a rule only applies to submarines or to surface ships, the appropriate naval vessel category will be used in that rule. SS/SSX, SSN and SSGN are submarine types in the game; Acv, Amph, CV, CVL, CVN/CVX and SAG are surface ships.

2.12 Combat Factors

Each unit in the game carries four combat factors. A unit's “anti-ground” combat factor is used by that unit when it fires at an enemy ground unit. A unit's “anti-aircraft” combat factor is used by that unit when it fires at an enemy aircraft unit. A unit's “anti-submarine” combat factor is used by that unit when it fires at an enemy submarine unit. A unit's “anti-surface ship” combat factor is used by that unit when it fires at an enemy surface ship unit.

If any of a given unit's combat factors is “0” (zero), that unit can't fire at that kind of target. For instance, a submarine with an anti-aircraft combat factor of zero may never fire at enemy aircraft units. Note, though, that doesn't mean the opposite is true. That is, to extend the example, a submarine with an anti-aircraft combat factor of zero could certainly be fired on by enemy aircraft that had an anti-submarine combat factor greater than zero.

The units' various combat factors are, in essence, “hit” numbers. That is, if a given unit with, let's say, a combat factor of two, is attacking an enemy unit (of the appropriate type for that combat factor), that enemy unit is “hit” on a die roll result of two or one (the hit number or less. In some cases this ‘to hit’ number is raised, such as by target ships being in base (see 10.5) or lowered (against CVN's). See 10.0 for special abilities like ‘stl’ or NLOS etc.

2.13 Step Strength

A “step” is wargaming hobby term of long standing. It's used to describe the overall ability of a given unit to absorb some certain amount of punishment (hits) in combat prior to being eliminated from play and removed from the map. In this game almost all the combat units are “one-steppers.” That is, units with their combat factors printed on just one side of their counter require only one hit to fully and permanently be eliminated them from play.

When a two-step unit suffers a hit in combat, flip it over so its “reduced” side shows upward. If such a reduced unit takes another hit in combat, either then or later, it's immediately eliminated and permanently removed to the dead pile.

***Note:** Reduced (“damaged”) US, UK or Fr CVN/CVX/CV may be repaired back to full two-step strength during the course of a game (see 8.8); There's no way for any other reduced two-step ground unit to ever regain its lost step during the course of a game.*

2.14 Carrier-Based Aircraft

All the aircraft units in the game are land-based. The aircraft aboard aircraft carriers are 'built in' to those ships' combat factors and are inseparable from them. Op 16 (rebasement) never applies to CVN/CVX/CV/CVL type units.

2.15 Static Ground Units

The Singaporean, Malaysian, Philippine, Yemeni and Taiwanese ground units in the game are immobile once placed on the map. That is, once placed, they never move from their land area (except to go into the dead pile).

Note: Aircraft and naval vessels belonging to those countries aren't static (see 7.0 for restrictions).

2.16 Memory Aid Markers

In addition to the combat units described above, the counter-mix also includes memory aid markers. Those markers are as follows.

Control Markers (see 3.5)

National Status Markers

Random Events Markers (see 6.23)

Mines (see 8.37, 8.38)

3.0 SET UP & CONTROL

3.1 Set Up Order

RD/GC represents an expansion of the earlier game involving only the Western Pacific. In every scenario except where noted otherwise, the US side sets up first, and the Chinese side sets up second. Each scenario specifies the particular set-up of the various game pieces.

3.2 to 3.4

These sections can be found in the scenarios.

3.5 Control

In this game there are no zones of control. (If you don't know what that phrase means, don't worry about it.) The sea zones on the map are never controlled by either player; It's possible for units of both sides to be co-located in the same sea zone(s) at the same time, and even to 'move through' each other.

The control status of the various land areas on the map has bearing on determining the winner of the game (see section 4.0), as well as determining which side's forces can make use of the base facilities (if any) located within them (see section 7.0).

Each land area on the map is always in one of the following control states:

- 1) Neutral, and therefore not controlled by either player
- 2) Controlled by the US side
- 3) Controlled by the Chinese side
- 4) Contested

Any land area is contested if both sides simultaneously have one or more ground units there. A contested or enemy controlled land area comes under your control the instant your side is the *only* one to have one or more ground units within it. The control status of a given land area may switch back and forth between the two sides, and possibly go into or come out of neutrality, any number of times during play.

3.6 to 3.10

These sections can be found in the scenarios or on the Set Up sheet.

4.0 HOW TO WIN

Conditions of winning the various games are explained in each separate scenario.

5.0 SEQUENCE OF PLAY

5.1 In General

RD/GC is played in a sequence of steps, the outline for which is given below. Each time step VI (six) is completed one turn has passed. Play reverts to step I (one) and the sequence begins again. Repeat the sequence until one player wins, or until Random Event 3-5 / 3-6 forces a draw game, or until the Chinese player has completed 30 Ops, whichever comes first. A Turn/Event/Op tracking sheet is provided. See rule 1.6 for definition of Chinese Player and US Player.

5.2 Sequence of Play

I. Chinese (First player) Random Event Pre-Check

II. Chinese (First player) Random Event Resolution (if called for by die roll)

III. Chinese (First player) Op(s) (see Note 1 and 2)

IV. US (Second player) Random Event Pre-Check

V. US (Second player) Random Event Resolution (if called for by die roll)

VI. US (Second player) Op(s) (see Note 1 and 2)

Note 1: Generally one Op may be played on each map per turn, if playing the Combined Campaign Game (see rule 5.4).

Note 2: Second Ops can be played on the same map on the same turn as per Random Event or Hyperwar C4I chit play (see rule 11.0). For example, say the US player rolls a Random Event of 5-4, allowing a second Op. He can either play it immediately with his standard Op on the Asian map or wait and use it with his regular Op on the Indian Ocean map.

5.3 Completing an Op is Final

Once a step or a sub-routine with a given step has been completed by a player, no portion of it may be "taken back" or in anyway redone unless his opponent graciously gives his permission to do so. During the campaign game, players who gain permission by random event to take a second Op do so as soon as the first Op is taken.

5.4 Combined Game Op Sequence

During the Combined Campaign Game each player may perform one Op on each map (except as modified by Random Event or certain Ops). After all of a player's Ops have been completed on both maps, the other player may undertake his Ops.

6.0 RANDOM EVENTS

6.1 Random Event Pre-Checks

Each time a new Step I is begun (see rule 5.2 above), the Chinese player should make a random events pre-check by rolling a die. If that result is a one or two, roll two dice and execute the Random Event (see below, 6.2, and the Random Event Table for the current scenario). Otherwise play proceeds to step III (see section 8.0).

Each time a new step IV is begun, the US player follows the steps in the paragraph immediately above, including step V if called for.

Note: that when executing steps II or V, both players will be rolling on the same Random Events Table and it's possible that players may each roll into effect events that effect them alone, or their opponent alone, or both players together. Some events may be rolled into effect more than once, others may occur only once per game. In all cases, follow each event's specific instructions as detailed below.

6.2 Random Event Check Procedure

Each random event check requires the rolling player to roll two dice (or one die twice). The result on the first die is set in front of the second die, and that combination of two numbers (from 1-1 through 6-6) is indexed

against the scenario Events list to determine the particular event rolled into effect. *For example, in the Combined Campaign Game, a roll on the first die of “2,” followed by a roll on the second die of “1,” would bring into effect random event 2-1 (Major Middle East War Erupts).* Markers are provided as memory aids for several events; these should be set with the correct side up and in plain view, either on a neutral that just entered the fray or somewhere convenient.

**Scenario specific Random Event lists are provided in each Scenario folder.*

7.0 STACKING, MOBILITY RESTRICTIONS & BASES

7.1 Stacking in General

“Stacking” is the term used to describe the piling of more than one friendly unit in same sea zone or land area at the same time. In general, stacking is infinite, with four exceptions, listed as follows.

- A) Okinawa, Sri Lanka, Diego Garcia, Ras Karma and Singapore may never have more than three friendly ground units, three friendly aircraft units and three friendly naval vessels located in them at the same time. Thus, a total of nine units each.
- B) The limit on the Spratley Islands is one ground and/or one naval vessel unit (*note there is no base facility in the Spratleys; so aircraft may never base there.*) Also see 9.4. *When units of the opposing sides are co-located in those restricted-stacking locales, their stacking limits are calculated exclusive of each other.*
- C) The limit on Addu Atoll and the Andamans and Seychelles is one of each type of unit—land, sea, or air, for a total of three each. If invading, you may do so with one land and one sea unit but may not bring in one air unit until all enemy units have been destroyed.
- D) The Nicobars, Maldives, and Laccadives may hold up to one land and one air unit each. If invading, you may do so with one land unit but may not bring in one air unit until all enemy units have been destroyed.

If either player is discovered to have his forces overstacked in one or more of the restricted-stacking land areas listed in rule 7.1 at any time, the penalty is the elimination of the minimum number of units (owning player's choice) necessary to bring each such locale back into compliance with the stacking rule.

7.2 Interoperability of Nationalities

The US side and all allied units can freely interoperate and activate together during the same Op, except as noted elsewhere (India and Pakistan). PRC side allies cannot interoperate, except as noted elsewhere. Most nations have limitations where they can move (see below).

7.3 Invading Restricted-Stacking Areas

No more than three ground units may be used to launch a single amphibious invasion of Okinawa, Singapore, Sri Lanka, Diego Garcia or Ras Karma (Op 19; see rule 8.21). Similarly, no more than one ground unit may be used to launch a single amphibious invasion of the Spratley Islands, Addu Atol, Andamans, Nicobars, or Seychelles. There's no limit to the number of such operations that may be launched over the course of the game. Also note the stacking rule places no restrictions on the number of naval vessels that might support such invasions with their combat factors (see rule 8.21).

The PRC Marine Corps counts as three Brigades for stacking and thus may only invade Okinawa by itself. As it depends on the ACV for transport, and as the ACV may only enter waters adjacent to China, it will never be able to reach the Spratleys or any place besides Taiwan or Okinawa.

7.4 Unit Types & Stacking

In general, units belonging to all three major categories of units (ground, aircraft and naval vessels) may potentially stack together in every land area and sea zone on the map. Limitations depend on the type of bases in the specific area.

7.5 Taiwanese Restrictions

Taiwanese ground units never leave that island (except to go into the dead pile). Taiwanese aircraft and naval units only operate in the Taiwan Strait and/or the East China Sea.

7.6 Singaporean Restrictions

The Singaporean army never leaves that land area (even to Malaysia). The Singaporean naval vessel and aircraft units may operate in Singapore and/or any of the sea zones bordering on that country. Either side

may move naval units from one map to the other, but only if Singapore is either friendly or neutral, or conquered by the moving side. Singapore may freely interoperate with Malaysia. And, in fact, any attack on Malaysia automatically brings Singapore into the war.

7.7 Philippines Restrictions

Philippine naval vessels only ever operate in sea zones bordering on their islands. Philippine land units (other than Marines) never move once placed on map. The Philippine Marines may move 'At Sea' from one Philippine island to another Philippine island and may conduct invasions if enemy occupied.

7.8 Korean Restrictions

North and South Korean naval vessels and air units only operate in the Sea of Japan and/or Yellow Sea. North and South Korean naval vessels and/or aircraft may attack separately from the resolution of the "big war" on that peninsula (see section 11.0), but those would be separate Ops. No Ops are allowed on the Korean peninsula prior to outbreak of the Korean War, except units entering or leaving for both sides via sea or air movement.

North Korean and/or Russian and/or Chinese units never move or fight together except when trying to resolve a ground war on the peninsula.

The South Korean Marine unit may go to sea or be airlifted prior to the outset of a Korean war. It may land in Okinawa or Taiwan either individually or as part of a combined sea operation by the US side. It must be withdrawn from the game immediately when the Korean War starts.

7.9 Russian Restrictions

Russian aircraft units only base in Russia or possibly Ras Karma (depending on scenario/variant). Similarly, the only land areas Russian naval vessels may base in is Russia or Ras Karma, though they may enter any sea zones on either map within normal movement rules. Russian units of all types may attack normally into other base areas and sea zones. Russian units may never be combined into Ops with other power units; they operate independently and never act together with other units when expending an Op.

7.10 Bases

Certain land areas on the map are marked as containing aero-naval basing facilities (or simply "bases"). If you gain control of a neutral or enemy area containing a base, you thereby also gain control of that base. Bases are indestructible in game terms, and their control may change hands any number of times. Players must note the following particulars concerning bases and some specific bases.

Aircraft units may only operate from land areas containing friendly bases.

US (Lr) bombers operate from either Holding Box or Diego Garcia, but may conduct missions on their current map only (see rule 8.20).

PRC, Indian, Iranian and Russian LR units can only operate on the map on which they are currently based.

The US player may airlift light ground units or rebase air units from base area to base area, including to the other map (Op. 7, see rule 8.9).

Damaged US CVN units may only be repaired in land areas containing bases (Op. 6, see rule 8.8).

A base within a contested area (see rule 3.5) is considered to still be under the control of (and therefore useable by) the player who controlled that area prior to the entry of the contesting enemy units. Air units may never be rebased into contested areas.

7.11 Mainland China Restrictions

Ground units of the US/Allied side are never allowed to enter, or in anyway attack into, Northern China, Central China or Southern China. Naval vessels and aircraft of the US side are allowed to attack into those areas, but they may never move into them (within normal Ops restrictions; see section 8.0).

7.12 Kyushu Strait

The Kyushu Strait governs all naval vessel movement between the Sea of Japan and the North Pacific Ocean. Accordingly, no naval vessel of the Chinese side may move directly from the Sea of Japan into the North Pacific Ocean, or vice versa, until such time as random event 6-2 (rule 6.18) has occurred. Similarly, once that random event has occurred, no naval vessels of the US/Allied side may move through the strait in either direction for the rest of the game. (Prior to that, they may do so without hindrance.)

7.13 Sarawak & Brunei

Note that the real-world nations of Sarawak and Brunei aren't shown as political entities separate from Borneo. That's because within the time and space scales of this game they aren't considered separate from Borneo, operatively speaking.

7.14 Indonesia

Indonesia is neutral unless and until the PRC invades its territory or the US player successfully brings it in as an ally. At that time, Indonesia is in the war, and US/Allied side units are free to re-invade and recapture invadable territories within the country and/or base at its ports. The PRC player may never, though, invade and occupy Java or Sumatra.

The Indonesian army may be appropriately transported (as per unit type) to Borneo or the Celebes. Op 7 Airlift may not be used, though Op 22 may be. The Indonesian naval vessels may operate in any of the sea zones bordering that country. The Indonesian Air Force has very few serviceable planes (some days, two or less) and thus no counters are provided for it.

7.15 Malaysian Restrictions

Malaysia is a neutral unless and until the PRC invades its territory, or the US player successfully rolls it in as an ally. The Malaysian army never leaves that land area (even into Singapore) except to go into the dead pile. The Malaysian naval and aircraft units may operate in any of the sea zones bordering on that country (including that bit of Malacca Straits on the Indian Ocean map). Malaysia may freely interoperate with Singapore. And, in fact, any attack on Singapore automatically brings Malaysia into the war.

7.16 Japanese Restrictions

Japanese units must remain on the Pacific map, except for scenarios where a Japanese unit starts on the Indian Ocean map in which case that unit may not leave that map. The Japanese Land Warrior unit may only be moved to Okinawa and only moves by sea as a light unit.

7.17 Vietnamese Restrictions

Vietnamese units may enter sea zones adjacent to Vietnam, and the Marine unit may land in the Spratley Islands.

7.18 Indian Restrictions

Indian units can operate freely on the Indian Ocean map, but on the East Asian map may move no further north than the South China Sea, Sulu Sea and South Philippine Sea.

Note: India and Pakistan may only simultaneously be US allies if Pakistan already is an ally, and any Indian islands are invaded by the PRC side. However, Indian and Pakistani units may not ever be activated by the same Op nor interoperate.

7.19 Pakistani Restrictions

Pakistani naval units are limited to operating on the Indian Ocean map. The Pakistani Marine unit may only land on the Laccadives or Maldives. Pakistani air units may only operate from Pakistan or captured islands.

Note: India and Pakistan may only simultaneously be US allies if Pakistan already is an ally, and any Indian islands are invaded by the PRC side. However, Indian and Pakistani units may not ever be activated by the same Op nor interoperate.

7.20 Iranian Restrictions

Iranian naval units are limited to operating on the Indian Ocean map. Air units must remain in Iran and fly within their allowed range (the long range SU-24 being capable of striking anywhere on the Indian Ocean map).

7.21 Gulf Arab States (Saudi Arabia, Oman, UAE, Kuwait, Yemen) Restrictions

Units of the Gulf Arab States are limited to basing within their respective land area and only operate there or adjacent sea areas. Yemeni units base separately at Ras Karma; the air unit only flies in the Gulf of Aden. The Gulf Arab States automatically enter the game if any units (including US) are attacked in their territories or if Iran enters the war. US and British units may base in and out of the Arab Gulf States even while officially neutral, but may not launch any attack from there. In scenarios where Yemen is a PRC side ally,

none of the above applies to it.

7.22 Myanmar & Thailand Restrictions

Units of these countries are limited to basing within their respective land area and only operate there or adjacent sea areas. The Myanmar land unit may invade the Andamans Islands but not the Nicobars.

7.23 Sri Lanka

Sri Lanka is allied with India. Up to three Indian units of each type may base there. Sri Lanka may not be invaded.

7.24 US Restrictions

The US has only two restrictions on the movement of its units.

A) With the exception of the Spratleys, the US player may never enter the territory of a neutral nation.

B) US ground units may never enter China or Russia.

8.0 OPERATIONS (OPS)

8.1 Basic Operational Activation

An Op (occasionally formally known as an “action”) is the term used to describe the basic increments of movement and/or combat by which Op in the game progresses. There are a total of 39 possible Ops in the game. Some may only be conducted by one player or the other, while most are available to be conducted by either player. The list of available Ops is summarized on the Op Table, and all are described below in detail. It is suggested you read each Op carefully—they are the heart of the game.

Theaters & Operations

In general, a given Op can only be played for one map at any given time; either the Indian Ocean map or the Eastern Asian map. The exceptions are that either player may move naval units from one map to the other depending on Singapore’s status (see 7.6). Both sides may use Op 16 Aerial rebasing.

The Chinese player may use Op 3 to move land units to Myanmar (limits as per scenario).

US ground units can use airlift between maps (see rule 8.9, Op 7), or bring reinforcements in on either or both maps simultaneously (see rule 8.10, Op 8). Also, US Op 18 LR aircraft (US only) may activate and bomb on the map where they are based and land on the other map; This represents effective shuttle bombing tactics.

Optional Operations

Some Ops have the statement ‘Optional—see 8.1’ in their description. These may not be used unless all players had agreed before the game begins to utilize that rule. Ops labeled “Very Optional” should receive careful consideration before inclusion in the game.

Pro-Chinese Neutral Nations

These include North Korea and Russia. These can be made active allies by using Op.1 (see rule 8.3). Prior to that, Chinese units may be moved to North Korea (see rule 8.3 Op 3 and rule 8.18 Op 16) but not Russia. Chinese air and naval units in North Korea can attack US side naval units in adjacent areas, but may not attack South Korea nor any units the US may have put there. The US player may never attack any Chinese units in North Korea, nor may he attack Russia until Chinese active them as allies by Op 1.

8.2 Conducting Operations (Ops)

Each time the Chinese (first player) begins step III (three) in the sequence of play, he should announce to his opponent which Op he’ll be conducting at that time. The US (second player) must do the same each time he begins step VI (six) in the sequence of play. Neither player may ever conduct operations listed as being available only to the other player, and some Ops are listed as possible only by some nationalities.

Unless otherwise noted, US and allied units may freely interoperate (activate together and perform the same Op at the same time). Indian and Pakistani units may never interoperate.

Unless otherwise noted in pertinent Ops, PRC allies may not interoperate with either PRC units or other PRC allies.

Outside of that restriction it’s possible for both players to pick the same Op any number of times in a row, except where the Op specifies otherwise. All possible Ops in the game are described below in detail and

summarized on the Ops Table:

8.3 Op No. 1 (Bring Ally Into War)

Bring an Ally into the War. This Op may be performed by the Chinese player during a campaign game for a or b below.

- A)** Change Russia from a neutral into an active belligerent on the Chinese side (see rule 7.9). This is automatic.
- B)** Change Pakistan from a neutral into an active belligerent on the Chinese side. India must already be a US ally as prerequisite. Once per game the Chinese player may roll a die; If a roll of 1 or 2, Pakistan enters the war.

**Note that India and Pakistan may only simultaneously be US allies if Pakistan already is an ally, and the Indian islands are invaded by the PRC side. Indian and Pakistani forces may never interoperate.*

**Iran enters only by Random Event or Variant.*

8.4 Op No. 2 (Start War in Korea)

Initiate a ground war in Korea. This Op may only be performed once, and only by the Chinese player, per game. Once such a war has been begun, it may only be ended by the Korean Ground War Resolution Table. Note that initiating a ground war doesn't gain the Chinese player immediate access to the resolution table; That would require a separate and subsequent Op. See rule 12.0.

8.5 Op No. 3 (Move Chinese Ground)

Move a force of Chinese ground units from anywhere in China to anywhere in China, North Korea or Myanmar. This Op may only be conducted by the Chinese player, and he may do so any number of times per game. Units sent under the provisions of this Op may also include Chinese airborne and/or air assault units. Chinese ground units may be sent to North Korea prior to the initiation of a ground war there or after. There are scenario-defined limits on the number of units that may go to Myanmar. Chinese units, once in North Korea or Myanmar, may not leave there for the duration of the game (except to go into the dead pile).

***Note:** The island of Taiwan is never considered part of "China" for purposes of this rule, even it comes under PRC control.*

8.6 Op No. 4 (Airborne / Air Assault Taiwan)

Move a force of airborne and/or air assault units from Central China to Taiwan. This Op may only be performed, and only by the Chinese player, once per game. That is, if the airborne /air assault force is to go to Taiwan, then all of those two kinds of units in Central China at the time this Op is activated must go together to Taiwan at that time. (Some airborne/air-assault units may have earlier been dispatched to Korea, Sinkiang or Tibet.) If there are any enemy ground units on Taiwan at the time of this move, that results in a mandatory (and unsupported) attack by the airborne/air assault force on those units, which is resolved as part of this same Op.

8.7 Op. No. 5 (Bomb Taiwan)

Launch an out-and-back aircraft raid from Central China to Taiwan. This Op may only be conducted by the Chinese player, but he may do so any number of times per game. To do so he takes one, some, or all of the non-LR aircraft he has based in Central China at that time and then temporarily moves them to Taiwan. He must then use those aircraft in a normal (unsupported by other units) attack on the enemy units located there. At the conclusion of the attack's resolution (including normal return-fires), all surviving Chinese aircraft are moved back to Central China.

8.8 Op. No. 6 (Repair NATO Carrier)

Repair one damaged US or French CVN/CVX or British CV located in a friendly base area. This Op may only be conducted by the US player, but he may do so any number of times per game. The damaged unit must already be located in a friendly controlled land area containing a base. The land area may be contested at the time of the repair. Flip the unit back to its full-strength side.

8.9 Op. No. 7 (Airlift US Ground)

Airlift one light US ground unit from any friendly base to any other friendly base on either map. This Op may

only be conducted by the US player, but he may do so any number of times per game. One light BCT chosen (see rule 2.9) may be moved from any friendly controlled land area with a base to any another friendly controlled land area with a base on either map. Such areas may be friendly-but-contested at the time of the move (see rule 3.5), and may also include, in either direction, the US Holding Boxes. During the Combined Campaign Game, US units (only!) may begin on one map and land on the other map.

8.10 Op. No. 8 (US Reinforcements)

Call For Reinforcements. This Op may only be conducted by the US player, but he may do so any number of times until his reinforcement pool no longer contains any units. Only one Op 8 may be rolled per turn; the Op for the other map must be different. The US player rolls a die and then blindly draws that number of units (one through six) from his reinforcement pool. All drawn units are received at full-step strength. During the combined campaign game, units may be placed in either map during the same Op.

Those units are then placed either in the

US & Allied Off-Map Bases holding box (East Asia) or in the NATO holding box

(Indian Ocean map).

From these boxes units may be moved

normally into play on the map in

subsequent Ops.

8.11 Op No. 9 (Enlist Neutral to Ally with US)

Make a diplomatic effort to get a neutral to join the war. This Op may only be conducted by the US player, but he may do so any number of times per game. He simply names aloud any one neutral nation from the following list: Indonesia, Vietnam, Philippines, Singapore or Malaysia.

On the **East Asia** map, choose any one of the following, and then roll a die: If the result is a one through three, the named nation immediately enters the war on the US side. But if the result is a four through six, the nation chosen and rolled for remains neutral for the present (*note that Japan, Australia, and Taiwan begin the game as US allies*).

On the **Indian Ocean** map, choose any one of the following, and then roll one die: If the result is one through three, the named nation immediately enters the war on the US side. But if the result is a four through six, the nation chosen and rolled for remains neutral for the present. For France or Italy, a die roll of one through four brings them in (*note that Britain begins the game as a US ally*).

India**

Pakistan**

Thailand

France

Italy

Note: *If the nation rolled for enters the war, all its land areas, bases and armed forces immediately, fully and permanently join the US side.*

**** India and Pakistan are mutually exclusive and if one is allied, the US may not roll for the other. Note—they still can both be allies under a certain circumstance—see 7.18 or 7.19.**

Note: *The Arab States only come in if Iran enters the war (Random Event required).*

8.12 Op. No. 10 (US Intercepts Chinese Aerial Rebasing)

Make an aerial interception of a Chinese Aerial Rebasing or LR Op. This Op may only be conducted by the US player, and he may do so any number of times per game, provided only that the Chinese Op carried out just prior to this one was an Op 16 (see rule 8.18) or Op 18 (see rule 8.20). If that Chinese aircraft move took those planes over or adjacent to one or more land areas or sea zones containing US aircraft and/or CVN, those US units (not Allied) may make one combined, and otherwise unsupported and normally resolved, attack on those Chinese aircraft. Interceptions of Chinese air units in North Korean is not allowed while neutral. When intercepting a Chinese Op 18, the US interception effort is resolved prior to the surviving Chinese or Russian LR aircraft being allowed to make their strike, and they may not fire back. (See rule 9.7 for Emergency Rebasing limitations.)

8.13 Op. No. 11 (End Korean War)

Attempt to resolve a previously begun ground war in Korea. This Op may be conducted by either player, potentially any number of times per game. This can't be conducted, however, until *after* the Chinese player has declared op. no. 2 (see rule 8.4). Further note that once the ground war in Korea has been resolved (see rule 12.0), another one can't be initiated there during the course of the game.

8.14 Op. No. 12 (Move Naval Units from Base)

Move a force of naval vessels from any base area to a single neighboring sea zone. This Op may be conducted by either player any number of times per game. If such a move takes a force of naval vessels into a sea zone containing enemy units, combat may result as part of the same Op. See sections 9.0 and 10.0 for more details.

8.15 Op. No. 13 (Move Naval Units at Sea; May Attack Ground Units)

Move a force of naval vessels from a sea zone into a neighboring friendly controlled or contested land area. This Op may be conducted by either player any number of times per game. If such a move takes a force of naval vessels into a land area containing enemy units, an attack by the moving vessels may be conducted as part of that same Op. Further, that attack may include the participation of some or all of the other friendly units that may happen to have already been in that land area when the moving ships arrived. (See rule 10.11).

8.16 Op. No. 14 (Move Naval Units; May Attack Naval Units)

Move a force of naval vessels from one sea zone to a neighboring sea zone. This Op may be conducted by either player any number of times per game. Moves between zones connected only at corner points are allowed, as are skip-moves through Okinawa, Singapore, Spratleys and Nicobar if you control or contest them (see rule 9.3). If such a move takes a force of naval vessels into a sea zone containing enemy units, an attack by the moving vessels may be conducted as part of that same Op. Further, that attack may include the participation of some or all of the other friendly units that may happen to have already been in that zone when the moving ships arrived.

8.17 Op. No. 15 (Attack Naval Units)

Use naval vessels in any one sea zone to attack the enemy units in that same zone or in a land area bordering that zone. This Op may be conducted by either player any number of times per game. See section 10.0 for more details. If such an attack is made into a contested land area, it may not include the participation of any of the friendly units in that land area. (See rule 10.11).

8.18 Op. No. 16 (Rebase Aircraft)

Rebase aircraft from one friendly base area to another friendly base area. This Op may be conducted by either player any number of times per game. Chinese rebasing moves may be to any area in China, North Korea, Taiwan or Myanmar or as per variant. US rebasing may be to any friendly base including Holding Boxes, any ally or the Indo Pakistani War Resolution Box (if there is an Indo-Pakistani war on).

The move may be over any distance but, in the case of Chinese-side rebasings, it must still be traced area-by-area and/or zone-by-zone across the map in order to allow for the possibility of the US player immediately calling an op. no. 10 (see above, 8.12). The US player need not make such tracings; he simply conducts the rebasing.

For both players, the take-off base area may be contested, but the receiving base area may not be.

The US player may use his side's Off-Map Bases holding box as either the takeoff or landing point for his rebasings.

During the Combined Campaign Game US, units (only!) may fly from one map to the other.

PRC may rebase units to Myanmar or, depending on Variant, Ras Karma. Chinese map to map rebasing is limited as per scenario.

8.19 Op. No. 17 (Air Strike Against Naval Units)

Use aircraft in one base area to attack enemy naval vessels in one neighboring sea zone. This Op may be conducted by either player any number of times per game (see rule 10.0). If such an attack is made into a contested sea zone, it may not, as part of the same Op, include the participation of any of the friendly naval vessels in that same zone.

8.20 Op. No. 18 (Long-Range Airstrike)

Move any long range (LR) aircraft anywhere on one map and conduct an attack. This Op may be conducted by either player any number of times per game. Chinese-side LR can't reach the US holding boxes. Return Chinese LR aircraft to their originating base area, which must always be in one of the three Chinese land areas. Russian LR aircraft always base out of Russia or Ras Karma in the variant where it is a Russian base. Iranian LR aircraft always base out of Iran. US LR aircraft are always based in that side's off-map holding boxes or Diego Garcia. Neither side may ever combine an LR aircraft attack with participation by any other of their allies' forces, meaning that for China only the Chinese or the Russian or the Iranian LR aircraft may fly in a given Op. Indian LR must always fly alone.

Chinese-side LR moves are susceptible to US interception, and those interceptions are resolved prior to resolving the attack of the moving Chinese LR aircraft (see rule 8.12). One activation of this Op doesn't necessarily allow all the LR aircraft of that side to fly to and attack different targets; It allows any number of LR aircraft then co-located in one base area to fly to and attack one-and-the-same target.

After resolving Combined Campaign Game combat, surviving US units (only!) may land in either holding box or Diego Garcia, disregarding map boundaries (shuttle bombing).

8.21 Op. No. 19 (Amphibious Assault)

Use ground forces at sea in any one sea zone to make an amphibious invasion of any one invasion-susceptible enemy land area bordering that zone. This Op may be conducted by either player any number of times per game. Note that the Chinese player may also choose to invade a susceptible neutral, thereby instantly bringing that nation into the game on the US side. Invasions may also include, within the same Op, the combat participation of friendly naval vessels, as long as they're located in the same sea zone as the invading ground units. Defenders may fire back with any land-attack capable unit, or fire on supporting enemy naval vessels with any units that have the appropriate combat capability; amphibious vessels are considered to have offloaded their troops before any combat takes place.

Note: Only certain areas on the map are identified as being susceptible to amphibious invasion. That restriction holds for both players. Areas not susceptible to amphibious invasion may never be moved into the other category; though that will not necessarily shield such places from being involved in other aspects of the game. (See rule 10.11).

8.22 Op. No. 20 (Ground Attack)

Use a force already in a contested land area to attack the enemy forces within that same area. This Op may be conducted by either player any number of times per game. See section 10.0 for more details.

8.23 Op No. 21 (US or Russian Airborne Move)

Airborne Movement (US and Russian). This may be performed only by US and Russian airborne units (not Chinese), and only by one unit at a time. Restrictions on unit movement per rule 7.0 still apply.

The unit must start in a land area containing a base or be in a friendly holding box. The player then picks up the unit and moves it to any other land area that its nationality could otherwise enter. This is similar to Op 7, Airlift, except that the terminal area does not have to contain a friendly base.

However, if there are enemy land or air units in the terminal area, the unit making the airborne movement must attack, and the attack must either be supported by CV/CVN/CVX/CVL units in an adjacent sea zone or in port, or by friendly land based aircraft in the drop area.

In case there are enemy air unit(s) in the drop area, they may fire back at the airborne unit with anti-aircraft strength.

An airborne move may not be made into an area containing an enemy SAM unit—the enemy player must inform the player conducting the airborne movement of the presence of any SAM unit in the target area prior to the Op being initiated (in other words, no hiding under stacks).

8.24 Op No. 22 (US Airborne/ Air Assault)

Air Assault Movement (US). This may be performed only by US (including Indonesian, but never Chinese) air assault and special operations command units. It may be performed by either or both qualified units moving together. Restrictions on unit movement per rule 7.0 still apply.

If two units are used, both must start together in an on-map land area and end their air assault movement in one land area. The player picks up the unit(s) and moves it (them) across one sea zone, ending the move in a land area. The starting and terminal areas do not have to contain friendly bases. If there are enemy land units in the terminal area, the units making the air assault movement must attack them; this is part of the air assault Op

Exception: Not in Korea.

The player may conduct air assault into an area containing an enemy SAM unit (unlike airborne movement).

8.25 Op No. 23 (US EMP Weapon Usage)

US Secret EMP Weapon (Optional—see rule 8.1). This Op may only be performed once per game, and only by the US player.

Designer's Note: *There have been rumors for several years of a US electro-magnetic pulse (EMP) weapon with a capability similar to the massive EMP pulse of a high-altitude thermonuclear weapon.*

Declare one land or sea area as the target and roll the die. On a result of three, four, five or six, the Chinese player may not use any unit in the area during his next operation. A result of two has no effect. On a result of one, the mission goes horribly wrong, producing a misfire that has no real effect on military operations, but that provides ghastly video footage of casualties, wrecked ships at sea, etc. Add +1 VP to the PRC total for the global public relations effect.

8.26 Op No. 24 (Submarine Infiltration)

Submarine Infiltration Tactics (The Lone Wolves). This Op may be performed by either player any number of times per game, until a player loses a sub during infiltration in the '6' die roll result given below.

One SS, SSX or SSN type submarine unit in the same area as an enemy force is designated as an infiltrator. One ship of any type is chosen as its target—that designation temporarily negates rule 10.4, Protected Targets, for the infiltrator.

Roll a die, adding two if it's a Chinese non-SSX type making the infiltration attempt and subtracting one if a US sub is making the attempt.

On a result of one to three, the designated submarine unit has successfully infiltrated and may make an attack on the previously designated target. It may, in turn, be attacked by surviving enemy units. On a four five or six, nothing happens and the operation is over with no combat.

No other combat takes place in the area as a part of this operation.

8.27 Op No. 25 (Chinese/Iranian Missile Strike)

PRC/Iranian Surface to Surface Missile Strikes. This Op may be performed by the Chinese player any number of times per game, as long as there is at least one SSM unit. If he has two SSM's, he may fire the SSM's sequentially, resolving the first attack before making the second. PRC and Iranian SSM's may not fire during the same Op.

The Chinese player may target any land, air, or surface naval unit on the same map, except those in a neutral nation or an off map holding box. Ignore rule 10.4 Protected Units. Resolve combat normally.

8.28 Op No. 26 (Taiwanese Missile Strike)

Taiwanese Missile Strike on China. This Op may only be performed once, and only by the Allied player, per game. This may never be the first Op of the game by the US player.

Note: *No counter is provided—this capability exists until used or Taiwan leaves the war.*

Select one Chinese unit except a submarine type in the Central China land area and roll one die; on a result of two through six, that unit is eliminated. On a result of one, the mission went horribly wrong, producing a misfire that had no real effects on military operations, but that provided ghastly video footage of wrecked civilian population centers. Add +1 VP to the PRC for the global public relations effect.

8.29 Op No. 27 (Pick Hyperwar)

Pick One Hyperwar Variant Chit (Optional; see rule 8.1). Either player may play this any number of times per game. The Player may choose one Hyperwar variant chit from his cup. Chits drawn in the combined campaign game can be used on either map (see rule 11.0).

The chit may be played immediately or held in your hand. Once played, remove the chit from the game and place it aside.

You do not have to show HyperWar chits you pick to the other player until you play them, though you may always examine any that you have in your hand.

8.30 Op No. 28 (Surprise Chinese Assassination Raid)

Assassin's Mace: Massive PRC Attack on US Command & Control (Optional; see rule 8.1). This Op may only be performed once, and only by the Chinese player, per game. It may only be used on the East Asian map.

***Designer's Note:** This represents an all-out PRC attack on US satellite and communications assets. It is believed such an attack would consist mainly of firing a few hundred Scud-like missiles into the orbits of lower orbiting satellites, thereby detonating and scattering such a mass of small debris that no satellite could survive in that band for at least 10 years. And, simultaneously, massive Cyberwarfare attacks would be made to knock down key facilities.*

Roll a die: on a result of three through six, the PRC attack is successful, meaning the US player must ignore any future random event or HyperWar play that would otherwise allow him to execute two Ops in a row. The PRC player may now execute a second Op, as if he had drawn a Random Event result of 51-54.

On a result of one or two, US Cyberwar and space defense forces block and then launch a successful counterattack, and the four-to-six result above is implemented against the Chinese instead of the US (for the duration of one turn only in the US' case). Whatever the result, subtract 2 VP the PRC total.

8.31 Op No. 29 (US Limited Nuclear Strike)

Limited US Nuclear Strike (Very Optional; see rule 8.1). This Op may be performed by the US player any number of times per game. Select one enemy unit anywhere on either map (except in a nation that began the game as a friendly ally, a neutral, or Russia) and roll one die:

On a 1-2 this Op brings on an international crisis of such magnitude that the war is brought to an end immediately in a Draw.

On a 3-6, the targeted unit is eliminated. Add +2 VP to the PRC total each time this is used.

8.32 Op No. 30 (US Massive Nuclear Strike)

US Massive Preemptive Nuclear Strike (Very Optional; see rule 8.1). This Op may be performed by the US player once per game. It represents a counterforce strike on PRC nuclear forces. It may only be used against China.

Declare this Op and roll a die. Subtract one from the result if Russia is an active ally of China. Add one if the US had previously executed Op 29 (a limited nuclear strike).

On a result of **one** or **two**, the game ends immediately and a Chinese victory is awarded on the basis of outraged world public opinion.

On a result of **three**, the game continues, but the next Chinese Op is skipped; Count as if an Op had still taken place and decrement from the total allowed 30. Count the skipped Op as if a Chinese Op had still taken place from the total allowed 30. The Chinese player can never execute Op 32 for the duration of the game. Add +2 VP to the PRC.

On a result of **four**, **five** or **six**, the Chinese government collapses and the game ends immediately as a US victory.

8.33 Op No. 31 (Limited Nuclear Strike)

China or Other Power Limited Nuclear Strike (Very Optional; see rule 8.1). This Op may either be performed either player, depending on who controls the Indian, Pakistani and (sometimes) Iran (see Variant L in the scenarios).

Select one enemy unit anywhere on the map except in a holding box and roll one die: On a 4-6, the unit is eliminated. -2 VP from the PRC side total each time this Op is used by China, and -1 VP if by Chinese ally or +1 VP if by US ally.

In the case of either the Indian or Pakistani player firing at each other, roll the die again: On a 5, the game ends immediately in a technical draw as a massive nuclear exchange occurred and the two powers destroyed each other, along with most of the agriculture of Asia.

8.34 Op No. 32 (Chinese Massive Nuclear Strike)

Chinese Massive Nuclear Strike (Very Optional; see rule 8.1). This Op may be performed only by the Chinese player, and only once per game. It represents a PRC nuclear strike on key US and Allied bases, mainly the naval facilities along the West Coast of the United States. Declare this Op and roll a die:

On a result of **one through three**, Massive Retaliation occurs: the game ends immediately in a US victory.
On a **four**, roll the die again and add one; That result is the number of US/Allied units destroyed (Chinese player chooses which units and may even blindly draw from the US reinforcement cup if he chooses it).
On a **five**, all units in the US reinforcement cup are lost.
On a **six**, the Western alliance totally collapses. The US is dethroned as World Power, and the game ends immediately in a Chinese victory.
On any result other than a 1-3 or a 6, debit the Chinese side -3 VP.

8.35 Op No. 33 (Chinese Surprise Invasion of Taiwan)

Chinese ACV Rapid Invasion Movement. If there are no US or Allied surface naval units in the Taiwan Strait, the Chinese player may use his ACV hovercraft to move the PRC Marine Corps unit (only!) to Taiwan in a rapid movement. Only these units may move in this Op. Both move, and they cross and make an amphibious assault landing (same as an Op 19) during the same Op.

8.36 Op No. 34 (Pass; Do Nothing)

Pass Option. Either player may use this once per game per player. On the map for which this Op is played, the player does not need to move any units or initiate any battles until next turn. If any turn occurs where you cannot take an Op on a given map (due, for example, to having no units on that map or no units able to move), you may not take any further Ops on that map for the remainder of the game.

8.37 Op No. 35 (Sew Mines)

Mine Laying. Either side may lay mines in certain selected sea areas. The mine counters are backprinted with the opposite sides colors and flags; thus only one side's minefield may exist in a given sea area at a time (this is deliberate). The exception is the Persian Gulf minefield, which is two-sided (and has two strengths) and may only be deployed by the Chinese player and then only laid by Iranian units.

The US may lay mines in the Taiwan Straits, Gulf of Aden or Straits of Malacca.

The PRC side may lay mines in the Taiwan Straits, Straits of Malacca, or Gulf of Aden; Individual counters for each of these areas are provided. Only Iranian units (which would be Chinese allies) may lay mines in the Persian Gulf.

Providing you have at least one ship or submarine unit in the target sea area, the mines are automatically placed.

When Iran enters the war, immediately place the '2' Persian Gulf minefield counter in that area; This does not require an Op. Replacing or strengthening a reduced Persian Gulf minefield to its "2" strength does require a minelaying Op involving Iranian naval units. If rebuilding the Persian Gulf minefield it requires two turns: Only one mine level may be placed per turn.

Mine counters have an attack number printed that is used for either anti-submarine or anti-surface attack. All counters but the Persian Gulf minefield are restricted to a strength of '1' only. At the start of each Op cycle in which you have warships in the same sea area as an enemy minefield after taking your Op, you must execute 1 minefield attack against any of your units (your choice) and roll the die. The target ship will suffer a hit if the die roll equals the minefield strength or less. The opponent may not make an amphibious invasion in sea areas with a friendly minefield. Other effects of mines may include VP, based on scenario.

8.38 Op No. 36 (Mine Countermeasures)

Mine Countermeasures. If you have at least one surface ship in a sea area with an enemy minefield you may declare this Op and attempt to clear it. On a die roll of 1 through 3, the mine anti-sub/anti-surface strength is reduced by one. In most cases this means the removal of the minefield, the exception being if the Persian Gulf minefield is at strength '2', in which case it reduces to '1'.

Cleared minefields are available for placement later.

8.39 Op No. 37 (End Indo-Pakistani War)

Attempt to Resolve an Indo-Pakistani War. This Op may be conducted by either player, potentially any number of times per game. This can't be conducted, however, until after a Random Event or Scenario requirement has initiated this war. See Indo-Pakistani War Resolution table and roll the die, factoring in any DRM's (see rule 13.0).

8.40 Op No. 38 (Iranian Suicide Boats)

Iranian Suicide Boats. This is playable only in the Persian Gulf. There is no counter for this; Iran must be

active. Select one US side SAG and roll a die; on a 1 the SAG is lost, on a 6 all Iranian suicide boats have been expended and this Op may not be played again. The US player may take Op to prevent this Op being used—use an amphibious assault (Op 19) with at least one unit. If the unit makes it ashore, Op 38 may not be played.

Designer's Note: *It is assumed this invasion goes in at the Straits of Hormuz, a relatively weakly held area and a most likely base for suicide boats).*

8.41 Op No. 39 (Persian Gulf Air Strike)

Massed Air Strikes across the Persian Gulf. This Op may be played by either player and may be played as long as at least one air unit is available plus one legal target. Take as many air units as are stationed either in the Arab Gulf States or Iran (depending which player is attacking) and use them to make attacks against units on the opposite side. Air strikes may be made as you wish, with the exception that in-port CVN/CV/CVX types still benefit from the Protected Targets rule (if SAG's are present). All DRM's apply.

9.0 MOVEMENT

9.1 General Rule

In general, movement takes place between contiguous land areas and/or sea zones within the parameters of the Ops detailed in section 8.0. Except as given in rule 8.9, 8.18 and 8.20 for the US player, and as given in 8.5, 8.6 and 8.7 for the Chinese player, no 'skipping over' of land areas or sea zones is permitted during any move.

9.2 Diagonal Sea Zone Moves are Permissible

Diagonal moves (that is, moves from one sea zone to another when they're touching only at one corner point) are allowed just as if the two zones were connected along a linear border.

9.3 Island Skip-Moves

Provided you control, or your ground forces are ashore contesting that control, it's allowed for your naval vessels to make "skip-moves" through Okinawa, Singapore, Nicobar and the Spratleys. That is, for example, naval vessels may, in one movement operation (Op), go directly from any one of the sea zones bordering on those island locales to any other of those bordering sea zones. Otherwise two Ops are required.

9.4 Spratley Island Special Status

The Spratley Islands are the one "neutral" land area on the map open to US/Allied occupation prior to Chinese entry there. That is, the Spratleys are open to entry by both sides' forces from the very start of the game. Note, however, the VP for the Spratleys don't come into play in any way unless and until the Chinese once gain uncontested control of the place.

Designer's Note: *The control of the Spratley Islands is today a matter of international dispute.*

9.5 Land-Based Aircraft

The aircraft units in the game are all land-based. They may only ever operate from land areas containing base facilities and, on the US side, the US & Allied Off-Map and NATO holding boxes. In general, then, the non-LR aircraft in the game can perform Ops 16, 17, and 39 or for the Chinese Player exclusively an Op 5. Emergency rebasing is mandatory (but doesn't use up an Op) when your ground forces lose control of their base area to enemy ground units. Other aircraft movement across the map will occur during execution of Op 5 (see rule 8.7) or Op 18 (see rule 8.20). Limitations for basing US LR units are explained in 7.10.

9.6 Naval Vessels in Land Areas

In general, bases aren't as important for naval vessels in this game as they would be in games covering an earlier era of warfare. That's because the ships represented by counters in the game are fueled and provisioned so as to be able to remain at sea during pretty much the entire portion of the war covered here. The advantage of moving ships into a land area (in other words, to deploy close-in along their coasts and/or to go into port) comes with activations of Op 6 (see rule 8.8) as well as Ops 13 and 19 (see rules 8.15 and 8.21). Note, however, there is also a disadvantage to such naval in-shore deployments (see rule 10.5). Also note that ships in a land area are subject to emergency rebasing in case of certain combat and/or random events.

9.7 Emergency Rebasing Procedures

Whenever emergency rebasing is called for, players should first check to see if a specific location is mandated to receive those rebasing units (see scenario-specific Random Events). If so, the rebasing units go there. In other circumstances, when specific receiving locations aren't called for, the player owning the rebasing units should move them to the nearest friendly-controlled/contested base area (consider that all to be one category). If two or more such areas appear to be roughly equidistant, the opposing player makes the call.

Note: Chinese emergency rebasings are never subject to US interceptions.

9.8 Light Ground Units at Sea

To go to sea (and potentially remain there any length of time), a light ground unit need only be flipped over so its reverse side, printed "At Sea" shows upward. That means it's been put aboard smaller transport vessels that are not themselves represented by counters in the game. The only limit is that neither side may ever have more than three "At Sea" units deployed in the ocean at any one time (on each of both maps, figuring their two limits separately). Also note flipping over to their "At Sea" side isn't a separate Op, it's simply a part of moving out to sea (perhaps accompanied by other naval vessels). While at sea, light ground units are for all movement and combat purposes considered surface ships with combat factors of all zeroes. Note, too, that "At Sea" ground units are "protected targets" (see 10.4). India, Indonesia, Pakistan, Myanmar and Japan may each have one 'At Sea' unit in the ocean at a time; these do not count against US or Chinese limits.

9.9 Heavy Ground Units at Sea

Heavy ground units may only go to sea in amphibious transport ships (Amph) of their own side. Each such Amph unit can carry up to three heavy units (any combination of types). To show a heavy unit is being transported by an Amph unit, place the ground unit beneath the Amph unit's counter. Also note boarding an Amph unit isn't a separate Op, it's simply a part of moving them out to sea. While at sea, heavy ground units are, for all movement and combat purposes, considered to be an inseparable part of the Amph unit transporting them. That is, if their Amph unit comes under attack, no separate attacks are made against the transported ground units; they simply and fully share the fate of that Amph unit. Note, too, that "At Sea" ground units are "protected targets" (see rule 10.4).

Units may remain on Amph units at sea for any length of time. Whenever an Amph unit transporting ground units moves into a land area, the ground units it's carrying are considered instantly unloaded as part of that same movement Op. If/when an Amph unit is used to deliver ground units to an amphibious invasion (that is, to either an enemy controlled or contested land area), that Amph unit is not subject to return fire from the enemy units defending there during that one Op.

9.10 Chinese ACV Limitations

The ACV is treated as a special amphibious transport unit. It may only enter the Chinese mainland and the Taiwan Straits. The ACV may transport any three Chinese brigades or the Chinese Marine corps to Taiwan. The Chinese Marine Corps may ONLY be transported by ACV. This unit is special in that it may load, transit the straits, and invade all in one Op (see rule 8.35 Op 33).

9.11 US SP OP Unit

This represents US special operations forces that are operating in a relatively open mode, such as a Ranger Regiment and Special Forces working in conjunction with friendly guerrilla forces. This unit is treated as a standard land unit, except that it has stealth ability, representing special operators conducting low profile operations (as per rule 10.6). The special operations unit is a light unit. It can use both airborne and air assault movement. Because of the 'no land unit' restrictions on the US in China, this unit may not be placed there (though Hyperwar Spec Ops units may).

9.12 Chinese Logistical Limits on the Indian Ocean Map

Due to having no large permanent bases and only sparse facilities on the Indian Ocean map, the Chinese player is limited in the number of units he can have there during the game. No more than eight Chinese units may be in the Indian Ocean during the game. That means eight units altogether, not eight at a time. The Chinese player is allowed to start with one to four naval units; If he places all four, then he can only bring in four additional units during the game. These may enter Myanmar as land units via Op 3 or rebasing air units via Op 16, or naval units via the Malacca Strait via Op 14 (see rule 7.6, Singaporean Restrictions). If less

than four naval units are placed initially then more than four may enter later.

9.13 The Suez Canal

If the Suez Canal is blocked (which happens by Random Event), place the Suez Canal Blocked marker. No further naval units may transit onto the Indian Ocean map. If there are naval units in the NATO Holding Box, they remain there for the remainder of the game. Air units can still rebase, LR air units can still fly in and out on bombing missions, and light ground units can still use airlift and airborne movement.

10.0 COMBAT

10.1 Combat Generally

In general, combat is voluntary, and generally only occurs between opposing units in the same sea zone or area. Combat is mandatory when conducting:

- 1) a first-ashore amphibious invasion; or
- 2) a Chinese airborne/air-assault move to Taiwan; and
- 3) Chinese land-based air move-and-attack to Taiwan or from Iran to the Gulf States and vice-versa.

A “first ashore amphibious invasion” refers to any time the entry of your ground units into an enemy controlled land area represents your only ground unit presence in that place at that time. The details of numbers two and three above are given in rule 8.6 and 8.7, respectively.

At other times, combat may occur (active player's choice) whenever a move Op takes moving forces into a sea zone or land area occupied by one or more enemy units. In those cases, that combat would be up to you; it is allowed for opposing units to co-exist indefinitely within the same land areas and/or sea zones. Note, too, that if you moved ground units into a land area occupied only by opposing aircraft and/or naval vessels, there would be no combat—those enemy units would simply be forced to make an emergency rebasing as you moved in.

Combat may occur across zone/area boundary lines only within the provisions of Ops 15 and 17 (see rule 8.17 and 8.19, respectively).

10.2 Combat Procedure

Combat units register their participation in combat, both offensively and defensively, by firing at opposing enemy units. In each combat, a participating unit may fire at any one opposing unit. In turn, each of your firing units may be fired at by one or more opposing units in that same battle. In general, it's impossible for either player to withhold units from participating in a battle going on within its zone or area; however, note the important exception described below in rule 10.4.

All fire within a given battle is considered to be taking place simultaneously within and between both sides. Thus there's no advantage to rolling your combat resolution die rolls before the other player (exception—see rule 10.8 'NLOS'). All combat dice are rolled, and their results noted, before any actual unit reductions or eliminations take effect. See rule 2.11 to 2.15 for more descriptions.

For formality's sake, the player who conducted the Op should be allowed to fire first. Within the strictures of the protected target rule (10.4) it's permitted to assign more than one of your units to attack the same enemy unit. If, however, your first, or one of your early hits, succeeded in eliminating the multi-targeted enemy unit, you're not then allowed to reassign your 'overkill' units—they've simply wasted their time as far as that battle goes.

Also note there are never any multi-round battles. Each involved unit on both sides is allowed to fire once, and that battle is then over until some new Op allows it to be fought again.

10.3 US SIDE CVN/CVX/CV

Due to their extreme size and hi-tech characteristics, special combat rules apply to all US CVN/CVX, plus the French CVN and the British CV. That is, it takes two hits to sink a full-strength unit. They are the only two-hit naval vessels in the game. Register the first hit by flipping it over so its damaged side shows upward (the side with the lower combat factors). Damaged units remain damaged until repaired under the provisions of Op 6 (see rule 8.8), or until fully and finally sunk by a subsequent hit.

Further, all Chinese-side aircraft decrease their 'to hit' number by one when attacking a CVN/CVX/CV. Thus, for example, aircraft with anti-surface ship combat factors of “3” would, in effect, only have anti-surface ship combat factors of “2” when attacking CVN etc., and that remains true even when a targeted unit is damaged.

10.4 Protected Targets

US and French CVN/CVX and the UK's CV, as well as both sides "At Sea" light ground units and Amph naval vessels (along with the heavy ground units that they may be transporting), are considered "protected targets" when receiving enemy fire in combat. That is, no protected target may be attacked unless every other non-protected-category surface ship in the same zone or area is also being attacked by at least one enemy unit.

10.5 Naval Vessels in Land Areas

Whenever naval vessels are in any land area, all enemy units attacking them have their 'to hit' number increased by one (except for hit numbers of five, which can never be increased to six or more). This modifier is cumulative with all other applicable positive and/or negative modifiers.

Example: A US F-16 is attacking a PRC SAG in Taiwan. The normal 'to hit' of the F-16 requires a die roll of 1 to 4. Because the target is in a land base, the required 'to hit' becomes a 1 to 5.

10.6 Stealth (Stl)

Several units in the game are identified as stealthy (Stl). That means, whenever they're fired at by enemy units of any kind, the "to hit" number of those firing enemy units is reduced to "1." Carefully note that they're not reduced by one, they're reduced to one.

10.7 SAM's

These are air defense units, including anti-aircraft missiles plus radars and command control for them. This type of unit is treated as a standard land unit. SAM's may fire at enemy air units conducting combat operations against their area.

10.8 NLOS—No-Line of Site Combat

NLOS is an emerging family of weapons systems which use a combination of remote sensors and guided missiles to target enemy forces beyond visual range. In the game, units classified as NLOS get a "first fire" against enemy units. That is, if one side has NLOS units, it fires all such units before other units conduct their normal simultaneous fire (as per 10.2). If both sides have NLOS units, then all NLOS fire simultaneously, followed next by all other (surviving) units.

The US DDX surface group units represent a radical leap forward in warship design. Features include a vastly reduced superstructure, upgraded electronics, and weapons systems integrated into the ship hull. It uses a tumblehome hull design and it's many capabilities give it NLOS capability against enemy units.

The US B-1R and B-52 units also get NLOS ability, as this represents long range cruise missile attacks against beyond the horizon targets. The B-1R's as represented are also intended to be used as anti-air missile buses, carrying vast numbers of long range anti-air missiles which will be directed to targets by stealthy forward roving 'spotters' such as F-22's or F-35's.

US Amph with NLOS capability represents capabilities of this ship together with escorting DDX.

The Japanese Land Warrior unit represents a high-tech expeditionary force, so it has NLOS capability. See rule 7.16 for restrictions on deployment.

10.9 Surface to Surface Missiles (SSM's) (China and Iran)

These units represent internally guided and self-correcting surface to surface ballistic missiles. They may fire barrages of highly accurate tracking missiles at any land, air, or surface naval target on the map. Submarines may not be attacked.

10.10 US Special Operations Command (Represented by the SP OP unit)

This represents US special operations forces operating in a relatively open mode, such as a Ranger regiment and Special Forces working in conjunction with guerrilla forces. This unit is treated as a standard land unit, except that it has stealth ability representing special operators conducting low profile operations (see rule 10.6). The special operations unit is a light unit. Besides airlift, it can use both airborne and air assault movement. Other, less conventional missions are represented separately via the HyperWar chits.

10.11 Anti-Ship Missiles (ASM's) (Chinese only)

ASMs may fire their anti-naval combat strength against enemy surface naval units or amphibious units conducting an amphibious assault (Op 19) or other attack types (Op 13, Op 15) on that land area, despite protected target status.

Exception: ASM's may never fire at enemy aircraft carrier units.

ASM combat against amphibious units is resolved after the assault is declared but before the ground units land. Any combat result against the amphibious naval unit is also applied to the ground unit(s) being transported.

10.12 Summary of Combat Modifiers

DRM's (cumulative):

+1= 'To hit' vs ships in land areas.

-1= 'To hit' vs CVN/CVX/CV types.

Note: '1' is the only die result possible against any "Stealthy" targets.

10.13 DRM Notes

1. Before protected targets (CVN/CVX/CV, AMPH, and any transporting land units) can be attacked, ALL accompanying SAG's, CVL's, and CVG's must first be attacked. *Exception: 10.11*
2. NLOS type units always get to fire first. The opponent may not use units destroyed nor damaged at full strength to fire back. Exception is if both firing side and specific defending unit(s) are NLOS, in which case combat is again simultaneous.

11.0 HYPERWAR COMBAT (OPTIONAL)

Each player has a set of HyperWar chits. These chits represent various strategic level assets and operations. During initial deployment, each player places all of their US, China, Indian, Pakistani and Iranian HyperWar chits into separate opaque containers (such as a coffee cup) creating pools. Picking a chit requires an Op; playing one does not.

A player may pick one HyperWar chit from their respective Pool as an Op 27 (see rule 8.29).

Note: They might also be picked as part of a scenario variant—see rule 14.3 and 14.4.

PRC chits can only be used to support PRC units. US chits can support US units or any ally except Pakistan or India, which have their own chits.

The chit may be played immediately or held in your hand to be played during an Op, depending on the explanations (see below). Once played, remove the chit from the game.

You do not have to show HyperWar chits, you pick to the other player until you play them; you may always examine any that you have in your hand.

ASAT (anti-satellite weaponry)

When the enemy player plays a C4I Satellite chit, play this chit immediately to negate its effects. The enemy may not substitute another Op for it. This does not constitute an Op on your part.

ASAT/BMD (anti-satellite/ballistic missile defense)

The US player may opt to use his ASAT capability against either PRC/Russian satellites or PRC Ballistic Missile attacks instead of satellites. The chit works the same as ASAT above when played as anti-satellite. When played as BMD, roll one die: On a three through six, the PRC missile attack fails before the PRC player may roll.

C4I (command-control-communications-computers-intel)

Satellite: You may play this as an Op to take two further Ops in a row. However, you may not take pick of a HyperWar chit as one of these Ops.

Cyberwar: You may play a maximum of one Cyberwar chit in addition to any combat which you initiate. This causes your units to have first fire, regardless of all other considerations. You may also play a Cyberwar chit to negate the effects of an enemy CyberWar chit play.

Spec Ops: You may play this as an Op to launch a special operation attack. Indicate any one land area and examine all enemy units in it. Pick one unit and roll one die. On a result of one or two, that unit is

eliminated (owing to sabotage, friendly insurgents, sedition, whatever). The die roll of one or two is also applied to enemy stealth units.

Blank Chits

If drawn, these have no effect except to waste an Op. This represents the less developed 'special capabilities' of the smaller powers.

12.0 WAR IN KOREA

Any major new ground war in Korea would be fought at a scale incongruent with the rest of the activity in the game. Once such a conflict is started in a match of RDR, then it's resolved using its own rules sub-set, which is presented below in this section.

12.1 Initial Korean Situation

At the start of each game there's no war going on in Korea. Until such time as there is, no North or South Korean units may be moved or used in any kind of attack by either player. Prior to an outbreak of war, though, it's permitted for US (but not other Allied) units to move into and/or out of, and/or remain in, South Korea and the same is true for Chinese (but not Russian) units in North Korea. Again, though, while peace lasts on the peninsula, no attacks by either side may originate from the Koreas. In effect, North Korea starts the game as a "pro-Chinese neutral," and South Korea starts as a "pro-US neutral."

12.2 Starting a Korean War

War starts on the Korean peninsula when/if the Chinese player announces he's conducting op. no. 2 (see 8.4). Once op. no. 2 has been initiated, it remains in effect until such time as the new Korean War is resolved using the rules presented below in this section. The Chinese player is never compelled to choose op. no. 2, nor is the US player ever allowed to do so. Also note that initiating Op no. 2 is an Op by itself. That is, starting the war doesn't allow the Chinese player to also begin resolving the conflict as part of that same Op declaration.

12.3 Resolving a Korean War

Once the Chinese player has declared op. no. 2, either player is thereafter free to choose, at the proper time in the play sequence—step III for the Chinese player and step VI for the US player—op. no. 11 (see 8.13). That having been done, both players should refer to the Korean War Resolution Table printed on the mapsheet and follow the instructions given there.

Note: Neither player is ever required to initiate an op. no. 11 simply because op. no. 2 was earlier initiated.

12.4 Die Roll Modifiers

Prior to rolling a Korean War resolution die, the Chinese player should add up all the Chinese and North Korean anti-ground combat factors he has in North Korea. He should then also add in all the anti-ground combat factors available from Chinese aircraft in Northern China, and then combine that number with the first total. While he's doing that, the US player should add up all the US and South Korean anti-ground combat factors available in South Korea, and then also add in all the anti-ground combat factors from any and all friendly aircraft on Honshu and Kyushu, along with the anti-ground combat factors of any US CVNs in the Yellow Sea and Sea of Japan.

A -1 (minus-one) die roll modifier (DRM) is accrued for every five US-side factors counted in the process described above. Partial factors don't count. That is, for example, if the US player had 13 factors, he'd thereby get a -2 (minus-two) DRM. A +1 (plus-one) DRM is accrued for every five Chinese-side factors counted in the process described above. Partial factors don't count. That is, for example, if the Chinese player had 16 factors, he'd thereby get a +3 (plus-three) DRM. The two DRM amounts are then combined to create one final DRM. To extend the example from above, in this situation the final DRM would be +1 (plus-one).

The player who activated this particular Korean War resolution operation (op. no. 11) would then roll a die and apply that final DRM. That final result is then checked and applied by both players, and any called for ground unit eliminations are made. Each player eliminates his own side's units as he chooses.

12.5 Korean War Final Resolution

If any run-through of op. no. 11 by either player results in one side losing all its ground units in Korea, that war-within-a-war is over. The side that lost all its ground units has lost the Korean War. If the Chinese player wins the Korean War, he gains four VP (see 4.5). If the Chinese player loses the Korean War, he loses four

VP (see 4.5). The winning side remains unable to redeploy any of its ground units out of Korea for the rest of the game. At the same time, the winning side's aircraft and naval vessels are thereafter able to move into the conquered/liberated portion of Korea and make use of the base facility there. Once a Korean ground war has been resolved, neither side may introduce new ground units into the peninsula; however, air and/or naval attacks may still be made into the peninsula from out side of it. Those latter operations, though, would be conducted using normal combat rules, not those of op. no. 11.

13.0 RED DRAGON RISING SCENARIO

(EAST ASIA MAP ONLY)

The following rules pertain to *Red Dragon Rising*, the 'classic' scenario from S&T #250, which is played on the East Asia map only. Updated rules and additional variants from subsequent updates are included. Unlike *Green Crescent*, no short scenarios are provided.

13.1 Set Up & Control (continued from main rules)

Except as per scenario variants, the US player starts and completes his side's Set-up prior the Chinese player.

First, choose your timeframe (current, 2016 or 2021) and separate out available units for that period by looking on the backs of combat counters. Note that units with no period printed on the back are available for all three timeframes, while those with "Current" are only available in Current scenarios, those with "16" only in 2016 scenarios, and "21" only available in 2021 scenarios. Those with two are available in both those scenarios (e.g., a CVX with "16" and "21" is available in 2016 and 2021 scenarios). After segregating out the units you are going to use, set the rest aside; they will have no part in the current game.

Set-up as directed below, unless specified otherwise by a RDR variant.

13.2 US & Allied Set-up

Any Sea Zone

- 1 x CVN/CVX
- 1 x SAG
- 2 x SSN
- 1 x SSGN

Guam, Honshu, Kyushu, Okinawa and/or the US and Allies Off-Map Bases Holding Box (these units may be placed in any or distributed among multiple locations as desired).

- 2 x CVN
- 2 x SAG
- 1 x SSN
- 1 x SSGN
- 1 x Air unit
- 1 x Marine
- 1 x Infantry

Specific Set-up

All Japanese units set up on Honshu and/or Kyushu.

1 x US Amph and all Australian forces go in the US and Allies Bases Off-Map Holding Box.

2 x US B-52's or B-2's (your choice) ago in the US and Allies Bases Off-Map Holding Box.

1 x US SAG may set up at sea or a land area anywhere.

13.3 Neutral Set-up

All other neutral country units are placed in their respective nationalities by the US player, except Myanmar, Russia and North Korea, which are set up by the Chinese player. Some exceptions follow.

North Korea is considered to have two coasts. The NK SS-type submarine units must be set up on one coast or the other, or both. They may only enter the sea area they are adjacent to (Yellow Sea or Sea of Japan). South Korea has no such limitation.

Philippine units may initially set up on Luzon or Mindanao only.

The Indonesian units all set up in Java.

13.4 Chinese Set-up

Any sea zone: 2 x SSN

Central China:

4 x Airmobile and 2 x Airborne units

All other Chinese units:

May be placed in any or distributed among multiple Chinese locations as desired.

Russian units:

May be placed in any or distributed among multiple Russian locations as desired by the Chinese player (although Russia is normally neutral in most scenarios).

13.5 Set-up Order

The US player starts and completes his side's set up prior to the Chinese player starting his set up (exception; Variants F and G).

13.6 US and Allied Set-up & Reinforcement Pool

The US player should set up his own side's units according to the instructions provided on the Initial US & Allied Set-up Table. The US units not initially deployed on the mapsheet should then be put into a large-mouth opaque container, such as a cereal bowl or coffee mug. The units in that container constitute the US reinforcement pool. For details on their entry into play see 8.10. The Set-up Table lists units by *general* type (e.g., SSN). When any one type of unit contains individual units within it that have differing factors, randomly pick the proper number from among them.

13.7 Neutral Nation Set-up

The US player should then set up all the units in the game belonging to those nations initially neutral (except Russia and North Korea), including placing the marker "(nation's name) Out" as a reminder, reflecting initial status. He should place all Singaporean units in the Singapore land area, all South Korean units in the South Korea land area, and so on as per the Set-up Table.

13.8 Chinese Set-up

Once the set-up of the US, Allied and neutral nations' set-up has been completed as described above, the Chinese player must then set up all of his nation's forces according to the Chinese Set-up Table. Note that he may choose to start one or both of his two at-sea SSN units in any sea zones on the map, including those zones containing US at-sea units.

13.9 Control

At the start of play, the Chinese player controls only the three land areas that make up China (Northern, Central and Southern China). The US player controls Japan (which includes Honshu, Kyushu, Shikoku and Okinawa), Taiwan, and Guam/Saipan. The US and Allied Off-Map Bases Holding Box should be considered a land area that directly borders on the sea zones along the entire east edge of the East Asian map, for rules purposes.

***Note:** The US and Allied Bases Holding Box is unreachable by Chinese forces during the course of the game (exception: see Op 32). All other land areas on the map are initially neutral.*

13.10 East Asian Map Geographic Peculiarities

The island in the South China Sea (this would be Hainan Island, though it is unlisted on the map) is considered part of that mainland land area. The islands of Guam and Saipan are considered one land area.

13.11 RDR Scenario Variants (Optional, enacted by mutual agreement only)

Variant A: US Asia Drawdown

Remove US initial set-up forces from Okinawa and place in the reinforcement cup. Also remove the US Mech brigade from Korea and place in the reinforcement cup. Place the Japanese "LW" brigade, and any one Japanese air unit in Okinawa. US on-map set-up is limited to placing one CVN, two SAG's, two SSN's and one SSGN at sea in any sea zone(s), plus one infantry unit on Guam.

There are no US CVN/CVX anywhere on the map. (CVN/CVX in the US & Allied Off-Map Bases Holding Box are not counted as being "on the map").

Chinese ground units are simultaneously the only ground units on both Taiwan and the Spratley Islands. One or more Chinese ground units are the only ground units on the Marianas Islands (Guam & Saipan).

Variant B: US Increased Emphasis on Submarine Warfare

In addition to any SSN's provided in the scenario, add two SSN's not available in the current scenario.

Besides this, consider all US SSN's to be NLOS capable.

Variant C: Korean Conflict Resolved

Peace finally comes to the Peninsula. Do not set up the forces of either Korea, and do not use any Op involving Korea. Place the US Mech brigade in the reinforcement cup. Korea counts for no victory points.

Variant D: Pre-Game Hyperwar Chit Draw

Allow both the Chinese and the US player to randomly and secretly draw two Hyperwar chits prior to the start of the game.

Variant E: Fog of War (Limited Hyperwar Chit Availability)

Each player places only seven of their HyperWar chits in their respective pool; the remaining chit is not used.

Do not examine the removed chit, nor the ones in the Pools until picked. In this way, players will not be sure of their own or enemy HyperWar capabilities, thus increasing the fog of war.

Variant F: US Pre-emptive Move

The Chinese player sets up first in this scenario, followed by the US player. The US player gets to use the first Op (the Chinese Op is skipped the first turn). Afterwards, play in the normal sequence.

Variant G: Broader PRC Alliance

The Chinese player starts the game with both the Russian and North Korean units already friendly. In addition, the Chinese may put a task force of up to six naval units of any type in any sea zone(s) before play begins. The Chinese player sets up second and moves first.

Variant H: US Masses Forces Before War

American intelligence gave sufficient warnings so that US forces could reinforce prior to the start of war. Put all US and Japanese naval forces on the East Asia map, at sea within two sea zones of Japan. All naval units in the Off-Map Bases Holding Box can be brought on and set up in any sea area; any air units can be set up in any friendly base(s). Then, the player may roll one die; he randomly selects that number of units from the reinforcement cup and places them in the Holding Box.

13.12 Chinese Defeat

Turns aren't recorded as such in this game; instead, players should openly keep track of each Op completed (a record track is provided at the end of the rules): If the Chinese player has completed 30 Ops without achieving any type of victory, the game ends immediately, and the US player is declared the winner. In situations whereby the Chinese player is awarded a double Op (see 6.15), those sets of double Ops each count as only one Op for purposes of this rule.

13.13 Chinese Sudden Death Victory

Play stops and the Chinese player is declared the winner as of the instant any one of the following situations occurs:

13.14 Chinese Sudden Death Defeat

Each time Russian forces are used to perform an Op (other than the *first* time), the Chinese player rolls a die at the completion of that Op: A result of 6 or higher means that fighting has spread around Russia's periphery to the point that much of Eurasia is engulfed in war. The result is that the game ends immediately as a Chinese defeat.

Note: If random event 3-5 / 3-6 had been rolled and is in effect, add one to this Russian die roll check.

13.15 Chinese Victory on Points

If a Sudden Death Victory eludes the Chinese player, he can still win through the accrual of victory points (VP). VP are only gained and lost by the Chinese player. The Chinese player is reckoned to have won the game on points if, at the end of any Chinese Op, he has 12 or more VP. Both players should keep track of the number of VP the Chinese player has (a record track is provided at the end of the rules), adding or subtracting them as each new development occurs. The Chinese player starts the game with zero VP, and it is possible for his tally to drop into negative numbers.

13.16 Chinese VP Awards and Losses

Chinese Key Objective VP:

+/- 4 VP for winning/losing the ground war in Korea.

+/- 4 VP for gaining/losing uncontested control of the Spratley Islands.

+/- 6 VP for gaining/losing uncontested control of Taiwan.

Other VP:

+/- 1 VP for having uncontested control of an Allied or an initially-neutral land area *other than* Key Objectives above. That's one VP for each such controlled area, with no overall limit on the number of points that may be accrued in this way.

+1 VP *if* Random Event 4-1 or 4-2 or 4-3 (Panama Canal Blocked) is rolled into effect.

+2 VP For each US, French or British CVN/CVX/CV sunk during the game.

Optional Ops/VP:

+1 VP *if* Op 23 (US EMP weapon) or Op 26 (Taiwan SSM Strike) results dictate.

+2 VP Each time the US uses Op 29 (Limited Nuclear Strike).

-2 VP If the PRC uses Op 28 (Assassins Mace), although this Op may only be used once per game.

-2 VP If the PRC uses Op 31 (Limited Nuclear Strike by China), each time, although ignore this if India or Pakistan strikes.

13.17 US Victory

Play stops immediately and the US player is declared the winner as of the instant that no Chinese units are anywhere on the map.

As mentioned above, the US player will win the game if the Chinese player has failed to do so by the time he (the Chinese player) completes his 30th Op (see 4.1 above).

13.18 Conceding Defeat

Either player may concede defeat at any time.

13.19 Draws

Random event 3-5 / 3-6 may end the game in a draw. Drawn games aren't possible in any other way.

13.20 Standard Victory Condition Modifications (Optional)

If both players agree, these optional (and variable) PRC victory conditions may be used in the game instead of the sudden death of VP victory conditions. These victory conditions are not superior, but simply add interesting variations to the game. Players should use either set of conditions as desired, if agreed by both players.

Amend rule 13.15 to read:

The Chinese player is reckoned to have won the game on points if, at the end of any US (not Chinese) Op, PRC has accrued at least 12 or more VP.

Append rule 13.19 to read:

If Random Event 3-5 / 3-6 (MidEat War) occurs, the game ends as a draw.

13.21 Variable Victory Conditions (Optional)

This rule places the PRC player more in the role of a military commander subjected to the objectives of political authorities.

Prior to the start of each game, the PRC

player secretly rolls one die, recording the result on a piece of paper, and consults the table below for his key objectives. When the game is concluded, the Chinese player must reveal the die roll to the US player.

However, once per game the US player may attempt to learn the Chinese strategy; After resolving the Random Event and before selecting an Op, the US player may declare his attempt and roll one die, consulting the following table:

Op Cycles:	Die Roll to reveal PRC Objective:
1 st and 2 nd	1
3 rd through 5 th	1 or 2
6 th to end of game	1, 2, or 3

13.22 Random Events

Countries that either start the game allied with one side and which are subsequently out of the game due to either Random Event may not be brought back into the game later. See the Random Event rule 6.2.

13.23 Random Event 1-1 / 1-2: The Philippines joins the war on the US side. Philippine units and bases are immediately available for full use per all normal rules of play. If this event is rolled again, or if the Philippines had been earlier brought into play by other means, treat it as “no event.”

13.24 Random Event 1-3 / 1-4: British naval units available. The US player should immediately place all three of the British (UK) units in either Singapore (provided that nation has joined the war and is under uncontested friendly control), or at sea in the Malacca Straits. The UK force must be entered in a unitary way in one locale or the other. The entered UK units are immediately available for full use in subsequent Ops per all normal rules of play. If this event is rolled again, treat it as “no event.”

13.25 Random Event 1-5 / 1-6: Singapore joins the war on the US side. That nation's units and its territory, including the base facility, are immediately available for full use per all normal rules of play. If this event is rolled again, or if Singapore was earlier brought into play by other means, treat it as “no event.”

13.26 Random Event 2-1 / 2-2: Vietnam enters the war on the US side. Vietnam is henceforth available for use as a US/Allied base area for naval vessels and aircraft (but no ground units). Place all Vietnamese units in Vietnam. If this event is rolled again, treat it as “no event.”

13.27 Random Event 2-3 / 2-4: Iran enters the war on the Chinese side. The US player should roll a die, halve that number (round up any remainder): That number is the quantity of units (one, two or three) that he must now blindly draw from his reinforcement pool and send to the new Middle East front. If insufficient units remain in the US reinforcement pool at this time, he must make up the difference by deliberately choosing the appropriate number of units from those already on the map. There is a chance these units may be returned to play on the map; see event 2-5 / 2-6 below. If this event is rolled again, treat it as “no event.” Sending the drawn units to the Middle East doesn't use up a US Op. See 13.28.

13.28 Random Event 2-5 / 2-6: India enters the war on the US side. If this event is rolled prior to event 2-3 / 2-4 above (which brings Iran into the war) and there is currently no Middle East war, the US player receives the following Indian units at Singapore or in the Malacca Straits (not both): 1 x Indian CVL and 1 x Indian SAG. (See 7.18 for Indian movement restrictions.) If Random Event 2-3 / 2-4 bringing Iran into the war is subsequently rolled, remove surviving Indian forces from play. If event 2-3 / 2-4 is rolled *after* India is in, the US player need not dispatch forces from the reinforcement pool to the new front as described in 13.27; it's assumed India is helping on that front.

13.29 Random Event 3-1 / 3-2: Moslems in Sinkiang revolt against the Chinese. The Chinese player should roll a die, halve that result (round up any remainder): That number is the quantity (one, two or three) of Chinese ground and/or air units he must immediately and permanently remove from the map. (He picks them deliberately.) The removed units must generally be chosen from one or more of the three areas of the Chinese mainland. If, and only if, there are insufficient units on the Chinese mainland to meet the die roll requirement for this withdrawal, he must then make up the difference by similarly choosing Chinese units from elsewhere on the map. If this event is rolled again, treat it as “no event.”

13.30 Random Event 3-3 / 3-4: Venezuela and Cuba enter the war on the Chinese side. The US player should roll a die, halve that number (round up any remainder): That number is the quantity of units (one, two or three) he must now blindly draw from his reinforcement pool and permanently send to the new Caribbean front (removed from play). If there are insufficient units remaining in the US reinforcement pool at this time, he must make up the difference by deliberately choosing the appropriate number of units from those already on the map. If this event is rolled again, treat it as “no event.”

13.31 Random Event 3-5 / 3-6: A major regional war erupts in the Middle East. The Chinese player must roll a die. If that result is a six or more, that new war has gone nuclear and the upshot is that the game ends in a draw. However, if event 2-3 / 2-4 had already been rolled, add one to the Chinese player's die roll. Make a die roll check each time event 3-5 / 3-6 is rolled. Subsequent checks as mandated by this event are considered to mark a further expansion of the fighting across the Middle East.

13.32 Random Event 4-1 / 4-2 / 4-3: The Chinese corporation running the Panama Canal blocks that critical transit route. The Chinese player scores one victory point. If this event is rolled again, treat it as “no event.”

13.33 Random Event 4-4: Taiwan leaves the war. Remove all Taiwanese units from the map and award the Chinese player six VP. If this event is rolled again by either player, treat it as “no event.” Any US/Allied units that may be on Taiwan at this instant are immediately rebased to Guam & Saipan, or the off-map holding box (US player's choice on a unit-by-unit basis). That rebasing doesn't cost the US player an Op.

A surrendered Taiwan is subject to possible attack and/or reinvasion by US/Allied forces. If this event is rolled again, treat it as “no event.”

13.34 Random Event 4-5 / 4-6: Tibet revolts against the Chinese. The Chinese player must roll a die, halve that result (round up any remainder): That number (one, two or three) is the quantity of Chinese ground and/or air units he must immediately and permanently remove from the map. (He picks them deliberately.) The removed units must generally be chosen from one or more of the three areas of the Chinese mainland. If, and only if, there are insufficient units on the Chinese mainland to meet the die roll requirement for withdrawal, he must then make up the difference by similarly choosing Chinese units from elsewhere on the map. If this event is rolled again, treat it as “no event.”

13.35 Random Event 5-1 / 5-2 / 5-3 / 5-4: Whichever player rolled this event may conduct two Ops in a row. Don't make another random events pre-check, nor check at the start of the second Op. This event may be rolled any number of times per game by either player. This twin Op counts as only one Op for purposes of rule 4.1.

13.36 Random Event 5-5 / 5-6: The government of the player who rolled this event is floating a ‘peace feeler’ at the UN. The effect of that is to prohibit the rolling player from choosing any kind of attack as his next Op. This event may be rolled any number of times per game by either player.

13.37 Random Event 6-1: Russia drops out of the war. If Russia had previously been brought into the war by the Chinese player, immediately and permanently remove all of those Russian forces from the map. The Russian land area is out of play for the rest of the game; any Chinese units that may be there at this instant are immediately rebased to Northern China. That rebasing doesn't cost the Chinese player an Op. If Russia wasn't brought into the war prior to rolling this event, Russia is now no longer eligible to be brought into the war in any way. If this event is rolled again, treat it as “no event.”

13.38 Random Event 6-2: Japan drops out of the war. Immediately and permanently remove all that nation's forces from the map. All four Japanese islands (Okinawa, Honshu, Kyushu and Shikoku) are out of play for both sides for the rest of the game; any US/Allied units that may be in those areas at this instant are immediately rebased to friendly-controlled Guam & Saipan and/or the off-map holding box (US player's choice on unit-by-unit basis). That rebasing doesn't cost the US player an Op. If any Chinese ground units are on Okinawa, immediately rebase them to Northern or Central China (that player's choice). If the Chinese player had earlier gained a VP for securing uncontested control of Okinawa, he keeps that point through the end of the game. All Japanese units and territory are permanently and fully out of play for both sides for the rest of the game. If this event is rolled again, treat it as “no event.” Also, see rule 7.12.

13.39 Random Event 6-3: Australia drops out of the war. Immediately and permanently remove all that nation's forces from the map. If this event is rolled again, treat it as “no event.”

13.40 Random Event 6-4: The US has successfully executed a “Special Action” raid. That player should immediately examine the map and then eliminate any one Chinese air or naval unit from anywhere on the map. If the Chinese player had begun a ground war on the Korean peninsula prior to this, and that war is still going on, the US player may choose to eliminate one North Korean unit instead. If the Chinese player had earlier brought Russia into the war, and event 6-1 hasn't been rolled, the US player may choose to eliminate one Russian air or naval unit instead. This event may be rolled any number of times per game.

13.41 Random Event 6-5: Successful US “Rods From God” strike. The US has successfully executed a strike with some kind of new weapon. That player should immediately examine the map and permanently eliminate any one enemy unit of any type—including ground units—from anywhere on the map. The same restrictions apply as given above in 13.40, though the US player may choose a North Korean or a Russian target unit in place of a Chinese unit. If the elimination of a unit results in the total elimination of the Chinese garrison force on some previously invaded and conquered land area, the Chinese player keeps the VP he earned there until such time as one or more US/Allied ground units are sent to actually reclaim the place. This event may be rolled any number of times per game.

13.42 Random Event 6-6: The Chinese have successfully executed a “Special Action” raid. That player should immediately examine the map and permanently eliminate any one US or Allied air or naval unit. Neutral units and any units in the US & Allied Off-Map Bases Holding Box may not be chosen by the Chinese player. This event may be rolled any number of times per game.

13.43 Random Event Reminder Markers

An assortment of markers with abbreviated random events descriptions printed on them (see 2.15) have been provided in the counter-mix for players to use (or not) as memory aids during play.

14.0 GREEN CRESCENT SCENARIOS (INDIAN OCEAN MAP ONLY)

The following pertain to scenarios for *Green Crescent*, which are played on the Indian Ocean map only. As noted in 1.6 “Player Side Terminology”, a side will be referred to as either the Chinese or US side, regardless of scenario and actual combatants.

Green Crescent includes three mini-scenarios that last ten turns each and do not involve any Random Events, plus one Campaign Game that does.

14.1 Set-up & Control

Choose a scenario and any desired variant from the lists below (see 14.11 to 14.14 for scenarios and 14.15 for variants).

First, choose your timeframe (Current, 2016 or 2021) and separate out available units for that period by looking on the backs of combat counters. Note that combat units with no period printed on the back are available for all three timeframes, while those with ‘current’ are only available in the current scenario, those with ‘16 only in 2016, and ‘21 only available in 2021. Those with two listing, both those scenarios (eg; a CVX with ‘16 + ‘21 is available in 2016 and 2021) etc. After segregating out the units you are going to use, set the rest aside—they will have no part in the current game.

Next, remove the US units for the RDR scenario (3 x CVN/CVX, 3 x SAG, 2 x SSN, 2 x SSGN, 1 x Amph, 1 x air, 2 x LR air, 1 x Marine and 1 x Infantry.) They are only used in the RDR scenarios or Combined Campaign game. Set-up is per the Set-up Table, use the ‘Indian Ocean Map’ and ‘Either Map’ units only for both sides.

Set up as directed below, except follow directions in each scenario folder if using variants.

India:

1 x SS and 1 x CV/CVL must be placed in each of the Mumbai and Calcutta areas, and all other SAG’s are divided as equally as possible between those areas (East and West Fleets). Remaining Air, LR Air, SSN’s and SS can be placed in any Indian areas including Sri Lanka but not other islands. India may also set up air units in the Indo-Pakistani War Holding Box (see 14.11).

14.2 US Set-up

Indian Ocean Map:

1 x CVN/CVX, 1 x SAG, 1 x SSN, and 1 x UK SAG in Diego Garcia and/or at sea in any sea area as you see fit.

1 x UK Infantry in Diego Garcia.

All Gulf Arab units (except Yemeni) plus one US Air unit (Non-Lr only) in the respective Gulf Arab States.

All Yemeni units on Ras Karma.

All remaining UK units automatically arrive on turn 5 in the NATO Holding Box.

1 x US B-52 or 1 x B-2, and one US Marine unit in the NATO Holding Box and/or Diego Garcia, distributed as you like.

1 x US SAG may set up at sea or a land area.

Special—European Reinforcements:

Barring a Random Event, French or Italian forces each enter separately via a successful Op 9, in which case they are immediately placed into the NATO Holding Box (Op 8 not required in their case).

14.3 Neutral Countries Set-up

All other neutral country units are placed into their respective countries by the US player, except Myanmar and Russia (which are set up by the Chinese player.) However, set up the following units as indicated:

14.4 Chinese Set-up

Indian Ocean Map:

Set up Myanmar units in Myanmar.

Between 1 x and 4 x Naval or at-sea type Land units are placed in any sea area(s) on the Indian Ocean map, as you see fit.

Note: because of logistical issues PRC may never have more than 8 units on the Indian Ocean map during an entire game (see 9.12).

14.5 Set-up Order

The US player starts and completes his side's Set-up prior to the Chinese player starting his Set-up (exception—Variants E and G).

14.6 Control

At the start of play the Chinese player controls Myanmar only. All other nations on the map are considered neutral including the Gulf Arab States. The Gulf Arab States include Kuwait, Qatar, UAE, Oman and Saudi Arabia. Dubai is bundled with the UAE but all Arab states are politically bundled as one with Yemen as a political ally but not in the same land area. The Gulf Arab states and Yemen are special cases—see the last two paragraphs of 3.10.

14.7 Indian Ocean Map Geographic Peculiarities

The land area adjacent to the Gulf of Aden is marked “Unplayable” and off limits to units of both sides.

14.8 US Reinforcement Pool & Set-up

If the chosen scenario includes US units, the US player should then set up per the Set-up Table. Remaining US units not initially deployed on the mapsheet nor part of the RDR scenarios should be put into a large-mouth opaque container, such as a cereal bowl or coffee mug. The units in that container constitute the US reinforcement pool. For details on their entry into play see 8.10.

14.9 Neutral Nation Set-up

The US player should then set up all the units belonging to those nations initially neutral.

The US air unit that begins in the Gulf Arab area may be rebased elsewhere or it may be reinforced by air, naval, or land units. It may even conduct missions against Chinese units that wander into range.

The Yemenis are technically part of the Gulf Arab States, but they don't move nor may US forces base there unless the Gulf Arab states are at war with Iran. In some variants Yemen may be allied with the Chinese side or even the Russians, in which case units of those countries may base there.

14.10 Chinese Set-up

This Set-up is not necessary in scenarios that don't use PRC units. In scenarios that do, once the Set-up of the US and neutral nations has been completed as described above, the Chinese player should carry out the Set-up of his nation's forces. He may select up to 4 naval or 'At Sea' land units and place them at sea in any single Indian Ocean sea zone. He may subsequently bring in up to 4 additional units by Op 3 and/or Op 16, depending on whether they are land or air units.

If Yemen is friendly to the Russians, any type of Russian unit may set up there (see Variants A and B).

14.11 Indo-Pakistani War Scenario (Scenario 1)

This game lasts ten turns. There are no Random Events. No other units except Indian or Pakistani are used. After selecting a timeframe and sorting out appropriate units, set up the Indian and Pakistani forces as per 3.10.

Next roll two dice—one for each side. The player with the highest number goes first. *For example, if the US side rolls a '3' and the Chinese side a '4', Pakistan gets to do the first Op.*

Play continues for ten turns or until one player wins on the Indo-Pakistani War Table (see 13.0)

If neither player wins on the Table, the Chinese player wins if he has won at least 4 VP. Otherwise, the US player wins.

Indo-Pakistan Game Victory Points:

- +1 VP To Pakistan per captured Indian island (Laccadives, Maldives, or Addu Atoll).
- +1 VP Per Indian CV/CVL sunk.
- +1 VP Per each 2 Indian SAG's sunk.

14.12 Sino-Pakistani Alliance Scenario (Scenario 2)

This game lasts 10 turns. There are no Random Events. Only Indian, Pakistani and Chinese units are used. Set-up is the same as in 3.12, except India may place any SSN's it has at sea initially in any sea zone. In this scenario, India may not use any air units from the Indo-Pakistani Holding Box.

Up to four PRC units set up at-sea anywhere on the map. Myanmar may be used initially.

Roll one die (reroll if a draw); the high rolling side must move first (US/Indian or Chinese/Pakistani side).

Victory is determined the same as in 3.12, the Indo-Pakistani War Scenario, except the Chinese player may only take two islands. (Note that there is a favorable DRM for Pakistan when using the Indo-Pakistani War Table—see 14.11).

14.13 Persian Gulf Crisis Scenario (Scenario 3)

This game lasts 10 turns. There are no Random Events. Iranian, US, UK, and Gulf Arab units are used. Chose a year, sort out all available US units, Gulf Arab units and Iranian units and set up as per the Table. Roll one die to determine which side must be moved first (US or Chinese/Pakistani side). Automatically place the 'Level 2' side of the Iranian mines in the Persian Gulf. This does not require an Op 35, though if the mine is reduced it will require that Op to bring it back up to strength. China/Iran needs 12 VP to win, otherwise the US side wins.

Persian Gulf Crises Game Victory Points:

- +1 VP Each turn the Persian Gulf is mined.
- +2 VP Each CVN/CVX/CV destroyed.
- +1 VP Each two US, UK, French or Italian SAG's destroyed.
- 2 VP When all Iranian combat units (not including the mines) are destroyed.
- 1 VP Per LR bomber strike on an Iranian unit IN Iran, providing the bomber has not been destroyed.

14.14 Green Crescent Campaign Scenario (Scenario 4)

This game lasts 30 turns, or until one side automatically wins or a draw occurs. All forces of nations on the map are potentially in use and should therefore be set up at start. There are Random Events in this game (see 6.24 to 6.44).

The US side sets up first including initially neutral nations followed by PRC and its ally Myanmar (see 3.9, 3.10 and 3.11), per the following stipulations and strictures:

China: Chinese units may not start set up in Myanmar. Off-map reinforcements may be moved there by either an Op 3 or an Op 16.

***Note:** The Chinese player moves first.*

Gulf Arab States: The Gulf Arab states enter if Iran is brought in by Random Event or if any units in their territory (including US units based there) are attacked.

France, Italy, Thailand: France, Italy and Thailand may enter by Op 9, Diplomacy. French and Italian units are immediately set up in the NATO Holding Box and Thai units set up in Thailand.

India, Iran, Pakistan: India, Iran and Pakistan enter by Random Event. Iran is always a Chinese ally but Pakistan may be a US ally if it's Event comes up before India is in. India and Pakistan may not both be in except under the following circumstances.

A) Pakistan enters first and later India is attacked by PRC. Both are then US allies but may never be in the same zone or fight together.

B) India enters first and PRC successfully uses an Op 1 to make Pakistan an ally. In this case, all conditions of Indo-Pakistani War exist (see 13.0)

Somalia, Indonesia: Somalia and Indonesia are not available for this game. Sri Lanka can be treated as an Indian naval base. If India or Pakistan enter as US allies, the US may base naval or air units in those countries. PRC may only base in Myanmar, never Iran.

***Note:** US and allies may always interoperate together, with the exception of India-Pakistan (see 7.2). Chinese allies may never interoperate, unless noted elsewhere in rules.*

The Chinese objective is either an outright control of the Indian Ocean, or to maintain the ability to contest it, or to cause such havoc and tie down so many forces that it is able to win the war elsewhere. The US objective is to simply prevent these conditions from happening, explained as follows:

Either side automatically and immediately wins if all the opponent's units (and those of their allies) have all been eliminated. Otherwise, victory is primarily based on points; At the end of any turn (after the last US Op)

that the Chinese player has 12 VP following a US move, the Chinese player wins. The Chinese player acquires Victory Points as per the following tabulation:

Green Crescent Campaign Game Chinese Victory Points

- +3 VP If the Suez Canal is blocked by Middle East War or Sabotage events.
- +5 VP If Pakistan wins an Indo-Pakistani War.
- +2 VP If either the Nicobars, Andaman, or Ras Karma islands are captured.
- +2 VP Per US, UK, or French CVN/CVX/CV's sunk.
- +1 VP Per turn the Persian Gulf is mined. *(Note that only Iranian units can mine the Gulf (see 8.37/Op 35)).*
- 3 VP If at any time there are no PRC units on the Indian Ocean map.
- 2 VP If all Iranian units have been eliminated. *(Note that Iran must be an active belligerent for this to happen).*

14.15 Green Crescent Campaign Scenario Variants

Variant A: Russian Units Available in Indian Ocean: Up to three Russian units (Naval and/or Marine and/or air including LR types) are placed in any sea zone in the Indian Ocean including the Persian Gulf. They don't move until PRC uses Op 1 to roll them in as an ally. The Marine unit may only invade either Diego Garcia or Ras Karma.

Variant B: Russian Base on Ras Karma: The Russians may set up as per Variant A except Yemen is friendly to them and they may set up to three units (air, naval, marine) in any sea zone or Ras Karma. They enter the same as in Variant A.

Variant C: Chinese Set-up at Start in Myanmar: The Chinese may place 1 to 4 land and/or air units into Myanmar prior to the start of the game. This spares using an Op to bring them in during the game. If he does this, he may not bring in any more units later.

Variant D: Chinese Base on Ras Karma: Yemen begins the game friendly to PRC. Chinese naval and/or air units may base there, either at the start of the game or after. The Yemeni units still set up there and fight any US side attempts to invade.

Variant E: US Masses Forces in the Indian Ocean Before War: American intelligence gave sufficient warning so that US side forces could reinforce prior to the start of war. Bring on the CVN/X and SAG from the NATO Holding Box and place in any Indian Ocean sea zone. Also bring in all remaining UK units; these set up in the NATO Holding Box.

The US player may roll one die and divide by 2; he may randomly select that number of units from the reinforcement cup and place them in the NATO holding box.

Variant F: Game Begins with Iran In: All Iranian units are available to the Chinese player at the start of the game. The mine is placed with the 'Level 2' side face up. The Gulf Arab States are automatically in, as well.

Variant G: US Pre-emptive Move: The Chinese player sets up first in this scenario followed by the US Player. The US player gets to use the first Op (the Chinese Op is skipped for the first turn). After, play in normal sequence.

Variant H: India begins the Game as US Ally: All Indian units are available to the US player at the start of the game.

Variant M: Game Begins with Iran Hostile: All Iranian units are available for the Chinese player at the start of the game. The 'Level 2' mine is placed in the Persian Gulf.

Variant N: The US Attempt to Prevent Indo-Pakistani War Causes India to Ally with China: This game opens with India and Pakistan at war with each other, and India allied with PRC. The US is allied with Pakistan. Set up as normal. The Chinese player gets the first Op.

Variant L: Iran has Nukes: The Chinese player may use Op 31 to make limited Iranian nuclear strikes (this is a very optional rule).

14.16 Chinese Op Imperative

Turns aren't recorded as such in this game; instead, players should openly keep track of each Op completed (a record track is provided at the end of the rules): If the Chinese player has completed 30 Ops without achieving any type of victory, the game ends immediately, and the US player is declared the winner. In situations whereby the Chinese player is awarded a double Op (see 6.15), those sets of doubled Ops each count as only one Op for purposes of this rule.

14.18 Winning the Green Crescent Campaign Game

Either side automatically and immediately wins the game if all of the opponent's units (and those of their allies) have been eliminated. There are no 'Sudden Death' victory conditions in Green Crescent scenarios. Typically, victory is based on points. At the end of any turn that the Chinese player has 12 VP following a US

Op, the Chinese player wins.

14.19 US Victory

Play stops, and the US player is declared the winner, the instant there are no Chinese or Chinese allied units anywhere on the map.

Green Crescent Campaign Game Chinese Victory Points:

- +3 VP If the Suez Canal is blocked by Middle East War or Sabotage events.
- +5 VP If Pakistan wins an Indo-Pakistani War.
- +2 VP If either the Nicobars, Andaman, or Ras Karma islands are captured.
- +2 VP Per US, UK, or French CVN/CVX/CV's sunk
- +1 VP Per turn the Persian Gulf is mined. *(Note that only Iranian units can mine the Gulf (see Op 35 and Op 36)).*
- 3 VP If at any time there are no PRC units on the Indian Ocean map.
- 2 VP If all Iranian units have been eliminated. *(Note that Iran must be an active belligerent for this to happen).*
- 1 VP Per US naval unit exited via the Malacca Straits to reinforce the Eastern Asian theater.

Alternatively, the US player may win if his opponent concludes the overall situation will no longer allow for any kind of Chinese victory and therefore concedes the game. Last, the US player wins the game if the Chinese player has failed to achieve a victory by the time he (the Chinese player) completes his 30th Op (double Ops are counted as a single Op in this regard).

14.20 Draws

Random Event 1-5 / 1-6 Middle East War may end the game in a draw. Drawn games aren't possible in any other way.

14.21 Random Events

Countries that either start the game allied with one side and which are subsequently out of the game due to either Random Event may not be brought back into the game later. See the Random Event rule 6.2.

14.22 Random Event 1-1: Pakistan in as US ally, unless India is already in. If this event is rolled again, treat it as "no event."

14.23 Random Event 1-2: Gulf Arabs leave the war. Iran must be hostile for this to happen. If this event is rolled again, treat it as "no event."

14.24 Random Event 1-3: Myanmar drops out of the war. Remove all Myanmar forces. Chinese forces in Myanmar are placed back into Southern China. If this event is rolled again, treat it as "no event."

14.25 Random Event 1-4: Suez Canal is sabotaged. Place the 'Sabotage' marker. Naval units in the NATO Holding Box may no longer enter the game. See 9.13 for further effects. If this event is rolled again, treat it as "no event."

14.26 Random Event 1-5 / 1-6: Major Middle East War erupts. The Chinese player must roll a die. If that result is a six or more, the war has gone nuclear and the upshot is the game ends in a draw. If event "Iran in as PRC ally" has been rolled, add one to the die roll. Make a die roll check each time Random Event 3-5 / 3-6 is rolled. Subsequent checks as mandated by this event are considered to mark a further expansion of the fighting across the Middle East. Meanwhile the Suez Canal is considered blocked (see 6.27) and the game continues.

14.27 Random Event 2-1: If Iran is a PRC ally, it drops out of the war; remove all Iranian units. Iranian mines remain and cause VP loss until swept. Ignore if Iran has not yet become an ally. If this event is rolled again, treat it as "no event."

14.28 Random Event 2-2 / 2-3 / 2-4: India enters the war on the US side, but only if Pakistan was not already allied with the US. All Indian units may be employed by the US player and may interoperate with US forces. US Naval and Air forces may base in India including the Indo-Pakistani War Box (air units only). If this event is rolled again, treat it as "no event."

14.29 Random Event 2-5 / 2-6: US Reinforcements are needed in other theaters. Roll one die and divide by 2 (rounding up)—the result is the number of units randomly withdrawn from the reinforcement cup.

14.30 Random Event 3-1 / 3-2 / 3-3: Iran enters the war on the Chinese side. Flip the marker to 'Iran In' and immediately place the 'Level 2' mine marker in the Persian Gulf. Chinese units may not base in Iran, nor may Chinese and Iranian units move during the same Op. If Iran is already a Chinese ally, or if this event is rolled again, treat it as "no event."

14.31 Random Event 3-4 / 3-5: Tibet revolts against PRC. No further land reinforcements may be sent by PRC to Myanmar by Op 3. If this event is rolled again, treat it as "no event."

- 14.32 Random Event 3-6:** India drops out of the war. Remove all of that nation's forces from the map immediately and permanently. No PRC VP's can be gained for India's exit. If this event is rolled again, treat it as "no event."
- 14.33 Random Event 4-1 / 4-2 / 4-3:** A Pro-Chinese Coup in Seychelles. Place the PRC control flag and give the Chinese player +2 VP. This is lost if the island nation is retaken by US side forces.
- 14.34 Random Event 4-4 / 4-5:** European Parliament declares neutrality. If France or Italy have not yet entered the game, they never do. If entered already, those units remain in the game.
- 14.35 Random Event 4-6:** Tensions rise in Europe. Ignore if event 6-1 has previously been rolled. Otherwise, concerned that the Russians may enter the war, the Europeans hold back on sending further reinforcements. The US may not execute an Op 9 to bring either France or Italy in the war. If the additional UK/FR/IT units have not yet arrived, they never do. But Diego Garcia remains a US base. If this event is rolled again, treat it as "no event."
- 14.36 Random Event 5-1 / 5-2 / 5-3 / 5-4:** Whichever player rolled this event may conduct two Ops in a row. Don't make another Random Events pre-check or check at the start of the second Op. This event may be rolled any number of times per game by either player. This twinned Op counts as only one Op.
- 14.37 Random Event 5-5 / 5-6:** The government of the player who rolled this event is floating a 'peace feeler' at the UN. The effect of that is to prohibit the rolling player from choosing any kind of attack as his upcoming Op. This event may be rolled any number of times per game by either player.
- 14.38 Random Event 6-1:** Russia drops out of the war. If Russia had previously been brought into the war by the Chinese player, immediately and permanently remove all those forces from the map. If Russia wasn't brought into the war prior to rolling this event, Russia is now no longer eligible to be brought into the war in any way. If this event is rolled again, treat it as "no event."
- 14.39 Random Event 6-2 / 6-3:** Thailand drops out of the war. Immediately and permanently remove all that nation's forces from the map. If Thailand is not a US ally, ignore the event. If this event is rolled again after Thailand drops out, treat it as "no event."
- 14.40 Random Event 6-4:** The US has successfully executed a "Special Action" raid. That player should immediately examine the map and then eliminate any one Chinese or Chinese ally air or naval unit from anywhere on it. This event may be rolled any number of times per game.
- 14.41 Random Event 6-5:** Successful US "Rods From God" strike. The US has successfully executed a strike with some kind of new weapon. That player should immediately examine the map and permanently eliminate any one enemy unit of any type (including ground units) from anywhere on it. If the elimination of a unit results in the total elimination of the Chinese garrison force on some previously invaded and conquered land area (such as, for example, Addu Atoll), the Chinese player keeps the VP he earned there until such time as one or more US/Allied ground unit is sent to actually reclaim the place. This event may be rolled any number of times per game.
- 14.42 Random Event 6-6:** The Chinese have successfully executed a "Special Action" raid. That player should immediately examine the map and permanently eliminate any one US or Allied air or naval unit. Neutral units and units in the NATO Holding Box may not be chosen by the Chinese player. This event may be rolled any number of times per game.

14.43 Random Event Reminder Markers

An assortment of markers with abbreviated random events descriptions printed on them (see 2.15) have been provided in the counter-mix for players to use (or not) as memory aids during play. For instance, if random event 3-4 / 3-5 were rolled into effect (see 14.31), you might take the marker printed with "Tibet Revolt" and place it in one of the Chinese land areas as a reminder of that fact.

15.0 THE INDO-PAKISTANI WAR

15.1 Any major new ground war between India and Pakistan would be fought at a scale incongruent with the rest of the activity in the game. Once such a conflict is started in a match of *Green Crescent*, then it's resolved using its own rules sub-set, which is presented below in this section.

15.2 Initial Subcontinental Situation

At the start of each game there's no war going on. Pakistan and India are continuing their long and spiteful 'peace'—for the moment.

15.3 Starting an Indo-Pakistani War

War starts when the Chinese player successfully uses an Op 1 and rolls Pakistan in as an ally (see 8.3). India must already be a US ally before this can occur. The Chinese player is never compelled to choose Op

1, nor is the US player ever allowed to do so. Also note that initiating Op 1 is an Op by itself. That is, starting the war doesn't allow the Chinese player to also begin resolving the conflict as part of that same Op declaration (see Variant N for a different possible situation).

15.4 Resolving an Indo-Pakistani War

Once Pakistan is in, either player is thereafter free to choose, at the proper time in the play sequence (Step III for the Chinese player and Step VI for the US player) Op 37 Resolve Indo-Pakistani War (see 8.39). That having been done, both players should refer to the Indo-Pakistani Resolution Table below. Neither player is ever required to initiate an Op 37 simply because Op 1 was earlier initiated.

15.5 Indo-Pakistani War Table

The player employing Op 37 rolls one die and consults the following table, summing in any DRM's shown below the table.

Die Roll:	Result:
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1 or less	India Wins
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2 to 6	The War Continues
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7 or more	Pakistan Wins
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-1 Per each two additional aircraft India has placed in the War Box (don't count the first two that set up there).

+1 If India doesn't have at least two air units in the Indo-Pakistani War Box.

+1 Each two additional aircraft Pakistan has placed in the War Box.

+1 If PRC and Pakistan are allied.

16.0 THE RED DRAGON RISING / GREEN CRESCENT COMBINED GAME (EAST ASIA AND INDIAN OCEAN MAP)

The following section pertains to the *Red Dragon Rising / Green Crescent* Combined Campaign Game, which is played on both maps. The game lasts 30 turns, or until one side wins automatically.

16.1 Set-up & Control

First, choose your timeframe (current, 2016 or 2021) and separate out available units for that period by looking on the backs of combat counters. Note that combat units with no period printed on the back are available for any of the three timeframes while those with current are only available in current scenarios, those with '16 only in 2016, and '21 only available in 2016. Those with two numbers both those scenarios (eg; a CVX with '16 + '21 is available in 2016 and 2021) etc. After segregating out the units you are going to use, set the rest aside—they will have no part in the current game.

Set-up is per the Set-up Table—place all initially available units for both sides.

Place the maps, mating them side by side so that the map logo matches up.

16.2 US Set-up

East Asia Map

1 x CVN/CVX, 1 x SAG, 2 x SSN and 1 x SSGN any sea zone.

2 x CVN, 2 x SAG, 1 x SSN, 1 x SSGN, 1 x Air unit, 1 x Marine and 1 x Infantry in either Guam, Honshu, Kyushu, Okinawa or the US/Allied Off-Map Bases Holding Box. You may place all units in one area or distribute them as you see fit.

All Japanese units set up on Honshu and/or Kyushu.

1 x US Amph and all Australian forces go in the US/Allied Off-Map Holding Box.

Indian Ocean Map

1 x CVN/CVX, 1 x SAG, 1 x SSN, and 1 UK SAG in Diego Garcia or at sea in any sea area as you see fit.

1 x UK Infantry in Diego Garcia.

All Gulf Arab units (except Yemeni) plus 1 x US Air unit (non-LR only) in the Gulf Arab States.

All Yemeni units on Ras Karma.

All remaining UK units automatically arrive on turn 5 in the NATO Holding Box.

Either Map

1 x US B-52, 2 x B-2 and 1 x US Marine go in the US/Allied Off-Map Holding Box, NATO Holding Box or

Diego Garcia; distribute as you like.
1 x US SAG may set up at sea or a land area on either map.

European Reinforcements

French or Italian forces each enter the map separately via a successful Op 9 and go into the NATO Holding Box.

16.3 Neutral Countries

All other neutral country units are placed in their respective countries by the US player, except Myanmar, Russia and North Korea, which are set up by the Chinese player. Some exceptions follow:

North Korea is considered to have two coasts. The NK SS-type submarine units may be set up on one coast or the other, or both. They may only enter the sea area they are adjacent to (Yellow Sea or Sea of Japan).

South Korea has no such limitation.

Philippine units may initially set up on Luzon or Mindanao only.

The Indonesian units all set up in Java.

India must have 1 x SS and 1 x CV/CVL placed in each of the Mumbai and Calcutta areas and all other SAG's divided up as equally as possible between those two areas (East and West Fleets). Remaining Air, LR Air, SSN's and SS can be placed in any Indian areas including Sri Lanka but not any other islands. India may also have air units set up in the Indo-Pakistani War Holding Box (see 15.0)

16.4 Chinese Set-up

East Asia Map

2 x SSN's in any sea zone on the East Asia map.

4 x Airmobile and 2 x Airborne units in Central China.

All other Chinese units in Southern, Central, or Northern China, distributed as you see fit.

Russia, though neutral in most scenarios, is set up by the Chinese player in Russian territory.

Indian Ocean Map

Set up Myanmar units in Myanmar.

Between 1 and 4 x Naval or at-sea type Land units are placed in any sea area on the Indian Ocean map as you see fit.

Note: Due to logistical issues, PRC may never have more than 8 units on the Indian Ocean map during an entire game (see 9.12).

16.5 Set-up Order

The US player starts and completes his side's set up prior to the Chinese player starting his set up (exception—Variants F and O).

16.6 US Set-up & Reinforcement Pool

The US player should set up his side's units according to the instructions provided on the Initial US Set-up Table. The Set-up Table lists units by general type.

US units not initially deployed on the mapsheet should be put into a large-mouth opaque container, such as a coffee mug. The units in that container constitute the US reinforcement pool. For details on their entry into play see 8.10.

UK reinforcements arrive automatically on turn 5. French and Italian forces can be brought in by using Op 9, in which case they are immediately placed in the NATO Holding Box.

16.7 Neutral Nation Set-up

The US player should then set up all the units in the game belonging to those nations initially neutral (except Russia and North Korea) including placing the marker "(country's name) Out" as a reminder reflecting initial status. Specifics are given in the Set-up Tables and differences in national set-ups listed there.

16.8 Chinese Set-up

Once the set-up of the US, Allied and neutral nations has been completed as described above, the Chinese player should carry out the set-up of his nation's forces plus those of Russia, North Korea and Myanmar according to the instructions given on the Initial Chinese Set-up Table printed on the mapsheet.

The Chinese player suffers logistical difficulties on the Indian Ocean map and is limited in the number of units it may have there during the game to 8 total (see 9.12).

16.9 Control

At the start of play the Chinese player controls only the three land areas that make up China (Northern, Central and Southern China) and Myanmar. The US player controls Japan (which includes Honshu, Kyushu, Shikoku and Okinawa), as well as Taiwan, Guam & Saipan, and Diego Garcia. All other land areas on the maps are initially neutral.

The Gulf Arab States include Kuwait, Qatar, UAE, Oman and Saudi Arabia. Dubai is bundled with the UAE but all Arab states are politically bundled as one with Yemen as a political ally but not in the same land area. The US initially sets up an Air unit there and may rebase more air units there or use them as a port for ships.

16.10 East Asian Map Geographic Peculiarities

The land area adjacent to the Gulf of Aden is marked “Unplayable” and off limits to units of both sides. Hainan Island, just off the coast of Southern China, is considered part of that mainland land area. The islands of Saipan and Guam are considered one land area.

16.11 Indian Ocean Map Geographic Peculiarities

The land area adjacent to the Gulf of Aden is marked “Unplayable” and off limits to units of both sides.

16.12 Red Dragon Rising / Green Crescent Combined Campaign Scenario Variants

Variant A: US Asia Drawdown: During initial Set-up, remove US forces from Okinawa and place in the reinforcement cup. Also, remove the US mech brigade from Korea and place in the cup. Place the Japanese ‘LW’ Brigade and any one Japanese air unit in Okinawa. US on-map Set-up is limited to placing one CVN, two SAG’s, two SSN’s and one SSGN at sea in any sea zone or zones, plus one infantry unit on Guam.

Variant B: US Increased Emphasis on Submarine Warfare: In addition to any SSN’s provided in the scenario, add two SSN’s not available in the current scenario. Besides this, consider all US SSN’s to be NLOS capable.

Variant C: Korean Conflict Resolved: Peace finally comes to the Korean Peninsula. Do not set up the forces of either Koreas, and do not use any Op involving Korea. The US mech unit goes into the Reinforcement cup. Korea counts for no victory points.

Variant D: Pre-Game Hyperwar Chit Draw: Allow both the Chinese and US player to randomly and secretly draw two Hyperwar chits prior to the start of the game. Also, secretly draw one chit for Iran, Pakistan and India.

Variant E: Fog of War—Limited Hyperwar Chit Availability: Each player places only seven of their HyperWar chits in their respective Pool; the remaining chit is not used. Do not examine the removed chit, nor the ones in the Pools until picked. This way, players will not be sure of their own or enemy HyperWar capabilities, thus increasing the fog of war. Iran, India and Pakistan are unaffected.

Variant F: US Pre-emptive Move: The Chinese player sets up first in this scenario, followed by the US Player. The US player gets to use the first Ops (the Chinese Ops are skipped the first turn). After, play in normal sequence.

Variant G: Broader PRC Alliance: The Chinese player starts the game with both Russian and North Korean units already friendly. In addition, the Chinese player may put a task force of up to six naval units of any type in any sea zone or sea zones on either map before play begins. The Chinese player sets up second and moves first.

Variant H: Russian Units Available in Indian Ocean: Up to three Russian units (Naval and/or Marine and/or air, including LR types) are placed in any sea zone in the Indian Ocean including the Persian Gulf. They don’t move until PRC successfully uses Op 1 to roll them in as an ally. The Marine unit may only invade either Diego Garcia or Ras Karma.

Variant I: Russian Base on Ras Karma: The Russians may set up as per Variant H, except Yemen is friendly to them and they may set up to three units (air, naval, marine) in any sea zone or Ras Karma. They enter the same as in Variant H.

Variant J: Chinese Set-up at Start in Myanmar: The Chinese player may place 1 to 4 land and/or air units in Myanmar prior to the start of the game. If he does this, he may not bring in any more units later.

Variant K: Chinese Base on Ras Karma: Yemen begins the game friendly to PRC. Chinese naval and/or air units may base there, either at the start of the game or after. Yemeni units still set up there and may fight any US side units attempting to invade.

Variant L: Iran has Nukes: The Chinese player may use Op 31 to make limited Iranian nuclear strikes (very optional).

Variant M: Game Begins with Iran In: All Iranian units are available to the Chinese player at the start of the

game. The mine is placed with the 'Level 2' side face up. The Gulf Arab States are automatically in. **Variant N: US Attempt to Prevent Indo-Pakistani War Causes India to Ally with China:** This game opens with India and Pakistan at war with each other and India allied with PRC. Set up as normal. The Chinese player gets the first Op.

Variant O: US Masses Forces Before War: American Intel gave sufficient warning so that US side forces could mobilize prior to the start of war. Put all US and Japanese naval forces on the East Asian map at sea within two sea zones of Japan. All naval units in the US/Allied Off-Map Holding Box can be brought on and set up in any sea area or in any friendly base.

Bring on the CVN/X and SAG from the NATO Holding Box and place in any Indian Ocean sea zone. Also, bring in all of the remaining UK units; these set up in the NATO Holding Box.

The US player may roll one die and may randomly select that number of units from the reinforcement cup and place them in either Holding Box.

16.13 Chinese Op Imperative

Turns aren't recorded as such in this game; instead, players should openly keep track of each Op completed (a record track is provided at the end of the rules): If the Chinese player has completed 30 Ops without achieving any type of victory, the game ends immediately, and the US player is declared the winner. In situations whereby the Chinese player is awarded a double Op (see 6.15), those sets of doubled Ops each count as only one Op for purposes of this rule.

16.14 Chinese Sudden Death Victory

Play stops and the Chinese player is declared the winner, the instant one of the following situations is created:

Chinese side units are simultaneously the only units in Taiwan, Korea (i.e., they must also win the Korean war), and Diego Garcia.

One or more Chinese ground units are the only ground units on Guam & Saipan and Singapore.

Japan has left the war (Random Event 6-2), UK forces have withdrawn (Random Event 4-6) and Taiwan is captured by PRC.

16.15 Chinese Sudden Death Defeat

Each time Russian forces are used to perform an Op—other than the first time—the Chinese player rolls a die at the completion of that Op. A result of six or more means that fighting has spread around Russia's periphery to the point that much of Eurasia is engulfed in war. The upshot of that is the game ends and the Chinese player loses. If random event 3-5 / 3-6 / 4-1 (Iran In) has been rolled, add one to the Russian die roll check.

16.16 Chinese Victory on Points

If a sudden death victory eludes the Chinese player, he can still win the game through the accrual of victory points (VP). VP are only gained and lost by the Chinese player. The Chinese player wins the game on points if, at the end of any US Op, he has 24 or more VP.

Players should keep track of the number of VP the Chinese player has, adding or subtracting them as each new development takes place. The Chinese player starts the game with zero VP and his tally may never be less than 0 in this scenario.

16.17 Chinese VP Awards & Losses

Chinese Key Objective VP

+/- 6 VP	For gaining/losing	uncontested control of Taiwan.	
+/- 4 VP	For winning/losing	the ground war in Korea.	
+/- 4 VP	For winning/losing	the ground war between India	and Pakistan
(Indo-Pakistani War Table).			
+/- 4 VP	For capturing/	losing Singapore.	
+/- 2 VP	For gaining/losing	uncontested control of the	
	Spratley Islands.		

Note: PRC must, of course, first control the objective before he can lose it and suffer the VP loss.

Other VP

+2 VP For each US, French or British CVN/CVX/CV sunk during the game.

+/- 1 VP For having uncontested control of an Allied or an initially neutral area other than any key objectives above. That is 1 VP

for each such controlled area, including any Indian Ocean islands, with no overall limit on the number of points that may be accrued in this way.

+1 VP Per each turn the Persian Gulf is mined (accrues at the end of each turn after the last US Op).

+1 VP If Random Event 4-1 or 4-2 or 4-3 (Panama Canal Blocked) is rolled into effect.

Optional Ops/VP

+1 VP If Op 23 (US EMP weapon) or if Op 26 (Taiwan SSM Strike) results dictate.

+2 VP Each time the US uses Op 29 (Limited Nuclear Strike).

- 2 VP If the PRC uses Op 28 Assassins Mace (may use once per game)

- 2 VP If the PRC uses Op 31 Limited Nuclear Strike by PRC (each time—ignore if India or Pakistan strikes).

16.18 US Victory

Play stops, and the US player is declared the winner as of the instant that there are no Chinese units anywhere on either map. Alternatively, the US player is the winner if his opponent concludes that the overall situation will no longer allow for any kind of Chinese victory, and he therefore concedes the game. Last, the US player wins the game if the Chinese player has failed to achieve a victory by the time he (the Chinese player) completes his 30th Op.

16.19 Draws

Random event 2-1 may end the game in a draw. Drawn games aren't possible in any other way.

16.20 Random Events for the Red Dragon Rising / Green Crescent Combined Campaign Game)

Note: Countries that either start the game allied with one side and which are subsequently out of the game due to either Random Event may not be brought back into the game later.

16.21 Random Event 1-1: Pakistan joins the war on the US side, unless India is already a US ally. If this event is rolled again, treat it as "no event."

16.22 Random Event 1-2: The Philippines joins the war on the US side. Philippine units and bases are immediately available for full use according to all normal rules of play. If this event is rolled again, or if the Philippines had been earlier brought into play by other means, treat it as "no event."

16.23 Random Event 1-3: The Gulf Arab states leave the war. Iran must be hostile for this to happen, otherwise ignore this event for the moment. If this event is rolled again, treat it as "no event."

16.24 Random Event 1-4: The Suez Canal is sabotaged. Place the 'Sabotage' marker. US side naval units in the NATO Holding Box may no longer enter the game. Air and land units may still do so if eligible for rebasing (Op 16) or airlift (Op 7). If this event is rolled again, treat it as "no event."

16.25 Random Event 1-5 / 1-6: Singapore joins the war on the US side. That nation's units and its territory, including the base facility, are immediately available for full use according to all normal rules of play. If this event is rolled again, or if Singapore was earlier brought into play by other means, treat it as "no event."

16.26 Random Event 2-1: A major Middle East War erupts. The Chinese player should roll a die: If that result is a six or more, the war has gone nuclear and the upshot is the game ends in a draw. Die roll modifier: If event "Iran in as PRC ally" has been rolled, add 1 to the die roll. Make a die roll check each time event 3-5 / 3-6 is rolled. Subsequent checks as mandated by this event are considered to mark a further expansion of the fighting across the Middle East. Meanwhile the Suez Canal is assumed blocked (see 16.24) and the game continues.

16.27 Random Event 2-2: Vietnam enters the war on the US side. Vietnam is henceforth available for use as a US/Allied base area for naval vessels and aircraft (no ground units). Place all Vietnamese units in Vietnam. If this event is rolled again, treat it as "no event."

16.28 Random Event 2-3: If Iran is a Chinese ally, it drops out of the war. Turn marker to 'Iran Out'. Ignore if Iran has not yet become an ally. If this event is rolled again, treat it as "no event."

16.29 Random Event 2-4: Myanmar drops out of the war. Remove all Myanmar forces. Chinese forces in

Myanmar are placed back into Southern China.

- 16.30 Random Event 2-5 / 2-6 / 3-1:** India enters the war on the US side. If this event is rolled prior to event 3-5 / 3-6 / 4-1 bringing Iran in, and there is currently no Middle East War, The US player receives 1 x Indian CVL and 1 x Indian SAG at Singapore or in the Malacca Straits (See 7.18 for Indian movement restrictions). If Random Event 3-5 / 3-6 / 4-1 bringing Iran into the war is *subsequently* rolled, remove these Indian forces from play.
- 16.31 Random Event 3-2:** Moslems in Sinkiang revolt against PRC. The Chinese player should roll a die, halve that result and round up any remainder. That number (one, two or three) is the total of Chinese ground and/or air units he must immediately and permanently remove from the map. (He picks them deliberately.) The removed units must generally be chosen from one or more of the three areas of the Chinese mainland. If, and only if, there are insufficient units on the Chinese mainland to meet the die roll requirement for withdrawal, he must then make up the difference by similarly choosing other Chinese units from elsewhere on the map. If this event is rolled again, treat it as "no event."
- 16.32 Random Event 3-3 / 3-4:** Venezuela and Cuba enter the war on the Chinese side. The US player should roll a die, halve that number and round up any remainder. That's the number of units (one, two or three) he must now blindly draw from his reinforcement pool (representing forces permanently sent to the Caribbean front.) If there are insufficient units remaining in the US reinforcement pool at this time, he must make up the difference by deliberately choosing the appropriate number of US units from those already on the map. If this event is rolled again, treat it as "no event."
- 16.33 Random Event 3-5 / 3-6 / 4-1:** Iran enters the war on the Chinese side. Flip the marker to 'Iran In' and immediately place the 'Level 2' marker in the Persian Gulf. Chinese units may not base in Iran nor may Chinese and Iranian units move during the same Op. If Iran is already a Chinese ally or if this event is rolled again, treat it as "no event."
- 16.34 Random Event 4-2 / 4-3:** The Chinese corporation running the Panama Canal blocks that critical transit route. PRC will score one victory point. If this event is rolled again, treat it as "no event."
- 16.35 Random Event 4-4:** Taiwan leaves the war. Remove all Taiwanese units from the map and award the Chinese player six VP. If this event is rolled again by either player, treat it as "no event." Any US/Allied units that may be on Taiwan at this instant are immediately rebased to Guam & Saipan or the US/Allied Off-Map Bases Holding Box (US player's choice on a unit-by-unit basis). That rebasing doesn't cost the US player an Op. Surrendered Taiwan is subject to possible attack and/or reinvasion by US/Allied forces. If this event is rolled again, treat it as "no event."
- 16.36 Random Event 4-5:** Tibet revolts against the Chinese. No further land reinforcements may be sent by PRC to Myanmar by Op 3. If this event is rolled again, treat it as "no event."
- 16.37 Random Event 4-6:** Tensions rise in Europe. Ignore if event 6-1 has previously been rolled. Otherwise, concerned that the Russians may enter the war, the Europeans hold back on sending further reinforcements. The US may not execute an Op 9 to bring either France or Italy in. If the additional UK units have not yet arrived, they never do. Diego Garcia remains a US base. If this event is rolled again, treat it as "no event."
- 16.38 Random Event 5-1 / 5-2 / 5-3 / 5-4:** Whichever player rolled this event may conduct two Ops in a row. Don't make another random events pre-check or check at the start of the second Op. This event may be rolled any number of times per game by either player. This twinned Op counts as only one Op for purposes of rule 4.1 and may be taken on either map at player's choice.
- 16.39 Random Event 5-5 / 5-6:** The government of the player who rolled this event is floating a 'peace feeler' at the UN. The effect of that is to prohibit the rolling player from choosing any kind of attack as his upcoming Op. This event may be rolled any number of times per game by either player.
- 16.40 Random Event 6-1:** Russia drops out of the war. If Russia had previously been brought in the war by the Chinese player, immediately and permanently remove all those forces from the map. The Russian land area is out of play for the rest of the game; any Chinese units that may be there at this instant are immediately rebased to Northern China. That rebasing doesn't cost the Chinese player an Op. If Russia wasn't brought into the war prior to rolling this event, Russia is now no longer eligible to be brought into the war in any way. If this event is rolled again, treat it as "no event."
- 16.41 Random Event 6-2:** Japan drops out of the war. Immediately and permanently remove all that nation's forces from the map. All four Japanese islands (Okinawa, Honshu, Kyushu and Shikoku) are out of play for both sides for the rest of the game; any US/Allied units that may be in those areas at this instant are immediately rebased to friendly-controlled Guam & Saipan or the off-map holding box (US player's choice on unit-by-unit basis). That rebasing doesn't cost the US player an Op. If any Chinese ground units are on Okinawa, immediately rebase them to Northern or Central China (that player's choice). If the Chinese player had earlier gained a VP for securing uncontested control of Okinawa, he

keeps that point through the end of the game. All Japanese units and territory are permanently and fully out of play for both sides for the rest of the game. If this event is rolled again, treat it as “no event.” Also see rule 7.12.

16.42 Random Event 6-3: Australia drops out of the war. Immediately and permanently remove all that nation’s forces from the map. If this event is rolled again, treat it as “no event.”

16.43 Random Event 6-4: The US has successfully executed a “Special Action” raid. That player should immediately examine the map and then eliminate any one Chinese air or naval unit from anywhere on it. If the Chinese player had begun a ground war on the Korean peninsula prior to this, and that war is still going on, the US player may choose to eliminate one North Korean unit instead. If the Chinese player had earlier brought Russia into the war, and event 6-1 hasn’t been rolled, the US player may choose to eliminate one Russian air or naval unit instead. This event may be rolled any number of times per game.

16.44 Random Event 6-5: Successful US “Rods From God” strike. The US has successfully executed a strike with some kind of new weapon. That player should immediately examine the map and permanently eliminate any one enemy unit of any type—including ground units—from anywhere on it. The same restrictions apply as given above in 16.43, though, in regard to his ability to choose a North Korean or Russian target unit in place of a Chinese unit. If the elimination of a unit results in the total elimination of the Chinese garrison force on some previously invaded and conquered land area, the Chinese player keeps the VP he earned there until such time as one or more US/Allied ground units is sent to actually reclaim the place. This event may be rolled any number of times per game.

16.45 Random Event 6-6: The Chinese have successfully executed a “Special Action” raid. That player should immediately examine the map and permanently eliminate any one US or Allied air or naval unit. Neutral units and units in the US/Allied Off-Map Bases Holding Box may not be chosen by the Chinese player. This event may be rolled any number of times per game.

16.46 Random Event Reminder Markers

An assortment of markers with abbreviated random events descriptions printed on them (see 2.15) have been provided in the counter-mix for players to use (or not) as memory aids. For instance, if random event 4-5 was rolled into effect (see 16.36), you might take the marker printed with “Tibet Revolt” and place it in one of the Chinese land areas as a reminder of that fact.

17.0 TOURNAMENT RULES (OPTIONAL)

This rule establishes a special way to gauge victories over a number of Combined Campaign games and weigh any ‘wins’ against the way and means in which they occurred.

Players must agree to an *odd* number of games. [For this example, lets say three.](#) Then, fight the games, record the results, and award an overall victory to the player (or players, in multi-player games).

Tournament Victory Points (TVP) on the following scale

3 TVP per game won by the 15th turn.

2 TVP per game won by the 30th turn.

1 TVP if you won but used a nuclear Op at some point in the game to do so (Ops 29, 30, 31 or 32)

-2 TVP if you were the first to use a nuclear Op but still lost.

0 TVP for any Draws.

At the end of the set number of games, add all TVP together and divide by the number of game plays.

Tournament Victory Levels (TVL) are awarded as follows.

TVL is 2.2 + The Great Captain of History Gold Banner and Jeweled Scepter

TVL is 1.5 to 2.1 Professional and Competent Warlord Laudatory Degree

TVL is .7 to 1.4 The Esteemed Order of the Pyhrrie Victory

TVL is .2 to .6 Commendation of the Trail of Tears

TVL is .1 The Sublime Lapel Badge of Alfred E. Newman

TVL is 0 to -1 Congratulatory Welcome-back Telegram from Unknown and Unsigned Officials

Designer’s Notes

This is the new, ‘juiced up’ version of the original *Red Dragon Rising* rules. Players should refer to 1.4 for suggestions on what to read to learn rules changes. There have been a number of additions, significantly

increasing the multi-dimensional flavor of the game.

One in particular involves mine warfare, which a number of naval experts have stated as perhaps the key missing item in the original game. With some help we were able to compact this element into four counters and two Ops (35 and 36). It is a simple system but can have a large impact on the game, especially in the Persian Gulf.

Other new Ops have been added as needed. Many are from the Update Kit in S&T #258, but some are newer.

The SSM missile Ops (25 and 26) were extraordinarily devastating, in particular Op 25 for the Chinese/Iranian player. This missile capability determined the outcome of more than a couple of games, until new tactics were devised. It is up to you to discover what these are, or create some of your own.

There was also much discussion about the inclusion of nuclear warfare in this game. Some felt the use of these to be extremely unlikely, others thought their employment highly probable, and there was debate over whether nuclear operations model well within the game system. Therefore, in games having two or more players, nuclear Ops may only be used with the express approval of every player.

From the simple 10-turn scenarios to the Campaign Games, to the Combined Campaign Game, this new version of the game has far more to offer than its highly successful predecessor. I found great joy in the prototype-playtesting, as well as incredible new challenges. My wish for you is that you have as much fun playing.

— Bruce Costello

PRC (PRC) VP Track:

-11	-10	-9	-8
-7	-6	-5	-4
-3	-2	-1	0
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

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