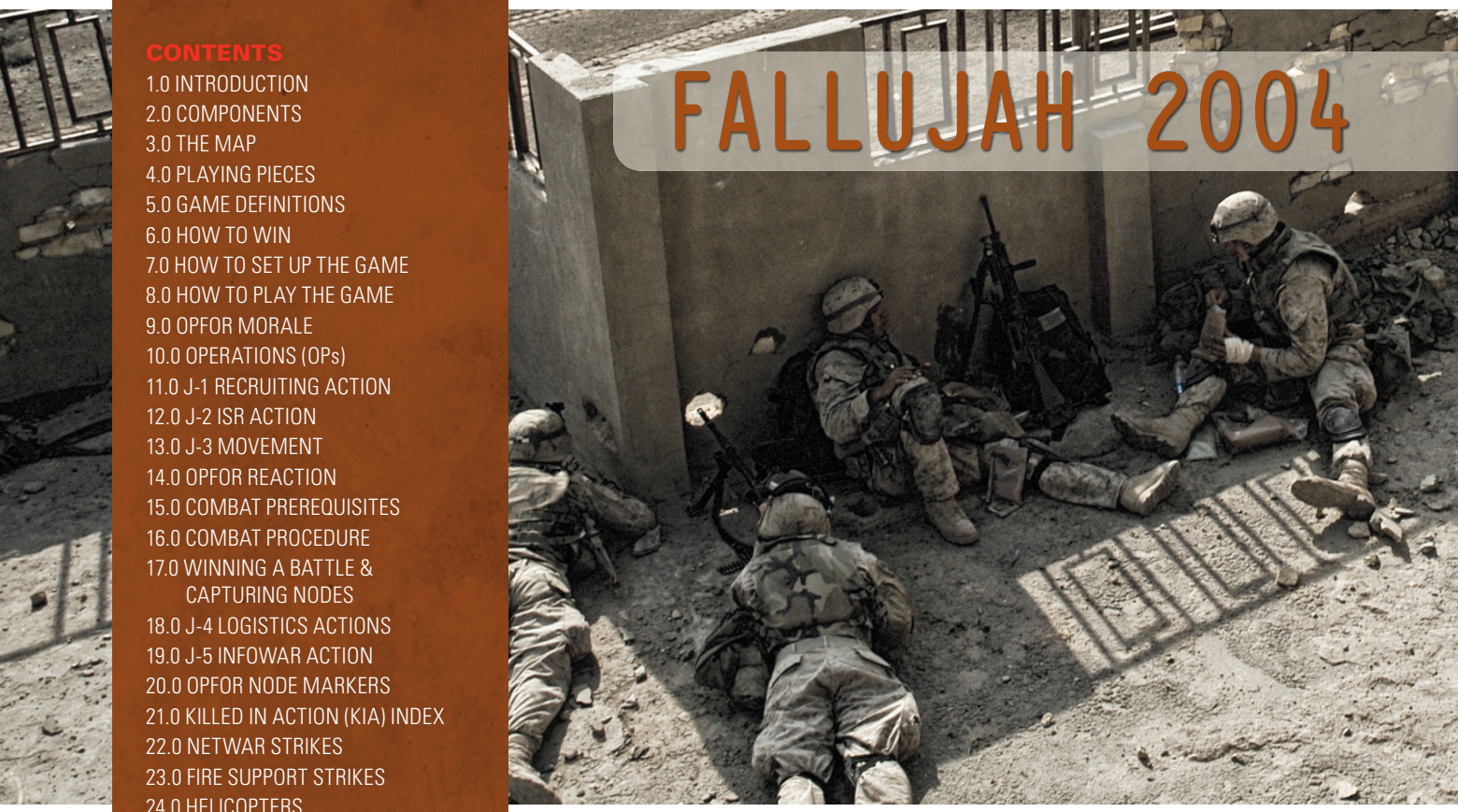
FALLUJAH 2004



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These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for E-rules updates to this game @ www.modernwarmagazine.com.

1.0 INTRODUCTION

Fallujah, 2004: City Fighting in Iraq is a solitaire wargame system covering the Coalition fight to retake the Iraqi city of Fallujah from Iraqi insurgents in 2004. This led to two battles, the first in April, and the second in November. These became some of the biggest engagements of the Gulf War. The player controls Coalition forces while the game system controls the Opposition forces (the Insurgents), known in the game as OPFOR.

This game includes scenarios for both battles for Fallujah, as well as a scenario allowing you to fight the entire campaign.

2.0 COMPONENTS

This game is complete if it includes one counter sheet (176 counters), these rules and one map of Fallujah (which includes all relevant charts and tables necessary for game play). Players will need to provide themselves at least one six-sided die.

3.0 THE MAP

The game map shows the city of Fallujah and its environs, as well as organizational displays for the opposing forces.

3.1 Map Features

Routes of Advance: The north-south lines connecting spaces are the Routes of Advance. Players move their units via these Routes. Each Route is numbered (from 1 to 6).

Phase Lines: The west-east lines connecting Routes are the Phase Lines. Players can also move their units via them. Each Phase Line is numbered (from 2 to 12).

Note: *There is no "1" because the numbers correspond to the total of two dice rolled together; see 7.2.*

Spaces: The locations in which you place units. Different types of spaces are described on the Terrain Effects Chart. Some of the spaces have names of urban features.

Bases: Special spaces outside of Fallujah proper from where you stage operations.

3.2 Organizational Displays

Battle: A convenient area to temporarily place units engaged in combat.

Coalition Recruits: Holds units which can be entered into play as reinforcements.

Coalition Eliminated Units: Holds Coalition units which were destroyed due to combat.

Captured HVT (High Value Target): Holds OPFOR HVT that Coalition forces have eliminated.

Captured Objectives: Holds OPFOR Nodes which Coalition forces have captured.

Fire Support Available: Holds airstrikes, helicopters, and artillery impact markers that have been recruited and can be used in action.

3.3 Indexes

Killed in Action (KIA): Keeps track of relative casualties.

OPFOR Morale: Provides the "artificial intelligence" for Insurgent actions upon contact.

OPs: Keeps track of the current number of Coalition Operations.

3.4 OFPR Bins

"Bins" are wide-mouth opaque containers, such as coffee cups or empty ammunition cans, used to randomize the picking of OPFOR counters. There are two bins needed in the game.

OPFOR Node Bin: Holds OPFOR Node markers.

OPFOR Reaction Bin: Holds OPFOR Combat Unit and Event markers.

4.0 PLAYING PIECES

There are several general types of square cardboard counters.

US-Coalition Combat Units: Represents military formations controlled by the player.

US-Coalition Fire Support Strikes: Represents various air and artillery strikes controlled by the player.

OPFOR Nodes: Represent various OPFOR installations and command centers, as well as limited Intelligence.

Errata: The two "Blow Bridges" OPFOR Nodes (the two with the photograph of a damaged bridge) are not, in fact, OPFOR Nodes. Use a black pen or a *Sharpie* marker to color over the "OPFOR Node" printed on the back of those two counters. The other red *Blow Bridges* marker is a correct counter, however (it is correctly an OPFOR Reaction marker).

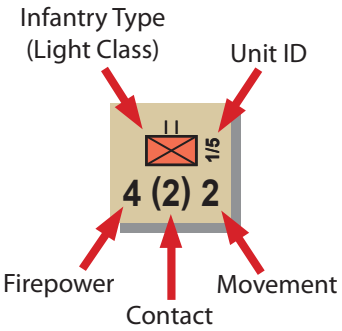
OPFOR Combat Units: Represents Insurgent military formations and high value targets controlled by the game system.

OPFOR Event markers: These trigger events.

Administrative Markers: Used to record administrative functions.

4.1 Sides

The US-Coalition side includes:
US Marine Corps (USMC) and US Navy (USN): Black on tan (red interior)
US Army: White on tan (mint interior)
Iraqi Government (IG): White on brown (green interior)
British: White on brown (blue interior)
Joint Coalition: White on blue (air, artillery, netwar, helicopters, leaders)



The OPFOR side includes:
Nodes: White on Black
Combat units: White on green (maroon interior)
Events: Red on black

4.2 Combat Units

Type: The general type of military formation.
Unit Identification: The unit identifier.
Firepower: The basic amount of combat power of the unit.
Contact: The basic ability of a unit to find enemy forces.

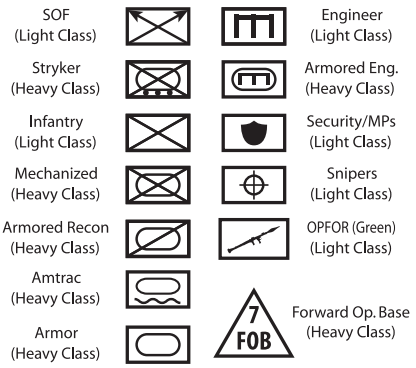
Movement: The basic number of spaces the unit can move in a turn.

Air Movement: This is indicated by an infinity sign.

Leaders have a "+1", used as a Tactical Edge bonus (see 16.1(2)).

Reverse Side: Shows the reduced step of the unit of a one-step unit, or a nationality flag is a one-step.

Coalition Unit Types



"Light" ground combat units
Infantry
Special Operations Forces (SOF)
Sniper
Engineer
Military Police

"Heavy" ground combat units
Mechanized infantry
Stryker
Armor
Armored Recon
Amphibian Tractor (Amtrac)
Forward Operations Base (FOB)

Helicopter combat units
Helicopter Gunship
Helicopter Transport
Special Operations Helicopter

Special units
Leader

Coalition Unit Abbreviations
C: Combat Assault
CB: US Navy Construction battalions (Sea Bees)
Cdo: Commando

Comp: Composite (containing units from different formations)
CTF: Counterterrorism Force
ERT: Emergency Reaction Team
FR: Force Recon
JSOTF: Joint Special Operations Task Force
NSWG: Naval Special Warfare Group
R: Recon
SOAR: Special Operations Aviation Regiment
SS: Scout-Sniper
SSF: Specialized Special Forces
TRT: Department of Defense Terrorism Reaction Team

4.3 Coalition Fire Support Strikes

Firepower: The basic amount of combat power (printed as a parenthesized number) of the strike.

Type:
Artillery
Aircraft
Special Operations Air

4.4 Coalition NetWar Markers

4.5 OPFOR Node Markers

Abandoned Position
Al Qaeda
Arms Cache
C2 (command control)
Hostage House
IED Factory
Strongpoint

4.6 OPFOR Combat Units

High Value Target (HVT)
Jihadists
Fedayeen
Militia
Heavy Weapons

Firepower: The basic amount of combat power of the unit.

Contact: The basic ability of a unit to find enemy forces.

Note: *OPFOR units have no movement factor.*

4.7 OPFOR Event Markers

These have a name which is referenced in the OPFOR Reaction rule (14.0) and they trigger various events.

4.8 Administrative Markers

Battle: Place in a space where a battle is taking place as a mnemonic.

KIA: Used on the KIA index to indicate the current number of relative casualties.

OPs: Used on the OPs index to indicate the current number of Coalition Operations.

5.0 GAME DEFINITIONS

The game terms are defined below.

Concealed: An OPFOR counter that is deployed face down and cannot be examined by the player.

Control a Space: The Coalition controls a space if it has a combat unit in that space and there are no OPFOR units in that same space. Control is maintained only as long as the Coalition player has a unit in it. The moment that there are no Coalition units in a space, control is lost (you need "boots on the ground" to maintain control of a space.) The Coalition always controls its Base boxes (these do not have to be garrisoned).

Friendly (Coalition) Units: These are the Coalition units controlled by the player.

Enemy (OPFOR) Units: These are the Insurgent units controlled by the game system that will fight against Coalition forces.

KIA (Killed in Action): A quantification of the relative levels of casualties that each side has taken.

"**May**": You can choose to take this action or not.

"**Must**": You are required to take this action.

Operations Points (OPs): The basic Coalition game "currency", used to recruit units and initiate Operations.

"**Pick**": Randomly choose a counter.

Reveal: Flip a concealed OPFOR counter face up.

"**Select**": Deliberately choose a counter.

VP: Victory Points.

"**You**": the player.

6.0 HOW TO WIN

The game is won on Victory Points (VP).

6.1 Determining VP

At the end of the game, total your VP acquired and/or lost as follows:

You gain VP for:

Each Objective and Mosque space that Coalition forces occupy: +1 VP

Captured OPFOR Node markers: See the Node table.

KIA Index: Plus the number if positive.

Clearing the MSR (see 6.2): +5 VP

Securing the Downed Helicopter marker (14.5): +2 VP

Each eliminated HVT: VP = to that HVT's contact rating (each other eliminated Iraqi unit is zero VP).

You lose VP for:

Each OPFOR Node counter remaining on the map: -1 VP

KIA Index: Minus the number if negative.

Failing to capture the Downed Helicopter if in play: -2 VP

6.2 Clearing the MSR

You "clear the MSR" if Coalition units occupy (control) all spaces connected by MSR routes (running from the Main Bridge to the Cloverleaf).

6.3 Degree of Victory

The number of VP totaled above will give you your degree of victory.

0 or fewer VP	Debacle
1-25 VP	Tactical Defeat
26-50 VP	Stalemate
51-75 VP	Tactical Victory
76-100 VP	Operational Victory
101+ VP	Decisive Victory

7.0 HOW TO SET UP THE GAME

Determine which scenario you want to play: **Vigilant Resolve** (April 2004) or **Phantom Fury/Al Fajr (The Dawn)** (November 2004). If you want to play the Campaign game, see 30.0.

7.1 Deployment

Perform these steps in this order:

1) OPFOR Deployment

Place all OPFOR Combat Units and Event markers in the Reaction Bin. At this point, none are picked or placed.

Place all OPFOR Node markers in the Node Bin.

Exception: Do not place the two Blow Bridges OPFOR Nodes (they are not OPFOR Nodes, but are actually misprinted as such on the back).

For each Objective and Mosque space, pick and place one Node marker (20 total). This is done without looking at the markers and therefore placing them concealed (face down).

Leave the remaining Node markers in the bin.

OPFOR Morale Chart

Vigilant Resolve Scenario: Medium.
Phantom Fury Scenario: High.

2) Coalition Deployment

Vigilant Resolve Scenario:
Start with 65 OPs.

Phantom Fury: Start with 90 OPs.

KIA Index: Start with 0 (both scenarios).

Place all Coalition units in the Recruit box on the map.

Create your starting order of battle by recruiting Combat Units and Strikes with OPs (11.0). Place recruited combat units in the Base boxes. Place recruited air strikes in the Available box.

7.2 Random Location Placement Procedure

You use random placement to place counters when directed by various rules, explained as follows.

1) Roll one die. This will give you a number from 1 to 6. This will be the number of the Route.

2) Roll two dice and total them. This will give you a number from 2 to 12. Cross index (1) and (2), and this is the space on which you place the counter.

Note: *If a result calls for a Node marker to be placed in a space that already has a Node marker, re-roll.*

Example: "1" and "7" would be the Brooklyn Bridge.

8.0 HOW TO PLAY THE GAME

8.1 Course of Play

The game is turn-based. You initiate a game turn by expending one OPs point, then take one Operation (J-1, J-2, J-3, J-4, J-5).

A scenario comes to an end if:

a) The OPs index is reduced to zero.

Or:

b) You have captured or eliminated all OPFOR Node markers on the map. At this point you may declare an end to the game, or you may continue playing if you want.

Note: *Various game events will lower the OPs Index, possibly going to zero or lower. Therefore, it's a good idea to keep a reserve of OPs to forestall this possibility.*

8.2 Stacking

Stacking is having more than one unit in a single space.

Coalition Stacking Limit

Two battalions (II), plus
Two companies(I)/platoons, plus
One FOB, plus
Two helicopters

Example: You could have two Coalition infantry battalions, two tank companies, one FOB, one helicopter transport. and one helicopter gunship.

Exception: Coalition strikes do not count for stacking.

OPFOR Stacking Limit

Stacking is unlimited (but will be bound by the number of units picked during Reaction, see 14.0).

When Stacking is Enforced

Stacking applies only at the *end* of the Movement phase. You may otherwise move any number of Coalition units through a particular space during movement.

Base boxes

You may stack an unlimited number of Coalition units in a Base.

Joint Forces

In the standard rules, all Coalition forces (US, Iraqi Government, British) can conduct operations together. This changes in the optional Joint Forces rule.

Engagement

Coalition units moving by ground *must* stop when they enter a space containing an OPFOR counter (concealed or revealed). OFOR markers/units do not ever count against Coalition stacking limits.

8.3 A Force

A "force" is a group of units in the same space conducting an operation together. A force can consist of a single unit or more than one unit. To be considered a "force," all units in a force must start in the same space, and they must move together. You may not pick up or drop off units from a force.

A force moves no faster than its slowest unit. If you have more than one unit starting in a space, you may form some of them into a force and leave the rest behind in the starting space.

Example: You have three units in a space. You could form them into one combined force (of three units), or two forces (one of two units which then moves, and a second of one unit which stays behind, or vice versa).

8.4 Fog of War

You can always examine your own Coalition units. However, you can only examine OPFOR units and markers if some specific game actions allows for it (See also J-2, 12.0).

9.0 OPFOR MORALE

OPFOR morale determines the various extent of OPFOR responses, per the following rules.

9.1 OPFOR Morale Index

OPFOR morale will be at either, low, medium, high, or fanatic. Use the Morale marker to indicate this on the Morale Index (printed on the map).

9.2 Morale Check

OPFOR morale is initially set by the chosen scenario (if playing the Campaign game, the starting morale is per the first scenario). It

can change when the *Morale Check* event marker is picked. At this point, roll three dice and total the results, explained as follows.

Fail: If the outcome is less than or equal to the current number of Mosque and Objective spaces currently occupied by Coalition units, then the Morale Index is lowered by one level.

Pass: If the outcome is greater than the current number of Mosque and Objective spaces currently occupied by Coalition units, then the Morale Index is raised by one level.

The Morale Index cannot drop below "Low" nor go above "Fanatic."

Note: *There is no sudden death victory via morale!*

9.3 Morale Effects

Morale effects are summarized on the OPFOR Morale Chart.

1) OPFOR Reaction picks: The number of OPFOR Reaction counters picked is determined by the current level of Morale (this will be from one to four counters). See 14.0.

2) OPFOR Stand or Break-off: The decision for OPFOR units to stand and fight or break-off after a first round of combat is determined by the morale level and type of terrain. See 16.1(4).

10.0 OPERATIONS (OPS)

An operation is a discrete action which you take to conduct actions with Coalition units. Each Operation expends one "OP." Use the OPs Index to keep track of OPs available and expended.

Designer's Note: Effectively, each OP is one game turn.

10.1 Types of Operations

One operation is defined as conducting one of the following actions:

J-1 Recruiting Action: You may recruit reinforcements (see 11.0).

J-2 ISR Action: You may use NetWar markers to attempt to examine concealed OPFOR Node markers (see 12.0).

Errata: The Fallujah Player Aid chart on the map refers to OPFOR "Objective Markers," but should refer to OPFOR Nodes instead.

J-3 Offensive Action: Do *all* of the following:

1) Movement Segment: Designate one Coalition force. Move it via the Movement rule (13.0).

2) OPFOR Reaction Marker Segment: You must pick a number of OPFOR Reaction markers per the number on the Morale Table. The instructions on the marker are implemented by the player (14.0).

3) Combat Segment: If the Coalition force is in a space which now contains OPFOR units (generated by OPFOR Reaction picks), you must engage in combat (15.0, 16.0).

4) Node Capture Segment: If there is a Node marker in the space, and you have won any battle there, you capture it (17.0), but no further movement occurs with that Coalition force.

Note: *All of the above count as one OP (that is, you do not pay one OP to move and another to engage in combat; it's all generated by one OP expenditure). Also, the J-3 action is the most complex of the operations and will be covered in more detail in the specific rules.*

Example: In one J-3 OP, you move a force of two infantry battalions and a tank company. The force ends its move in an Urban space. Since OPFOR morale is medium, pick two OPFOR markers from the Reaction bin. One is an event and the other is a combat unit. Execute the event and then conduct combat.

J-4 Logistical Action: You may Refit reduced two-step Coalition units, or build FOBs, or rebuild blown bridges (see 18.0).

J-5 Infowar Action: You may attempt to gain more OPs points (see 19.0).

10.2 One OP, One Force

No more than one force may engage in a single J-3 Operation (that is to say, you cannot move two separate forces with the same OP).

Exception: See Optional Networked OPs for a special case (32.0).

10.3 Multiple Operations

A single unit or force of units can conduct any number of operations per scenario as long as you expend the OPs for them.

Example: You could conduct one J-1 OP, then one J-3, then two J-4, then another J-3, etc.

10.4 Variable Operations

Certain OPFOR Reaction markers will increase or decrease the number of OPs in a scenario. If the number of OPs is reduced to zero or less, the game immediately ends and victory is evaluated.

11.0 J-1 RECRUITING ACTION

You conduct recruiting as an Action. Expend one OP to initiate the action, then any number of OPs to actually recruit.

11.1 Recruiting

Each Coalition unit or strike costs a designated number of OPs, listed on the Recruit Table (on the map). Place recruited combat units in any Base, or in the same space as a Coalition FOB. Place recruited Strikes in the Available Box.

Note: *OPs expended to recruit units and strikes are in addition to the one OP to initiate the J-1 action.*

You can recruit two units which cost (½, one half), or four units which cost (¼, one fourth) for one OP, or any combination which adds up to "one." Unused fractions are lost. In other words, for each point you can buy two "1/2" point units, or four "1/4" point units.

All units of a particular type cost the same OP, regardless of their strengths.

Example: A USMC 3(3)3 infantry battalion would cost the same as a 4(2)2 battalion.

11.2 Recruit Limit

The number of units and strike markers in the game is a limit. Coalition units which were entirely eliminated (in the KIA box) cannot be recruited again.

12.0 J-2 ISR ACTION

J-2 actions use NetWar Strikes for intelligence, surveillance and reconnaissance (ISR).

12.1 ISR

To take a J-2 action, place any or all NetWar markers on any spaces on the map containing an OPFOR Node. You can place more than one per space. For each such NetWar placed, roll one die:

1-2 = No effect
3-6 = Reveal the Node

12.2 Expending
A NetWar marker is expended and returned to the Recruit box regardless of the outcome.

12.3 NetWar During J-3 Combat
You can add one (*and only one*) NetWar marker during Combat (16.1(2)). This adds "+1" to the Coalition Tactical Edge die roll, and expends the marker. This is not an additional action, but rather a part of combat.

12.4 InfoWar
See the J-5 action.

> ***Note:*** *Rule 12.0 to 16.0 deal with the J-3 action. A J-3 Action consists of all of the following (at the cost of one OP):*
> Coalition Movement Segment
> OPFOR Reaction Segment
> Combat Segment
> Possibly Node Capture Segment

13.0 J-3 MOVEMENT
During a J-3 Movement Segment, you may move one Coalition force a number of spaces up to its movement value. Movement is from space to another space connected by a route. Each space a force enters costs "one" movement point.

If there is more than one unit in a force, they must move together. The stack uses the movement of the *slowest* unit in that force. You may not pick up or drop off units from a moving force—they must stick together.

Example: A force is composed of a unit with a movement of "2" , and another with a movement of "3". The force may move two, one or no spaces during a Movement segment.

13.1 Stopping
A force must stop if it enters a space with an OPFOR Node marker.

13.2 Main Supply Routes (MSR)
A unit which moves entirely along Main Supply Route (highway) spaces has its movement value increased by "one."

> ***Note:*** *The east-west Main Supply route (Highway 10) connects several points via diagonal lines. Each diagonal costs one movement point to enter, per standard spaces.*

13.3 Rivers
Generally, ground units cannot move via river routes, or via the routes immediately west of a blown bridge. For crossing rivers, see Amphibious (25.0) and Airmobile (24.0) movement.

13.4 Bases
Bases are the four boxes printed on each side of the map. Only Coalition units may be in bases, never OPFOR, and there is no limit to the number of Coalition units which may be in a base.

Coalition forces in bases leave those bases by paying normal movement points to enter on-map spaces (via routes) where they must stop. Coalition forces in the North Base may enter via any route at the top of the map; forces in the South map via any route at the bottom of the map; forces in the East Base into any easternmost space on the right side of the map; forces in the West Base may enter via routes numbered 6, 8, 10, 11, and 12;

Coalition forces are also eligible to move to a different base (at a cost of one OP).

13.5 Airmobile & Amphibious Movement
See rules (24.0) and (25.0).

14.0 OPFOR REACTION
There are two general types of counters in the OPFOR Reaction bin: combat units and events.

14.1 OPFOR Reaction Prerequisites
At the conclusion of a force's movement, you must check to see if the space contains:

1) Boots on the Ground: If the force is in a space which contains other Coalition combat units (which were not part of the moving force), then nothing further happens. The OP ends.

2) Node: If the force enters a space which contains an OPFOR Node marker, reveal the marker (if concealed). Consult the Node chart and apply any special effects. Then pick a number of OPFOR counters from the Reaction bin equal to the number indicated by the OPFOR Morale Chart.

3) Otherwise: If the force enters a space which contains no OPFOR Node marker and no Coalition units, pick a number of OPFOR counters from the Reaction bin equal to the number indicated by the OPFOR Morale Chart.

The reaction pick is conducted only in the space in which the Coalition force completed its movement. Do not pick for intervening space.

> ***Note:*** *This means the faster a Coalition force moves, the fewer OPFOR Reaction picks will be made, reflecting the shock effect of a rapid attack.*

A force that wins a battle after an OPFOR Reaction may continue to move if it has sufficient movement remaining to do so.

14.2 No Scoot, No Shoot
Units which do not move do not pick Reaction markers.

> ***Note:*** *To emphasize, a Coalition force which moves will trigger a reaction if it ends its move in a space, regardless if there is an OPFOR Node or not, unless there are already Coalition units in that space.*

14.3 Reaction Execution
Implement the reaction after all OPFOR counters are picked from the Reaction bin, in this order:

1) Deception Markers: These have no effect. Return them to the bin after completing all other picks.

2) Event markers: Cross-reference Event markers with the explanations on the Event chart. Then implement the results in the order picked.

3) Combat Units: Place any OPFOR combat units in the space. They will later engage the Operating Coalition force in combat during the Combat Segment (15.0).

Example: A Coalition force moves into Jolan; OPFOR Morale is "High." First, reveal any OPFOR Node marker in the space. Then pick three counters from the Reaction bin. You pick one event, one HVT and militia. Implement the event, and then the Coalition force engages in combat with the OPFOR units.

14.4 ISR Reveals & Reaction
If a Node is revealed by ISR (12.0), do not pick Reaction markers for it at that point—wait until a Coalition force enters its space.

14.5 Event Marker Disposition
Event markers each have an instruction, explained as follows.

Remains in Play: The event remains in effect for the remainder of the game. Place it in the Events in Play box.

Remove: Remove the marker from play. It has no more effect.
Return: After implementing its effects, return the marker to the Reaction bin.

14.6 OPFOR Combat Unit Disposition
See rules (15.0) and (16.3).

14.7 Special Events
Generally, the explanations on the Events chart are complete. These events are special cases:

Rear Area Raid: When this event is triggered use the random placement procedure to determine one hex on the map. Then pick one OPFOR Node marker from the Node Bin and place it in that hex. If no Node counters are left in the bin, there is no further effect.

Blowing Bridges: Check each of the two bridges (Brooklyn and Main). If a bridge is not Coalition controlled, place a Bridge Blown marker on the route crossing the river adjacent to it. That route is now treated like a water route. Ground units may still occupy the space with the bridge's name. You can repair blown bridge with engineers (18.3).

Downed Helicopter: See the Events table for details. The *Downed Helicopter* marker has no other effect on stacking, combat, etc.

15.0 COMBAT PREREQUISITES

Combat is triggered when a force of Coalition units is in the same space as OPFOR combat units. This will occur as a result of OPFOR Reaction draws. All combat occurs during the J-3 Combat segment.

OPFOR Combat units are temporarily placed on the map as the result of Reaction. They are placed in the same space as the Coalition force that triggered the Reaction draw. To execute combat see rule (16.0).

Note: *Because each Coalition force conducts its operation individually, generally, you will not be able to combine different forces in the same combat. Remember, if you move a force into a space already containing Coalition units, no OPFOR reaction occurs.*

16.0 COMBAT PROCEDURE

Each combat must follow the Combat Procedure Sequence.

16.1 Combat Procedure Sequence

1) Reveal OPFOR units
Reveal all OPFOR combat units (picked from the bin) and any Node in the space. Then place all OPFOR and Coalition units face up in the Battle Display.

2) Determine Tactical Edge

For the Coalition force
a) Designate any one Coalition unit as the "lead unit." Add a number of points equal to that one unit's contact rating.
b) If there is a Coalition leader in the force, add "one" more point.
c) You may commit one available NetWar marker. If you do, this counts as "one" point.
Then:
(d) Roll one die. Add the result to the total of the above.

For the OPFOR:
a) Determine the OPFOR unit with the highest contact rating (if more than one is the highest, select any one). Use its value.
b) If a Node calls for "+1", then add "one" to the above (see the Node chart).
c) If an event calls for "+1", then add "one" to the above.
Then:
d) Roll one die. Add the result to the total of the above.

Designer's Note: Since OPFOR HVT generally have higher Contact ratings than other OPFOR units, they will usually be the lead OPFOR unit.

Compare the die rolls
The side with the higher die roll total has Tactical Edge. If the net die rolls are even, then, the Coalition wins (unless the combat is taking place in Mosque, Objective or Urban Terrain, in which case the OPFOR wins).

3) First Round of Battle

a) Fire Support Commitment Segment
You may commit any, all or none of available Coalition Fire Support (air, artillery) markers to the combat.

b) Tactical Edge Fire Segment
The side with the Tactical Edge now fires all of its units. Use the Fire Procedure (below).

c) Tactical Non-Edge Fire Segment
The side without the Tactical Edge now fires all of its surviving units. Use the Fire Procedure (below).

d) Coalition Support Return Segment
Place any Coalition Fire Support and NetWar markers used this round back into the Recruit box.

4) Battle Continuation Determination

a) If one side has been completely wiped out, the battle comes to an end. The side with surviving units has won the battle (see 17.0).

b) If both sides have surviving units, then check the OPFOR Morale Chart. Depending on the Morale level and the type of space, surviving OPFOR units will either Stand or Break-off.

Stand: Continue to "(c)" below. Neither side has yet won the battle.

Break-off: Return all surviving OPFOR units to the Reaction bin. The Coalition has won the battle.

c) If the OPFOR response was Stand, then you choose for the Coalition to either:

Continue the Action: Return to the procedure under *Determine Tactical Edge (16.1(2)).* Neither side has yet won the battle.

Withdraw: Follow the Withdrawal procedure (16.7).

5) Continuing Rounds of Battle
Upon completion of each round of battle, more rounds may be executed. Continue this procedure until one side is declared the winner, per above.

Note. *Because of the alternating fire procedure, it is not possible for both sides to be entirely eliminated.*

6) Battle Victory Determination
Whichever side has the only units remaining in the space wins the battle. See (17.0).

16.2 Fire Procedure
Each unit must fire individually.

Roll one die for each unit. If the result is less than or equal to the unit's combat factor, then it inflicts a "hit." If the die roll if greater than the unit's combat factor, it has no effect (but see Collateral Damage for Strikes (23.5).

You roll once for each unit in each round of combat. You can do this in any order you want for both sides. A firing force applies actual losses against the enemy only after all dice are rolled.

You do not have to designate individual targets. Rather, after all combat dice are rolled, you select which units will receive any rolled hits.

All losses inflicted during a round are applied before the other side has a chance to return fire.

> ***Note:*** *A unit that was hit in combat may be eliminated or reduced, thereby preventing it from firing back, or if firing back, it does so at reduced strength.*

16.3 Combat Results
For each hit inflicted, the player always chooses which of his own units are hit (although OPFOR units must always be selected in the order of weakest before strongest). In any such case, implement the following:

If the targeted unit is a one-step unit, it is eliminated.

An eliminated Coalition unit is placed in the Eliminated Units box.

An eliminated OPFOR HVT unit is placed in the Eliminated HVT box (they count for VP at the end of the game).

Other eliminated OPFOR combat units are returned to the Reaction bin.

If the targeted unit is a two-step unit and is on its front side, it is flipped to its reduced side (and remains on the map).

If the targeted unit is a two-step unit on its reduced side, eliminate it and place it in the Coalition Eliminated Units box (only Coalition units have two steps).

> ***Note:*** *You are free to allocate Hits against the Coalition in any manner you prefer. In any case, all units are affected the same by a die roll result, regardless of the unit's type or strength.*

16.4 Node Markers
OPFOR Node markers are not affected by fire. They have no combat strength and do not fire at Coalition units. (See 17.0.)

16.5 Terrain
When the Coalition is firing at the OPFOR in Open spaces, double the number of hits. OPFOR units firing at Coalition units in open spaces use the undoubled number of hits.

Example: if the Coalition inflicted two hits, this would eliminate four OPFOR units. If the space also contains a strongpoint, this would become only two hits.

Designer's Note: The effects of urban terrain on combat are figured into the die roll outcomes. Since open terrain is anomalous in this form of warfare, the OPFOR takes more losses for being in it.

16.6 Overkill
If a force inflicts more losses on the enemy than there are units to be eliminated or reduced, there is no additional effect. Also, see Collateral Damage (23.5).

16.7 Withdrawal
You may decide to withdraw a Coalition force engaged in combat during the designated step of the Combat Sequence. To withdraw, move the units in one space. You may withdraw some, none or all units.

The space into which the force withdraws must contain at least one Coalition combat unit or base. If no such adjacent space exists, no withdrawal may take place, and the force must stay and fight.

> ***Note:*** A helicopter unit is indeed considered a Coalition combat unit for purposes of withdrawal.

16.8 Strongpoints
If an OPFOR force is in the same space as a Strongpoint Node, then treat the first hit inflicted on that force as no effect in each round.

The presence of an engineer unit negates the defensive benefit for a strongpoint.

Example: A Coalition force fires on an OPFOR force containing three units and a strongpoint. The Coalition inflicts three hits. Only two would apply. If an engineer were one of the firing units, then all three hits would apply.

16.9 Helicopter Evacuation
If a helicopter transport is stacked with a withdrawing force, it may pick up one airmobile qualified unit and move it back to a base. See 24.0.

17.0 WINNING A BATTLE & CAPTURING NODES

Winning
If the Coalition force wins the battle, any OPFOR Node marker in the space is captured. Place it in the Captured box. If you capture an OPFOR Node, you may also gain OPS and VP for it (see the chart).

Also, after winning a battle, make a check for recruiting a Leader (see 29.0).

Losing
If the Coalition loses a battle, any Node in the space stays in place (it also remains revealed). Check the explanation for any such Node. This may cause the loss of additional OPs.

18.0 J-4 LOGISTICS ACTIONS

J-4 Actions include Refit, Rebuilding Blown Bridges, and Building FOBs (at a cost of OPs points per the chart).

18.1 Refit
You conduct J-4 Refit to restore a reduced two-step Coalition unit to full strength.

18.2 Procedure
Expend one OP. Flip qualified reduced units to their full strength sides.

18.3 Units Qualified for Refit
Units qualified for a Refit can be:

a) All units on one off-map base. Or:
b) All reduced units in the same space as an FOB or Amtrac unit.

A reduced FOB or Amtrac can refit itself (or another unit in its space).

Designer's Note: In the battle, Amtracs were used to move supplies forward and evacuate wounded, so in the game they are focal points for logistical activity.

The following units may not be refit:

Completely eliminated US, British, and Iraqi Government units.

A unit which has been completely eliminated may not be recruited again in the course of a scenario. It remains in the Eliminated box.

> ***Note:*** *Refitting a unit does not restore any KIA points lost due to its reduction (see 21.0).*

18.4 Bridge Repair
You can repair a blown bridge (14.7). To do so, there must be an engineer unit in the space with the bridge's name. Then expend one OP and remove one blown bridge marker. The bridge is restored.

18.5 Building FOBs
You can build an FOB. To do so, you must have an engineer unit in a space. Expend the OPs points listed on the chart and place the FOB in that space.

19.0 J-5 INFOWAR ACTION
To conduct a J-5 InfoWar action, commit any number of NetWar markers (off the map). Then roll one die for each one committed. Cross-index the results with the InfoWar Table. Total the number of OPs gained and subtract from it the number of OPs lost. This will give the total number of OPs which you add or subtract from the index.

All dice rolled for InfoWar must be rolled simultaneously.

NetWar markers used for InfoWar cannot be reused for the remainder of the scenario (place them aside). If playing the campaign game (30.0), those markers become available again for the second battle.

20.0 OPFOR NODE MARKERS
Node markers are placed onto the map via the scenario deployment instructions, and sometimes by event marker instructions. Place Node markers face down (concealed).

20.1 Node Effects
Nodes stop Coalition ground unit movement in their space. Nodes themselves cannot move.

Node effects are otherwise explained on the Node Chart. These effects are implemented only if Coalition units are in the same space.

The presence of certain types of Coalition units in a space containing a Node may change its effects (for example, see Strongpoints and Engineers).

20.2 Revealing Nodes
Nodes are revealed only if one of the following conditions apply:

a) A Coalition unit occupies its space; Or

b) If you conduct a successful J-2 ISR action in the space; Or
c) Via SOF Infiltration (see 27.1).

Once a Node marker is revealed, it remains face up for the rest of the game.

20.3 Capturing Node Markers
The Coalition captures a Node marker if there is a Coalition unit in the space and the Coalition has won any battle there (17.0). Remove the marker from the map and place it in the Captured Node box.

Each time the Coalition captures a Node marker, there is the possibility of gaining more OPs. The OPs gained are listed on the chart. The Coalition will also gain VP at the end of the game for captured Nodes.

If the Coalition fails to win the battle, then the Coalition may lose OPs. The Node marker remains on the map, face up, with full effects.

21.0 KILLED IN ACTION (KIA) INDEX
The KIA Track tallies the casualties that are inflicted during the game. The index is initially set by the scenario.

21.1 Changing the KIA Index
The KIA marker goes up one space each time an OPFOR unit is eliminated (capturing or eliminating Nodes does not affect the KIA index).

The KIA marker goes down one space when:

a) Each time a two-step Coalition unit is reduced one step.
b) Each time a reduced two-step Coalition unit is eliminated.
c) Each time a one-step Coalition unit is eliminated.

21.2 Negative KIA
If Coalition casualties decrease the KIA marker below zero, flip the KIA markers over to the reverse side. This tallies negative KIA.

22.0 NETWAR STRIKES
NetWar strikes represent a wide range of netcentric warfare capabilities. You hold NetWar markers in the Available box.

Deploy them on the map when conducting a J-2 Action (see 12.0).

Deploy them with a force engaged in J-3 combat to gain the bonus for Tactical Edge (see 16.1, 2).

If conducting J-5 Information Warfare actions, use the procedure in 19.0.

After using a NetWar marker, return it to the Recruit pool.

23.0 FIRE SUPPORT STRIKES
There are two types of Fire Support Strikes: air and artillery. They can support ground combat (16.0). Strikes may not attack on their own, however. Special operations air is a form of air.

23.1 Availability
Place recruited Fire Support strikes in the Available Box. Each Fire Support strike may be used for one round of ground combat support. They are then expended and returned to the Recruit pool. You may recruit them in a later Op.

23.2 Ground Combat Support
During the Fire Support Commitment segment of the Combat Procedure (16.13a), you may select any number of strikes in the Available box and place them in the same space as the Coalition force engaged in combat. You "fire" them using the procedure in 16.2.

> ***Note:*** *Using strikes for ground combat support does not count as an additional Op.*

23.3 Strike Invulnerability
Fire Support strikes are never affected by enemy fire.

Designer's Note: Strikes are expended because of the planning and logistics required to utilize airpower and artillery.

23.4 SOA (Special Operations Aircraft) Airstrike
The SOA airstrike unit represents AC-130 gunships, as well as various PSYOP. It is treated like an airstrike, except:

a) It has a higher recruiting cost; and

b) It does not cause Collateral Damage (23.5).

23.5 Collateral Damage
Collateral damage is caused when firing air or artillery strikes, and the die roll is "6." This has the following additional effects:

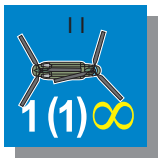
Scenario 1 (Vigilant Resolve): If this is a Mosque, Objective or Urban space, then for each "6," the Coalition loses one OP.

Scenario 2 (Phantom Fury): If this is a Mosque or Objective hex, then for each "6," the Coalition loses one OP.

Designer's Note: For the second battle, the Coalition had gotten the information warfare situation under control, minimizing the political effects of collateral damage.

24.0 HELICOPTERS

Helicopters function as modified combat units (they are not strikes).



24.1 Helicopter Movement

Helicopters can move an unlimited distance. They fly over all terrain. They do not need to stop when entering a space which would halt ground movement. When landing on a space, follow the OPFOR reaction procedure (14.0).

24.2 On Station

Helicopters can remain flying over a space indefinitely—they do not need to land.

24.3 Restrictions

Helicopters may not move as part of the same force as units moving by ground.

24.4 Combat

Helicopters engage in combat per the standard combat rules (16.0), and are affected normally by OPFOR fire.

24.5 Airmobile Transport

Transport and special operations helicopters can transport Coalition (but never Iraqi) light ground units via air (heavy units cannot be transported).

The helicopter must begin the move in a space containing a Coalition light unit. It then picks it up and they move together. At the completion of the movement, the transported unit must be disembarked.

More than one helicopter can conduct transport as a single force within stacking limits.

Airmobile movement uses all movement for all units in that force for the operation.

24.6 Airmobile Capacity

Each transport helicopter can transport one Coalition light unit (any size). Each special operations helicopter can transport one Collation SOF unit.

24.7 No Boots on the Ground

Helicopters cannot control a space; the Coalition requires ground units in the space for control. Helicopters can reveal concealed OPFOR nodes, and trigger OPFOR reaction.

25.0 AMTRACS & RIVER MOVES

Amphibian tractors (Amtracs) have special capabilities, as follows; they are otherwise treated like ground units.

25.1 Amtrac River Movement

Amtracs can cross via river routes (across the Euphrates). They pay one movement point to cross them.

Additionally, you can move an Amtrac from any space with a "water" symbol to any other space with a "water" symbol. This may be through spaces which would otherwise cause units to cease movement. This uses all movement for that force for the operation.

Amtracs can also move normally via ground.

25.2 Amtrac Transport

Amtracs may transport Coalition light units. The Amtrac and the transported unit must start in the same space; the Amtrac picks up the unit and moves via ground or water movement. At the end of the move, the Amtrac must drop off the transported unit.

Amtrac Capacity

Each Amtrac can transport one Coalition light unit (any size).

26.0 ENGINEERS

Engineer units have special abilities, listed as follows:

Combat Assault: When conducting combat against an OPFOR force with a Node which would negate hits (see Strongpoints), those hits are instead inflicted.

Engineer J-4 Construction: Engineers can also build FOBs (18.3) and rebuild blown bridges (18.4).

27.0 SOF (SPECIAL OPERATIONS FORCES)

SOF have special abilities, explained as follows:

27.1 Infiltration

A force made up entirely of Coalition SOF units may attempt to move *through* OPFOR Node markers (only). When you move a SOF unit into a space with a Node, you can declare "Infiltration."

> ***Note:*** Airmobile movement cannot ever infiltrate.

Roll one die. If the result is less than or equal to the SOF's contact rating, the infiltration succeeds. Continue moving the SOF unit (assuming it has movement points remaining) without any OPFOR Reaction. If the die roll is greater than the SOF's contact rating, the attempt fails. The unit ceases movement in the Node marker space (follow the procedure for this per 14.0).

> ***Note:*** To attempt an infiltration, a unit must have sufficient movement points to enter and exit the point.

The instant that the SOF enters the space, reveal the Node. If the SOF then leaves the space, do not apply any special results for that Node.

27.2 Nodes

SOF will change the outcomes of certain Node effects. See the Node chart.

27.3 Water Movement

SOF can make water moves in the same way as Amtracs (25.1). They cannot transport other units.

28.0 FORWARD OPERATIONS BASES (FOB)

You may build FOB in map spaces via J-4 actions (18.0). They are static ground units.

28.1 Movement

FOBs may not move nor be transported.

28.2 FOB Effects

You can place newly recruited Coalition units in an FOB (within stacking limits) (11.0).

You can refit reduced Coalition units in an FOB (18.1).

Any Coalition forces conducting combat in or adjacent to a FOB gain an additional "+1" Tactical Edge die roll modifier.

> ***Note:*** *FOBs are printed with combat value in anticipation of future expansion variant rules; they have no relevance in the standard game here.*

29.0 LEADERS

Coalition Leaders provide a Tactical Edge bonus.

29.1 Recruiting

Leaders can appear after winning a battle. Whenever a Coalition force wins a battle, roll two dice and total the results;

if the roll is a "2" or "12," you select one available leader from the Recruit pool.

Place the leader with one of the winning Coalition units. It is considered part of that unit. It does not count extra for stacking or transport. If the unit is completely eliminated, so is the leader. Otherwise, a leader is not affected by combat. The Leader moves, withdraws, etc. with the unit to which it is assigned. It may not be switched to another unit. If a leader is eliminated, it becomes available to be recruited again.

29.2 Leader Effects

If a leader is with a force engaged in combat, the Coalition adds "one" to the Tactical Edge die roll. More than one leader in a force does not provide additional bonuses.

30.0 CAMPAIGN SCENARIO

Fallujah, 2004 can be played as the two individual historical battles, or as a campaign game.

30.1 Battles

To play an individual battle, select the scenario (**Vigilant Resolve** or **Phantom Fury**), set up the game, and then play it.

30.2 The Campaign

To play the campaign game, start with the Vigilant Resolve scenario. If you win, the game comes to a conclusion in a Coalition victory. If you fail to win (draw or defeat), then you play the Phantom Fury scenario.

At this point:

1) Return all Coalition units to the Recruit Pool (including units eliminated in the scenario). Keep any leaders who survived the first scenario. Other units must be recruited normally. You can assign leaders to any Coalition ground units you recruit.

2) Any OPFOR HVT which were eliminated in the first scenario are out of play. All other OPFOR units and Nodes are returned to play and are set up normally.

3) Set the starting OPs to 80. If the first battle ended with a positive KIA, add that number to 80; If the second battle ended with a negative KIA, subtract that number from 80.

4) Set the KIA marker to zero.

5) You win the Campaign game if you win the second scenario.

OPTIONAL RULES

You can use optional rules to enhance realism and complexity.

31.0 JOINT OPERATIONS

Generally, all Coalition units can conduct all actions together, with the following special cases.

In Scenario 1 (Vigilant Resolve): US and British units may conduct J-3 Operations together. They may not do so with Iraqi Government units. (An Iraqi Government force could not be combined with British/US units for movement). All Coalition units can otherwise stack together.

Fire Support and Netwar may not be used in the same spaces as Iraqi Government units.

In Scenario 2 (Phantom Fury): These restrictions are lifted.

32.0 NETWORKED OPERATIONS

When using this option, you can move more than one Coalition (but not Iraqi) force as part of a single OP. This is conducted the same as a normal OP, with the following special cases:

1) You must expend one NetWar marker (it goes back to the Available pool).

2) Expend one OP.

3) Move any number of forces, but they must all end up in the same space.

33.0 INTERDICTION

You may utilize Coalition Air (but not artillery) strikes to attack spaces containing a revealed OPFOR Node marker. This is a special J-3 action called Interdiction. It costs one OP and has only one round. Do not check for Reaction or roll for Tactical Edge. The OPFOR does not shoot back, nor is there any check for winning or losing. Just apply any number of available Air Strikes against the Objective. A successful result eliminates that Objective.

Interdiction strikes can only eliminate Nodes, not capture them. The strikes are expended upon use.

Note: *Interdiction does not provide additional OPs for eliminating a Node, nor does it provide any VP. It is a convenient way to get rid of Nodes which are blocking movement.*

34.0 HISTORICAL ORDER OF BATTLE

You can use the order of battle in the accompanying magazine to determine initial set up if so desired.

35.0 MULTI-PLAYER OPTIONS

Fallujah, 2004 can be played with two or more people as teams. This can be done with whatever player arrangements are agreeable. For example, one player can control USMC units, a second all other Coalition forces. Or players can divide the map into sectors and control Coalition operations on assigned spaces. Players alternate conducting operations using controlled forces.

Players can work towards a mutual victory, or determine individual player victory in terms of who captured more OPFOR Nodes and racked up a higher KIA count.

Summary of Ops

J-1: recruit units.
J-2: use NetWar markers to reveal OPFOR Objective markers.
J-3: initiate a move-react-combat sequence.
J-4: refit a reduced unit; build a FOB; rebuild a blown bridge.
J-5: conduct Infowar.

Combat Results

Roll one die:
Result is <= to the firing unit's or fire support strike's combat factor :eliminate/reduce one unit.

Result is > the firing unit's or fire support combat factor : no effect.
Artillery and Airstrikes die roll = "6": check for Collateral Damage (see TEC).

FALLUJAH UNIT COST CHART

Ops Cost	USMC, US Army, British battalion	USMC, US Army, British company or platoon	Others
3	Stryker, FOB, Special Operations Helicopter	-	-
2	Mechanized, Armored Recon, Armored Engineer, Amtrac, Helicopter Transport, Helicopter Gunship	Armor, SOF	-
1	Infantry, Engineer	Armored Recon	SOA Airstrike
1/2	-	Military Police, Sniper	Air Strike, NetWar
1/4	-	-	Artillery Strike
Leader	-	-	See Leader rule
Ops Cost	**Iraqi Government battalion**	**Iraqi Government company**	
1	-	SOF	-
1/2	Infantry	-	-

TERRAIN EFFECTS CHARTS

TERRAIN TYPE	Effects on Movement	Effects on Combat	Collateral Damage?	Notes
Open	-	X 2 OPFOR losses	Scenario 1: No Scenario 2: No	Coalition wins Tactical Edge ties
Urban	-	-	Scenario 1: Yes Scenario 2: No	OPFOR wins Tactical Edge ties
Objective	-	-	Scenario 1: Yes Scenario 2: Yes	OPFOR wins Tactical Edge ties
Mosque	-	-	Scenario 1: Yes Scenario 2: Yes	OPFOR wins Tactical Edge ties
Route of Advance	1	-	-	
Phase Line	1	-		
Main Supply Route	+1 total movement value if moving entirely by MSR	-	-	
River Route	Amphibious and Airmobile movement only	-	-	
Bridge	1	-	-	
Blown Bridge	As River route	As River route	-	
OPFOR Node marker	Stop	See marker	-	
Base (off-map)	Stop	-	-	

NETWAR TABLE	*Roll one die per NetWar marker committed*	
Die roll	**ISR**	**InfoWar**
1	-	Lose one Op
2	-	-
3	Reveal Node	Gain one Op
4	Reveal Node	Gain two Ops
5	Reveal Node	Gain three Ops
6	Reveal Node	Gain four Ops

OPFOR NODE MARKERS

Type	Effects	OPs gained when Coalition captures / lost when Coalition loses battle	VP gained at end of game
Abandoned Position	No effect.	0	0
Al Qaeda	Make an OPFOR Morale check when revealed. OPFOR gains additional "+1" to Tactical Edge for all combat rounds in this space.	+/- 2	6
Arms Cache	Pick one additional OPFOR counter from the Reaction bin.	+/- 1	2
C2	OPFOR gains additional "+1" to Tactical Edge for all combat rounds in this space.	+/- 3	4
Hostage House	If a Coalition SOF is part of capturing force, gain 2 Ops.	0 (see effects)	2
IED Factory	If there are Coalition ground combat units in the space at the instant it is revealed, roll one die for each. Results: "1-5" = no effect "6" = inflict one Hit on that unit. (Coalition Engineer in the force negates this effect.)	+/- 2	1
Strongpoint	-1 to OPFOR losses per round. (Coalition Engineer in the force negates this effect.)	0	0

OPFOR REACTION

Units	Effects
HVT Unit	Deploy; engage in combat. *Place in Eliminated HVT box if eliminated; return to Reaction bin otherwise.*
Combat Unit	Deploy; engage in combat. *Return to Reaction bin regardless of combat outcome.*
Events	**Effects**
Ambush	Pick one additional OPFOR counter from the OPFOR Reaction bin. OPFOR gains additional "+1" to Tactical Edge for first round of combat. *Return.*
Blow Bridges	Roll one die for each bridge. Results: "1-4" nothing happens; "5-6" place a Bridge Blown marker on that bridge. Do not roll for a bridge which is currently occupied by Coalition units. *Remove.*
Civilians	All Coalition units cause Collateral Damage when they fire and roll a "6" for any combat in this space. *Return.*
Deception	No effect. *Return.*
Downed Helicopter (Chopper)	When this event is picked, place it on the map via the Random Location procedure (7.2). The marker then counts as an OPFOR Node. If Coalition forces capture it, gain 1 Op; if they lose a battle in its space, lose 1 Op. Also, at the end of the scenario: it counts as plus 2 VP if captured, and minus 2 VP if not captured. If not picked, it does not affect Ops or VP. *When captured, place in the Captured Node box.* ***Note:*** *If the marker is placed in the same point as an OPFOR Node, both nodes are treated as a single node when drawing OPFOR Reaction.*
Intel	Keep and use as a NetWar marker. When expended *return.*
Iraqis Balk	Roll one die for each Iraqi Government infantry unit in play. Results: "1-4" no effect; "5-6" unit deserts (remove unit from play, but does not count as KIA). *Remove.*
Martyrs	Pick one additional OPFOR counter from the OPFOR Reaction bin. Treat any OPFOR battle continuation determination in this space as "Stand". *Return.*
Media Wars	Roll one die: odd result = gain that number of Ops ; even result = lose that number of Ops. *Return.*
Mob Attack	Treat this as a modified OPFOR combat unit. (1) roll one die and the outcome equals its combat strength (however, a die roll of "6" is counted as "zero") this is done for each round of combat (Contact rating always = zero). (2) The marker is Hit as a unit and counts for KIA. (3) *Return.*
Morale Check	See the Morale Check rule. *Return.*
Negotiations	Scenario 1: roll one die and deduct that number of OPs (deducted at the conclusion of any J-3 Action). If there are no further OPs, pick a different OPFOR marker. *Remove.* Scenario 2: no effect. *Remove.*
Rear Area Raid	See the Raid procedure (14.5). *Return.*
Uprising Elsewhere	For the remainder of the game, double the cost for all Coalition combat unit reinforcements (Strikes are not affected). *Remains in effect.*

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