BREAKING
THE
CHAINS
-WAR IN THE SOUTH CHINA SEA-

RULES OF PLAY

BREAKING THE CHAINS
- WAR IN THE SOUTH CHINA SEA -

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1.0 INTRODUCTION

Breaking the Chains (BTC) simulates a hypothetical, albeit very plausible, future military conflict over the South and East China Seas around the year 2020. Conflicting claims of sovereignty have roiled these "near seas" since the Cold War. After decades of patient diplomacy, Beijing's new navy could offer military options for finally asserting sovereignty over these prizes within the First Island Chain, that string of islands which runs from the Ryukus south through Taiwan, the Philippines and then curls back to the mainland via Malaysia.

Contemporary events reveal an increasingly assertive China that might risk conflict. In 2011, while speaking of the South China Sea, Chinese Vice Foreign Minister Cui Tiankai stated, "The individual countries are actually playing with fire, and I hope the fire will not be drawn to the United States." Deputy Prime Minister Nguyen Sinh Hung of Vietnam later said that his government would "implement measures to defend the country's sovereignty, protect fishermen, economic and trade activities and protect oil and gas exploration and exploitation activities under its sovereign seas." Soon after, the U.S. House of Representatives passed a resolution which supported "the continuation of operations by the United States Armed Forces in support of freedom of navigation rights in international waters and air space in the South China Sea, the East China Sea, the Taiwan Strait, and the Yellow Sea."

China launched its first carrier, the refurbished Varyag, on August 10, 2011. By 2020, China will have completed a series of naval developments – construction and training – allowing it to project power through the First Island Chain and out to the Second: Bonin, Guam and Saipan. Against this backdrop, the United States, long time protector of freedom of the seas, will probably be looking on with a penny wise fleet.

Given these trends, one can envision a risky future in which The People's Republic of China advises all foreign powers to stand clear as it conducts a large scale military and naval exercise to reassert its "indisputable" sovereignty over the South China Sea. Malaysia cooperates. Vietnam and the Philippines stage counter demonstrations with frigates. India pauses to see if China will respect its oil and gas arrangements with Hanoi. Taiwan fears that Beijing will use this opportunity to initiate and settle a "Taiwan contingency." The United States consults Australia and Japan on a possible response. After about a week of escalating rhetoric, and mobilization, Chinese ships pull away from the pier to break the chains.

2.0 DESCRIPTION

Two or more people play BtC on a 22"X 34" map where each hex spans about 70 nautical miles (80 land miles) and each turn represents one day of real time. Players alternate maneuvering air, ground and naval units to win battles for control of key terrain.

3.0 EXAMPLE OF PLAY

Background: On day one, a Chinese amphibious force with carriers and carrier-killing destroyers emerges from Hong Kong and Xiamen. It cruises south toward the Spratly Islands. As guarantor of the global commons, the United States joins Vietnam in the First Island Chain Coalition (FICC) to oppose the use of force by the Chinese Coalition (CC) in resolving long standing territorial disputes in the South China Sea. To that end, a U.S. carrier battle group offloads Marines onto the Spratly

Islands and circles nearby. In a demarche to the Secretary of State in Washington D.C., the Chinese Ambassador underscores that China has no quarrel with America so U.S. forces should leave the region. Soon after, Chinese cruise missile strikes obliterate Vietnamese jet fighters on their runways.

Figure 1 illustrates opposing positions at the start of this example. The Task Forces (TF) markers on the map represent the units lined up with them off the map. Readers may wish to consult the diagram in section 7.4 for a quick primer on how to read the unit counters. All Chinese units belong to the CC while all American and Vietnamese units belong to the FICC. Action begins with the General Quarters (GQ) phase of game turn 2 which will follow the sequence outlined below.

General Quarters Phase

    Cycle # (Repeat six times)

        Air Moves
        Naval Moves
        Air/Naval Engagements
        Administration

Figure 1

GQ Cycle 1:

Neither side has any air moves. The Chinese move their naval units south one hex each as indicated. Then the American Burke DDG moves north east as shown while FICC TF 1 stays put. After both sides have finished all air and naval moves, across the entire map, play moves to the air/naval engagements segment.

As the first act of the air/naval engagements segment, each side rolls a die for initiative. The Chinese Coalition (CC) rolls a 4 to the FICC's 3; therefore the Chinese will initiate the first engagement.

The Chinese initiate an air/naval engagement focused on O16 where FICC TF 1 is illuminated by the two Chinese Sovremenny destroyers (illumination radius 3 hexes) as well as the air units in CC TF 1 (illumination radius 6 hexes). FICC TF 1 decides not to evade but instead face the onslaught. Therefore, in this engagement the Chinese are attacking and the Americans defending.

Next, the two sides define the engagement as follows. The Chinese declare that except for their Amphibious ships (LPx) all of their other units participate. The Chinese also bring in a bomber from Hong Kong 8 hexes away! Even though the bomber does not itself have any Americans in its illumination radius (6 hexes) it can

participate because other Chinese units have illuminated FICC TF 1. The Americans then declare that the Burke DDG in O15 joins in support since although it is not the "focus" of this engagement it does have attacking Chinese units in its illumination radius (3 hexes) and so joins the fight. The Vietnamese Tarantul opts out.

Figure 2 illustrates opposing positions at the start of the air/naval engagement.

The players now resolve this air/naval engagement according to the sequence outlined below.

1. Trace Strike Paths
2. Air to Air Combat
3. Submarine Surprise Attacks
4. Surface Naval Combat
   1) Conduct AS strikes against targets within range in order of stealth scores.
   2) Conduct U strikes against same-hex submarines in order of U scores.
   3) Conduct G strikes against same-hex targets in order of G scores.
   4) Conduct other T strikes against same-hex targets in order to T scores.
5. Conduct AG strikes

To begin, the Chinese trace strike paths for their units. The two carrier-based Chinese air units fly along the dotted line R13, R14, Q15, P15 to O16 where they endure an anti aircraft fire dice roll from the AMD-capable Burke DDG of one and two which is harmless since it did not come up doubles. Similarly, the bomber flying south in hex row O suffers anti aircraft fire from the Burke DDG in O15 and again from the Burke DDG in O16; both rolls fail to produce doubles and are therefore misses. The American CV air unit on the carrier in O16 declined to intercept any of the Chinese air units along their strike paths because the American player did not want to burn that air unit's once-per-cycle, out-of-base-hex strike on an air duel. The

American CV air will still be able to defend via Close Air Protection (CAP) in O16. And, will use its once-per-cycle, out-of-base-hex strike to sting the Chinese carriers in R13 as indicated by its dashed strike trace. The Chinese fail to hit the American CV air with anti aircraft fire from the Lu Yang II stacked with the Chinese carriers.

Air to air combat comes next. Since the Chinese side is attacking, we resolve aerial combats generated by Chinese strike paths first. So, action moves to hex O16. There, the American CV air uses CAP to defend its base hex against the two Chinese CV air and the Chinese bomber. In air to air combat, units strike in order of stealth scores (the number on the front of the counter in the lower left corner) so the dice will be rolled in this order: American CV air (stealth 3), then both Chinese CV air (stealth 2) and lastly the Chinese bomber (stealth 0). The American strikes the Chinese bomber with a roll of 9 increased by 5 for the American air to air (AA) combat score (on the back of the counter next to AA) for a final total of 14. That exceeds the bomber's Missile Defense (MD) score of 10 (on the counter's front middle) by 4 and would therefore inflict 4 hits but the ceiling in this case is 3, the number of steps in the striking unit. That's enough to completely destroy the bomber which had three steps as signified by the triangle on its counter. Now the Chinese CV air strikes. They each have an AA score of 3. However, that target in O16 is four hexes away from the Chinese CV air's base in R13 and that is one hex more than their normal operational radius of three (on the front of the counter in the

Figure 2

FRONTS

BACKS

FRONTS

BACKS
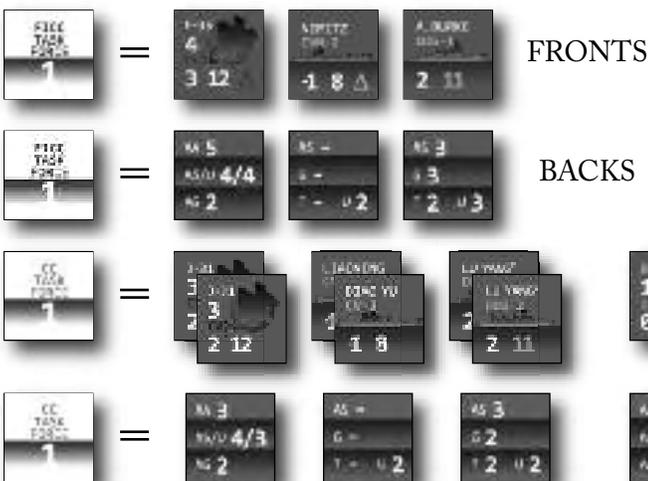
upper left corner) and so their AA score is halved, fractions rounded up. So each Chinese air unit will add 2 to its dice roll. They roll 6 and 9 which become 8 and 11; neither exceeds the American MD score of 12 and therefore neither inflicts any damage. After resolving all air to air combat generated by the attacker's (Chinese) strike paths we then move on to air to air combats generated by the defender's (American) strike paths. So the American and Chinese CV air units now duel over the Chinese carrier in hex R13. The strike order is the same as before, but this time the Chinese use their full AA scores because the action in R13 occurs within their normal operational radius. The American roll of 9 plus its AA score of 5 becomes 14 which exceeds the Chinese CV air's MD score of 12 by 2 and therefore inflicts two step losses which destroys one Chinese CV air unit before it can strike the American planes. The surviving Chinese CV air rolls a 9 and adds 3 for its AA score to get 12 which does not exceed the American MD score of 12 so the Americans escape unscathed.

Since there are no submarine surprise attacks, action moves to surface naval combat. Surface combat always begins with Anti Ship (AS) strikes in order of stealth scores. So, in this engagement, units will strike in the order below.

Position	Unit	Stealth Score
1st	U.S. CV Air	3
2nd	Chinese CV air, Burke DDG#2	2
3rd	Chinese Sovremenny #8 and 9	0

Notice that neither the Burke DDG with the American carrier in O16 nor the two Chinese Lu Yang II destroyers in R13 are participating. That's because these units have AS scores with the default range of two hexes – hence they are too far from the enemy to strike. In contrast, the Burke DDG #2 in hex O15 is only two hexes away from the Sovremenny destroyers and so can strike them. The Sovremmenies each have an AS score with range three as indicated by the superscript next to the score on the back of the counter – very important!

The American CV air targets a Chinese carrier in R13 which immediately cites the same-hex Lu Yang's AMD score of 11, rather than its own meager 8, in defense. This is critical; units can claim the **green** AMD score of friendly units in the same hex as their own. That's why the Lu Yang II's elected to participate in the combat even though their weapons could not reach the enemy. The striking American rolls a 9 to which he adds 4 for his AS score to get a 13. That's two more than the AMD score of 11 and therefore inflicts two hits on the Chinese carrier – sinking it. Then the Chinese CV air targets an American carrier in O16 which cites the AMD score of the same-hex Burke DDG. The Chinese also roll a 9 which goes up by 4 for the CV air's AS score to a final 13 which exceeds the cited AMD score of 11 by two and therefore inflicts 2 hits on the American carrier! As signified by the triangle on the Nimitz, it has three steps and so avoids going to the bottom but the American places two spades on it. Then Burke DDG #2 in O15 strikes at a Sovremenny in Q14 with a roll of 8 which goes up by 3 for the Burke's AS score

to a final 11. That exceeds the Sovremenny's AMD score of 10 by one and therefore inflicts 1 hit. The Chinese mark the Sovremenny with a spade. The wounded Sovremenny then fires at the listing American carrier with a roll of 8 increased by 4 because of the Sovremenny's AS score but then decreased by 1 for the hit (spade) on the Sovremenny which totals to 11. That does not exceed the AMD score of the same-hex Burke DDG which is defending the carrier, so that strike failed. In similar fashion, the Burke also shoots down incoming missiles from the second Sovremenny.

There are no anti submarine (U), gun (G), or torpedo (T) strikes in this engagement since no opposing units occupy the same hex.

So the engagement ends. All air units that participated are marked with a recovery counter. All naval units that struck are marked with a fired counter. The American CV air faces a terrible choice. It can voluntarily lose two steps in order to "fit" on the now badly damaged Nimitz class carrier or it can flee to an alternative air base within its normal operational radius (4 hexes). So the American planes fly west off the map to Ho Chi Minh City to fight another day.

Figure 3 shows opposing positions at the end of this engagement.

Figure 3
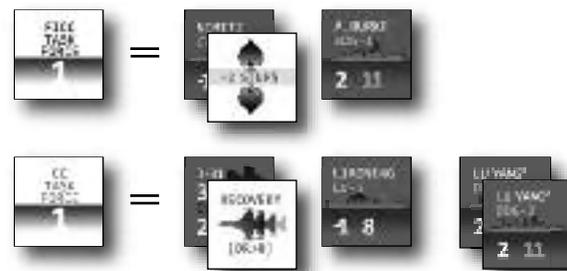
The FICC gets to initiate the next engagement. But, he can't use those units already marked "fired" or "recovery." So, the FICC scans the map for a group of eligible units somewhere else (not shown in our example) and initiates an engagement there in which he will be attacker and the CC the defender. After that engagement is resolved, the CC can initiate a third engagement (elsewhere) and so on and so forth. After both sides have finished taking turns initiating engagements, play moves to the administration segment.

During administration, remove all fired counters and roll for removal of recovery counters. Air units need to roll over 8 but Multirole Combat Aircraft can add their step-strength to their roll. So the Chinese CV air rolls a 7, adds 2 for its steps, and cites a final 9 which is high enough to remove its recovery counter.

GQ Cycle 2:

We now start the 2nd GQ cycle.

As indicated by the arrows in figure 4, the Chinese move first into hexes P14 and R14, then the Americans move into hexes P14, O17 and P16. The CC always moves first, followed by the FICC.

After all moves across the entire map are complete, the opposing sides roll for initiative in the air/naval engagements segment. The CC's roll exceeds the FICC's so the CC will initiate the first engagement.

Since the Sovremennies in P14 have FICC TF 1 in O17 illuminated, the CC initiates an engagement focused on O17. The American carrier tries to evade with a roll of 4 which goes up to 7 for the distance (3 hexes) and back down to 6 because of the carrier's poor (-1) stealth which does not exceed 11 (as required) and therefore fails.

Then the two sides define the engagement. The CC declares that all of his units participate. Since there's no escape, the FICC declares that his Burke DDG in P14 and the Vietnamese Tarantul in P16 will both support.

Figure 5 shows relative positions at the start of this air/naval engagement resolution.
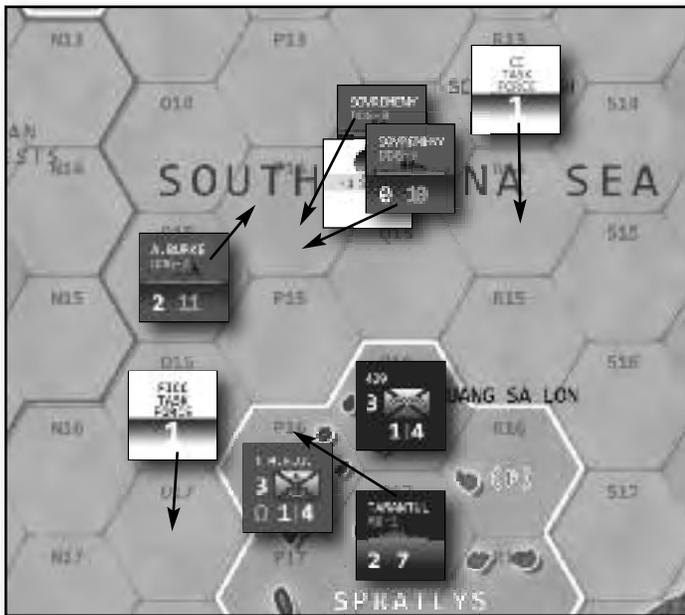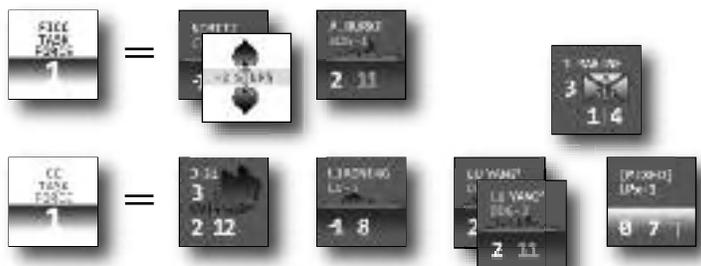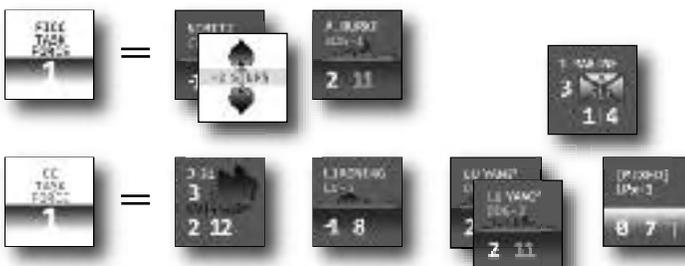
Figure 4

Figure 5

Resolution begins with tracing a strike path from the Chinese CV air in R14 to the Burke in P14. Anti aircraft fire fails so action moves to surface naval combat which starts with AS strikes in order of stealth. Therefore, the Chinese CV air, the two Chinese Lu Yang II destroyers, the Burke and the Tarantul all strike simultaneously because each has a stealth score of 2. The Sovremenny destroyers, with stealth 0, will be last. The CV air inflicts 1 hit on the Burke which in turn inflicts 2 hits to destroy the full strength Sovremenny. The two Lu Yang IIs then sink the Burke with another hit. The Tarantul's strike at the Sovremenny goes astray. The sole surviving Sovremenny then strikes the American carrier in O17 with an original roll of 11. To that roll, add 4 for the Sovremenny's AS score and subtract 1 for the hit it carries to get a final total of 14 which exceeds the applicable AMD score of 11 by 3 points. Since the striking unit, the wounded Sovremenny, has only one step it can inflict no more than one hit. That lowers the 3 to 1 but that's enough to sink the already wounded American aircraft carrier. That ends this engagement. Mark the Chinese CV air with a recovery counter and all surviving surface units with fired markers. The opposing players then conduct other engagements across the map as desired.

After all engagements for the current cycle are complete play proceeds to the administration segment. All fired markers are removed and aircraft roll for recovery. The Chinese CV air rolls a 2 and so remains burdened (restricted to its own hex) by recovery.

GQ Cycle 3:

Units make the moves indicated in **Figure 6**. The CC win initiative so the Sovremenny declares an engagement focused on hex N17, but the Burke opts for evasion. The Burke rolls a 7 and adds 2 for stealth and 3 for range to get a final 12 which exceeds 11 and therefore succeeds. The FICC player places an evade counter on his Burke which means it cannot be targeted this cycle. The FICC then initiates the next engagement somewhere else on the map. When it comes time for the CC's next engagement, the Chinese use their Lu Yang's to initiate an engagement against P16 which holds the Vietnamese Tarantul. The out-gunned Tarantul tries evasion but fails. So the Lu Yangs decimate that orange bar vessel under a hail of missiles. During administration, the Chinese CV air successfully recovers, the Burke sheds its evade counter and all fires were removed.

GQ Cycle 4:

Chinese blue bar units are marked with an Out of Element (OoE) counter as they enter Q16 because they have moved into a littoral hex where the shallow waters and frequent obstacles force them to go slow. Later, the Chinese declare an engagement against focus hex Q16. The Chinese CV air conducts an anti ground (AG) strike against the Vietnamese 429th Regiment, but its roll of 5, raised to 7 for its AG score, fails to exceed the defense number of 8 taken from the strikes table, rule 8.3, and therefore inflicts no damage. The Chinese CV air is marked recovery. During the G segment of surface naval combat, the two Lu Yang II's (G=2) and the Sovremenny (G=4) both fire at

the Vietnamese ground unit which defends with 11. The Sovremenny rolls 9, adds 4 for its G score and then subtracts 1 for its step loss for a final 12 which inflicts a shock result on ground targets. Given that G strikes never inflict more than one shock result, the Lu Yang strike are superfluous at this point. During administration, the Chinese CV air rolls successfully to remove its recovery counter.
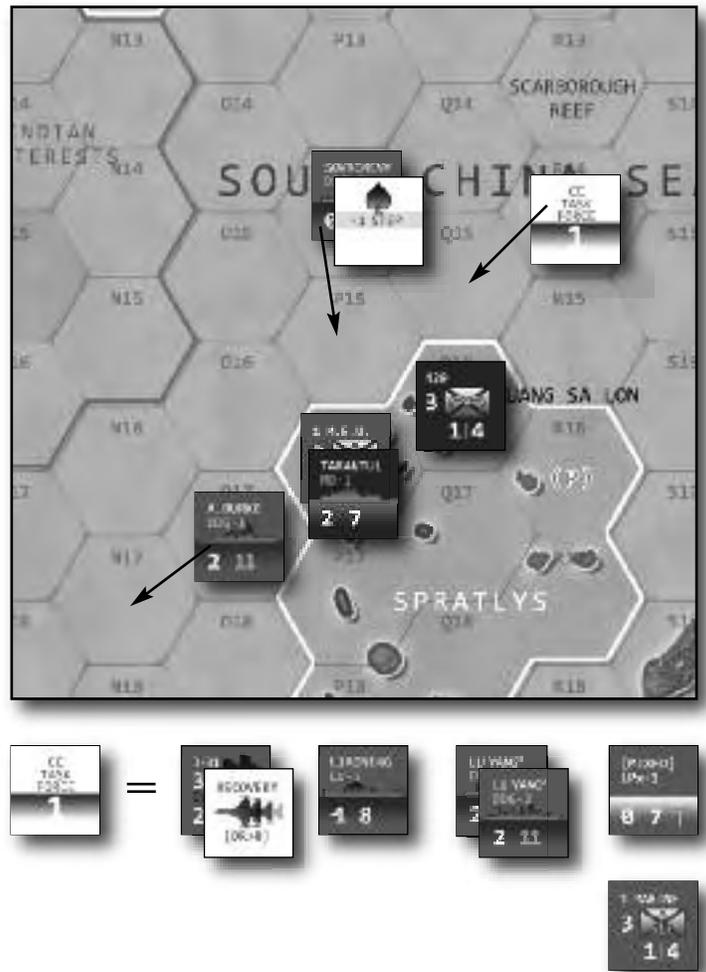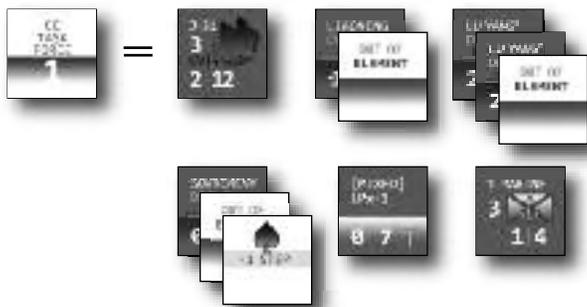
Figure 6

Figure 7 shows the situation at the end of cycle 4.

Figure 7

GQ Cycle 5:

During the naval movement segment, Chinese Marines offload from their amphibious ships and wade ashore against the Vietnamese 429th Regiment. The resulting amphibious assault will be resolved during the ground phase. Since they are marked OoE, Chinese blue bar naval units cannot move out of the hex. Instead, they will use this move to shed their OoE counters so that they can move next time. After naval movement is complete, the FICC win initiative and conduct an engagement elsewhere on the map. Then the Chinese declare Q16 the focus of an engagement. The Chinese CV air makes another strike against the 429th to inflict two hits with a final roll of 10! Hits on ground units are always shock results which convert to step losses (except those from G strikes) at a ratio of 2 to 1 so the 429th suffers a step loss from the two shock results inflicted by the air strike and retains its previous shocked counter. The ships don't bother to fire their guns as once a unit is shocked, subsequent G strikes from shore bombardment have no effect. During administration, the Chinese CV air fails to recover.

GQ Cycle 6:

Since the Chinese CV air failed recovery, it is limited to same-hex air to air combat and therefore cannot strike the Vietnamese

ground unit. Since the Vietnamese are already shocked, subsequent G strikes are pointless. Therefore, the cycle ends with no changes in Q16.

Ground Phase

During the combat segment of the ground phase, the Chinese Marines attack the Vietnamese paratroopers. As defender in a ground combat, the Vietnamese make their Combined Arms (CA) strike first with +3 for their CA score, -1 for their step loss and another -1 for shock. Per the strikes table (rule 8.3) both sides dice against defense 8. The Vietnamese roll a final 9 which inflicts a shock result on the Chinese Marines. The Chinese then roll a 7, add 3 for their CA score, and subtract 1 for amphibious assault, and subtract another 1 for their (new) shock. The end result of 8 inflicts no harm on the Vietnamese. Since neither side suffered any step losses there is no retreat. During the rally segment of the ground phase, both side shed their shock counters. So the turn ends with the full strength Chinese marine sharing the hex with the reduced strength Vietnamese paratrooper. During their next clash, the Chinese will no longer suffer the amphibious assault penalty. Before then, Chinese air and naval units are free to strike the hex – without harming their own side – in an effort shock or reduce the Vietnamese unit.

4.0 GAME CONVENTIONS

4.1 Die/Dice: Dice roll means roll two six-sided dice and sum the dots normally. Die roll means roll one six-sided die and read the dots normally.

4.2 Fractions: Carry all fractions to the end of a calculation and then round mathematically before moving a piece or rolling any dice. For example, half of 5 is 2.5 which rounds to 3 when action is required, but not before.

4.3 Recon: All players can freely inspect all pieces on the hex grid or in Task Force boxes at any time. Hidden units, pieces on the turn track, and those in geographic boxes cannot be inspected by opposing players at anytime.

Design Note: Both sides enjoy extensive surveillance of the entire region. Therefore, the general location of opposing pieces is always known.

5.0 PLAYERS

5.1 BTC should have at least two players. One player controls the Chinese Coalition (CC) while the other controls the First Island Chain Coalition (FICC). A player makes all decisions for the nations in his coalition.

5.2 Additional players can join by assigning them control over particular nations within a coalition. In that case, the player controlling a nation makes the decisions for his nation, but a nation can never voluntarily leave a coalition. And, a nation

cannot make a decision that is not explicitly permitted by the rules, i.e. Australia, Japan, Singapore or the U.S. cannot elect to join the CC, etc.

5.3 Neutral nations are not controlled by a player. Neutral units are dormant and can neither move nor strike until they join a coalition.

6.0 MAP

6.1 Hex Types
6.11 The game map includes four main hex types: ocean, land, littoral and islet. Ocean hexes depict only water. Land hexes depict only land. Littoral hexes depict a combination of both land and ocean. Islet hexes are littoral hexes of the Spratly or Paracel Islands. Ground units cannot cross ocean hex sides without the assistance of air or naval transport. Naval units cannot cross land hex sides.

6.12 Islet hexes are littorals with some additional caveats. Each islet hexes can hold no more than two ground steps from each faction. Additionally, islet hexes that contain an airfield can base one air step of the side which last had sole control of the hex.

6.13 Spratly Island claims are marked with a letter code that corresponds to the first letter of the owning nation's name as follows: M = Malaysia, P = Philippines, V = Vietnam.

6.14 Spratly claimants control their claimed hexes until foreign units take control. Conflicting Chinese claims are not represented in the game.

Design Note: Yes, Taiwan and Brunei also claim parts of the Spratly Islands. In fact, Taiwan claims the single largest island in the Spratlys. However, we assume that a Chinese invasion or violation of Taiwan's claim would not spur the Taiwanese into any form of armed resistance as that would give Beijing a pretext to invade Taiwan and amount to suicide by Taibei. Brunei's claims have so little coverage in the press that they seem more trivial than substantive. Hence, neither Taiwan's nor Brunei's claims are represented on the game map.

6.15 Hexes outlined in white are victory hexes. At game end, control of victory hexes determines which coalition wins the game.

6.2 Boxes
6.21 Geographic boxes represent important off-map locations such as Hawaii. Geographic boxes are littoral ports with unlimited stacking capacity. CC units cannot enter geographic boxes nor can they target strikes at units in geographic boxes.

6.22 Task force (TF) boxes can hold up to 24 steps of naval units, and their cargoes, represented by a single marker on the map to alleviate congestion. The CC and FICC each have their own TF boxes.

6.23 The Taiwan Blow up Box can be used to provide extra space for units in or near Taiwan to alleviate counter congestion. Units in a hex of the Taiwan Blow up Box are considered to be in the corresponding hex on the game map and vice versa – the two are interchangeable.

6.3 Boundaries
Yellow lines are national political boundaries. White lines define victory objective hexes. Orange lines enclose the area of Indian interest.

6.4 Control
6.41 At start, a nation controls all hexes within its home country as well as those in its subordinate islands groups and claims.

6.42 Only ground units can gain control of hexes. A faction gains control of a littoral or land hex when a ground unit of its faction occupies that hex while no enemy ground unit is present.

6.5 General Records Track
6.51 Use the General Records Track (GRT) to track printed on the map to track the current Game Turn and, when necessary, the current General Quarters Cycle. Just place the appropriate counter, "Game Turn" or "General Quarters Cycle," in an appropriately numbered box to record the state of play.

6.52 FICC units transiting from box to port are also placed on the GRT in the box that corresponds to their future turn of arrival on the hexgrid.

7.0 UNITS

7.01 Game pieces represent the air, ground and naval units that would fight the campaign. Air units include: multirole combat aircraft, bombers, and helicopters (helos). Ground units include: airborne, armor, artillery, infantry, marines, mechanized, motorized, mountain, Taiwanese air cavalry, as well as surface to air and surface to surface missile battalions. Naval units include surface naval units and submarines.

7.1 National Colors

Australia	Aqua
Cambodia	Dark Green
China	Red
India	Orange
Japan	Violet
Laos	Dark Green
Malaysia	Brown
Myanmar (Burma)	Black
Philippines	Green
Singapore	Sky Blue
Taiwan	Blue
Thailand	Royal Purple
United States	Grey
Vietnam	Olive

7.2 Abbreviations

Nomenclature	Meaning	Troops/Machines per Unit
SURFACE NAVAL UNITS		
CV	Aircraft Carrier	1 Ship
CVN	Nuclear Powered Aricraft Carrier	1 Ship
DDG	Guided Missile Destroyers	2 Ships
DDH	Helicopter Carriers (Destroyers)	2 Ships

FAC:
     LCS
     MB
     GB
     SC
	Fast Attack Craft:
	     Littoral Combat Ship
	     Missile Boat
	     Gun Boat
	     Sub Chaser
		All 4 to 16 Ships

FFG	Guided Missile Frigates	3 to 4 Ships
LPx	Landing Platforms, Mixed Amphibians	4 to 6 Ships, 8 to 12 Boats
SUBMARINES		
SS	Diesel Powered Submarines	2 to 3 Boats
SSN	Nuclear Powered Submarines	2 to 3 Boats
GROUND UNITS		
SAM	Surface to Air Missiles	4 to 6 Batteries
SSM	Surface to Surface Missiles	8 to 12 Batteries
Δ Delta Symbol	Division (XX)	12,000 Troops
No Symbol	Brigade (X)	4,000 Troops
No Symbol	Regiment (III)	3,000 Troops
Ω Omega Symbol	Marine Expeditionary Unit (MEU) (II)	300 Troops

7.3 Symbols

Orange bar Littoral Combatant

Blue bar Deep Sea Combatant

Green Missile Defense Number Means Area Missile Defense (AMD)

Circled Aircraft Multi-Role Combat Aircraft

T = Transport Unit

Omega Symbol One Step Unit

Delta Symbol Three Step Unit

Infantry

Armor

Motorized

Mechanized

Artillery

Air Cavalry

Airborne/Paratroops

Marine/Amphibious

Mountain Infantry

7.4 Unit Diagram

<div align="center">

Front   **Back**

</div>

Naval Unit: Chinese

Ship Type

Ship Class

Blue Bar: Deep Sea Combatant

Unit ID

Stealth

Missile Defense (MD): green text indicates Area Missile Defense (AMD)

Anti-Ship Missiles

Guns

Anti-Submarine Warfare

Torpedoes

Air Unit: Vietnamese

Normal Operational Radius

Circle: Multi-Role Combat Aircraft

Stealth

Missile Defense (MD)

Omega Symbol: Single Step Unit

Anti-Air Missiles

Anti-Ship Missiles

Anti-Submarine Missiles

Anti-Ground Missiles

Ground Unit: American

Unit ID
4th Regiment/3rd Division

Combined Arms

Unit Type: Infantry with Marine Amphibious Symbol

Movement

Ground Units Have Blank Backs

Note: Even though they are ground units, SAM and SSM battalions have their front and back sides arranged as naval units and have no Combined Arms score hence they cannot strike in ground combat.

SAM: Taiwanese

Omega Symbol: Single Step Unit

Missile Defense (MD): green text indicates Area Missile Defense (AMD)

Movement

Ground Units Have Blank Backs

7.5 Steps

7.51 Units marked with an Omega in one corner have only one step. Units marked with a Delta (triangle) in one corner have three steps. All other units have two steps.

7.52 When a unit suffers a hit, mark it with a step lost counter (a spade). Once a unit has accumulated a number of spades equal to its step value it is destroyed.
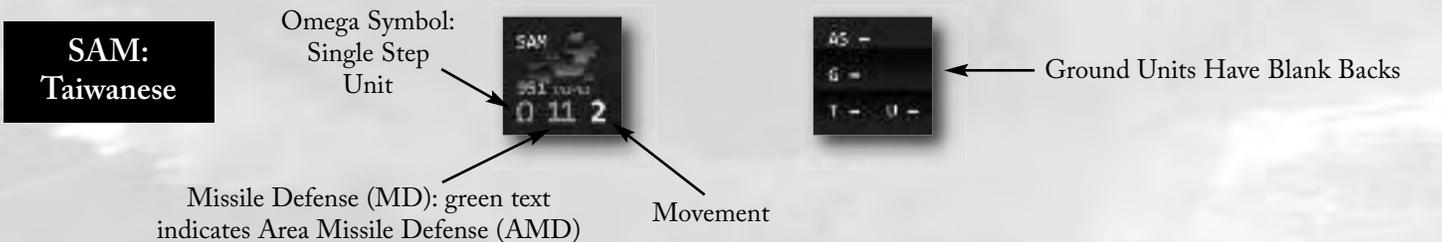
7.53 Consolidation: Units together in the same hex which have suffered step losses but are otherwise identical – except for unit ID numbers - can at their controlling player's discretion recombine to form a single unit with fewer or no step losses, per the number of applicable steps available, at any time except when they are the declared target of a pending strike. For example two Lu Yang II destroyer units each with one hit (spade) could combine to form a single unit with no hits; the second (now hollow) unit would be removed from play. However, a sly player cannot declare such consolidation to move a step out of a just targeted unit to one that was not declared as a target. He must instead await the outcome of the just declared strike first.

7.54 Breakdown: The converse of 7.53 is NOT possible. Units with no step losses cannot subdivide into more numerous units each with some step loss.

7.6 Stacking

7.61 Stacking refers to how many steps of units a hex can contain.

7.62 Air units: Up to 12 steps of air units can base in a city or port hex. One air step can base in an airfield islet hex. In addition to these normal per-hex stacking limits, a number of air steps equal to an aircraft carrier's (CV or CVN) step strength can stack on that carrier. There is no limit to the number of air units that can trace a strike path or perform close air protection over a hex.

7.63 Ground units: Except in islet hexes, any number of ground unit steps can occupy a hex. Islet hexes can hold only two ground steps from each faction.

7.64 Naval units: Up to 24 steps of naval units per faction can occupy a littoral hex. Any number of steps can occupy an open ocean hex.

7.7 Air Basing

7.71 The hex occupied by an air unit is its base hex. CV air paired with a CV, CVN or LPx are based on that carrier vessel. Only CV air can base on carrier vessels. CV air can base on any CV or CVN of their nationality. Only those CV air units with one step can base on LPx. Air units on land (in land or littoral hexes) must base in a city, port or an islet airfield.

7.72 A CV, CVN or LPx can only base as many air steps as it has naval steps. At the end of an air/naval engagement, a CV air unit that has insufficient basing capacity in its own hex, because its carrier was damaged or destroyed, must either suffer step losses to reduce its size to "fit" on the carrier or immediately relocate to an alternative friendly controlled air base within its normal operation radius. If neither of those two options is possible, the air unit is completely destroyed.

7.73 When a ground unit enters a hex that has only enemy air units based there, or wins a combat in a hex that also bases enemy air units, then those enemy air units must immediately evacuate. Air units evacuate, even if already marked recovery, by moving to any friendly base within twice their normal operational radius and are then marked recovery. Air units forced to evacuate but unable to find a base within range are destroyed.

7.8 Naval Ports

7.81 Naval units in friendly port hexes are "in port" unless while moving the owning player declares they are "at sea" and marks them with the corresponding counter. Naval units that are not in port hexes are always "at sea" and need not be marked.

7.82 A unit in port is immune to anti-submarine (U), gun (G) and torpedo (T) strikes but is vulnerable to LACM strikes. A unit at sea is immune to LACM strikes but is vulnerable to all other appropriate strikes.

7.83 Naval transports must be in port to embark friendly units.

8.0 STRIKES

8.1 Strikes are BTC's universal mechanism for adjudicating all forms of combat. A single strike consists of one dice roll by a striking unit against its chosen target unit.

8.2 Strike dice rolls can be modified. The basic formula for a strike dice roll is:

> **Strike Dice Roll**
> + **Weapons System Score**
> – **Accumulated Step Losses**
> + **Circumstance Modifier**
> = **Final Result**

Examples: A two-step destroyer with an Anti Ship Missile (AS) score of 3 that has suffered one step loss (spade) conducts an AS strike. The DDG rolls an 8, adds its AS weapons system score of 3, and subtracts its step loss of 1 to get a final 10. A two-step marine unit that has suffered a step loss conducts a combined arms (CA) strike during an amphibious assault. The marine rolls a 6, adds its CA weapons system score of 3, subtracts its step loss of 1 and then adds a circumstance modifier of (–1) for a final total of 7.

8.3 Weapons system scores are useful only against certain types of targets which in turn employ particular defense scores against those strikes as noted on the Strikes Table below.

Weapons System	Valid Targets	Defense Score
AA - Anti-Air	Air	MD
AG - Anti-Ground	Ground/Fortifications	MD or 8
AS - Anti-Ship	Surface Naval	MD
LACM - Land Attack Cruise Missile	Satellite-Illuminated Targets*	AMD or 8
CA - Combined Arms	Ground	8
G - Guns	Surface Naval Ground	8 11
T - Torpedoes	Surface Naval Submarines	8 8
U - Anti- Submarine	Submarines	8
NOTES		
AMD or 8 means use an available area missile defense score or 8, target's choice.		
MD or 8 means use an available area missile defense score, missile defense score, or 8, target's choice.		
* Includes only: air units based on land, fortifications, naval units in port, SAM units and SSM units on land		
CIRCUMSTANTIAL MODIFIERS (cumulative)		
CA strike via amphibious assault		-1
CA strike against a unit in a fortified hex		-1
AG strike against a unit in jungle, mountain, city or port		-2
Armor (not mechanized) CA strike against a unit in a jungle, city or port		-2

Table 8.3

8.31 To use a particular weapons system, a unit must have a corresponding score of at least 1 printed on its counter. A unit that has incurred step losses retains the ability to make strikes for which it has corresponding weapons system scores.

8.4 Opposing strikes are usually sequential in descending order of some *printed* score, highest (first) to lowest (last) depending on the type of combat.

8.41 Roll a strike in the proscribed order and implement all results before proceeding to the next strike. In some cases, strikes are simultaneous with all results determined first and losses inflicted simultaneously.

8.42 Declare strikes immediately before rolling. Therefore, a player may await the outcome of one strike before declaring another.

8.5 If the final strike dice roll result exceeds (is greater than) the applicable defense score then the strike succeeds and inflicts a number of hits equal to the difference between the final strike dice roll and the applicable defense score but never more hits then there are steps in the striking unit. Any other result is a failure with no effect.

8.6 In most cases, each hit is one step loss.

8.61 However, against ground units, most hits are instead shock results. There are two exceptions: shore bombardment (G) and collateral damage from a Land Attack Cruise Missile (LACM) strike against a fortification.

8.62 Successful shore bombardment (G) generates one shock and no more. Therefore, subsequent G strikes against a unit already shocked by a G strike are ignored. However, shock induced by other causes could combine with a G-induced shock to get the two shocks required to convert to a step loss.

8.63 LACM strikes from two-step units that destroy a fortification may apply the second hit directly to a ground unit in the same hex for a step loss to that ground unit. Note that fortifications are NOT ground units. Hence, a single AG or LACM hit will destroy (rather than shock) a fortification.

8.64 In all other cases, hits against ground unit register as shock results which are marked by placing a shock counter on the affected unit. Two shock results immediately convert to a single step loss.

8.7 If the target is destroyed and unallocated hits remain, then the striking unit may (but is not required to) allocate those excess hits to other appropriate target units in the same hex. Appropriate units are those which could be affected by the strike just completed, i.e. an anti-ship missile strike can hit other naval units but could not hit ground units. These excess hits can only be assigned to units with defense scores equal to or less than that of the chosen target.

9.0 AREA MISSILE DEFENSE

9.1 Units with green MD scores have Area Missile Defense (AMD). AMD functions as MD but can also protect other friendly units in the same hex. Air units in air to air combat are the one exception; they are not protected by an AMD score.

9.2 Therefore, with the exception of air units in air to air combat, a targeted unit can always cite the green AMD score of a friendly AMD-capable unit in the same hex. Any number of units can call on the same AMD any number of times.

Design Note: AMD scores represent area defense systems built around phased array radar such as those carried by U.S. Navy Aegis destroyers and the People's Liberation Army Navy Lu Yang II destroyers. AMD provides very accurate, supersonic interceptor missiles to shoot down incoming missiles miles away.

10.0 SEQUENCE OF PLAY

Each game turn includes the following phases sub divided into segments as indicated.

1. **BLACK OPS PHASE** (11.0)
    Land Attack Cruise Missile Strikes
    Special Operations Force Chits

2. **POLITICS PHASE** (12.0)

3. **TRANSIT PHASE** (13.0)

4. **GENERAL QUARTERS PHASE** (14.0)
    Cycle # (Repeat six times)
      Air Moves (14.1)
      Naval Moves (14.2)
      Air/Naval Engagements (14.3)
      Administration (14.4)

5. **GROUND PHASE** (15.0)
    Movement (15.1)
    Combat (15.2)
    Rally (15.3)

10.01 For each phase except General Quarters, the CC conducts all of its applicable actions first followed by the FICC. For example, in the Black Ops Phase, the CC would conduct all of its Land Attack Cruise Missile (LACM) strikes and then handle its Special Operations Force (SOF) Chits first then the FICC would follow with its LACM strikes and SOF chits. During General Quarters, the standard pattern is altered by an initiative die roll in the air/naval engagements segment.

10.02 The player or side that is currently conducting its portion of a phase is "phasing."

10.03 After both coalitions have completed all their actions for a given phase, move on to the next phase. Once all phases are completed, move on to the next turn and repeat the process.

11.0 BLACK OPS PHASE

11.1 Land Attack Cruise Missile Strikes

11.11 Each U.S. and Chinese DDG, SSN and SSM unit can make one land attack cruise missile (LACM) strike per game.

11.12 LACM may only strike satellite-illuminated targets including: air units based on land, fortifications, naval units in port, SAM units and SSM units on land.

11.13 To make a LACM strike, simply declare the firing unit and trace a path of connected hexes up to the maximum range to a valid target. Count the target hex and all intermediate hexes, but not the firing hex, when calculating the range. LACM strikes cannot be traced into, out of, or through geographic boxes.

LACM	Max. Range
U.S. DDG, SSN	15
Chinese DDG, SSN, SSM battalion	12

11.14 Each LACM has a strike score of 5, lowered to 3 if the target occupies a jungle hex.

11.15 The defense number used against a LACM strike varies depending on the presence of an area defense unit. If an area defense unit is present, then it can defend with its AMD score, and offer that score to other friendly units in the same hex. When no area defense unit is available, all units defend with an 8 regardless of their printed MD scores.

11.16 A successful LACM strike inflicts step losses on fortifications, naval units in port and air units based on land of the striking unit's choice.

11.17 When LACM hits a fortification, any second hit can be immediately applied by the striking player as a step loss to a ground unit in the hex with the just-destroyed fortification.

11.18 After each unit strikes, mark it with a No LACM counter to signal that it has fired its once-per-game allotment. Instead of marking units with counters, players could keep a written side record if they prefer.

11.19 LACM Example

During the LACM segment of the Black Ops phase Chinese units depicted in the LACM illustration above might make the following strikes. Notice that the Ka Ding in S07 is NOT an eligible target since it is a ship at sea. Starting on the left, the SSM fires at the Taiwanese air unit in T07 with a roll of 5 and then adds 5 for the LACM strike score to get a final total of 10. That 10 does not exceed the defense of 11 provided to the hex by the Taiwanese SAM's AMD score of 11 and therefore has no effect. Then the Lu Yang II in O09 fires at Taiwanese SAM 951 in T07. The Lu Yang rolls a 10 and adds 5 for the LACM strike score to get a 15! That beats the AMD score of 11 by 4 but inflicts only 2 hits since the Lu Yang only has two steps. So, SAM 951, a single step unit, is destroyed by the first hit and the second falls on the Taiwanese air unit – mark it with a spade. The Jiang Wei in P07 cannot strike since it is an FFG and therefore has no LACM. The type 95 submarine could fire LACM but opts not to so as preserve its option to evade in the coming General Quarters phase. The SAM in R06 remains quiet since SAM have no LACM.
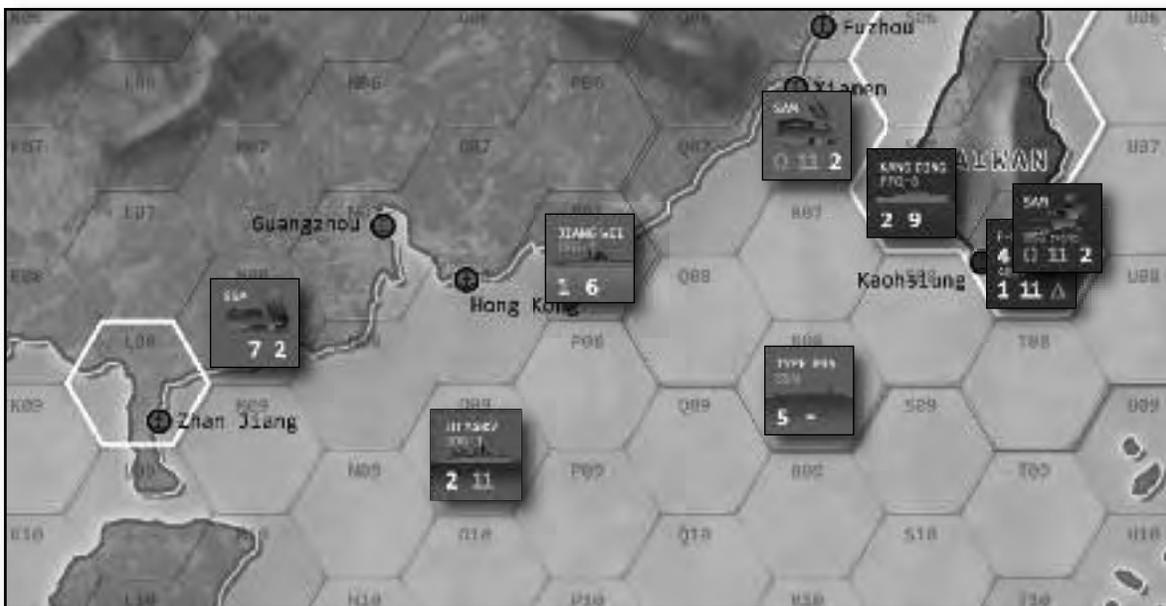
11.2 Special Operations Forces Chit

11.21 Each player begins the game with nine Special Operations Forces (SOF) chits (counters) in a pile off the map. CC chits are red and FICC chits are grey.

11.22 Each chit has a name and a number that corresponds to a special operation described in these rules.

11.23 During the Special Operations phase, each coalition may place one chit of its choice from its pile face down on the turn track one turn ahead of the current turn. For example, on game turn 1, players may place chits face down on the turn 2 box. The CC places first.

11.231 However, a side cannot place chits for play in consecutive turns, i.e. a side must skip a turn between playing chits.

11.232 In order for a chit to be played, the nation named on the chit must be a coalition partner to the coalition player placing the chit.

11.24 After a player has had a chance to place a chit on a future turn, and declined, he can then turn upright any chit of his that is face down on the current turn and thereby reveal it for play. Implement results immediately, they cannot be delayed.

11.25 Strikes called for by the SOF chits are administered as one-off shots. These strikes are neither part of a strike order nor a combat. The target does not get to fire back! However, targets do benefit from their AMD or MD numbers if otherwise applicable.

11.26 Each chit can be played only once after which it is left on the turn track as a record of having been played.

11.27 CC Chits

1. **Cyber Strike - China**
   Chinese hackers infiltrate missile targeting and defense networks. All FICC units with AMD capability lower their AS and AMD scores by one point each for the duration of the current game turn. Lowered AS and AMD scores return to normal at the start of the next game turn.

2. **Fei Long - China**
   China's Flying Dragon Special Operations Force infiltrates Taiwan's beach defenses to demolish beach obstacles, disarm mines and obscure fields of fire. This game turn only,

Chinese marine units do NOT suffer the usual -1 circumstance modifier to their CA roll when making amphibious assaults against hexes of Taiwan.

3. Paskal – Malaysia

Malaysia's Paskal Special Operations Force assaults FICC vessels frogman style. The CC player can immediately make one Paskal strike against any one FICC naval unit of his choice that is in a littoral hex of the Spratly Islands or Malaysia. Execute the Paskal strike as a submarine surprise attack from a 2-step unit that strikes with a torpedo score of 3.

4. Mole – China

A long time Chinese spy under cover in Guam sabotages the port at Apra Harbor. U.S. naval units cannot leave Guam this turn.

5. Oscar - China

China's Oscar Special Operations Force decapitates the government of Taiwan through a combination of political assassination and bribery. If at least one hex of Taiwan is solely occupied by a CC ground unit then the island immediately surrenders to China. Upon surrender, immediately remove all Taiwanese air and ground units from the game. All Taiwanese naval units still in play remain under FICC control.

6. Long Sword – China

A Chinese Special Operations platoon stages a daring airborne assault. The CC player can immediately place a CC control marker on any islet hex devoid of FICC ground units to which he can trace a 20-hex path from Guangzhou, China. The 20-hex path can take any course, but no hex in the path can pass through a hex containing a FICC AMD-capable unit or be in the normal operational radius of a FICC multirole combat aircraft. The destination hex cannot contain a FICC ground unit. Any FICC air unit in the target hex is destroyed. FICC naval units are unaffected. Placing the CC control marker will automatically remove any FICC control marker that may have been there already.

7. Persian Play - China

Iran and Pakistan gladly oblige China's request to make trouble in the Persian Gulf and Arabian Sea to keep U.S. naval units on station. Therefore, U.S. units cannot leave the Indian Ocean box unless and until the FICC plays the Old Europe chit. If there are no U.S. units in the Indian Ocean box, then this chit has no effect.

8. Satellite Warfare – China

Chinese anti-satellite weapons knock out some FICC satellites and trigger retaliation against CC satellites. For the remainder of the game, both CC and FICC units have LACM strike scores of only 3 vice the usual 5.

9. Asian Caliphate – Malaysia

Malaysia equips and advises Muslim rebels in southern Thailand or the Philippines. Immediately place the Malaysian Caliphate infantry unit in any hex on or adjacent to F19 (southern Thailand) or V19 (Zamboanga, Philippines). The Caliphate infantry unit can set up in a hex occupied by FICC units thereby forcing the evacuation of undefended aircraft and possibly conducting CA strikes during the ground phase. The Caliphate infantry is a two-step, regiment-sized, Malaysian ground unit for all purposes.

11.28 FICC Chits

1. Hai Long - Taiwan

Taiwan's Sea Dragon Special Operations Force assaults Chinese vessels frogman style. The FICC player can immediately make one Hai Long strike against any one Chinese naval unit of his choice that is in a littoral hex of Taiwan. Execute the Hai Long strike as a submarine surprise attack from a 2-step unit that strikes with a torpedo score of 3.

2. Old Europe – United States

France responds to U.S. calls for back up in the Persian Gulf by deploying the CVN Charles de Gaulle. This chit trumps and negates all effects of the CC's Persian Play chit.

3. Strike – Philippines

Migrants in Hong Kong protest Chinese military action by refusing to work. For lack of support services, the city draws on other resources to meet its needs. The CC player must immediately inflict one step loss on any CC motorized or mechanized ground unit of his choice in mainland China. If none are available, ignore this chit.

4. Queen's Cobras – Thailand

Thai commandos destabilize a neighboring government through political assassination and targeted raids on key infrastructure. When this card is played, the FICC player can target a CC-aligned Cambodia or Laos. The targeted nation immediately reverts to neutrality. From that point forward, the targeted nation cannot return to the CC unless invaded by the FICC.

5. SEALS – United States

U.S. Navy SEALS penetrate CC defenses to destroy a critical asset. The FICC/U.S. player can immediately select any littoral or land hex within 10 hexes of a U.S. air unit or any littoral hex within 3 hexes of a U.S. submarine unit and target any one CC unit of his choice in the selected hex. The targeted unit loses one step.

6. Underwater Demolition Assault Unit (UDAU) – Thailand

Thailand's UDAU Special Operations Force assaults enemy vessels frogman style. The FICC player can make one UDAU strike against any one CC naval unit of his choice that is in a littoral hex of Thailand or a nation that borders Thailand: Cambodia, Malaysia or Myanmar. Execute the UDAU strike as a submarine surprise attack from a 2-step unit that strikes with a torpedo score of 3.

7. Vietnamese Paratroopers – Vietnam

The 429th dispatches an infantry company to retake a contested islet. The FICC player can immediately place an FICC control marker on any islet hex devoid of CC ground

units to which he can trace a 20-hex path from Ho Chi Minh City, Vietnam. The 20-hex path can take any course, but no hex in the path can pass through a hex containing an AMD-capable CC unit or be in the normal operational radius of a CC multirole combat aircraft. The destination hex cannot contain a CC ground unit. Any CC air unit in the target hex is destroyed. CC naval units are unaffected. Placing the FICC control marker will automatically remove any CC control marker that may have been there already.

8. Widow Maker - United States

U.S. strategic bombers operating from Guam fly a high altitude, precision bombing mission. So long as the CC does not control Guam, the U.S. player can immediately make one strike with AG 5 from a three-step unit against any hex on the map.

9. KIA – Thailand

Thailand equips and advises the Kachin Independence Army in northern Myanmar. Immediately place the Thai KIA unit on or adjacent to hex B08 (Mandalay, Myanmar). The KIA infantry unit can set up in a hex occupied by CC units thereby forcing the evacuation of undefended aircraft and possibly conducting CA strikes during the ground phase. The KIA infantry is a two-step, regiment-sized, Thai ground unit for all purposes.

12.0 POLITICS PHASE

12.1 There are three factions in BTC, the Chinese Coalition (CC), the First Island China Coalition (FICC) and the Neutrals (N). The CC always includes The Peoples' Republic of China. The FICC always includes Vietnam. All other nations, including the United States, begin the game as neutrals but can join a coalition.

12.2 During the politics phase, players determine which neutral nations join the CC or FICC in accordance with the politics rules and mark the results on the Political Status Track. Use any counter not in play to mark the status of each country on the track.

12.3 The neutrals are NOT a coalition. They do not get a turn per se. However, neutrals can participate in the politics phase of either coalition so that they can declare their entry into the conflict as appropriate. Once a neutral joins a coalition it immediately loses its neutral status.

12.4 All nations in a coalition (CC or FICC) are friendly to other nations in that same coalition. With one exception, the units of friendly nations can enter each other's territory – home country and claims – without penalty and stack together on the map. The exception is for China. Non-Chinese CC ground units cannot enter China although they can still stack with Chinese units, outside of China, and Chinese units can enter their territory.

12.5 Nations in different coalitions are enemy to each other. The CC is opposed to the FICC and vice versa – they are enemies.

12.6 Invasions, and in some cases simply decisions will move neutral nations into one of the coalitions. A neutral country is invaded when a foreign ground unit that is not its coalition partner enters the land portion of at least one of its hexes including its Spratly claims or a unit of that neutral is targeted by any kind of strike. When a country is invaded, it IMMEDIATELY joins the coalition opposed to the one that invaded it.

12.61 Passage of air and sea space does not constitute invasion. Land units embarked on ships in littoral hexes will not trigger an invasion unless and until they debark. Traces for strike paths, missile attacks and LACM do not constitute an invasion unless they target the traversed neutral's units or fortifications; you can freely "overfly" neutrals.

12.62 In addition to invasions, decisions and conditions will move particular neutral nations into one of the coalitions (CC or FICC) during the politics phase of the applicable game turn as follows.

- The United States can elect to join the FICC on any game turn at the FICC's discretion. To do this, the FICC (or U.S.) player simply declares that the United States joins the FICC.

- Australia, Japan and Singapore, if not already FICC members, will join the FICC immediately when the United States does.

- Thailand can join the FICC on any turn at least one turn after the United States joins the FICC. To do this, the FICC (or Thai) player simply declares that Thailand joins the FICC.

- Myanmar automatically joins the CC one turn after Thailand joins the FICC.

- Cambodia and Laos can join the CC on any turn at least one turn after Thailand joins the FICC. To do this, the CC (or Cambodian or Lao) player simply declares that Cambodia and Laos join the CC.

- Taiwan remains neutral until invaded. However, Taiwan will never join the CC. If invaded by the FICC, Taiwan simply fights alone.

- Brunei remains neutral until invaded. Brunei has no units.

- India can possibly join the FICC when at least one Chinese naval unit moves into an ocean or littoral hex within the area of Indian interest marked in orange on the map. When at least one Chinese naval unit enters that area, roll one die. If the result is even, then India joins the FICC during the politics phase of the next game turn at which time all Indian units in the Indian Ocean box become available to the FICC. If the result is odd, India maintains neutrality and its

units never enter play; do not roll again.

- A neutral Malaysia and a neutral Philippines may join coalitions as a result of CC naval unit (not air or ground unit) movement. Immediately after any CC naval unit enters a Vietnamese Spratly claim for the first time (only once per game) roll two dice and read their sum on the following table to determine what Malaysia and the Philippines will do at the start of the next politics phase. Ignore the result for a country that is already in a coalition. Similarly, a neutral that is invaded before the arrival of the next politics phase will join the opposing coalition as usual even if it was otherwise scheduled to join its invader.

Die Roll	Malaysia	Philippines
2	Joins CC	Remains Neutral
3	Joins CC	Remains Neutral
4	Joins CC	Remains Neutral
5	Joins CC	Remains Neutral
6	Joins CC	Joins FICC
7	Joins CC	Joins FICC
8	Joins CC	Joins FICC
9	Remains Neutral	Joins FICC
10	Remains Neutral	Joins FICC
11	Remains Neutral	Joins FICC
12	Remains Neutral	Joins FICC

- Indonesia remains neutral and inviolate throughout the game and has no forces on the map. Ground units can neither enter all land hexes of Indonesia nor debark into its littorals.

Design Note: These factions persist beyond the map edge even if we don't simulate them. To the north, Chinese forces from the Beijing and Shenyang Military Regions along with the North Koreans are facing South Korea and about half of Japan's Maritime Self Defense Force along with most of its air force and army.

13.0 TRANSIT PHASE

13.1 FICC air and naval units can move between off map boxes and friendly, on map ports during the Transit Phase as indicated below.

Geographic Box	Port Hex	Days Required
Darwin Box	Guam, Singapore, Zamboanga	Air Unit - 1 CVN - 3 LPx - 5 Other Naval - 4
Indian Ocean Box	Singapore	Air Unit - 1 CVN - 3 LPx - 5 Other Naval - 4
Hawaii Box	Guam	Air Unit - 1 CVN - 5 LPx - 11 Other Naval - 7
San Diego Box	Guam	Air Unit - 1 CVN - 7 LPx - 15 Other Naval - 10

13.11 Naval units in transit always move from a geographic box to an on-map port, or vice versa, and then stop. Hence, naval units cannot use transit to travel directly from one on-map port to another.

13.12 Begin a transit by a phasing unit by placing the unit on the General Records Track a number of turns in the future equal to the value on the table above. Place an appropriate destination marker, Guam, Singapore or Zamboanga, on the unit. During the transit phase of the destination turn move units from the turn track to the desired port hex or geographic box.

For Example: On turn 3, a DDG in the San Diego Box declares a transit to Guam. Put the DDG under a "Guam" counter on turn 13 of the turn track. During the DDG's transit phase of turn 13, place the DDG in the Guam hex.

13.13 If a given port is enemy controlled, then units transiting from a box to that port instead arrive at a map edge hex within 6 hexes of that port as chosen by the moving player.

14.0 GENERAL QUARTERS PHASE

Design Note: BTC's interactive General Quarters (GQ) Phase consists of six cycles each of which repeats the same process. This incremental I-go-U-go approach simulates the tight feedback loops of the information age that allow frequent decision (mistake) making as concurrent events unfold even over great distances. The system also minimizes the need for additional rules to account for the distortions of space and time that would occur if individual pieces could move many hexes at once while other pieces just sat there, an approach more appropriate to past wars when tenuous information feeds expanded decision cycles because opposing forces lost each other overnight or for many hours during the day.

14.01 The GQ phase consists of six sequential cycles during each of which players implement the same procedure. After six cycles are complete, GQ ends.

14.02 A cycle always follows this procedure:

1. Air Moves: Make all desired CC air moves first; then make all desired FICC air moves.

2. Naval Moves: Make all desired CC naval moves first; then make all desired FICC naval moves.

3. Air/Naval Engagements: Roll initiative and then alternate initiating engagements one at a time.

4. Administration

14.1 Air Moves

14.10 At this time, air units can move from their current base to any other friendly controlled base on the map within 24 hexes by tracing a flight path of hexagons between the two in accordance with the following rules.

14.11 Air units can move individually or in stacks through any hexes. While "moving" an air unit's flight path can enter neither the normal operational radius of an enemy multirole combat aircraft nor a hex containing an enemy AMD-capable unit.

14.12 Air transports (T) that start their move in a base hex with friendly, air mobile ground units can carry those units at a ratio of one air step per ground step. All ground units marked with a parachute as well as all U.S. ground units are air mobile.

14.13 To show transport, place the ground unit counter on the air unit counter and move the pair together according to the air transport's movement rules. Once the pair reaches its destination hex, place the ground unit under the air unit to indicate that it has disembarked.

14.14 Units that move a distance greater than 6 hexes or carry a ground unit during their move are marked with a recovery counter in their destination hex.

14.2 Naval Moves

14.20 Naval units may move individually or in stacks among ocean and littoral hexes. Naval units cannot move on land hexes. Naval movement protocols vary according to several variables including bar color, hex type, ship damage (accumulated spades), and the presence of enemy units.

14.21 Out of Element (OoE): Different ships are designed for operation in different depths of water as indicated by the color of the bar beneath the ship or submarine silhouette on a naval counter. Littoral combatants, ships/submarines underlined with orange bars, that enter an ocean hex are immediately marked with an OoE counter. Deep Sea combatants, ships/submarines underlined with blue bars, that enter a littoral hex are immediately marked with an OoE counter. In the next cycle, a unit so marked cannot leave its hex, but must instead spend its movement shedding this counter.

14.22 Blue Bar – Deep Sea Combatant: Blue bar units can move 0, 1 or 2 hexes per cycle depending on the circumstances. A blue bar unit that is marked with an OoE counter (from its last move) cannot move into a nex hex this cycle but instead sheds that OoE counter so that it can move next cycle. Otherwise, a blue bar unit can move one hex. However, on even-numbered cycles (2,4 and 6), an undamaged American blue bar unit that begins its move in an ocean hex can possibly move two hexes if neither its starting ocean hex nor the first ocean hex it enters are illuminated by any enemy units. If an undamaged American blue bar unit meets those criteria then it may move a second hex.

14.23 Orange Bar – Littoral Combatant: Orange bar units can move 0 or 1 hex depending on the circumstances. An orange bar unit that is marked with an OoE counter (from its last move) cannot move into a hex this cycle and instead sheds that OoE counter so that it can move next cycle. Otherwise, an orange bar unit can move one hex.

14.24 White Bar – Flat hulls: Vessels that have white bars can always move one hex per pulse and never need place OoE counters.

14.25 Australian, Indian and U.S. naval units can move off the map edges and enter the geographic boxes. Simply move such units to the edge and then pay one additional movement point to move off of the map. Units exiting the west edge enter the Indian Ocean box. Units exiting the east or north edge enter the Hawaii or San Diego box. Units exiting the south edge enter the Darwin box. Once in a geographic box, units must use the transit rules (13.0) to get out.

14.26 Transport

14.261 DDH and LPx, naval transports (T), can carry ground units. Each naval unit step can carry one ground unit step.

14.262 A U.S. CVN can carry a single, one-step Marine Expeditionary Unit (MEU) as if it were a transport (T) unit.

14.263 Naval transports that start a cycle in a port hex with friendly ground units can spend their move for that cycle embarking those ground units. The transports cannot leave the embarkation hex during the embarkation cycle.

14.264 To show transport, place the ground unit counter on the naval unit counter and move the pair together according to the transport's movement rules.

14.265 Should a transport at sea have insufficient steps to carry its load, excess ground steps of the owning player's choice must be destroyed to reach a ratio of one naval step per ground step.

14.266 Naval transports that start a cycle in a littoral hex (it need not be a port) can spend their move for that cycle disembarking their cargo which is then placed beneath the transport in the littoral hex. Only marines can disembark into enemy occupied hexes and must then conduct ground combat with amphibious assault penalties (CA-1) later that same turn. Transports cannot leave the debarkation hex during the debarkation cycle.

14.27 Naval Mines

14.271 Some scenarios will offer the CC player hidden mines expressed in factors. When setting up his forces, the CC player notes which hex(es) contain how many factors of mines on a side record.

14.272 When FICC units enter a mined hex, the CC announces the mines and checks for detonation by rolling one die. If the result is <u>less than</u> the number of mines in the hex then they detonate.

14.273 When mines detonate, randomly select one FICC naval unit from the mined hex and strike it with a T score of 3 from a nominal two-step unit.

14.274 In a given hex, check for detonation only once per game. After failing to detonate or striking a target, mines cease to exist.

14.3 Air/Naval Engagements

14.30 Initiative: As the first act of the air/naval engagements segment, the opposing sides roll to see which one wins the initiative for the air/naval naval engagements segment. Each side rolls one die, high roll wins initiative. Resolve ties with a third die roll. If the third die is odd, then the CC wins the initiative, if it's even then the FICC wins the initiative.

14.301 The side that won initiative may then initiate the first engagement or pass. After that, the side that lost initiative can initiate an engagement or pass. After that, the side that won the initiative can start another engagement. The two sides alternate initiating engagements, or declining to do so, one at a time in this way until both sides decline in succession at which point the air/naval engagement segment ends.

14.31 An engagement must first be initiated, then defined and finally resolved.

14.311 A side can initiate an engagement by declaring a focus (primary target) hex that is within the illumination radius of at least one on-map unit of the initiating side. The side initiating an engagement is the "attacker" and his units are "attacking" while the other side is the "defender" whose units are "defending."

14.312 A side (CC or FICC) can consider a hex illuminated by its forces if at least one friendly on-map unit has that hex in its illumination radius. All units have an illumination radius based on their type per the table below.

Unit Type	Illumination Radius
Ground units	0 (same hex only)
Submarine units	1
Surface naval units	3
Air units	6

14.313 Defending air and naval units in the focus hex which are not already marked with a fired or recovery counter and did not fire LACM this turn can attempt to evade air/naval combat.

Design Note: BTC was originally designed with a "search to find" model typical of most naval war games, i.e. players could not attack the enemy until after they succeeded with a search dice roll to find him. However, play testing indicated that the "search to find" model in the 21st Century context just generated a lot of superfluous dice rolling. That's because technology developed during and after the Cold War has inverted the central problem of naval warfare. In 1941, the problem was how to find the enemy on a vast ocean. Since then, advances in surveillance technology such as over-the-horizon radar, aerial drones, and satellite imagery have changed the problem to how to evade detection in a sea of radiation. The surest proof of this is the relatively recent proliferation of stealth technology and the sad fate of "un-stealthy" assets during the Falklands War and on through the 2nd Gulf War. So in BTC units are "spotted" by default, the question is can you evade that detection?

14.3131 The defending player may declare that some all or none of his units in the focus hex wish to evade. He then makes one original evasion dice roll for the focus hex. For each evading unit, determine a unique final evasion dice roll by adding to the original evasion dice roll that defending unit's stealth score and the range to the nearest enemy unit that is illuminating the hex. Each defending unit with a final evasion dice roll that exceeds 11 has evaded resolution.

14.3132 Air and naval units that successfully evade are marked with evade counters and remain in the hex but do not participate in any air/naval engagement resolution this cycle. Air and naval units marked evade cannot be targeted by strikes, cannot make strikes, cannot have hits allocated to them, and cannot use their

AMD score to protect other friendly units for the remainder of the cycle. Basically, evading units are out of harm's way until the next GQ cycle.

14.3133 Should all defending units in a focus hex evade then that effort to initiate an engagement has failed. The would-have-been attackers are free to initiate another engagement later. However, before they can try again, the opportunity to initiate the next engagement passes to the other side.

14.314 An engagement is defined as follows. If, after an opportunity to evade, there is still at least one defending unit in the focus hex that is not marked "evade," then the attacker must declare which of his units will participate in the coming engagement. Any attacking unit in any location can participate, however the range of its weapons and/or operational radius will ultimately determine the utility of such involvement. After the attacker has identified all of his participating units, the defender can possibly bring in additional defending units from other "support" hexes. In order to provide support, a defending unit must have at least one participating attacking unit in its illumination radius. Note that attacking units which are not participating in the current engagement do NOT count and cannot be cited by the defender as justification to provide support. Therefore, a single engagement will include all attacking units identified by the attacker, all defending units in the focus hex and any qualifying supporting units identified by the defender.

14.315 If Air units participate, their base (aircraft carrier) must participate too!

14.316 Resolve engagements via the Air/Naval Engagement Resolution (Combat) Sequence. During an engagement, a unit may make one strike with each of its weapons systems against appropriate targets in the appropriate order. At the end of an engagement, players must mark each naval unit that conducted at least one strike with a fired counter to indicate that said naval unit cannot make another strike during this cycle. Air units that participated in anything more than Close Air Protection are marked with recovery counters.

14.317 In theory, there is no limit to the number of engagements that can be initiated in a single cycle. However, the finite number of units on the map and their strike limits will ultimately limit the number of engagements if the opposing sides don't end it earlier by passing in succession.

14.32 Air Units in Air/Naval Combat

Design Note: BTC postulates that by 2020 the F-35 will be America's primary, manned multirole combat aircraft while China will employ the J-20. Other nations will follow with F-18s, Su-27s, and J-12s. All units will include some unmanned drones; many of which may in fact be fighters or bombers. In the game, each step of an air unit represents about 25 aircraft. Air unit weapons systems do not have a "range" like surface naval unit AS scores; instead the ability of aircraft to project power is accounted for by their normal operational radius.

14.321 An air unit can always participate in air to air combat over its base hex. This Close Air Protection (CAP) never causes the placement of a recovery counter and is allowed even if the unit defending its base hex is already marked with a recovery counter.

14.322 An air unit that is not marked with a recovery counter can participate in air/naval combat outside of its base hex once per cycle.

14.323 The normal operational radius represents the distance in hexes out to which an air unit, from its base hex, can strike with its printed values: AA, AS/U, and AG. Air units can "fly" strikes out to twice their printed normal operational radius, but when they do so they half their printed strike values.

14.324 Instead of striking with AA, AS/U, or AG scores, air transport units can conduct a "strike" by dropping a parachute unit – that's a ground unit marked with a parachute. If their transport survives, parachute units are placed in the target hex at the end of the air/naval engagement in which they were "flown" to the target hex. These dropped units would then participate in combat during the ground phase if co-located with enemy.

14.325 Strike Paths: In order to strike, air units must trace a "strike path" to their target. A player traces a strike path on the map with his finger from the flying unit's base hex to the target hex, one hex at a time. Strike paths cannot be traced into, through or out of geographic boxes.

Strike paths begin in a hex adjacent to the tracing unit's base and end in the target hex. This is also true for a strike path that targets an air unit's own base hex i.e. the air unit must select one adjacent hex as the intermediate hex in its "u turn" strike path.

Air unit counters are <u>not physically moved</u> when tracing a strike path.

14.326 Interception: Whenever an air unit traces a strike path into the normal operational radius of an enemy multirole combat aircraft unit that is not already marked with a recovery counter that opposing unit can intercept. This will trigger an immediate air to air combat in the interception hex. After this interception combat, the intercepted air unit, or what's left of it, can continue its strike path. Along the way there may be more interceptions. The multirole combat aircraft unit that performed the interception, or what's left of it, is immediately marked with a recovery counter.

14.327 Anti Aircraft Fire: Whenever a strike path enters a hex occupied by an enemy AMD unit the tracing air unit is immediately attacked by anti aircraft fire. Roll two dice; if they come up doubles then the tracing air unit suffers an immediate step loss. Make only one roll per tracing air unit

per hex.

14.328 After an air unit participates in any strike that is not CAP, immediately mark it with a recovery counter.

14.33 Air/Naval Engagement Resolution (Combat) Sequence

An Air/Naval Combat always follows this sequence:

1. Trace Strike Paths
2. Air to Air Combat
3. Submarine Surprise Attacks
4. Surface Naval Combat
   - Conduct AS strikes against targets within range in order of stealth scores.
   - Conduct U strikes against same-hex submarines in order of U scores.
   - Conduct G strikes against same-hex targets in order of G scores.
   - Conduct other T strikes against same-hex targets in order to T scores.
5. Ground Support

14.331 Trace Strike Paths

14.3311 The attacker traces his strike paths first. The defender can intercept as appropriate; resolve air to air combat immediately. Finally resolve air to air combat triggered by CAP over the target hex.

14.3312 The defender traces his strike paths after all attacking paths are completely resolved. The attacker can intercept as appropriate; resolve air to air combat immediately. Finally resolve air to air combat triggered by CAP over the target hex.

14.332 Air to Air Combat

14.3321 Air to air combat occurs between opposing air units when an air unit intercepts a strike path or via CAP when an attacking or defending strike path reaches its target's hex.

14.3322 In air to air combat, opposing units perform strikes against each other in order of stealth scores. Units with identical stealth scores resolve the tie by striking in order of their air to air (AA) scores. Units with identical stealth and AA scores strike simultaneously.

14.3323 At its place in the strike order, a unit declares a target and then makes a strike roll against that target. Make strikes with AA scores vs. the target's MD score.

14.3324 Units in air to air combat cannot claim the AMD score of other friendly units in the hex. However, defending air units in their base hex can decline air to air combat in order to benefit from the AMD score of another friendly unit in their hex. Units that decline air to air combat cannot conduct an AA

strike in that combat but they can still be targeted by enemy AA strikes.

14.333 Submarine Surprise Attacks

Attacking submarines (those from the side now initiating an engagement) may now make surprise torpedo (T) strikes against targets in their hex. These are resolved just like any other T strike except that they occur at this earlier point in the air/naval combat sequence and the usual screening rules do NOT apply. A surprise attacking submarine can pick any target in its hex.

14.334 Surface Naval Combat

14.3341 Anti Ship Missile (AS) Strikes: Air, submarine, surface naval, and SSM units make AS strikes in order of their stealth scores. Within a given band of stealth scores, units strike in order of their AS scores. Units with identical stealth and AS scores strike simultaneously. SSM have no stealth; they always go last.

14.33411 Some naval units can conduct AS strikes beyond their own hex out to a range as indicated in the following table.

14.33411 Table	
Unit	**Range of Anti Ship Missiles**
Chinese SSM, Sovremeny Class DG	3
All other surface ships and submarines	2
All air units	In designated target hex only

Design Note: The superior range and kill numbers for Chinese SSMs and Sovremeny Class DDGs come from their hypersonic, sea skimming Moskit (aka S-N-22/Sunburn) missiles – the most feared rocket in the Chinese inventory. Red Star Over the Pacific reported that some studies estimate the Sunburn has a 40% chance of penetrating an Aegis defense system. Therefore, in this game, the Moskit-laden Sovremeny has an AS number of 4 which would require a roll of 8 or more (about 40% likely) to overcome an Aegis Destroyer's AMD score of 11. The AS scores of other units were estimated based on their effectiveness relative to the Moskit.

14.33412 To conduct an AS strike at range, simply trace a path from the firing hex to the target hex. When calculating range, count the target hex and all intermediate hexes, but not the firing hex. AS strikes cannot be traced into, out of, or through geographic boxes.

14.3342 Anti-Submarine (U) Strikes: Each unit with a U score may make one strike against any submarine in its hex.

14.3343 Gun (G) Strikes: Units in the same hex as potential targets may use guns (G) to strike those targets even if the striking unit already made AS or U strikes. Strike with guns in order of their G scores. Break ties with stealth in all cases.

> **14.33431** Before resolving G strikes, the side with more units can declare a screen. A screen allows the side with more units to keep its excess units from being the target of enemy guns. The more numerous side must "commit" at least as many units as the less numerous side. The more numerous side can then declare any quantity of its remaining units as "screened." Screened units do not participate in gun combat, nor can they be targeted by guns.

> **14.33432** Naval units in littoral hexes can make G strikes against ground units (shore bombardment) of their choice, but not fortifications, in the same hex. A hit inflicts a shock result. Subsequent shocks against the same ground units are ignored when inflicted by a G strike.

14.3344 Other Torpedo (T) Strikes: Units that have not already made T strikes in this engagement and that are in the same hex as potential targets may use torpedoes (T) to strike those targets even if the striking unit already made AS, A or G strikes. Strike with torpedoes in order of their T scores. Break ties with stealth in all cases

> **14.33441** Before resolving T strikes, the side with more units can declare a screen. A screen allows the side with more units to keep its excess units from being the target of torpedoes. The more numerous side must "commit" at least as many units as the less numerous side. The more numerous side can then declare any quantity of its remaining units as "screened." Screened units do not participate in torpedo combat, nor can they be targeted by torpedoes.

14.335 Ground Support: Air units with anti ground (AG) scores can now make strikes against the ground units of their choice. Each hit inflicts a shock result.

14.4 Administration

14.41 Remove all evade and fired counters.

14.42 Roll for aircraft recovery. Each aircraft marked recovery rolls two dice. Multirole combat aircraft (only) may add to the roll the number of steps they possess. If the final result exceeds 8, the rolling unit can remove its recovery counter. Otherwise the recovery counter stays in place and prevents further moves and out-of-hex strikes by the air unit. An aircraft marked recovery can still fly CAP.

15.0 GROUND PHASE

15.1 Ground Movement

15.11 Expeditionary Limits: Ground units with Delta symbols printed on them are divisions with three steps when at full strength. These divisions, even when at reduced strength, are severely restricted in their ability to leave their home country. China can have only two divisions in hexes outside of China at any one time. Each other nation on the map can have only one of its divisions in a hex that is outside of its national boundaries at any one time. Ground units which lack a Delta symbol and therefore have two or fewer steps when at full strength (brigades or regiments) are NOT so restricted; a nation may have any number of its brigades or regiments operating outside of its borders at any one time.

15.12 Land units can move individually or in stacks among land or littoral hexes.

15.13 No land unit can cross an all ocean hex side via ground movement. Land units must be transported to cross ocean hex sides.

15.14 Land units can enter enemy occupied hexes, but cannot move out of them. Note that "retreat," which can compel units to leave an enemy occupied hex, is not movement.

15.15 Movement point scores are printed on units.

> **15.151** For units with movement points expressed as a whole number, it costs one movement point to enter a clear hex that is devoid of enemy units. All other hexes cost two movement points to enter.

> **15.152** Units with fractional scores are "leg-bound" and do not pay movement points per se but rather move one hex every 4th turn regardless of the associated movement point cost. So, leg bound units can move one hex under their own power on game turns 4, 8, 12, 16 etc.

> **15.153** However, leg bound units transported by air or naval units move at the pace of their transport in addition to their regular move every 4th turn.

> **15.154** Armor units, but NOT mechanized units, have additional movement restrictions. Armor units cannot cross all jungle hex sides via ground movement. Armor units cannot enter mountain hexes.

15.16 Each ground phase, any one CC ground unit can use "railroad movement," instead of its normal printed movement allowance to move through five land and littoral hexes in China, Myanmar or Vietnam. A unit moving by rail must stop when it enters an enemy occupied hex. A leg bound unit can move via

rail on any game turn regardless of its printed movement point score.

15.2 Ground Combat

15.21 After all ground movement is complete, ground combat occurs between opposing ground units in the same hex. During the game turn in which a unit first enters (or is placed in) a hex containing enemy ground units it MUST attack those enemy units in ground combat. On subsequent game turns it MAY initiate ground combat, but is not required to do so. When ground combat does occur, the phasing player is the "attacker" and the non-phasing player "defender."

15.22 Resolve ground combat with Combined Arms (CA) strikes conducted in this order: 1) attacking artillery, 2) all defending units, and finally 3) remaining attacking units. Within their own group, units strike in order of Combined Arms (CA) scores.

15.23 Most of the time, hits against ground units inflict shock results which convert to step losses at a 2 to 1 ratio. However, there are some exceptions. A LACM hit left over after a fortress is destroyed can be allocated to a ground unit in that hex as a step loss. Shore bombardment, G strikes by ships, never inflicts more than a single shock result on any one ground unit. However, a unit shocked by shore bombardment and then shocked by an airstrike, or vice versa, would have its two shocks converted to a step loss.

15.24 After resolving all strikes and implementing all step losses determine the fate of the hex. If step loses completely eliminate all ground steps of one side then the survivor is the winner and remains in the hex. If both sides survived and suffered the same number of step losses then both sides remain in the hex. Otherwise, the side that suffered more step losses than the other must retreat. When determining who must retreat, ignore individual shock results that did not convert to step losses.

15.25 Retreats: No unit can retreat into an enemy occupied hex or a hex into which it could not normally move. Units must retreat out of the battle hex to a hex that contains at least some land and which is closer to a city or port in their home country. When retreating, ignore any city or port in the battle hex. Retreating units that lack a viable retreat path suffer one additional step loss – as a group not individually – and are then allowed to remain in place.

15.3 Rally

Remove all shock counters.

16.0 GAME CHANGER (OPTIONAL RULE)

By mutual consent, players can agree to apply the "Game Changer" at game start.

China successfully develops the Anti-Ship Ballistic Missile (ASBM) – aka East Wind. The CC can make a grand total of 12 ASBM strikes during the game. Chinese SSM units (only) can conduct ASBM strikes during the General Quarters phase. ASBM strikes have an AS score of 6, a range of 18 hexes, and can target naval units with stealth scores of 1 or less in any ocean hex – they are NOT restricted to firing at units in port.

Design Note: *The ASBM is the big "what if" in a conflict with China. Although theoretically possible, the carrier killing ASBM must overcome a gigantic technical contradiction before implementation. Ballistic missile flight constrains the flexibility of a missile's trajectory since the weapon must exit and reenter the atmosphere at precise angles to avoid self destruction due to friction, but hitting a ship at sea requires a more flexible flight path to track a moving target. There are two proposed solutions. One: adjust the ASBM's flight path with tail fins after it exits, and before it reenters, the atmosphere. Two: release sub munitions that trace new trajectories to the target after their parent ASBM has reentered the atmosphere. Because ballistic missiles travel at blinding speed, both solutions would require superb data networking and a flexible "kill chain" that is hard to assemble in peacetime let alone under combat conditions. To make matters still more difficult, the United States is concurrently developing ballistic missile defense that could possibly be ready to counter the ASBM.*

17.0 SCENARIOS

17.01 BTC offers three hypothetical scenarios of varying duration and density for examining different aspects of a potential near seas conflict. Players should chose one hypothetical scenario and then just follow the instructions to play.

17.02 Notation: Unit ID numbers appear before titles. For example "3/3 Marine" means the 3rd Marine Regiment of the 3rd Marine Division. Quantities appear as a number after an "X" following the unit title. For example, "Virginia SSN X 2" means two Virginia class submarine units while CV X 3 means three aircraft carriers.

17.03 Set Up: The CC player sets up first followed by the FICC. Use only those forces listed in the scenario instructions. If in play, neutrals are set up as follows. The CC sets up Cambodia, Laos, Malaysia and Myanmar while the FICC sets up all other neutrals. Do NOT set up the Malaysian Caliphate infantry unit or the Thai KIA infantry unit; they set up only after their faction plays SOF chit 9. All units must set up according to their scenario instructions or in hexes of their home country; naval units however do not need to be "in" port. Ground units can set up embarked on transports.

17.04 Hidden Units: When an order of battle calls for hidden units (submarines or mines), the owning player records set up hexes on scrap paper and leaves the units off the map. Hidden units cannot be targeted by strikes. When the owning player uses a hidden unit to make a strike or move, he must immediately place it on the map. Once a unit is on the map, it is no longer hidden.

17.05 SOF Chits: Before beginning a scenario, the CC player, only, has the option to place one of his SOF chits face down on the turn 1 box of the turn track for play during the game's first turn.

17.06 In all scenarios, land units cannot enter hexes of a nation, or its Spratly claims, unless that nation has units on the map in that scenario. For example, in Scenario 2 "Taiwan Contingency," land units cannot enter any hexes of Laos, Myanmar or Vietnam since those nations do not have units on the map during that scenario. In that same scenario, land units can enter Okinawa since, in game terms, it is both a U.S. and a Japanese location and the United States has units on the map.

17.1 Collision Course

The Americans stage a counter exercise in the South China Sea as the Chinese approach. This light scenario introduces players to the air and naval elements of the game.

Duration: Game Turns 1 to 3 (the first three days)
Victory: At game end, the CC wins if it has units in at least 2 Spratly hexes; otherwise, the FICC wins.

Set up only those units listed here.

Chinese:
- In any ocean hexes on the map via hidden placement: Yuan SS
- In any ocean hexes within 12 hexes of China: 6 factors of naval mines.
- In any littoral hexes of China: 3-step interceptor, CV Air X 3, CV X 3, any area defense DDG X 3, any FFG X 3

Vietnam:
- In hexes of the Spratly Islands: Yantar FFG, Tarantul MB, 1-step interceptor
- In any littoral hexes of Vietnam: Gepard FFG, Tarantul MB, 3-step interceptor, Imp Kilo SS

United States:
- In any ocean or littoral hexes within 4 hexes of Q16: CV Air, Nimitz CVN, Arleigh Burke DDG X 3
- Via hidden placement: Virginia SSN

Note that Malaysia and the Philippines are not involved in this scenario.

17.2 Taiwan Contingency

The Chinese attack Taiwan. This heavy scenario presents the most crowded battle space on the map. The first turn will be unusually long as there are many strikes to resolve. But, once battle action thins opposing forces, play picks up in this display of missile-age combined arms.

Duration: Game Turns 1 to 8 (the first eight days)
Victory: At game end, the CC wins if it controls at least 3 hexes of Taiwan; otherwise, the FICC wins.

Chinese:
- Remove the following Chinese units: 3-step interceptor, CV Air X 3, CV X 3, any area defense DDG X 3, any FFG X 3, Yuan SS, one LPx, all armor and mechanized divisions and the 149th Mountain Division. All remaining Chinese units set up in any land or littoral hexes of China.

Taiwan:
- Set up all Taiwanese units and three fortifications in any land or littoral hexes of Taiwan.

United States:

- Set up only the following units as indicated: In any ocean or littoral hexes within four hexes of T05: CV Air, Nimitz CVN, Arleigh Burke DDG X 3, and one Virginia SSN via hidden placement.
- In Okinawa: SAM battalion, 3-step interceptor, Marine Infantry Regiment, LPx

17.3 China Breaks the Chains

China makes its bid for world power status in this all-options-on-the-table grand campaign game.

Duration: Game Turns 1-30 (30 days)
Victory: At game end, the CC wins if they control at least 12 white victory hexes; otherwise the FICC wins.

Set up all units of all countries as follows.

China:

- The 149th Mountain Division and at least eight other infantry steps must set up in land hexes adjacent to the border with Myanmar.
- The one-step interceptor may set up on the Woody Island airfield (Paracels).
- A Yuan SS, and a Type 095 SSN can set up hidden in any littoral or ocean hexes, though the Yuan must be within six hexes of a Chinese port.
- Six factors of naval mines can set up hidden in any ocean hexes within 12 hexes of China.
- All other Chinese units must set up in land or littoral hexes of China.

Taiwan:

- All Taiwanese units, and three fortifications, set up in any land or littoral hexes of Taiwan.

Vietnam:

- The one-step interceptor, one FFG and the 429th Regiment may set up in the Spratly Islands.
- All other Vietnamese units and one fortification must set up in land or littoral hexes of mainland Vietnam.

United States:

- In any non-Chinese littoral or ocean hexes on the map:
  Air: CV Air
  Naval: Nimitz CVN, Arleigh Burke DDG X 3, and Virginia SSN X 2 via hidden placement
  Ground: Marine MEU

- Darwin and/or Guam and/or Okinawa hexes:
  Air: 1 Marine Air, 18 Air, 36 Air, one-step CV air
  Naval: LPx, Virginia SSN
  Ground: 3/3 Marine, 4/3 Marine, 12/3 Marine, 1/1 SAM, 2/1 SAM

- Hawaii Box:
  Air: 15 Air, 515 Air Transport
  Naval: LPx, Virginia SSN
  Ground: 1/25 Mechanized, 2/25 Mecahnized, 3/25 Infantry, 4/25 Paratroop

- Indian Ocean Box:
  Air: CV Air
  Naval: Nimitz CVN, Arleigh Burke DDG X 3
  Ground: Marine MEU

- San Diego Box:
  Air: CV Air X 2
  Naval: Ford CVN, Nimitz CVN, Arleigh Burke DDG X 3, LPx X 2
  Ground: 1/1 Marine, 5/1 Marine, 7/1 Marine, 11/1 Marine

- Singapore hex:
  Naval: Independence LCS X 2

The following neutrals set up all of their units (except the Malay Caliphate and Thai KIA) in littoral or land hexes or boxes of their home country:

- Australia
- Cambodia
- Japan
- India
- Laos
- Malaysia
- Myanmar
- Philippines
- Singapore
- Thailand

18.0 DESIGN NOTES

Invariably, people ask questions about the thoughts and interpretations that shaped a game's rules. So, I've answered some of the more obvious questions below. Hopefully, game play will help you answer others.

What are we to do? The CC must decide on a prime target: Taiwan, The Spratly Islands or both. The CC can seize either one in about three days (turns) and then shift over to the defensive to try and rebuff FICC counterattacks which begin around turn 7 and crescendo by turn 21. Unfortunately for the FICC, most victory hexes are within the range of China's very good Anti-Access and Area Denial (A2/AD) capability. Chinese SSMs radiate a three-hex zone of death from the PRC's coast while bombers can reach Taiwan and the Spratly Islands. Fortunately for the FICC, U.S. Arleigh Burke destroyers are more numerous than Chinese Lu Yang's and U.S. carriers are larger with more and better aircraft than their Chinese counterparts. Bringing Thailand into the fight early can offer the FICC much needed air and naval assets in the beginning. However, rival Myanmar will follow to set all of Southeast Asia aflame. One way or the other, the FICC needs to juggle his resources in a fighting withdrawal until reinforcements arrive to break back into the First Island Chain.

What about cutting Chinese oil supplies by blockading the Straits of Malacca? Good idea, but the PRC has a number of remedies to at least partially offset the loss of fuel. China already imports gas from Turkmenistan, oil from Kazakhstan and coal from Mongolia – all beyond the reach of naval blockades. Before any anticipated clash in the near seas, China could stockpile these products. Finally, a Malacca blockade would need time to register, perhaps more time than the game simulates.

Why no nukes? China has always declared a no-first-use policy and maintained a minimal deterrent force. Current estimates envision that China will eventually build a grand total of six ballistic missile submarines. So there's nothing in the past, present or future to indicate that China would risk using nuclear weapons in a conflict to secure claims in its near seas. China's policies and the conflict's limited objectives argue against using nukes. China's potential opponents seem to understand this and so could also be expected to avoid introducing nuclear weapons. If the First Island Chain Coalition were foolish enough to use a near seas conflict as a pretext for a full scale invasion of mainland China then nuclear weapons would enter play.

So why then are Ding Hai and Zhan Jiang, both on the Chinese mainland, victory objective hexes? Because so designating them encourages the Chinese player to garrison them as his real life counter parts certainly would. Also, a foreign invasion limited to those naval bases could be understood as occurring within the boundaries of a near seas conflict without directly threatening the survival of the Chinese Communist Party. Something similar applies to Hanoi; it's close enough to the border to be a prize brought to the negotiating table after the cease fire.

Where are the supply rules? The strict limit on division-sized deployments simply and accurately reflects logistical constraints. Similarly, the quantity of regiments and brigades in a nation's inventory is a measure of its expeditionary logistics capacity since those smaller units are not tied to their home country like divisions. The map space also accounts for comparative logistics and therefore obviates the need for additional rules. Hawaii, off the map, lies beyond China's reach. On the other hand, U.S. blue bar units can move an extra hex on even cycles because of their superior logistics; underway replenishment keeps the small boys moving while the nuclear-powered carriers can ignore fuel consumption. The fact that U.S. forces can operate on the map at all speaks to their awe inspiring logistics chain.

Why don't my satellites afford me full, real time coverage of the entire battle space? Because they are being shot at, jammed and obstructed to varying degrees by the enemy. It's assumed that both sides will lose some satellites to hostile missile fire. Deliberate electro-magnetic interference will confuse others. Cloud cover, and perhaps smoke screens deployed by aircraft or from burning barges loaded with tires, will create high altitude obstructions to satellite vision. One way or the other, the lavish coverage of peace time Beidou and GPS will probably erode in a shooting war.

18.1 Game Components

- 1 Map 22" x 34"
- 3 Countersheets
- 1 Rulesbook
- 1 Political Status card - 8.5" x 11"
- 2 Identical Player Aid Cards - 8.5" x 11"
- 2 Six-sided Dice
- 1 Box and Lid set

18.2 Credits

Designer: John Gorkowski

Developer: Paul Glowacki

Graphic Artist: Mark Mahaffey

Box Design: Mark Mahaffey and Brien Miller

Playtesting: Paul Aceto, Pierre Bulle, William Glowacki, John Gorkowski, Dan Hennel, Keith Medlin, Brian Stouder, Johannson Tee

Produced by: Ken Dingley and Bill Thomas for Compass Games, LLC.