

**SPECIAL RULES
FOR
WinSP**

PURPOSE

These Special Rules allow a wider range of combat types, in particular types which do not rely on seizing and holding territory.

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CHAPTER 1

ARTILLERY BASE ASSAULT

Combatants

The standard rules expect both combatants to be regular armies.
Supplementary rules apply if Force 2 are insurgents. (Viet-Cong, Taliban, etc.)

Notes

The intent of these rules is to give a plausible Artillery Base Assault. The rules are for guidance not slavish obedience.
These rules DO NOT give absolute minimum or maximum amounts of stuff. This is deliberate. For example, if the rules stated a defender maximum of 4 Ammo bunkers, if the attacker spotted 4 Ammo bunkers he would know that there are no more to look for.
These rules can be abused.
This only a game, please use these rules sensibly.

Any rule can be modified by agreement to the two players.

Mission

Force 1 has to set up an artillery base. Force 2 has to destroy the artillery.

Rules

1 Flags

All flags should be set to a value of 1

Two flags should be set neutral and placed in diagonally opposite map corners. Force 2 should make no attempt to take these flags. This is to prevent the game terminating should all the VHs be taken by Force 2 before the turns have run out.

All other flags should be placed within the boundaries of the artillery base. Placing more than 1 flag on a hex is permitted.

All artillery units should be placed within the boundary of the artillery base. Anti-aircraft gun and missile units may be placed anywhere.

See Appendix 1 for Notes on the Setting of Flags

A flag, set to Force 1, must be placed with 5 hexes of a the number of ammo bunkers or fortifications as listed in Tables 1 and 2.

There is no prohibition on placing more than 1 flag within 5 hexes of an ammo bunker or artillery piece.

There is no prohibition on placing more than 1 ammo bunker or artillery pieces within 5 hexes of a common flag.

Table 1

No Artillery Pieces	Flags
2	2
3	3
4	3
5	4
6	5
7	6
8	6
9	7
10	7
11	8
12	8

Table 2

No Ammo bunkers	Flags
2	2
3	3
4	3
5	4
6	5
7	6
8	6

Note, The number of flags for ammo bunkers and artillery pieces are figured separately. IE 2 ammo bunkers and 2 artillery pieces would require flags within 5 hexes of all of them. 4 ammo bunkers and 4 artillery pieces would require flags within 5 hexes of 3 bunkers and 3 fortifications.

EG if Force 1 has 6 ammo bunkers then five of them must have a flag within 5 hexes. The same flag may be used for multiple ammo bunkers and/or fortifications if they are close enough.

Other flags should be placed should be placed by the Force 1 player and may be used to lead the Force 2 player into ambushes.

2 Points

The Force 1 and Force 2 points should be established as is normal for an assault.

3 Prohibited units

Force 1 can use any units listed in its OOB. Force 2 can use any units that can be carried by helicopter or dropped by parachute. Force 2 may not have any armoured vehicles unless transported by air.

Special Rules: Insurgents may use any number of trucks, it is assumed that these are commandeered civilian vehicles. They may also use captured Force 1 equipment (ATGMs SAMs, etc.)

4 Number of turns

The number of turns should be set fairly high so that the battle finishes before the turns run out.

5 Optional Headquarters building rule

If this rule is adopted by both players, one building within the artillery base should be designated “Headquarters” and a flag placed in it. It is not required that the A0 unit be placed there. If this flag is captured and at least 1 Force 2 unit remains there for 2 full consecutive turns, not counting the turn of capture, then Force 2 receives a bonus of 200 points. Force 2 keeps these points even if no units remain there after the 2 full turns or if the flag is retaken by Force 1. The 200 points represent the value of documents captured during the occupation. Force 2 receives no bonus points if the building is destroyed at any time before the end of the 2 turn occupation.

6 Scoring

Points

The standard Blitz score sheet is used.

Points as taken from the end screen plus bonus if applicable.

Flags

The flags on the map are not used.

Force 1 flags - the number of Force 1 manned artillery pieces remaining + the number of manned ammo bunkers remaining.

For the purpose of scoring, a unit is manned if its crew is in the same hex as the unit. This will require a check of units at the last turn.

Force 2 flags - the number of Force 1 artillery pieces destroyed or abandoned + the number of destroyed or abandoned ammo bunkers.

CHAPTER 2

BRIDGE ASSAULT

Combatants

The standard rules expect both combatants to be regular armies.

Supplementary rules apply if either Force are insurgents. (Viet-Cong, Taliban, etc.)

Notes

The intent of these rules is to give a plausible Bridge Assault. The rules are for guidance not slavish obedience.

These rules DO NOT give absolute minimum or maximum amounts of stuff. This is deliberate.

For example, if the rules stated a defender maximum of 4 tanks, if the attacker spotted 4 tanks he would know that there are no more to surprise him.

These rules can be abused.

This only a game, please use these rules sensibly.

The Bonus points awarded are dependent on the CASE (see section 5) This should be agreed prior to starting. Mostly it's fairly clear cut, sometime it can be a bit blurred. E.G., a 1975 NVA/VC -ARVN could be either depending on the relative numbers of VC and NVA troops.

Any rule can be modified by agreement to the two players.

Mission

Force 1 has to prevent Force 2 from capturing a bridge. Force 2 has to capture the bridge.

Supplementary rules. Force 1 may be insurgents seeking to deny Force 2 the use of the bridge or Force 2 may be insurgents seeking to deny Force 1 the use of the bridge.

Rules

1 Flags

See Appendix 1 for Notes on the Setting of Flags.

Defender flags should be placed at each end and on of the bridge. If the bridge is long, more than 1 flag should be placed on it. These should be given high values. Other flags may be placed elsewhere on the map.

2 Points

The Force 1 and Force 2 points should be established as is normal for an assault.

3 Prohibited units

Generally any units in the OOB may be used.

4 Number of turns

The number of turns should be set fairly high so that the battle finishes before the turns run out.

5 Bonus points

It is assumed that Force 1 (defender) is at the left side, otherwise reverse left and right for the bonus points, otherwise reverse left and right.

CASE 1

Attacker is regular army, defender is either regular army or insurgents

Bonus points only applied if bridge is undamaged.

Defender bonus points

Hold right end of bridge, + 10% of defender start points

Hold left end of bridge, + 5% of defender start points

Hold both ends of bridge, + 5% of defender start points (in addition to individual hold points)

Bridge destroyed + 5% of defender start points (Destroying the bridge denies use of it to the Force 2) No other bonus points apply.

Attacker bonus points

Bonus points are only applied if bridge is undamaged.

Capture right end of bridge, + 5% of defender start points

Capture left end of bridge, + 10% of defender start points

Capture both ends of bridge + 5% of defender start points (in addition to individual capture points)

CASE 2

Supplementary Rules

Attacker is an Insurgent, Defender is Regular Army.

Defender bonus points

Hold right end of bridge, + 10% of defender start points

Hold left end of bridge, + 5% of defender start points

Hold both ends of bridge, + 5% of defender start points (in addition to individual hold points)

Bridge destroyed, no bonus points

Capture right end of bridge, + 5% of defender start points

Capture left end of bridge, + 10% of defender start points

Capture both ends of bridge + 5% of defender start points (in addition to individual capture points)

Bridge destroyed + 5% of defender start points (Destroying the bridge denies use of it to the Force 1) 50% of other bonus points apply.

CHAPTER 3

CONVOY AMBUSH

Combatants

The standard rules expect both combatants to be regular armies.
Supplementary rules apply if Force 2 are insurgents. (Viet-Cong, Taliban, etc.)

Notes

The intent of these rules is to give a plausible convoy ambush. The rules are for guidance not slavish obedience.

These rules DO NOT give absolute minimum or maximum amounts of stuff. This is deliberate. For example, if the rules stated a Convoy maximum of 4 tanks, if the Ambusher spotted 4 tanks he would know that there are no more to surprise him.

These rules can be abused. For example, if the Ambusher bought some mines, 2 or 3 artillery observers and spent the rest of off-map artillery he might have a great advantage.

This only a game, please use these rules sensibly.

Mission

Force 1 has to take a convoy of trucks and exit them from the opposite side of the map.

Force 2 has to stop them.

Rules

1 Flags

See Appendix 1 for Notes on the Setting of Flags.

Flags should be given a value of 1 and placed in the map corners, they are entirely irrelevant as the 'Special Score' spreadsheet does not use them for determining victory in the "Ambush Calc" page.

2 Points

Force 1 about 5,000 points for fighting equipment and 500 points for trucks. Land Rover, Humvees, etc. carrying scouts do not count as trucks for bonus points but do count as fighting equipment points.

The 'Special Score' spreadsheet has bonus points and start point fields.

The Ambusher start points are determined by entering the Convoy fighting equipment points into the sheet. A randomly modified number is generated. This number is given to the Ambusher as his target points total. That gives him an idea but not an exact number of the Convoy escort size. The spread sheet penalizes Ambusher points above this and rewards Ambusher point below this.

If the Force 1 OOB does not have any fuel trucks use unarmoured "ammo carriers" for those and armoured as ammo trucks. The fuel trucks can have their names changed.

See Appendix 2 for Notes on the Name Changing.

3 Path

The map will have an east-west road.. The convoy will stay on the road until contact is made. Scouts do not have to stay on the road.

4 Contact

Contact for the Force 1 is when any Force 2 soldiers are spotted or when any Force 1 units come under attack or when mines or obstacles are spotted.

5 Carrying capacity of trucks

It is assumed that all Force 1 trucks are fully loaded with supplies. At the start they may not be used to carry troops. After contact they may carry up to about 8 soldiers, which should not all be from the same unit. This will allow them to pick up crews of destroyed vehicles. There is always room for one more under those circumstances. This can not easily be monitored so it is up to each player to do the right thing. This rule should not be abused for carrying squads into combat. Special rules: Insurgents using trucks may use them in any way, to the limit of their capacity.

6 Force 1 Headquarters

The Force 1 Headquarters must travel in a vehicle in the convoy until contact is made.

7 Artillery

Off map artillery is permitted. Each side can have a few on-map mortars.

No artillery is to be used until contact.

Special Rules: Insurgents can have any amount of artillery and/or mortars.

8 Air support

Each side can use aircraft and /or helicopters. Spotter aircraft can be used at any time, strike aircraft can only be used after contact.

Special rules: Insurgents do not have helicopters or air support or spotter planes.

9 Mines and obstacles

The battle should be set up as a Force 1 assault, mines are permitted. Dragon teeth and barbed wire are not.

Special Rules: Insurgents may use Dragon Teeth.

10 Prohibited units

Force 1 can use any units listed in its OOB. Force 2 can use any units that can be carried by helicopter or dropped by parachute. Force 2 may not have any armoured vehicles

Special Rules: Insurgents may use any number of trucks, it is assumed that these are commandeered civilian vehicles. They may also use captured Force 1 equipment (ATGMs SAMs, etc.)

11 Number of turns

The number of turns should be set fairly high so that the battle finishes before the turns run out.

12 Bonus points

At the last turn the program automatically destroys any abandoned vehicles or fortifications. For the purpose of calculating bonus points, abandoned vehicles should be counted just before the last turn. Land Rover, Humvees, etc. carrying scouts etc. are not classed as trucks for bonus points.

CHAPTER 4

SEARCH AND DESTROY

Combatants

Force 1 are insurgents. (Viet-Cong, Taliban, etc.)

Force 2 is a regular army.

Notes

The intent of these rules is to give a plausible Search and Destroy. The rules are for guidance not slavish obedience.

This only a game, please use these rules sensibly.

Mission

Force 1 has to deploy some ammo dumps.

Force 2 has to find and destroy them.

Rules

1 Map

A large map should be used.

2 Points

Force 1 should be about 8,000 points

Force 2 should be about 16,000 points

It should be set as Force 2 assaults Force 1

3 Flags

All flags should be set to a value of 1

Two flags should be set neutral and placed in diagonally opposite map corners. This is to prevent the game terminating should all the VHs be taken by Force 2 before the turns have run out.

See Appendix 1 for Notes on the Setting of Flags.

A flag, set to Force 1, must be placed with 5 hexes of a the number of ammo bunkers or fortifications as listed in Tables 1 and 2.

Table 1		Table 2	
No Ammo bunkers	Flags	No Fortifications	Flags
2	2	2	2
3	3	3	3
4	3	4	3
5	4	5	4
6	5	6	5
7	6	7	6
8	6	8	6

Note, The number of flags for ammo bunkers ad fortifications are figured separately.
 IE 2 ammo bunkers and 2 fortifications would require flags within 5 hexes of all of them.
 4 ammo bunkers and 4 fortifications would require flags within 5 hexes of 3 bunkers and 3 fortifications.

EG if Force 1 has 6 ammo bunkers then five of them must have a flag within 5 hexes.
 The same flag may be used for multiple ammo bunkers and/or fortifications if they are close enough.

There is no prohibition on placing more than 1 flag within 5 hexes of an ammo bunker or fortifications.

Other flags should be placed should be placed by the Force 1 player and may be used to lead the Force 2 player into ambushes.

2 Ammo Bunkers and Fortifications

In this section ammo bunker means any non-movable ammo storage.

Force 1 must have not less than 2 and not more than 8 ammo bunkers.

Force 1 may have but is not required to have fortifications. If Force 1 has fortifications there are no minimum or maximum limits.

Ammo bunkers and fortifications may not be placed with 20 hex of the top or bottom of the map or within 15 hexes of the sides of the map.

Bunkers, fortified houses, MG pits, emplaced guns are considered fortifications.

Foxholes are not considered fortifications, either for placing flags or scoring.

3 Contact

Contact for the Force 1 is when any Force 2 soldiers or any mine explosions seen.

Contact for the Force 2 is when any Force 1 soldiers are spotted or when any Force 2 units come under attack or when mines or obstacles are spotted.

4 Artillery

Both Off map and on map artillery is permitted for both sides.
No artillery is to be used until contact.

5 Air support

Force 1 may not use helicopters or air support or spotter planes.
Force 2 can use aircraft and /or helicopters. Spotter aircraft can be used at any time, strike aircraft can only be used after contact.

6 Mines and obstacles

The battle should be set up as a Force 2 assault.
Force 1 may use mines, dragons teeth and barbed wire.

7 Prohibited units

Force 1 may have trucks, including trucks with AA guns etc, but not have any armoured vehicles, air power or helicopters.
Force 1 may use infantry SAMs but not fixed SAMs.
Force 1 may not use Radar controlled anti aircraft guns unless agreed to by both players before the battle.
Force 1 may use any number of trucks, it is assumed that these are commandeered civilian vehicles. They may also use captured Force 2 equipment (ATGMs SAMs, etc.)
Force 2 can use any units listed in its OOB.

8 Number of turns

The number of turns should be set fairly high so that the battle finishes before the turns run out.

9 Optional helicopter rule

In some battles the use of attack helicopters gives an advantage to Force 2 which is not present in the real world. In the real world the Force 1 insurgents are often difficult to tell apart from the normal population. In WinSP any unit that's not yours is the enemy.
For 10 rounds after first contact, that being when any Force 1 unit has fired. Force 2 units can not fire on any Force unit unless that unit or a unit in the same hex has fired or that Force 1 unit comes within 10 hexes of a Force 2 unit or that unit can be visually identified as hostile. IE Mortar and rocket launcher units. Units with only small arms can not be determined to be hostile at more than 10 hexes.
This logic for this rule is not applicable in all cases and therefore should only be used if both players agree before the start of the battle. It is particularly applicable to NATO counter insurgency battles.

10 Scoring

The official score sheet is used.

Points are taken directly from the result page.

Instead of entering VHs, Force 1 will enter the sum of Ammo bunkers and fortifications surviving at the end. Abandoned units count as destroyed.

Force 2 will enter the sum of the Ammo Bunkers and fortifications destroyed.

For the purpose of scoring, a unit is manned if its crew is in the same hex as the unit. This will require a check of units at the last turn.

CHAPTER 5

CO-ORDINATED BATTLES

Combatants

The standard rules expect both combatants to be regular armies.

Supplementary rules apply if Force 2 are insurgents. (Viet-Cong, Taliban, etc.)

Notes

The intent of these rules is to permit an assault on Map 1 with an attack to the. Map 1 off map artillery located on Map 2

The rules are for guidance not slavish obedience.

These rules DO NOT give absolute minimum or maximum amounts of stuff. This is deliberate.

For example, if the rules stated a defender maximum of 4 Ammo bunkers, if the attacker spotted Ammo bunkers he would know that there are no more to look for.

These rules can be abused.

This only a game, please use these rules sensibly.

Mission

Map 1

Set up as a regular battle.

Force 1, defending, has some off-map artillery. These should be the first items purchased.

Force 2 is attacking

Map 2

Force 1 defend an artillery base.

Force 2 destroy Force 1 artillery

Rules

1 Flags

Map 1

Set flags in normal manner.

Map 2

Set flags as in Chapter 1 Artillery Base Assault.

2 Prohibited units

Both sides may use any unit in Map1

Each side may use units as described in Chapter 1 Artillery Base Assault in Map 2

Note Force 2 may be different in the two maps. EG. Map1 NVA assault on ARVN, Map 2 VC

assault on a US Artillery Base. Map 2 would be then covered by insurgent rules.

3 Synchronization.

Both battles are played at the same time in two PBEM slots.

The Force 2 player decides which battle to start first and by how many rounds. IE a pre-emptive strike on the Artillery Base with the Map 1 battle starting 5 round later. Unless otherwise agreed by both players the maximum start delay should be 15 rounds.

Once both games are in play each player should play both maps before sending the turns.

4 Destruction of artillery.

There are two ways by which Force 1 artillery may be destroyed.

- 1 Force 1, Map 2 artillery destroyed by Force 2 Map 1 off-map artillery
- 2 Force 1, Map 2 artillery destroyed by Force 2 Map 2 forces.

If a Force 1 artillery piece is destroyed by Force 2 Map 2 forces, it must be removed from play in Map 1. This is done as follows

Select HQ or a FO unit and open the artillery screen.

Click the <Show data> (immediately to the right of the unit name)

Identify which gun has been destroyed a click on it. (This is why it is preferential to purchase off-map artillery first as identification is easier) The script will turn blue and it is now disabled.

If a Force 1 artillery piece is destroyed by Force 2 Map 1 off map artillery, it must be removed from play in Map 2. This is done as follows.

If the unit is not pinned, retreating or routed in Map 2, bail out the crew and walk them directly of the map. If that is not possible, Select the unit, click on all weapons and disable.

An artillery unit retreating or routed in one map should not be used in the other.

An artillery unit should not be targeted to fire or actually fire in both maps in the same turn.

Any large artillery used on the map, by either side, in Map 1 should be represented as off map artillery in Map 2.

SCORING

The points for each map should be added together to give a combined total.

The flags on Map 1 and “effective flags” (ie artillery and Ammo Bunkers) should added together to produce an overall score for the standard Blitz score sheet.

APPENDIX 1

NOTES ON THE SETTING OF FLAGS

VH flags MUST be set during Force 1 purchasing, they can not be set latter.

To set flags:-

In the "Purchasing Screen" click "View map"

In the Map screen click "Edit Victory Objectives" (hotkey "Z")

In the new menu click "Clr" (hotkey C)

In the Blue band at the bottom of the screen click "Y"

Enter 1 as value for all hexes

Enter 0 to set all VH to Force 1

Locate VHs as required and exit back to the map and then back to the purchasing screen.

APPENDIX 2

NOTES ON THE CHANGING OF NAMES

Names can be changed at any time in any game.

Select unit

Click <Spacebar> to bring up information screen.

In the information screen click the unit name at the top.

It will change from green to yellow and blue strip will appear at the top of the information screen.

Click <Backspace> and type in new name.

The name of the unit commander can also be changed.

