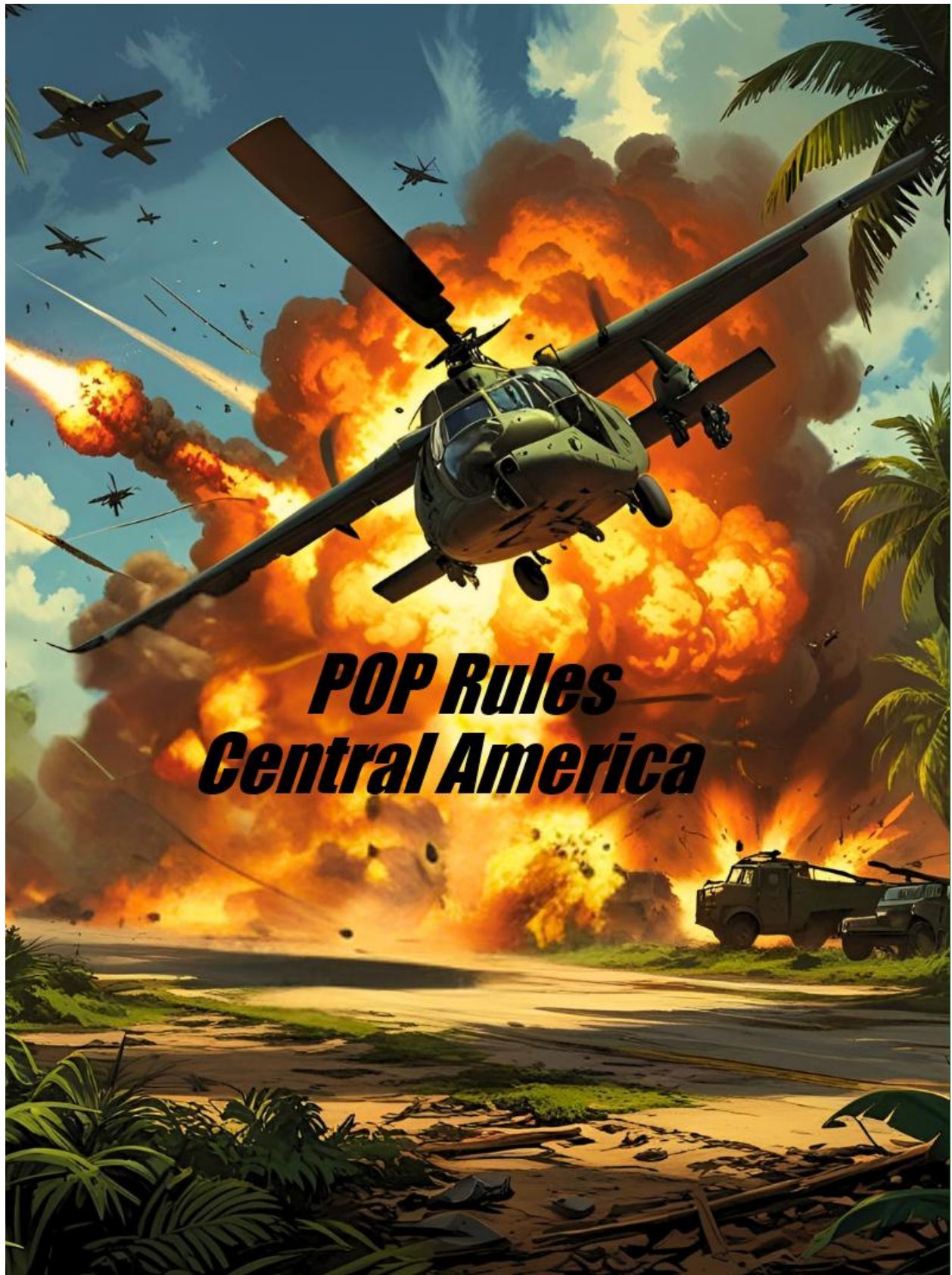




***POP Rules
Central America***

POP Rules (think POP music) is my attempt to take a game that I find either too complicated, too detailed, or too long (maybe all three) and revise the rules into what I think is a more enjoyable leisure game activity. These games will all have a few things in common. First, they will be of interest to me and covering a topic that I would like to play out. Second, they have otherwise good components that I believe are being wasted on a game that seems to receive light play or just no play. Finally, there are clear paths to fun and replay if things were tightened up.

I am by no means calling out the original designers of this or any other POP Rules game. They made the game they wanted to make and even though the specific rules didn't resonate with me, their topics did. My guiding principle when I sit down to play a game and design a game is that I want to be competing with an opponent, not struggling to keep the game at bay with its special rules and chrome. I know why it was done, and I can both respect it as work, but dislike it as a mode of play. Central America by Victory Games is one of those games. A lot of work and knowledge was called on to create this game, and I commend James H. McQuaid for his efforts. But after having it in my collection for almost 40 years and never playing a full game of it, I decided that it would be the perfect candidate for me to experiment with this idea I've had for creating POP Rules to overly complex games.

What I am doing with these rules is to cut out as much of the special cases, unique tasks, and complicated rules as I can. These are going to be replaced with simpler concepts or just cut away all together. The idea being to make the game playable by all levels of players and that it be able to come to a completion in a single day's gaming.

This game has such great parts and intent that it was both very easy to tweak and extremely rewarding. Many of the systems feel the same but with far fewer charts, die rolls, and special rules to remember. The air units were well-laid out. The markings of insurgency counters was exceptional. The combat odds table was fantastic, and I've not seen anything like it since. Unfortunately, all these great parts were overshadowed by an intimidating and complex set of rules. I hope that by freeing some of these parts from the monster you can appreciate what I've found as I deconstructed and rebuilt this beautiful game.

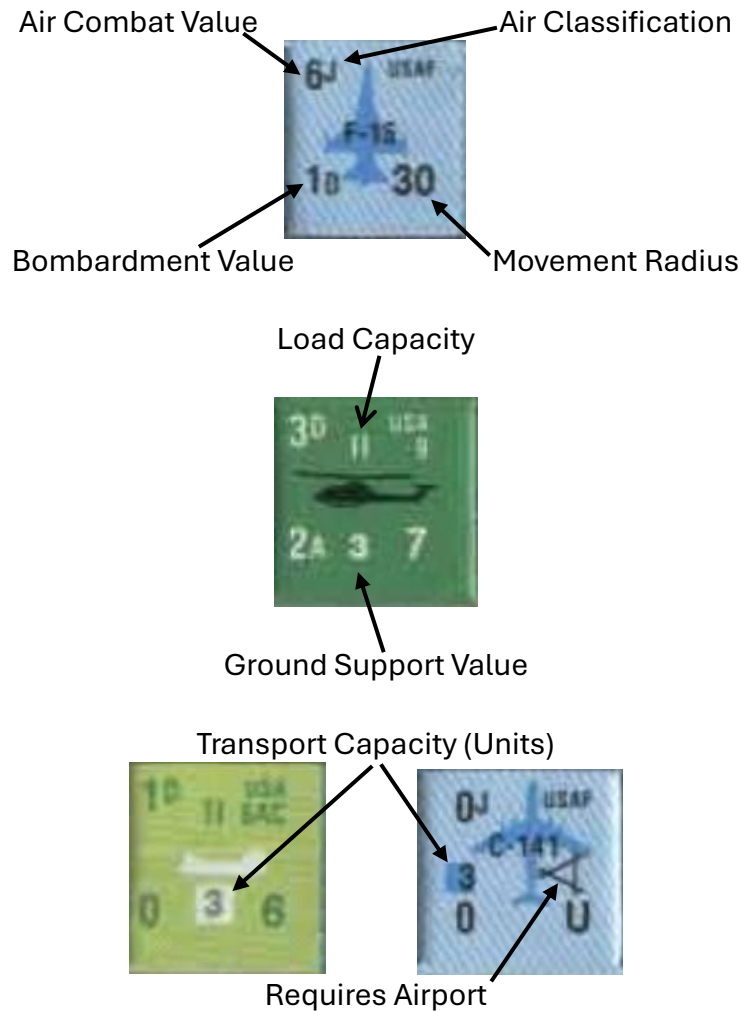
Enjoy the game and remember, if I took away something you feel is needed, feel free to reinstall it. It's your game now, have the most fun with it that you can.

Jeff Horger – Laboratory H

FIXED WING AIR UNITS

Air units perform several functions in the game. They can be used to transport units and supplies, attack enemy targets and units, or intercept opposing air units.

AIR UNIT VALUES



AIR MOVEMENT

Air units may move up to the distance indicated on their counter. This move starts with the location of the Air Group and may be used to move to the target at 1 Movement Point per hex regardless of terrain. Aircraft marked with a 'U' have unlimited movement.

AIR COMBAT

Air Combat is fought at a target hex if intercepting Air Units or ground-based defenses are in range of the target.

Each unit uses the Air Combat Value to determine if they succeed in inflicting damage in the Air Combat Phase. Both sides may fire in an Air-to-Air Combat and losses are received simultaneously.

AIR MISSIONS

A mission can consist of no more than four aircraft units.

ESCORT MISSION (Complimentary Mission)

Units may be moved to a target hex and be declared as escorts if attacked. These units must have a J or S value and at least 1 Air-to-Air Rating. Escorts must be attacked before the other planes on a mission. These count against the four units in the mission. If forced to fight enemy aircraft, they may not be involved in the other mission tasks.

BOMBARDMENT MISSION

Move unit to target hex. Units in a mission may combine their Bombardment value into one or multiple bombardments. Targets are hit by rolling equal or under the bombardment value of the attacking unit.

GROUND SUPPORT MISSION

Units with a Ground support value (Marines and Helicopters) may elect to add their combat value into the ratio for a ground combat either for the attacker or defender in a battle.

COUNTER INSURGENCY MISSION

Requires 3 Bombardment points minimum. Helicopters count double.

Move to a location with new Insurgents. If the mission survives interception and Ground to Air combat with 3 or more bombardment points, the air units must roll 1 die and roll equal or less than the bombardment points. If successful, the Insurgency unit is returned to the pool, but the Insurgency Point used to create it is lost.

TRANSPORT STRIKE MISSION

Transport Strike missions include moving units into theater via airlift and dropping units and supply on airborne drop missions. Both types of movement may possibly be intercepted by enemy air and ground-based attacks.

AIR TRANSPORT

Move an air unit from either off-map or from an air facility to a legal unloading location along with the units or supplies indicated by the scenario (reinforcements) or by allowed size (during play).

AIR DROP

Move Air Unit with Transport capacity and a transported unit to target drop area. Place the transported unit or supply depot.

If there is an enemy unit in the hex, roll a die. If the roll is BELOW the attack value of the defending unit, a step loss is inflicted on the dropping force.

TRANSFER MISSION

Units on this mission may be intercepted and attacked by Ground to Air Combat. The mission involves moving from one air facility to another. The unit may use double the movement radius.

INTERCEPTORS

Units used as interceptors are placed directly on the hex they intend to patrol at the beginning of the turn. They may then intercept into that hex or the surrounding 6 hexes.

If there is an EW unit with the interceptors or within 3 hexes of the attacked hex, the interceptors may move up to 3 hexes to defend a hex.

If there is an AWACS that can communicate with the interceptors, and it is within 10 hexes of a target hex, the interceptors may move into that 10-hex circle to intercept.

Once a unit intercepts, it must return to a base or stay on mission for the remainder of the turn.

AIR GROUP DISPLAYS

Players must replace available aircraft at an Air Facility on the board with the Air Group Markers (see interceptors below). Units being grouped this way are placed in the *Available* box of the matching Air Group Display and the corresponding marker is placed on the map. If there is an EW or AWACS in the group, use the Air Group + EW side of the counter.

AIR FACILITIES

Airstrips:

- Capacity = 4 Contested/Damaged = 2 Active
- Units per Mission = 2 Contested/Damaged = 1 per Mission
- They may not hold any unit with the **Airport** symbol.

Airports:

- Capacity = 12 Contested/Damaged = 6 Active
- Units per Mission = 4 Contested/Damaged = 2 per Mission
- They may not hold B-52's.

Punta Huete Airport:

- Capacity = 20 Contested/Damaged = 15 Active
- Units per Mission = 6 Contested/Damaged = 4 per Mission

Any Air Facility that is occupied by enemy forces may send up to 5 units to another base immediately. These are placed in the 'Used' box of the Air Display and may not fly again this turn. All other aircraft are eliminated from play.

HELICOPTER & MARINE AV-8B UNITS

While very similar to Fixed Wing Air Units, Helicopters do have some unique rules. Unless contradicted below, use the rules above to govern Helicopter units. The Marine AV-8B units also use these same rules.

AIR MOVEMENT

Helicopter units may move up to the distance indicated on their counter. This move starts with the location on the map and may be used to move to the target at 1 Movement Point per hex regardless of terrain. They are not placed in Air Groups.

AIR COMBAT

Air Combat is fought at a target hex if intercepting Air Units or ground-based defenses are in range of the target.

See Air Combat above

AIR MISSIONS

BOMBARDMENT MISSION

Move unit to target hex. Units in a mission may combine their Bombardment value into one or multiple bombardments. Targets are hit by rolling equal or under the bombardment value of the unit.

GROUND SUPPORT MISSION

Units with a Ground support value (Marines and Helicopters) may elect to add their combat value into the ratio for a ground combat either for the attacker or defender in a battle.

COUNTER INSURGENCY MISSION

Requires 3 Bombardment points minimum. Helicopters count double.

Move to a location with new Insurgents. If the mission survives interception and Ground to Air combat with 3 or more bombardment points, the air units must roll 1 die and roll equal or less than the bombardment points. If successful, the Insurgency unit is returned to the pool, but the Insurgency Point used to create it is lost.

TRANSPORT STRIKE MISSION

Transport Strike missions include moving units into theater via airlift and dropping units and supply on airborne drop missions. Both types of movement may possibly be intercepted by enemy air and ground-based attacks.

AIR TRANSPORT

Move an air unit from either off-map or from an air facility to a legal unloading location along with the units or supplies indicated by the scenario (reinforcements) or by allowed size (during play).

AIR DROP

Move Air Unit with Transport capacity and a transported unit to target drop area. Place the transported unit or supply depot.

If there is an enemy unit in the hex, roll a die. If the roll is BELOW the attack value of the defending unit, a step loss is inflicted on the dropping force.

TRANSFER MISSION

Units on this mission may be intercepted and attacked by Ground to Air Combat. The mission involves moving from one air facility to another. The unit may use double the movement radius.

BASING HELICOPTERS

Helicopters are not required to be based at Air Facilities. Helicopters that are based at an Air Facility do not count against the stacking or operational limit of the Air Facility.

Helicopters may fly from and land in any of the following friendly hexes:

- Air Facility
- Supply Source
- Supply Depot
- Entrenchment or Fortification
- Nicaraguan Logistics Unit
- Clear or Rough Terrain containing a friendly in-supply unit.

GROUND UNITS

Ground units are important in the game as they are the only units that can take or hold objectives on the map.

GROUND UNIT TYPES

Armor: Tank, Mechanized Infantry, Armored Cavalry, US Mobile SAM, Self-Propelled Artillery, Anti-Tank, MLRS, Mobile AA, Nicaraguan Logistics, and SS-20.

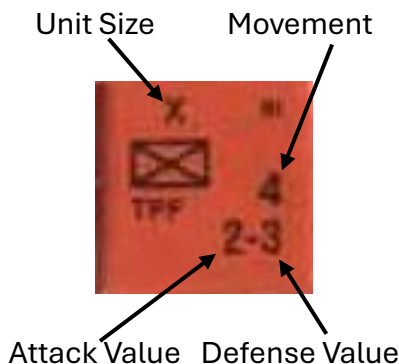
Infantry: Infantry, Special Forces, Marines, Naval Infantry, Engineers, Some Mobile AA, Artillery, Military Police.

Insurgency: Most of the Infantry Class but also having a contrasting stripe on the unit.

Non-Mobile: Fixed SAM, Fixed AA, and FSLN Urban units are ground units but cannot move.

GROUND UNIT VALUES

Movement: A unit may move their full movement allowance each turn. A unit may not “save” movement to use on a future turn. A unit may not lend any of its movement to another unit.



GROUND UNIT MOVEMENT

Each ground unit has its Movement Points listed on the counter. These movement points are spent crossing terrain at the cost indicated on the Terrain Effects Chart (TEC).

Units Movement is limited in the following situations:

- Ground units may not enter all-water hexes without air or boat transport.
- A Ground unit must stop when it enters an enemy ZOC.
- A Ground unit may leave the map edge but may not then return to the map.
- A Ground unit may pass through a friendly fully stacked hex but may not end its turn on a hex that would be over stacked.
- Armor units moving in swamps, jungle, and mountain hexes are restricted to roads.
- Units may not enter hexes with enemy units except for the following circumstance explain elsewhere.
 - Transport Strikes (Airborne and Helicopter Mobile)
 - Island Attacks

ZONE OF CONTROL

Every unit or stack of units with a defense value of 2 or more usually exerts a Zone of Control into the six surrounding hexes. Any enemy unit moving into these hexes must immediately stop movement.

Zone of Controls do not extend into or across:

- All non-river water hexes or hex sides.
- Jungle or Mountain hexes without connecting roads.
- Across a non-enemy border.

TRANSPORTATION

Ground units may be transported by Air or Boat.

AIR TRANSPORT

To be transported by an Air unit, a unit may not move that turn and must share a space with a Transporting Air Unit.

BOAT TRANSPORT

To use boat movement, the following steps must all be confirmed:

- Unit may not move on the ground prior to Boat movement and may not move after it is completed.
- Unit is in a Port, on the coast within 5 hexes of a Port, or on an island within 5 hexes of a Port.
- The Port being used cannot be damaged or in an enemy ZOC.
- Each port can transport exactly 1 unit per turn.
- Only Infantry-class can use Boats

Once those steps are complete, the unit may move 5 hexes along the coast to a new location.

- If the boat movement is within 3 hexes of an EW unit or 10 hexes of an AWACS unit, the transported unit suffers 1 hit enroute.

Once those steps are checked

ISLANDS

Units may move onto an island with an enemy unit. These units must engage in combat during the Combat Phase.

STACKING

Up to 3 ground units may be stacked in a hex.

RESERVE MOVEMENT

Armored Units that did not take part in any combat may move up to half of their movement allowance after combat is resolved. All movement rules are in force.

SPECIAL GROUND UNITS

Special Forces units do not pay extra to cross a river. If they have Airborne capability they can be dropped as parachute troops.

In Combat Special Forces have the following benefits:

- +1/-1 Insurgency Benefit
- 1 Column favorable odds shift.

PARACHUTE UNITS

Parachute-capable units can be dropped by air transport.

- They may only be dropped in Clear or Rough terrain.
- They MUST attack if dropped into the same hex as an enemy unit.
 - If the enemy is not forced out of the hex (eliminated or retreat), they suffer an extra hit.
- They may NOT attack adjacent units.

INSURGENCY UNITS

Insurgency Units have a contrasting color stripe across the unit to identify they are insurgency capable. These units do behave exactly like Ground Units above except for the following special rules.

PLACEMENT

Each player receives a pool of Insurgency Points. These points may be spent to place Insurgency Units on the map. The following requirements must be met to spend and Insurgency Point:

- The player must have unspent Insurgency Points available.
- The player must have an Insurgency unit available to be placed.
- The Insurgency Unit may be placed in, or up to 2 hexes away from any unit of the same nationality that faction's Supply Source.
- The Insurgency unit may not be placed in a hex with an enemy unit.
- An Insurgency unit may not be placed outside of their home country. (they may later leave).
- The player may only place one Insurgency unit in a legal hex.
- The player may place as many units as desired given the above restrictions.
- The player may place any Insurgency unit called for in the order of battle for the game. Insurgency Points are for a side in the game and may come from any legal nation involved in that scenario or game.

DISBANDMENT

Insurgency Units may be disbanded by their controlling player. When this happens, the Insurgent unit is removed from the board and the controlling player receives 1 Insurgency Point. To disband, the following conditions must be in effect:

- The disbanded unit must be in supply.
- The disbanded unit must be within 3 hexes of a friendly unit.

AERIAL COUNTERINSURGENCY

During the Insurgency Creation Phase, the opposing player may make a Bombardment Air Attack against the newly placed Insurgency unit. See Air Mission Rules.

MOVEMENT OF INSURGENCY UNITS

Insurgency Units may move as and with normal ground units.

Insurgency units may also use Insurgency Movement instead of normal movement.

- Insurgency Units may move 4 hexes regardless of terrain.
- Insurgency Units may cross water hexes as long as they begin and end their movement on a land or island space.
- They may ignore enemy ZOC but may not move through enemy units.
- If they end movement in an enemy Town, Port or City they must fight a combat therein (This does not apply to Villages).
 - Population Center has a combat value of 1.
 - Not required to attack adjacent enemy units.
 - If they force a retreat or loss on the Population Center, they may stay.
 - Any other result, they must retreat.

ELIMINATED INSURGENCY UNITS

An eliminated Insurgency Unit is placed on the turn track 2 turns in the future. This unit returns to the available pool and may be re-introduced to the game using Insurgency Point expenditures.

SUPPLY

All units must be in supply before they can perform game actions at full capability. They must draw supply from a friendly supply source.

SUPPLY SOURCES

Any number of units may draw supply from a single supply source.

Allied Supply Sources

- CIA, FDN, ARDE Entrenchments.
- Guatemalan, Honduran, Salvadoran, and Costa Rican Supply Hexes.
- Allied Supply Source Markers.
- Allied Supply Depot Markers.
- Some Captured Supply Hexes (As indicated below).
- USMC Beachhead (USA only).
- 82nd Airborne Airhead (USA only).
- Captured Coastal Ports (USA only).

Communist Supply Sources

- FSLN and FMLN Entrenchments and Fortifications
- Nicaraguan Supply Hexes.
- Communist Supply Source Markers.
- Nicaraguan Logistics Supply Units
- Communist Supply Depot Markers.

Clarifications by Nation & Faction

- *USA* can use all Allied Supply Sources
- *El Salvador* cannot use non-Salvadoran Supply Hexes or ARDE Entrenchments.
- *Honduras* cannot use non-Honduran Supply Hexes or ARDE Entrenchments.
- *Costa Rica* cannot use non-Costa Rican Supply Hexes or FDN Entrenchments.
- *Colombia* Cannot use Honduran, Salvadoran or FDN Entrenchments.
- *FDN* cannot use Costa Rican Supply Hexes.
- *ARDE* cannot use Salvadoran Supply Hexes.
- *Guatemala, Mexico, Israel, and CMA* cannot use Costa Rican Supply Hexes or ARDE Entrenchments.

FSLN Logistics Supply Unit

Does not require supply source/line. It is eliminated if it suffers any loss. Cannot be captured.

Supply Depots

Each scenario lists the number of Depots that can be built, once used they are removed from the game.

A Depot remains in play until any unit draws supply from it, at which point it is eliminated at the end of that phase. That means that any number of units may draw supply from it that turn, then it is removed.

A Depot may only be moved by a Helicopter or Air Transport on a Transport Strike Mission.

Supply Lines

For a unit to be in supply, it must be able to trace a path from the unit back to a supply source.

Supply lines may:

- Be of any length using roads or trails.
- Consist of no more than 4 hexes BEFORE reaching the road or trail back to the Supply Source.
- Not go through an enemy ZOC unless it also contains a friendly unit.
- Never go through an enemy ground unit.
- Never go through a water hex or hex side.
- Cross rivers.

Insurgency Unit exceptions:

- Insurgency Units may trace supply through enemy ZOC.
- Insurgency units may trace ZOC across up to 3 hexes of water.

Southern Airways Supply

FDN and ARDE units may create an Allied Supply Source (not Depot) inside Nicaragua. Choose an Air Facility inside Honduras (East of Hex Row 1900). Place a CMA transport unit with a Load Value of 1 or greater at that facility. As long as that unit is there, the supply source in Nicaragua will remain functional.

Out of Supply

Any unit judged Out of Supply during a Supply Phase receives an Out of Supply Marker. This unit suffers the following consequences until supply is restored.

- Cannot Attack
- Defend at half value
- Moves at half value
- Air Units may not perform missions
- Helicopter units may only use the Transfer Mission to reach a supplied hex

COMBAT

There are four kinds of combat in the game. Air to Ground (Bombardment), Air to Air (Interception), Ground to Air (Air Defense) and Ground.

Air to Ground Combat (Bombardment)

Bombardment takes place when an Air Unit attacks either a ground unit or a terrain feature using the Bombardment value. A friendly air unit may attack a hex if it survives Air Defense combat. The attacking unit may attack either a unit in the hex or a terrain feature in the hex, not both, on the same attack. Different attacks on the same turn could attack different targets in the same hex.

Targets are hit by rolling equal or under the bombardment value of the attacking unit.

Target modifiers are:

- Bridge = +0
- Air Facility = +6
- Road = +1
- Port = +0
- Masaya = +9
- Air Defense Unit other than Masaya = +2
- Ground Unit = +2
- USA Attacking = -2
- Attacked by Air Defense or Air Defense in Hex = +1
- Ground Unit is in any terrain other than rough or clear = +1

Terrain targets that are hit are marked with Damage Tokens. Ground units that are hit are flipped to their reduced side or eliminated on a second hit.

Air to Air Combat (Interception)

Air to Air Combat is fought at a target hex if intercepting Air Units or ground-based defenses are in range of the target.

Each unit uses the Air Combat Value to determine if they succeed in inflicting damage in the Air Combat Phase.

You may roll one die per attack. An attack must be targeted at a single target unit. The active player may indicate escorts that must be attacked before other units (they do not have to be destroyed, just attacked). If you roll equal or less than your unit's air combat value, you inflict a hit.

- All units may roll one die if they have a value of 1 or higher.
- If a unit has a value of 2 or higher, it may divide their attacks into strengths of 1 or more to make multiple attacks. These multiple attacks could be directed at the same opposing unit.
 - Example, a 2-value aircraft may make 2 attacks at 1.
 - Example 2, an 8-value aircraft could make a 6-value and a 2-value attack (likely getting an auto-hit on the 6-value attack).
- A J-class unit gets a -1 on the die roll against a S, D or H class unit.
- A S-class units gets a -1 against a D or H class unit.
- A D-class unit may not initiate an air combat or be placed on an interception mission, but may return fire if attacked
- An H-class unit may only initiate air combat against another H-class unit.

Ground to Air Combat (Air Defense)

Air Defense is performed by all eligible ground units prior to Air to Ground Attacks or Transport missions. Each unit below may make an Air Defense attack against in-range enemy Air Missions. All rolls are a single die.

GROUND TO AIR COMBAT

- Fixed SAM hits on a 5 or Lower. It inflicts 2 hits on a 1-2.
- Fixed AA hits on a 4 or Lower. It inflicts 2 hits on a 1-2.
- Mobile SAM/AA hits on a 4 or Lower. It inflicts 2 hits on a 1.
- USA, Cuban, and Nicaraguan 2+ attack value units hit on a 1-2.

Die Modifiers

- -2 if friendly AWACS/Masaya is within 10 of target.
- -1 if friendly EW is within 3 hexes of target.
- +1 if enemy EW is within 3 hexes of target.
- +2 if enemy AWACS/Masaya is within 10 hexes of target.

Ground Combat

Ground Combat is optional. If an attack is declared, ALL units adjacent to the attacking units must be attacked by some unit. Units in different hexes may attack the same unit.

Close Air Support. One Air unit of the attacking side may add their Bombardment value to a hex up to a total of +3. This mission may suffer Air Defense Attacks, see above.

Ground Combat Support. Up to two Helicopter or AV-8B units may add their Ground support value to an offensive combat (regardless of the number of hexes it covers). One Helicopter or AV-8B unit may be added defensively to each defending hex (note this is slightly different from the attackers option). These units may suffer Air Defense Attacks, see above.

Transport Strikes

Ground units may be placed in the same hex as an enemy unit if a Transport Strike is used (Paratroops or Helicopter Transport).

Insurgency Units

These units must attack a city, port or village if they end up in such a space in enemy territory. The defense value is 1.

Population Centers

If in a CITY, the defender may double the defense value of one unit.

A unit in a CITY does not have to retreat on defense.

An attacking unit in a CITY may ignore a retreat and suffer a hit to remain in the city.

Combat die rolls are modified by -1 in cities, villages, and ports.

Mountain and Jungle Hexes

Armor units cannot attack into a jungle or mountain hex without a road. This may negate them having to attack an adjacent unit even if they attack other units.

Islands

Units may move onto an island, temporarily sharing it with the enemy. They must have a fight in the combat phase. There is no option to retreat. Anyone that would retreat is eliminated.

Ground Combat Procedure

If an attack is launched, all units adjacent to the attacking unit AND in enemy ZOC must be attacked.

Follow the checklist below for each combat

- Attacker adds up all values of attacking units including:
 - All Ground Units
 - Ground Combat Support Missions
- Defender adds up all values of defending units including:
 - All Ground Units
 - Ground Combat Support Missions
 - Doubling one unit if in a CITY.
- Compare the values and determine the odds ratio. Round in favor of defender.
- Determine the Terrain Type.
- Consult the Combat Table and cross-reference the Terrain Type by the Odds Ratio.
- Determine Column Shifts (see Below)
- Determine Die Roll Modifiers (DRM's) (see Below)
- Attacker Makes the Die Roll
- Cross Reference the die roll and implement the results.

Column Shifts (shift in direction of side that qualifies)

- One or more Artillery Unit
- One or more Engineer Unit
- One or More Special Forces Unit
- One or More Tank Unit if Defender is in Clear, Rough or Forest (Attacker Only) – Negated if Defender has Anti-Tank
- One or more Ground Support Missions
- CIA EW Unit is within 3 hexes of Combat

Die Roll Modifiers

- -2 If all units attack across a river without engineers
- -2 If any defender occupies an Entrenchment or Fortification
- -1 if any defender occupies a Population Center
- -1 if any defender is an Insurgency Unit
- +1/2/3 if Bombardment points are delivered by a Close Air Support Mission
- +1 if any attacker is an Insurgency Unit.

Retreats & Pursuit

Most combat results will call for the retreat of either the attacker or the defender.

Units required to Retreat must either retreat away from their previous hex by 2 hexes or suffer an extra step loss in addition to any losses indicated by the combat result.

Units in the following terrain may simply ignore Retreat results with no adverse effects:

- City
- Entrenchment
- Fortification

Regular Ground Unit Retreat Rules:

- May not retreat through an enemy ZOC unless the hex is occupied by friendly units.
- May not end retreat in enemy ZOC unless the hex is occupied by a friendly unit.
- May not retreat across water.
- May not end retreat over stacked.
- May retreat off a map edge but are removed from play.
- All units in a stack must retreat as a stack.

Insurgency Ground Unit Retreat Rules:

- May retreat through an enemy ZOC.
- May not end retreat in enemy ZOC unless the hex is occupied by a friendly unit.
- May retreat across water as long as it ends on land.
- May not end retreat over stacked.
- May retreat off a map edge but are removed from play and will return in 2 turns.
- All units in a stack must retreat as a stack.

Paratroop and Airmobile Ground Unit Retreat Rules:

If forced to retreat or the enemy in a target hex is not forced to retreat, these units must obey the following:

- May retreat through 1 enemy ZOC (not a second).
- May not end retreat in enemy ZOC unless the hex is occupied by a friendly unit.
- May not end retreat over stacked.
- May retreat off a map edge but are removed from play and will return in 2 turns.
- All units in a stack must retreat as a stack.

PURSUIT

Two ground units may Pursue a retreating unit:

Airborne and Helicopter Units may NOT advance on the turn they drop.

REORGANIZATION AND REBUILDING

Units that suffer hits and that are either flipped to a weaker side or removed from play entirely may be flipped back or rebuilt.

REORGANIZATION

A unit that is flipped to a reduced side, may be flipped back to full-strength. This is referred to as Reorganization. To do so, the following steps must be followed:

- The unit may not be in an enemy Zone of Control
- The unit must be able to trace supply to a Supply Source
- The unit must be on the map with the reduced side showing, it cannot be eliminated
- Spend 1 Reorganization Point
 - Spend 2 Reorganization Points for a Tank
 - Tank units that have 2 counters and may only be increased 1 level per turn
- Insurgency Units may be reorganized using either Insurgency Points or Reorganization Points

USA Points may only be used for USA/CIA units.

Allied Points may only be used for other Allied forces.

FSLN Points are used for FSLN and Nicaraguan insurgency units.

Communist Points may be used by Cuban, Soviet, Communist International, Libyan and PFLP units.

The following units may not be Reorganized:

- Air and Helicopter units
- All SAM and AA units
- FSLN Logistics Supply units
- FSLN SS-20 unit

REBUILDING

An eliminated unit may be returned to play by spending 3 Reorganization Points. The unit is placed 3 turns ahead on the turn track and will enter that turn as a Reinforcement.

Rebuilt units are placed in a Supply Source of the specific country. USA can be rebuilt in Honduras and/or El Salvador.

The following units CANNOT be Rebuilt:

- Special Forces units
- Mexican and Columbian units
- Armor, Air, and Helicopter units
- SAM and AA units
- FSLN Logistics Supply units
- FSLN SS-20 unit

INSURGENCY UNITS

Insurgency units are not rebuilt with Reorganization points. If eliminated, they are placed 2 turns ahead on the Turn Track, at which point they are returned to the available pool and can be returned to the map using Insurgency Points.

REINFORCEMENTS

Reinforcements are listed in the scenario or in the Intervention Cards. When the indicated turn occurs, they are placed during the Reinforcement Phase.

Reinforcements are either placed in a city of the matching nationality or in specific locations indicated by the scenario. If these are all enemy controlled, there will be no reinforcements that turn or any future turn for that nation.

Some scenarios call for additional points (Reorganization, Insurgency, etc.) These should just be noted on the chart.

THE PREDATOR

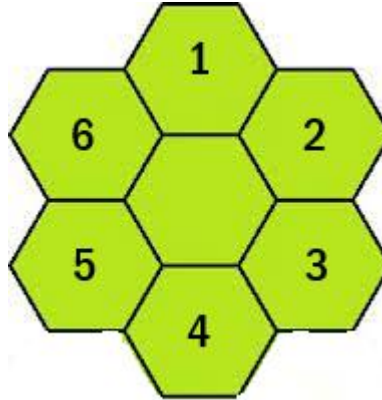
As this game takes place during the same time and location as the Predator movie, I have seen fit to include rules for adding the Predator to any of the scenarios.

Placement

The Predator counter is placed in hex 2806 at the start of the game.

Movement

At the end of each turn, the Predator moves five spaces in a random direction.



The Predator will adhere to the following restrictions in order:

- It will not enter a hex that is not either Mountain or Jungle.
- It will always try to use its last movement to avoid a town or city.
- It will always try to use its last movement to enter a space with a combat unit.
- It ignores ZOC and terrain.

Combat

If the Predator ends its movement in a space with any combat unit, the weakest combat unit suffers 1 loss and moves to the nearest empty space (this is chosen by the player whose unit was not attacked.)

A Predator may only be attacked by a Special Forces unit.

If attacked, the combat starts on the 2 to 1 Odds table. The Predator is only hit if the result is a blue box (Defender Retreat) result.

The first time it suffers a loss, it moves the farthest it can in any single direction while remaining in Jungle or Mountain spaces.

The second time it is hit, it is eliminated and the side eliminating it scores 6 VP.

POP Rules Written by:

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