

B*A*T*T*L*E* P*L*A*N

(2nd revision)

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Battle Plan is played on a map of Europe containing 28 countries, 2 of which (Iceland & Switzerland) take no part in battles, & cannot be attacked.

Each player in the game starts with \$100 million cash, 30 spies, 3 counterspies, & a popularity index in each minor (non-playing country) of zero. He also has multipliers for increasing his resources (explained later). He starts with one occupied country and no controlled (minor) countries. As his armies capture other countries, they also become occupied countries. A player may give certain assets to minor countries to influence them. Each item given increases the player's popularity index in that country. The player who has the highest index in a minor controls that minor (it becomes one of his controlled countries) until someone else takes it away from him.

Each occupied country has a home popularity index (HPI), an army, a navy, an air force (AF), industry, a missile base (M-B), a GNP, a missile reserve, and an anti-missile (ABM) reserve. Minor countries have no HPI or GNP, but have a popularity index for each player. Countries may be either occupied or minor, and may change from one situation to the other several times. But each player must have at least one occupied country at all times, or he has lost the game. Thus the object of the game is to take away the other players' occupied countries, either by capturing them, or causing them to become minor countries.

Occupied countries begin with 50 armies, 20 navies, 30 air force (for countries with no coast, no navy but 50 air force), 10 missiles (none in the missile base, and thus no one can fire missiles on the first turn), 20 ABMs, and 30 industry. The HPI and GNP both start at 100.

Minor countries start with 10 army, 4 navy, 6 air force, (for those with no coast, no navy but 10 AF), 6 industry, no missiles, and no ABMs. During the first turn (and any other turn in which no one has control of the minor) it will use its industry to build approximately 50% armies and 25% AF and navy. If it is blockaded, it will build all navies in an attempt to break the blockade.

At the beginning of each turn, you will get a list of your assets, the names of all the countries you occupy or control and their assets; and a list of all the countries in the world telling (a) which country controls each coast (b) if it is an occupied country, which player owns it, & (c) if it is a minor, what your popularity is there. You also get your spy reports, a list of your multipliers, and the world news. The world news will contain a list of missile attacks, naval attacks, AF attacks and army attacks. All that will be told is who attacked whom, no amounts. (Belgium fired missiles at Hungary, etc.) You will be able to tell who won by who controls the country at the end of the turn.

INCOME

Each player gets an income of \$1 million times the combined GNP of all the countries he occupies (less any penalties for blockades, etc.) He also gets one point for each industry in each country he controls or occupies. Points may be used to build; army, navy, AF, missiles, ABMs, and more industry. The number of points used is multiplied times the multiplier (there it is) of what you are building, and the result is the number built (fractions are dropped, not rounded or saved). Example: the missile mult. is 180/180 to start (1/1), so if you spend 10 points on missiles, you get 10 missiles. Each point used from one of your occupied countries (including the one you start with) will cost you \$1 of your cash. This is subtracted from your total cash as you build. You may not use more than $\frac{1}{2}$ of your points in any country to build one kind of item (unless $\frac{1}{2}$ is less than 10—you can always build 10 of anything if you have that many points). This limit is applied to the countries doing the building, not where they are built. Example; you can have all of your occupied countries build 10 armies each in Spain, but you cannot have Spain use all 30 of its points to build 10 armies in each of three different countries. Any points in an occupied country not used to build anything will automatically be used to increase your GNP, one GNP for one point (This will not cost you any money). Any minor country points not used will be used to build 50% armies, and 25% navies, and AF. Points cannot be saved or given away.

Any cash not used for point building may be saved or spent on: increasing your GNP(cash spent x GNP multiplier = GNP increase), repairing transportation centers(TC)(cost \$10), propaganda in your occupied country(cash spent times HPI multiplier=HPI increase), propaganda in an enemy occupied country(each \$1 spent reduces his HPI by one), propaganda in a minor country(each \$1 increases your popularity by 1), repairing missile bases(cost \$10), spies, counterspies(CSpies), or research. You may not spend more than 20% of your cash on any one item(except for paying for use of points) unless 20% is less than 10. You may always spend \$10 on anything.(Sending propaganda to two different countries or spending research on two things are considered two different items for this rule). All the cash produced to your occupied countries is added to your cash & may all be spent on one country or spread over many.

ARMY

When you spend points on army, you must say which country to start them in. They may not move or attack on the turn you build them. They will defend the country you build them in. If you build an army in a minor country with points from your occupied countries, your index in that minor will increase by 2. Armies may move from any occupied country to any other occupied country, or they may attack any bordering country, or they may be given to any country (by moving them there). You may attack overseas(invade) if your navy(or the navy of any of your minors) controls the coast of both the country you are attacking from, and the country you are invading, both at the beginning of the turn and at the end of the turn.(Therefore you cannot blockade a country and invade on the same turn). If you lose one of the coasts during the turn, the attack is cancelled. Any army not attacking is defending the country it is in. You may not attack any one country with more than 50% of your armies. (In other words, if you are in Spain, you can attack Portugal with 45% of your army and France with 45%, but you cannot attack Portugal with all 90%). This 50% is figured on the number of armies that started the turn in the country(and cannot be increased by armies built or moved there during the turn). You can always attack with at least 10 army(if you have that many). You must leave at least one army in each country(if you move them all out, you should build one there). If you do not, that country will be forced to "call up the reserves", and it will get one free army, but your popularity will drop there 15.(Notice that if you want to occupy a minor that you already control, you may have its armies attack someone else, while your armies attack it, but it will always have at least one army left.)

ATTACKS WITH ARMIES

In an attack, if there are more attacking armies than defending armies, the attacker wins. Otherwise the defender wins. The winner will lose a smaller amount of army than the loser(the more you outnumber him, the smaller your losses). If the armies are exactly the same size, the defender wins, and has one army left. If 2 or more countries attack the same country at the same time, & the defender wins, all the attackers are wiped out. If the attackers win(their armies are combined for the attack), one of the attackers will take over the losing country, and the others will return to where they started from(after taking their share of the losses). The attacker with the most armies has the best chance of being the one to take over. Note that if the returning armies go home to find that their home country was taken over by an enemy while they were gone, the enemy gets control of the armies! So it is very important to leave a garrison force behind if there is any chance of being attacked. If 2 countries attack each other, these attacking forces battle it out with each other first, then the winner continues on to attack his target. If your armies attack a country and win, that country is added to your list of occupied countries. It loses $\frac{1}{2}$ of its industry and gets a starting HPI of 100. If it was a minor before, it gets a GNP of 10. If a minor you control occupies a country, it does not become an occupied country, but instead all of its popularity indexes are reduced to zero, and your index there is made equal to $\frac{3}{4}$ of your index in the minor that captured it for you. Notice that if you give \$10 propaganda to a minor to get popularity on the same turn that any country defeats that minor in battle, your popularity is immediately erased. If an occupied country is captured by a minor, it becomes a

minor country (this is one way to change an occupied country to a minor country). If you attack a minor with armies and lose, your index there becomes zero.

NAVY

When you build navy with your points, you must say which coast to build it on. If that coast is controlled by a minor, the navies belong to it, and your index in that minor is increased by 2. A country cannot build navy unless it has a coast. Also it cannot build navies on other coasts if its own coast is blockaded. (It may build navies on its own coast, which immediately attack the blockading forces. Notice that any time a country builds navy on its own coast, and it does not control that coast (even if an ally does) the newly built navies attack the others.) Navy may move to any coast you control, attack any coast, or be given to any country (by moving them to a coast that country controls.) (Note: Minors cannot give away anything). Battles are fought the same as army battles, except if two countries attack each other, they do not battle it out first, but each goes on to attack the other. If you win, you control that coast, and that country is blockaded. His cash income and points from that country drop $\frac{1}{3}$ until he takes control back. (Ex: you have 6 industry and thus 6 points. You are blockaded. Next turn you still have 6 industry, but only 4 points). His HPI drops 10 for every turn he is blockaded. If you have a country blockaded, and want to add more navies to the blockade, you do NOT attack again. You merely move more navies there (under "MOVES" on your turn sheet.)

AIR FORCE

Building air force is the same as army or navy. AF may be used to attack the following in any enemy country in the world: army, navy, industry, TC (explained later), or missile base. Of AF may defend any of those in its own country. Any AF not used for anything else will automatically defend army in the country it is in. (Note that newly built or moved AF cannot attack, but it can defend). Enough attacking AF to equal defending AF (if any) will be used to fight the defenders. Each will lose approximately the same number of AF. Any remaining attacking AF will each have $\frac{1}{2}$ chance of doing some damage. Any AF successful in doing damage will: destroy the TC or missile base, or 1 army, 1 navy, or 1 industry. If in an attack on army or navy, there are more defending AF than attacking AF, the remaining defenders will each have $\frac{1}{2}$ a chance of destroying an attacking army or navy (if any). You cannot attack any target with more than 20% of your total AF of one country (unless 20% is less than 10—you can always attack with up to 10). Attacking two different targets in the same country with 20% each is allowed. You cannot defend a blockade with air force.

MISSILES

Building msls is the same as army, except if you build them in a minor, your index there increases 3. Msls built in a country are placed in that country's missile reserve (and may not be placed in the msl base that turn). Missiles in a reserve may be given away or placed in your missile base (not fired or placed in someone else's missile base). Minors may only place missiles in their own base. Missiles placed in a base may not be fired that turn. Missiles in a base may be fired anywhere in the world at army, missile base, TC, or industry. Note they cannot be fired at navy. If a msl is not stopped by an ABM, it will destroy a msl base, a TC, or 10 armies, or 5 industry. A player's HPI drops 2 for each msl that hits his country. Note once a msl is placed in a base, it can be left there or fired. It cannot be taken back out or given away.

ABMs

Same as missiles, but are not put in bases. They remain in the ABM reserve. May be used to defend anything a msl can be fired at. One ABM stops one msl. At the end of the turn, all ABMs not used to stop msls, are returned to the reserve.

MISSILE BASE

If a msl base is destroyed, it costs \$10 to repair. Any msls that were in it are destroyed. The turn you repair it, you cannot put msls in it.

SPIES

When you spend cash for spies, your spy reserve is increased by the amount spent times the spy mult. You may send any number of spies to any country to find out any of the following: army, navy, air force, industry, whether his TC is destroyed, number of msls in msl base, size of GNP, size of HPI (if it is an occupied country) or all of the popularity indices (if it is a minor). Each spy not blocked by a counterspy has a $\frac{1}{2}$ chance of finding the information. (Thus if you send two, and there is no counterspy, you will have a 75% chance of finding the info.) Each spy sent is used up.

COUNTERSPIES.

Are bought the same as spies. They may protect from discovery: size of army, navy, AF, whether your TC is destroyed, and # of msls in your msl base. All CSpies sent are used up. Anything a CSpy is protecting, no amount of spies will discover that turn.

TRANSPORTATION CENTER (TC)

Each country has a TC. When it is destroyed by AF or msls, that country's cash income and points drop 5 until it is repaired, and its HPI drops 5. Repairs cost \$10.

RESEARCH

You may spend money on research to increase the size of any of your mult. This will increase future production. Whether the research is successful is determined by chance, but the more money you spend, the better chance you have. Each \$1 spent has a $\frac{1}{2}$ chance of increasing the numerator of the mult. fraction by 1. (Ex: your army mult. is $150/150$. Suppose you spend \$30 on army research, and the mult. is increased to $165/150$. Now if you spend 10 points to build army, you get 11 armies instead of just 10. Notice that it takes a great deal of money to make any real difference, as fractions of armies built are dropped, not saved.) Increases in mult. are permanent.

HOME POPULARITY INDEX (HPI)

There is one HPI in each occupied country. It increases 1 for each \$1 spent on improving GNP, increases (cash spent times HPI mult.) for money spent on propaganda in your own country. It decreases 1 for each \$1 spent by others on propaganda in your country, drops 10 for every turn you are blockaded, 5 for every turn your TC is destroyed or not repaired, and 2 for every msl that hits your country. If this index drops below 75, there is unrest in the country, and the cash income drops by 10 until the index is back above 75. If it drops below 50, there are general strikes and income drops 30 or more and points drop 10. If it goes below 25, there are riots, & GNP drops 10 and you lose 5 industry for each turn it remains below 25. If it goes below 10, there is a chance of revolution, & if it goes to zero-REVOLUTION! & you lose that country. It becomes a minor with no popularity indices. This is the other way to make an occupied country into a minor (If a player drops out of a game, revolutions will occur in all his occupied countries.)

MINOR COUNTRY POPULARITY INDEX

When your index in a minor is higher than anyone else's, you will be told so at the beginning of the turn. You may tell that minor where to attack and what to build with its industry. You may attack by sea (invade) on coasts that are controlled by any of your minors. (You may even invade a minor you control over its own navy.) You may not instruct it to give away anything either to you or to another player or minor. If you spend money on propaganda in a minor, your index goes up one for each \$1 spent. You can also increase your index there by building the following things there: An army, navy, or AF=2. A missile or ABM=3. An industry=5. Note: you may give a minor armies, msls, etc. by moving them there, but you do not gain any popularity this way. To increase your index, you must build the items there. If you attack a minor with armies, your index goes to zero. If you don't tell your minor what to build with its industry, it will automatically build 50% army, and 25% navy and AF.

OCCUPYING A COUNTRY

If any one of your occupied countries captures any other country, that country becomes one of your occupied countries. If any minor you control captures another minor, all indices in the captured minor become zero, and your index is made equal to $\frac{3}{4}$ of your index in the capturing minor. If a minor captures an occupied (Player) country, that country becomes a minor.

DIPLOMATIC MESSAGES

You may write a message to any other player on a separate piece of paper. It will be delivered to him the next turn. Direct it to him by player number. Diplomacy is very important as you try to persuade your neighbors into attacking someone other than yourself.

THE MAP

The following countries have no coasts & so cannot be blockaded & have no navy: Austria, Czechoslovakia, Hungary, & Luxembourg. Turkey & Russia may attack each other by land. Denmark and Sweden cannot. Romania & Bulgaria have coasts only in the Black Sea. The player who controls the Turkey coast may blockade either or both merely by declaring them blockaded. This player may also halt all navy attacks or invasions made through this strait (either by or against Bulgaria or Romania). If this is done, all army attacks (invasions) through the strait are cancelled, & all naval attacks through the strait are changed to an attack on the Turkey coast.

NEUTRAL COUNTRIES

Iceland and Switzerland are neutral and cannot attack or be attacked. Popularity can be gained in them only by giving them cash (spending money on propaganda). The player who has the highest index in Iceland can buy 2 industry for \$6 each (every turn). The player whose index is highest in Switzerland can apply economic sanction against any occupied country & cause it to lose 10% of its cash income the next turn. (Economic sanctions are announced to all players.)

LIMITS

Something that a lot of beginning players miss are the limits mentioned in several places already. For convenience, I am going to list them here: You cannot spend more than 20% of your cash on any single item. You cannot spend more than 50% of your points of one country on any one thing. You cannot attack with more than 50% of your armies (in any one attack). You cannot attack a target with more than 20% of your air force. In all cases, if the limit is less than 10, the limit does not apply. Important, if, on your turn, you go over one of the limits, I will reduce the amount to the minimum limit of 10. Thus, if you have 50 armies, and you try to attack a neighbor with 26, it will be changed to an attack of 10. I do not have time to go back and look up what your maximum limit was supposed to be. You are supposed to do that.

CODES

The following are the two letter abbreviations for the countries. Pay careful attention to Poland-Portugal, and Romania-Russia. If you write RU when you mean Romania, or GR when you mean Germany, sorry about that! If the order is legal, it is carried out. If not legal, it is ignored. And there is NO country PO!

AL=Albania	FI=Finland	IT=Italy	SP=Spain
AU=Austria	FR=France	LU=Luxembourg	SW=Sweden
BE=Belgium	GE=Germany	NE=Netherlands	TU=Turkey
BU=Bulgaria	GB=Great Britain	NO=Norway	RU=Russia
CY=Cyprus	GR=Greece	PD=Poland	YU=Yugoslavia
CZ=Czechoslovakia	HU=Hungary	PR=Portugal	IC=Iceland
DE=Denmark	IR=Ireland	RO=Romania	SZ=Switzerland

THE PLAYER'S PRINTOUT

At the top of the printout is the game number, turn number, total cash, spies, and CSpies. Note that the player number is always in brackets whenever it appears.

The second section is the multipliers. They are in the form of fractions. If you spend points on armies, the points are multiplied by the army mult. to get the number built. If there are any fractions left over, they are dropped (not rounded or saved). For the first turn (and always for minors) the mult. reduce to 1 for army, navy, air force, msls, ABMs, 3 for HPI, 2 for spies, and 1/5 for CSpies and industry.

The 3rd section is "countries you control". If there is an * after the name of the country, then it is a minor. CODE is the 2-letter abbreviation for the name of the country. NAV is how many navies you have on your coast. If there is a number under BLK instead, you are blockaded, and the number indicates how many enemy navy are on your coast. If ** is under T-C, then your TC is destroyed. ARM is the number of armies you have in that country (same for AF, MIS, & ABM). M-B is the no. of msls. in your msl base (the number you can fire this turn). If there is ** under M-B, then your base is destroyed. IND is the amount of industry in a country, and PTS is the no. of points you can spend from that country. IND & PTS will always be the same unless you are blockaded, your HPI is below 50, or your TC is destroyed. GNP is the cash income from that country (less the same penalties).

The 4th section tells you what navies you control, and where they are. If = is after the no., then the navies belong to you & you may attack anywhere in the world or move them anywhere. If you move them to a coast controlled by someone else, he gets the navies. If - is after the no., then the navies belong to one of your minors, and may attack anywhere, but can only be moved to a coast also controlled by the same minor.

The 5th section (occupiers and coast controller) is very important. It lists all the countries in the world. If the number in front of a country is contained in brackets, then the country is an occupied country, and the No. is the player who owns it. If the no. is not in brackets, then the country is a minor, and the number is your index there. The first two letters are the code for the country. The second 2 letters are the code of the country who controls its coast. If the 2nd two letters are --, then the country has no coast. If the country that controls the coast & the country whose coast is controlled are both run by the same player, there is no blockade.

(ex: 5-CY/GB means that Cyprus is a minor, your index there is 5, and GB controls its coast. If both CY and GB belong to the same player, there is no blockade.)

The next section is army, navy, AF, and mal attacks. In this, AU-CZ means that Austria has attacked Czechoslovakia. You are not told who won, or how many armies attacked. You have to figure that out from the final results and from your spy reports. IMPORTANT: in a naval attack, the first code refers to the coast from which the attack came from, NOT the country which made the attack. (Ex: if GB controls the coast of CY, & next turn wished to attack FI with the navies on the CY coast, the code appearing under naval attacks would be CY-FI, not GB-FI. If GB were blockaded and wished to unblockade himself with the navies on the CY coast, the attack (and the order) would be CY-GB. And under air force attacks, it is entirely possible to get a result GB-GB, which merely means that GB's air force attacked the enemy navy on his coast. You have to look at who controlled the coast last turn.

THE TURN SHEET

Be sure to fill in game#, turn#, and player#.
Down the left margin of the turn sheet are the 2-letter codes for all the countries. On the same line with each name are several spaces that may be filled in to indicate actions involving that country. Under the word BASE adjacent to the name of your country, put the number of msls you want moved from your msl reserve to your msl base. (Note: it ** appears on your printout under M-B, you cannot move any msls to your base, as it is destroyed). In the next column, under B or T, put a check mark if you wish to repair a msl base or TC (\$10). In the column under GNP, write the amount of money you wish to spend on increasing GNP. You may increase GNP in any occupied country (if you improve the GNP of an ally, he won't know where it came from unless you tell him). In the column under PROP write the amount of money you wish to spend on propaganda. (You cannot increase another player's HPI except by increasing his GNP). In the columns under CSpies, put a check mark under the item you wish protected from spying (A=army, F=Air force, N=navy, B=msls in your base, T=whether your TC is destroyed). You can assign CSpies to any country. Each check is one CSpy used. In the columns under spies, write the number of spies you wish to find out the desired info. (I=Industry, P=HPI for occupied countries, and popularity indexes for minors, G=GNP). In the columns under research, write the amount of money you wish to spend increasing the corresponding mult. If you control Turkey's coast, you may close the strait, or blockade BU or RO merely by placing a check mark in the proper space. (If you close the strait, it does not hinder your own forces). If you control Switzerland, you may apply an economic sanction by writing the code of the country in the space provided. For training spies and CSpies, merely fill in the amount of cash you wish to spend (not number of spies you want to build).

ATTACKS

The column under attacks is divided into 4 parts. If you make an attack, put the code for the attack in the first space, the name of the country you are attacking from in the 2nd space, the country being attacked in the 3rd space, and the no. of units attacking in the 4th space. A is an army attack over land, AN is an army attack over sea (invasion). N is a Navy attack, Air force attacks=FA is an attack on army, FN is an attack on navy, FB is an attack on the msl base, FT is an attack on the TC, FI is an attack on industry, Missile attacks=MA is an attack on army, MB is an attack on the msl base, MT is an attack on the TC, MI is an attack on industry. Msls cannot attack navy. Note that msl and AF attacks must be two letter long. (You have to say what you are attacking). If you have more attacks than will fit on the sheet, put a check in the space marked "MORE" and continue on the back. Remember, you can only use 50% of your army, and 20% of your air force in any one attack. MOVES- this column is divided into 4 parts also. The 1st part is for the code of what you want moved (A=army, F=air force, N=Navy, M=msls, L=ABMs, & you can not move industry). The 2nd space is where the items are coming from, the 3rd space is where they are moving to. The 4th space is how many. Your occupied countries can move things to any other country in the world. If the country is controlled by another player, he gets them. Minors may only move navies, and these only to a coast controlled by the same minor. Any other moves by minors are attacks (and must appear in the "ATTACKS" column.) Build- In the first space put the code for what you want to build (A=army, F=AF, N=navy, L=ABMs, M=msls, I=industry). In the 2nd space put the country doing the building. In the 3rd space, put the country in which they are to be built. Occupied countries may build in any other country. Minors may only build in their own country. The 4th space is the no. of points spent. (Not necessarily the same as items built-see RESEARCH). If you are building with the points of an occupied country, \$1 is subtracted from your

cash for each point spent. If you control Iceland, you may direct Iceland to build 2 industry in any country (this will subtract \$6 for each from your cash). You may build them in 2 different countries, if you wish. In this case, the 4th column is how many, one or two.

DEFEND- In the first space goes a two letter code. F or L for air force or ABMs, and the code of what is being defended (A=army, B=msl base, T= TC, I= industry, N= navy). ABMs cannot defend navy, and air force does not need to be ordered to defend army. In the 2nd space is the country defending itself. You must name the country defending itself. If you want the ABMs in Spain to defend Portugal, you must move them to PR under "MOVES", and the PR can order them to defend. The 3rd space is the number of units defending. Remember, AF not doing anything else is defending army, but ABMs not ordered will just sit in storage! You can defend with ABMs or air force on the turn it is built. You cannot defend a blockade.

Combining several player's moves may cause unusual things to happen. Indices may change, armies be won or lost, ABMs may disappear. Part of the skill of the game is figuring out what happened from the incomplete (and spies are very important), information. If you think a mistake has been made, by all means say so, but it may have been something you overlooked. REMEMBER- the computer does not do what you want it to do, it does what you tell it to do. Any moves which are illegal or cannot be completed will be ignored. I will return your turn sheet with mistakes and illegal moves circled in red. If you give something to an ally, you will have to tell him yourself. If he asks me to verify a gift, I will, but I will not volunteer the information.

Anytime you want to start in a game of Battle Plan, just send a request and payment for at least the first move. Moves are ~~50¢~~ **55¢** per turn (always payable in advance of the turn, i.e. with turn 1 you should include ~~50¢~~ **55¢** for turn 2.) and time limits are two weeks. If your move is not in my hands after the mail is delivered on the day of the time limit, you may miss your turn (and that is practically fatal in this game). If your turn is late, and I have not done the turn yet, I will accept it. If I have already sent the turns out, I'm sorry there is no way to do it over. If all the turns are in early, I'll do the game early. For 3¢ extra per turn I'll mail your moves airmail. Group rates are available if there are 6 or more people in one area who want a game together, and someone agrees to be the moderator (with the computer doing most of the work).

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BATTLE PLAN MAP

