

# MECH WAR 2

## ADDENDA

### As of November 1979

#### STANDARD RULES

##### Charts and Tables

[12.11] **Vehicle Loss Modification Table** (*deletion*) Delete the Chobham column

[12.3] **Loss Modifier Chart** (*corrections*)

A. "Moving" should be "moving vehicle."

B. "Stacked..." should be "for each additional Friendly unit..."

(*additions*)  
C. If an infantry or vehicle unit is in a hex that receives fire simultaneously from two enemy positions whose direct fires enter the target hex from directly opposite hexsides, add +4 to the loss modification die-roll. (This accounts for flank and rear hits.)

D. **Target Unit Is:**

Class B vehicle in defilade: -2

Class A, C, D, or E vehicles in defilade: -4

E. **Firing Unit is:**

Suppressed Infantry: -4

Infantry unit firing ATGM and receives overwatch fire as a result of that firing: -4

Vehicle firing ATGM and receives overwatch firing as a result of that firing: -2

E. *Use the following procedure for chobham vehicles.* For each chobham vehicle hit, roll a die. On a roll of 1, 2, or 3, the vehicle is destroyed. On a roll of 4, 5, or 6, there is no effect.

[14.32] (*correction*) This should be titled "Scattered Artillery Combat Results Table."

[20.74] **Ground to Air Combat Results Table** (*correction*) At an attack strength of 4, a die roll of 3 is "no effect."

[20.77] **Air Defense Combat Strength Chart** (*correction*) Gun-3 at 0 hex range is rated "4/0."

[28.15] **Camouflage Observation Table** (*addition*) Camouflage values are increased, cumulatively, as follows: smoke: +1; night: +2; medium fog: +1; heavy fog: +2; ground or falling snow: +1; blizzard: +2.

The Player's Notes were written by John Kallauger.

**Rules:** (\* = optional)

[4.1C2] (*clarification*) First sentence should read: Friendly units with short halt designation and enemy units with fire-and-move designation may also fire in the Final Fire Segment.

[6.4] (*correction*) **Exception:** In a town hex there may be up to 6 platoons of infantry plus one platoon of engineers.

[6.43] (*correction*) Infantry and engineers in town hexes do not suffer on the Loss Modification Tables for stacking.

[6.55] (*addition*) Vehicular units in heavy woods or town hexes may remain in Column Formation while using mine plows to breach minefields or when entering breached minefield hexes.

[7.36] (*addition*) Infantry in town hexes may be spotted from more than one hex away only if the infantry unit has fired in that Phase.

[9.4] (*correction*) Suppressed infantry units receiving an S result do not suffer a step loss if in town, trench or fortification hexes. (*optional, but recommended*) Protected Target Class Vehicles use the same combat results as Light Target Class Vehicles against Indirect Fire. Hard Target Class Vehicles: All combat results suppress them as before, but when the fire is from (artillery) indirect fire and the result is 1, 2, 3, 4, or 5, add up the cumulative effect of these particular results for each hex during each Indirect Fire Phase and

divide this total by 3. This result represents the number of Hard Target Vehicles destroyed. If any of the indirect fire units are a motorized rifle battalion or the equivalent, divide by 2 instead of 3. **Example:** Three Indirect Artillery battalions fire onto the same hex and the following are the results: 1, 2, 3. If the target was a Protected or Light Vehicle, 6 vehicles would be destroyed. If the target were Hard Vehicles, 2 would have been destroyed. If one of the 3 battalions was a motorized rifle battalion, the loss would have been 3 vehicles.

[12.2] (*correction*) If the defending infantry unit is in a town, trench or fortification hex, each original step loss is *separately* modified through this procedure. Thus, for example, a 2-step loss would be treated as two separate 1-step losses, each of which is separately modified, when the defending infantry is in a Town hex.

[13.13] (*addition*) The -4 loss modification for infantry in a Town hex does not apply to a unit which enters Close Assault from another hex during the Phase of entry.

[14.14] (*correction*) In the "Patterns of Fire Example," the direction of fire arrow for the battery fire pattern should be reversed.

[14.32] (*correction*) The Off-Target CRT should be called the Scattered CRT.

[14.6] (*clarification*) All on-map artillery units are *sections*.

[15.25] (*addition*) A vehicle unit which is subject to Opportunity Fire while entering defilade does not benefit from the die roll adjustment when resolving that attack. Instead, it receives a modification for moving.

#### [15.5] (*addition*) EFFECTS OF DEFILADE ON OBSERVATION

Units in defilade which have not fired in the current Phase have the range at which they can be observed reduced to 1 hex by day in Clear Terrain in good weather; to 0 hexes in other circumstances.

[16.57] (*clarification*) Vehicle smoke is removed at the end of the next Friendly Movement Phase.

[18.12] (*clarification*) A company which has ceased to exist is counted as in Morale State 3.

\*[19.45] (*addition*) A result of 3 on the On-Target Artillery CRT will breach a barrier minefield hex. A result of 2 or 3 on either Artillery CRT will breach a defensive minefield hex. A result of 1, 2, or 3 on either Artillery CRT will breach a hasty or Artillery-delivered minefield hex.

[20.5] (*clarification*) At night or in foul weather conditions, treat helicopters as moving vehicles in determining the range at which they can be observed.

[20.54] (*correction*) "Friendly Movement Phase," not "Indirect Fire Phase."

[20.72] (*correction*) The first sentence should read: "Consult the Air Defense Combat Strength Chart (20.77)."

[20.73] (*correction*) The reference to 20.75 should be to 20.74; the reference to 20.77 should be to 20.76.

\*[20.79] (*addition*) The combat strength of air defense systems against helicopters is doubled if the attack takes place while the helicopter unit is engaged in mounting or dismounting operations (see 20.91).

[23.33] (*addition*) Units spotted at ambient light ranges, which could not be spotted using natural light, are shown to the spotting player (dummies are removed), but they are not spotted for purposes of fire combat and are not flipped over.

[24.51] (*correction*) The reference is to 24.4, not 26.3.

[25.0] (*correction*) Procedure (c): The order of priority of rough 1 and rough 2 should be reversed.

[26.15] (*addition*) Enemy artillery units may be located while friendly jamming is in effect, but in such circumstances their RDF value is 2.

[26.22] (*correction*) Jammers are 3-vehicle units and are able to function with 2 vehicles remaining, but not with a sole vehicle remaining.

[26.23] (*correction*) Delete the reference to Overwatch in the fifth line.

[26.26] (*correction*) Delete the word "again."

[26.66] (*addition*) Exception: Units in trench, fortification or Town hexes.

[26.7] and [26.8] (*clarification*) Relay links by short-range radio and visual signals are limited to a total of 4 such links. Telephone links are not limited.

[26.88] (*clarification*) If such a displaced signal hex is chosen, that displaced hex is considered to be the reference point for RDF on that HQ (see Case 26.1); the second line should read: "from any one hex."

[28.16] (*clarification*) These increases are cumulative.

\*[28.18] (*addition*) Camouflage values are decreased by 2 for units in the same hex as the unit attempting to observe them. If such camouflaged units remain unobserved, it is not involved in close assault. As an exception to 28.11, the camouflage die roll must be repeated for each dismounted infantry platoon which subsequently enters the hex.

[29.31] and [29.32] (*correction*) Delete the last sentence in both Cases. The + or -2 die modification applies to each Friendly engineer squad.

\*[29.33] (*addition*) Three engineer squads or an engineer platoon may create Town devastation in a hex by spending 6 consecutive complete Game-Turns in that hex with a Bound command, not being attacked by any form of direct fire.

#### SUEZ TO GOLAN

##### Rules

[205.21] (*correction*) The third line should read "four hexes," not "two hexes."

#### RED STAR/WHITE STAR

##### Charts and Tables

[102.22] **Main Gun Anti-Infantry Attack Strength Table** (*correction*)

(a) "Number of Firing Vehicles" should read from left to right: 5 4 3 2 1.

(b) Beehive values are the same as Class 3 Medium Main Gun.

[107.27] **Nuclear Load and Plot Time Chart** (*correction*) Under Bomber Plot Time, the second column should be headed: "Plot Change Time," not "Plot Time."

**Infantry Data** (*corrections*) US Marines also have Dragon (3) Personnel Anti-tan! Weapons. UK Mech also have LAW Personnel Anti-tank Weapons. All infantry units except engineers have ambient light capability.

**Helicopter Data** (*correction*) Mi-24 has a transport capacity of 1 platoon.

##### Vehicle Unit Data

 (*corrections*)

(a) Scorpion and Scimitar do have Amphibious Capability.

(b) Chieftain, Leopard II and T72 tanks all have Ambient Night Equipment.

(c) Treat M60A2 main guns as Heavy Optical, in order to account for the short range of the gun.

**Vehicle Unit Data Explanation Sheet (correction)**  
Change the suggested Movement Allowance for the SP74 to 11.

**[111.0] Available Forces Chart (correction)** Armor-Heavy Task Force should be 2nd line.

**Maps A and B (correction):** Treat all woods hexes as "Heavy Woods."

**Tables of Organization (corrections)**

**Soviet Union**

5th Airborne Battalion: in most cases there will be only one company of BMDs with the three infantry companies.

1st Motorized Rifle Regiment: will increasingly have 6(3) × SP74 rather than 2(3).

1st Tank Regiment: will have 2(3) × SP74, also now has an organic Motor Rifle Company as Regimental Asset.

In the Route Opening Detachment, it is the BTR60's, not the tanks, which all have mineplows. In the Airborne Battalion, only one company has BMD's (but keep three BMD companies in scenario 117.0).

**United Kingdom**

Armor Platoons have 4 tanks, not 3.

**United States**

The M113 platoon of the Armored Cavalry Troop has 3 vehicles, not 2. The M113 platoon of the Mechanized Infantry Company has 4 vehicles, not 3; the Mech Heavy Task Force has 2(2) 4.2" platoons, not 1(1); and 3(3) M113 platoons, not 2(2).

**West Germany**

A late report indicates that the planned reorganization of the *Bundeswehr* has been cancelled.

2nd Panzergrenadier Brigade has 6(3) × M109G self-propelled guns, values: C-P-7, Turret MG\*, no amphib, chemical protection, Bridge 3, IRSL, No Smoke, Gun 3\* air defense. Spahpanzer platoons have 2 vehicles, not 3; Jagdpanzer Kanone platoons have 4 vehicles, not 5; Jaguar Rakete platoons have 2 vehicles, not 3.

2nd Panzergrenadier Brigade also receives 1st, 2nd, 3rd and 4th companies (all identical).

**Rules**

**[101.23] (correction)** The exception should read: LVTP-7 may use its turret MG.

**[102.4] (correction)** Instead of using a separate column on the Vehicle Loss Modification Chart, use the Hard column, but for each vehicle loss resulting from the normal procedures, roll one die. If the die result is even, the vehicle is saved.

**[102.9] (correction)** Replace the existing text with: **ATGM'S AT NIGHT AND IN FOUL WEATHER.** The following ATGM systems may *not* be used at night or during rain, falling snow, blizzard, or through fog: Sapper, Swatter, Shillelagh, Swingfire, S-11, TOW. The following *may* be used: improved TOW, Dragon, HOT, 2nd Generation Soviet, Milan.

**[106.1] (note)** CP1 is unprotected. CP2 represents men wearing suits but not masks while in a vehicle. CP3 represents either a sealed protected vehicle, or men wearing suits and masks in an unprotected vehicle.

**[122.34] (addition)** Airborne battalion HQ: B.

**[122.43] (corrections)** Third paragraph, reference should be to Task Forces, not battalions. NATO front line should be corrected in these places: 5412-5414-5214-5215-5216-5217 and 3820-3522-3524. US Armored Cav tanks are M60A2.

**[122.51] (clarification)** If using T-55 counters, play with T-62 values.

**[122.68] (addition)** These may also be pre-plotted.

**[122.71] (correction)** Game-Turn 25 German indirect fire units are battalions, not batteries. The following two paragraphs belong under Case 122.72.

**[122.76] (correction)** All NATO Bn HQs have RDF gear.

**[122.85] (correction)** The second paragraph should begin: "If play is at regimental level, one Player should command the air units, the independent battalions..."

**[122.88] (correction)** The first sentence of the second paragraph should read: "Dismounted infan-

try in trench hexes in defilade benefit from a modification of -4 on their Loss Modification die roll against direct and non-nuclear indirect fire."

**[106.44] (clarification)** Only unevacuated Town hexes are affected.

**[106.52] (correction)** The reference is to 106.53.

**[107.62] (addition)** This CRT is also used to attack all minefields.

**[107.66] (correction)** Exception: infantry units in Town or trench hexes are attacked on the Anti-Wheeled Vehicle CRT rather than on the Anti-Infantry Nuclear CRT.

**[107.73] (correction)** The sixth sentence should read: "Infantry units in town hexes which become devastated lose one step."

**[107.76] (clarification)** Class one includes operating jammer units. Class two includes non-operating jammers and HQ units observing radio silence.

**[107.77] (clarification)** A Player who is not delivering a nuclear weapon must have visual discipline in effect for a full Game-Turn in order for it to be effective at the time an Enemy nuclear weapon is delivered.

**[107.77] (addition)** A Visual Discipline Command is automatically replaced by an Overwatch command for any unit or company whose unit is attacked by Enemy direct fire.

**[107.94] (addition)** Town devastation affects hexes adjacent to the impact hex only.

**[108.61, page 12, column 2] (correction)** United States, Division: should have three asterisks, not two.

**[111.43] (clarification)** "two units per hex" does not include the third or fifth unit of a company.

**[112.0] (Second Player addition to Available Force Chart)** 2 Motor Rifle Companies on Game Turn 2 enter in column march on any east mapedge road or trail hex.

**[122.1] (correction)** The reference in line 6 should be to *Red Star/White Star*.

## WEST GERMAN TABLE OF ORGANIZATION

The organization in the rules is a peacetime organization. The wartime organization is as follows:

### 2nd PANZERGRENADEIER BRIGADE (Reduced)

Brigade Assets (Independent Command)

2000 Bde HQ B-H-12	2031 SpPz C-L-15	2021 Jag A-H-11	2071 Gprd B-P-12	2073 Rlnd B-P-12	2051 Bibr E-H-10
1(1)	2(2)	6(2)	2(3)	1(3)	1(3)

### 1st Panzer Battalion

(Panzergrenadier Brigade, Current)

Battalion Assets (Independent Command)

2100 Bn HQ B-H-12
1(1)

### 1st Tank Company

(2nd and 3rd Companies identical)

Current	Future
2111 Lprd C-H-10	2111 Lprd C-H-10
3(5)	3(4)

### Second Panzergrenadier Battalion

(Panzergrenadier Brigade, Current)

Battalion Assets (Independent Command)

2200 Bn HQ B-H-12	2041 120 A-P-11
1(1)	1(6)

### 1st Panzergrenadier Company

(2nd and 3rd Companies identical)

2211 Inf 7-5-3-1	2211 Mrdr B-P-12
3(3)	3(3)

### 3rd Mixed Combat Battalion

Battalion Assets (Independent Command)

2200 Bn HQ B-H-12
1(1)

### 4th Tank Company

2111 Lprd C-H-10
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3(5) or 3(4)

### 1st Panzergrenadier Company (2nd and 3rd Companies identical)

2211 Inf 7-5-3-1	2211 Mrdr B-P-12
3(3)	3(3)

### Engineer Company

H Eng 2-0-0-0
9 (plus transport)

### Artillery Battalion

Med Howz Bty
3(155mm)

Although extra counters are required, a full organization would include another Panzergrenadier Battalion identical to the 2nd Panzergrenadier Battalion.