

Mech War '77 Mods to OCTOBER WAR rules.

Use rules 1-14 of the OCTBER WAR rules booklet with the following modifications.

1. In 3.4 S-1 & S-2 markers instead use MW'77 Pin markers and just use 2 if needed.
2. In 3.4 S Class units are instead M class on MW '77 counter.
3. In 3.4 Dual class units have a G counter for when they have missiles and a replacement M counter for when they are depleted and the number on the counter under the letter G is the die roll equal to or less than which depletes the unit and shifts it to is M counter. B class units are not used and R class units also have an R* for helos.
4. In 6.62 the unit list for G class is not complete, just use the counters to indicate this.
5. In 6.63 the listed units and values do not apply, just use the G & M counters.
6. In 6.64 skip the listed specific types and just replace depleted G with their M versions.
7. In 7.3 change the stacking limit to the 1 indicated by the MW'77 rules instead of 3.
8. Add 7.35 allowing stacking one Inf and one AT in an improved position.
9. Use rules 15, 16, 17, & 18 from the MW'77 rules booklet.
10. For panic rules use the following tables instead of those from OW:

Panic Table (2 dice total, = or < total causes panic)

	Full	D1	D2
US Moving	-	3	3
U Firing	4	5	6
GE Moving	-	3	3
GE Firing	4	5	6
BR Moving	-	4	4
BR Firing	5	6	7
IS Moving	-	2	2
IS Firing	3	4	5
AR Moving	-	4	7
AR Firing	4	5	8
RU Moving	-	4	4
RU Firing	5	6	6
CH Moving	-	5	5
CH Firing	6	7	7

Panic Removal Table (1 die = or < removes panic)

US: 4	GE: 4	BR: 4	IS: 5
AR: 2	RU: 4	CH: 3	

11. Use the charts and table from OW except replacing those Panic ones just above. Use the Elevations 0, 1, & 2 with a hilltop as elevation 2 from the OW Terrain Chart but otherwise use the MW'77 TEC. On the Observation Range table, substitute Woods & Town for Grove. Use the Mine Superiority & Attack Procedure charts from MW'77.