# The Highest Ground

## Rules

**1.0 Description**

1.1 The Highest Ground is a game that imagines a world with a very long period variable climate. Where an alien species has, approximately every 800 Earth years, collected a band of warriors from the most advanced warrior state on Earth at the time, and transported them to this planet. There they are to achieve dominance over the local population, grow a crop for the aliens, and, in the ensuing climactic holocaust, be almost wiped out and, therefore, not become a threat to the aliens.

At the time depicted by the game the have just bagged a new group of Earthlings and taken them to the planet. This group is from 1979 and is a bunch of mercenaries on the losing side of an African civil war. They have been grabbed from a soon to be terminally untenable position. They have been taken to the planet where the society that has grown up around the survivors of previous recruiting drives consists of several warring states peopled by Medieval feudal kingdoms and knights, Roman Legions, pony riding barbarians and Egyptian pharaohs. The game finds the few mercenaries, having allied themselves with the European kingdoms, at war with the local Roman Empire.

This game allows you to fight with a mix of weapons, capabilities, and peoples in order to capture territory. Destroying the opposing force is not as important as forcing them to retire, or even rout, off of the field. The game design will allow you to vary the layout of the ground and the size and makeup of the forces involved. Generally the Alliance will have fewer and lower quality troops, but superior methods of deploying them. The addition of the mercenaries' modern weapons can, and will, have important effects upon the moral of the units involved.

**2.0 Game Components**

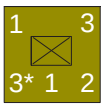
2.1 This game consists of the following components

**2.1.1 Maps**

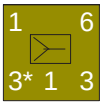
4 I thru IV

**2.1.2 Allied Forces**

**2.1.2.1 Mercenary Combat Units**

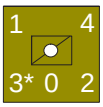



6 Infantry Section (4 men)

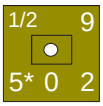



2 GPMG (M60) (2 men)

1 BAR

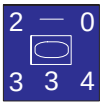



1 M79 Grenade Launcher

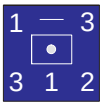



1 57mm Recoilless Rifle (3 men)

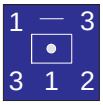
**2.1.2.2 Feudal Combat Units**




4 Knight Levies (250 men)

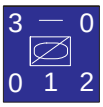



14 Foote Levies (700 men)




6 Longbow Levies (300 men)

6 Pike Levies (400 men)



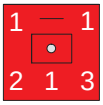

6 Scout Squadrons (150 men)

12 Baggage Train

**2.1.13 Roman Combat Units**

8 Cataphracti Squadrons (400 men)

20 Infantry Legions (1000 men)




12 Archer Legions (300 men)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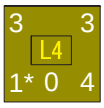
10 Scout Squadron (150 men)

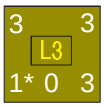
15 Baggage Train

**2.1.4 Leaders**

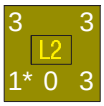
**2.1.4.1 Allied**



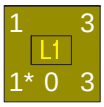

1 Captain



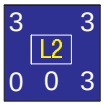

1 Lieutenant




2 Sergeant

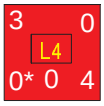



3 Corporal

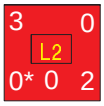



4 Nobles

**2.1.4.2 Romans**




1 Emperor




8 Legates

**2.1.5 Informational**

30 Strategic Movement Chits, Allied

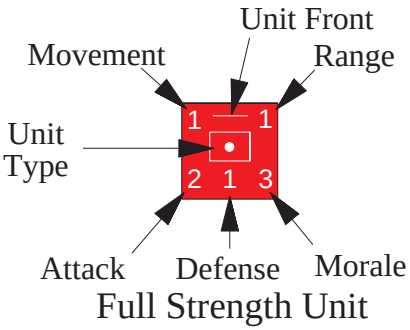
40 Strategic Movement Chits, Roman

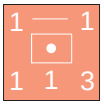
54 Level I fortifications (Stake)

16 Level II Fortifications (Ditch & Berm)

2.1.4 Required, but not supplied, a six sided die.

2.1.5 Unit Counter Description




Disrupted Unit

**3.0 Turn Sequence**

3.1 Player Sequence
Roll a die to decide who shall be Player 1 and who is Player 2 for this turn. 1,2,3 the Allied Forces are Player 1, 4,5,6 the Romans are Player 1.

3.2 Army Morale Determination Phase
Check Army Morale Table (Table 1) and add all applicable morale modifiers. Apply results to all of each players units except Mercenary Command units. They are unaffected.

3.3 Scout Movement Mode Declaration
Both players declare the movement mode being used by their scouts. Declaration is alternative until all units are declared, Player 1 going first.

3.4 Scout movement Player 1
All Player 1 scout units may move. See Section 4 for further details.

3.5 Scout movement Player 2
All Player 2 scout units may move. See Section 4 for further details.

3.6 Scouting results, Player 1
Player 2 analyses the position of Player 1's scouts. If any of Player 2's units are visible by any of Player 1's scouts, those units are revealed (see section 10 for sighting rules). The Movement Record Chart for each of the revealed units must be revealed at this time. Incomplete, or inaccurate charts or mistakenly delayed sightings results in the unit involved being removed from its present location and placed, and revealed, at the last verifiable position on the Movement Record Chart. Only those units with errors in the Movement Record Chart are affected, stacked or adjacent units are not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necessarily affected and may NOT remain with the unit with the error.

3.7 Scouting Results, Player 2
Player 1 analyses the position of Player 2's scouts. Results as per section 3.6.

3.8 General Movement Mode Declaration
Both players declare the movement mode being used by the balance of their units. All units must declare, even units not ''sighted'The default mode is Tactical mode. Errors incurred due to incorrect declarations impose the penalty outlined in Sect 3.4 above. Declaration is alternative until all units are declared, Player 1 going first.

3.9 General Movement Player 1
All Player 1 non-scout units may move. See Section 4 for further details..

3.10 Scouting Results, Player 2
Player 1 analyses the position of Player 2's scouts. Results as per section 3.6.

3.11 First Combat Phase
All units that are deployed for combat may attack any units that are in range. See Section 5 for details.

3.12 General Movement Player 2
All Player 2 non-scout units may move. See Section 4 for further details

3.13 Scouting Results, Player 1
Player 2 analyses the position of Player 1's scouts. Results as per section 3.6.

3.14 Second Combat Phase
All units that are deployed for combat may attack any units that are in range. See Section 5 for details.

3.15 Reorganization Phase
All disorganized units roll to determine their status for next turn see section 11.

3.16 Reinforcement Phase
All scheduled reinforcements enter the game. Units that enter in view of enemy units (see sect 10) are placed on the map. Units that are not''sighted'' have their start points recorded on their Movement Record Chart.

**4.0 Movement**

4.1 General Movement Rules

4.1.1 During their appropriate movement phases units may move by expending any or all of their movement points. The cost to enter any hex is given on the Terrain Effects Chart (Table 2).

4.1.2 Turning the way a unit faces cost 1 movement point per hexside. Exception: Strategic movement along roads; the unit is always assumed to be facing one of the two directions of the road, but does not have to pay the turning penalty.

4.1.3 All units (except baggage trains) may move in one of two modes; Strategic or Tactical. The principle difference is that Strategic movement is the primary travel mode for the unit for anything other than combat. Tactical movement is for Combat situations only.

4.1.4 Which movement mode is being used for the turn must be declared in the appropriate declaration phase.

4.1.5 Conversion from Strategic to Tactical movement, or vice versa, takes no time and can only take place in the declaration phase.

4.2 Strategic Movement Rules

4.2.1 Any unit (except Baggage Trains) may move by Strategic Movement.

4.2.2 During Strategic movement all movement factors are tripled.

4.2.3 Units using Strategic Movement may not attack.

4.2.4 The remaining Strategic Movement Rules do not apply to Scout units.

4.2.5 During Strategic movements all units cover twice as much ground, therefore place the unit on a Strategic Movement Counter. The head of the column (the way the unit faces) shall be determined by using the appropriate side of the Strategic Movement Counter. Units using Strategic movement may only move in the direction that they face.

4.2.6 If attacked while using Strategic Movement all of the units combat characteristics (Attack Defence and Morale values) are considered to be half of that shown on the counter at the time. This applies to Full Strength and Disrupted units. Round down.

4.2.7 An attack on either hex covered by the Strategic unit counter is considered an attack on the entire unit.

4.2.8 Only one end of the Strategic Movement Counter needs be in range to make the attack.

4.2.10 Units using Strategic Movement pay no extra penalty for using bridges.

4.2.11 Units using Strategic Movement may not cross river hexsides.

4.3 Tactical Movement Rules

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4.3.1 Any unit may move by Tactical Movement.

4.3.2 Tactical Movement uses the movement points as shown on the unit counter.

4.3.3 Tactical movement assumes the unit is in combat formation.

4.3.4 Units using Tactical movement may not cross bridges.

4.3.5 Units using Tactical movement may cross river hexsides, but must stop their movement on the far shore.

4.3.6 Units using Tactical Movement attack and defend normally.

4.3.7 Units may move in any direction **without** changing the direction the unit faces.

**5.0 Combat**

5.1 All units that have used Tactical Movement for the current turn may initiate combat. Combat takes place when units are within the range number on the unit counter. A zero range indicates that the units must be in the same hex at the end of a movement phase.

5.2 Combat is simultaneous

5.3 All units that are to attack a particular defender must be resolved at the same time. No repeated attacks on the same unit in the same combat phase.

5.4 Units may only attack once per combat phase

5.5 Units may only attack units they can see. See Sect 10 for sighting rules.

5.6 Combat Procedure

5.6.1 Sum all attacker's Attack Factors and all defenders Defense Factors. Include effects of terrain and fortifications.

5.6.2 Determine the correct combat ratio, round all fractions down.

5.6.3 Determine effects of morale, mercenary weapons, leaders and attack direction.

5.6.4 Determine correct column on CRT.

5.6.5 Roll 1D6 and apply result from CRT.

5.7 Combat Effects of Morale and the Direction of Attack

5.7.1 Attack Direction

5.7.1.1 The direction of an attack (i.e.. which hex an attacking unit entered from) has an effect only on attacks where the range is zero. There are no directional effects of ranged attacks of any kind.

5.7.1.2 Determine the effect of attack direction using the Attack Direction Effects Chart and Table (Table 5).

5.7.2 Morale

5.7.1 Sum the morale of the each of the attacking and defending units. Apply modifiers found in the Moral Modifiers Table (Table 3) and the Attack Direction Effects Table (Table 5) to any units that are applicable. All modifiers are cumulative. Subtract the Defender's morale from the Attacker's morale. Consult the Morale Effects Table (Table 6) and apply the results **immediately**. Note that occasionally this will mean that actual combat will not take place.

**6.0 Stacking**

6.1 A maximum of one Roman and one Feudal combat unit may occupy a hex at the end of any movement phase. Combat units of opposite sides that occupy the same hex at the end of a movement phase must attack each other.

6.2 Any number of Leaders or Mercenary combat units may be stacked with Roman or Feudal combat units.

**7.0 Defences**

7.1 All Feudal and Roman unmounted combat units can create defences.

7.2 To create defences on a hex a unit must spend a specific number of complete turns on the hex. No combat is possible. The unit's attack and defence factors are reduced to zero. If attacked, the unit's morale is set at -2 for the duration of the defence creation period. Note, if the unit is not attacked, its current, normal morale is used for calculating Army Morale.

7.3 Defences may only be created to the limit of the defence counters allocated. Supplies are located in the baggage train, therefore one baggage train counter must be adjacent to any unit creating defences for the duration of the creation period.

7.4 To create a Level I (Stakes) defence, the unit must spend 2 turns on the same hex.

7.5 To create a Level I (Ditch & Berm) defence, the unit must spend 5 turns on the same hex.

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7.6 A maximum of 1 level I and 1 Level II defence may be created in the same hex. All effects are summed.

7.7 A unit that is attacked while building defences and not disrupted or forced to retreat, may continue to build next turn.

7.8 A unit that is attacked while building defenses and is disrupted, may not resume building defences until is has Reorganized (see Sect 11.)

7.9 A unit that is attacked while building defenses and forced to retreat may not resume building that defense and the supplies are considered lost.

**8.0 Mercenaries**

8.1 Mercenary weapons' attack factors (those marked with an''*''') do not effect the Attack Factor/Defense Factor ratio. They are add to the morale total of the Allied units that are attacking the same target.

8.2 Every time a mercenary unit fires in combat, mark off one ammo counter on the ammo tracking sheet.

8.3 When a unit is out of ammo, it is immediately disrupted and its Attack and Defense factors become zero.

8.4 A mercenary unit stacked with any other unit may choose to add its defensive factor to that of the other unit, however, if this happens, the Mercenary is considered ''Out of Ammo'' at that point.

**9.0 Leaders**

9.1 All leaders have a leadership rating. This ''L'' rating determines the effectiveness, range and amount of leadership they provide. An L3 Leader provides 3 points of morale to each of a maximum of 3 units that area maximum of 3 hexes away.

9.2 Leader units stacked with combat units automatically receive the same defence factor as the stacked combat unit. Note that Mercenary leaders may increase the Defense Factor of the stack per Sect. 8.4.

9.3 Leader units stacked with combat units suffer the same combat fate as the stacked unit.

**10.0 Sighting**

10.1 For one unit to sight another there must be clear line of sight between the two.

10.2 Forrest, Village, and Swamp terrain block lines of sight. Two combat units along the line of sight also block sighting.

10.3 To determine sighting, lay a straight edge between the centres of the two hexes in question. If the line touches any of the above terrain or passes through any hexes containing a total of two combat units, then the line of sight is blocked. Otherwise the line of sight is clear.

10.4 The terrain of the sighting unit is ignored.

10.5 The terrain of the target unit is **not** ignored. I.E., you can see out of a forest, but not into it. The quota of two combat units may be in different hexes or engaged in combat in the same hex. Both cases block sighting.

**11.0 Reorganization**

11.1 Disrupted units may attempt to reorganize to full strength status providing the disrupted unit is not in combat (i.e. no enemy unit in the same hex). Roll 1D6 and modify the roll as follows: -1 for each enemy unit in an adjacent hex, -2 if unit Retreated last turn, -3 if unit Routed last turn The unit is at full strength on a modified roll of 4, 5, or 6.

**12.0 Army Morale Determination**

12.1 Add current morale of all Player 1 units, add current morale of all Player 2 disrupted units and the original morale of all eliminated Player 2 units.

12.2 Repeat for Player 2.

12.3 Subtract the Player 2 total from the Player 1 total.

12.4 Consult Army Morale Table (Table 1) and apply the results for the duration of the current turn.

**13.0 Reinforcements**

13.1 The number, location and introduction sequence of reinforcements are as set out in the scenario descriptions.

**14.0 Scenarios**

14.1 As this is not a historical game, there is only the Introductory Scenario (Sect 15). Instead, this section provides the information necessary to build your own scenarios.

14.2 Similar to miniatures wargames, this scenario generation system relies upon a point system. Balanced scenarios can be constructed when there are approximately the same number of points on each side.

14.3 The objective for the game can be determined randomly (rolling 1d4 to determine the number of maps and the placement order, 2D20 to determine the coordinates of the objective hex(es), etc.), cooperatively, or be imposed by a

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referee (who would also usually have chosen the forces available).

14.4 Likewise the map sides where each player's forces enter the game can also be chosen randomly (in which case, each 8 1/2'' or 11'' map side counts as one potential entry location), cooperatively, or by a referee.

14.5 Games played without a referee or without using a pregenerated scenario must have units entering from the map sides. Games with referees or pregenerated scenarios can have units prelocated anywhere on the maps (to simulate static defences, for instance).

14.6 Unit Purchase

14.6.1 For each Combat unit count one point for each undisrupted Morale Point.

14.6.2 Each Level I defence that is emplaced prior to the game start counts for 4 points.

14.6.3 Each Level II defence that is emplaced prior to the game start counts for 8 points.

14.6.4 Defence supplies cost 1/4 point each for either type. Defence supplies are kept with baggage train units.

14.6.5 A minimum of one baggage train unit must be purchased for each group of 4 Combat units. Leader units do not count towards this total. Mercenary Units do not count towards this total. Exception, use of the 57mm recoilless Rifle counter requires the Allied player to take a Baggage Train unit in addition to the above ratio.

14.6.6 Each mercenary units comes with ammo for 3 attacks. Ammo for an additional 3 attacks for mercenary units costs a number of points equal to the attack factor of the unit.

## 15.0 Introductory Scenario

15.1 Use Map 1 and Map 2. Map 2 is placed to the right of Map 1. The Allied player enters anywhere on the right or East side of the map. The Roman Player enters from the left or West side.

15.2 Objective - the Allied player must get to, and defend, the river line running from IIC01 to IIL14 and especially the river forks, bridges and village located near hexes IICo8 and IIC09.

15.3 Order of Battle

15.3.1 The Allied player receives half the Feudal units of all types on the counter sheet. The Roman player receives half the units of all types on the counter sheet plus one more unit of each type. The Roman L4 leader unit is not used.

15.3.2 The Allied player receives 2 infantry squads, 1 GPMG, 1 M79 Blooper, 1 BAR, 1 Sergeant and 1 Corporal. All Mercenary units have 6 attacks worth of ammo.

15.3.3 The allied player must take at least 8 Baggage Train units and receives supplies for 14 defences, his choice, chosen before play starts. The Roman player must take at least 6 baggage train units and receives supplies for 8 defences, his choice, before the game starts.

15.4 Victory Conditions

15.4.1 The Roman player receives 1 point for each unit to cross the river and exit the East side of the map, 1 point for each Allied unit eliminated, plus 3 points for each bridge hex, and 5 points for each village hex in Roman hands at the end of the game. The Roman player loses 1 point for each roman unit eliminated and loses 6 points if no units have exited the map by the end of the game.

15.4.2 Victory Levels

| Roman Points | Victory Level |
|---|---|
| Less than 5 | Decisive Allied Victory |
| 6-10 | Marginal Allied Victory |
| 11-15 | Draw |
| 16-20 | Marginal Roman Victory |
| More than 21 | Decisive Roman Victory |

## 16.0 Optional Rules

16.1 All units are placed on the board at the start of the game and maneuvered in the open. Sighting rules are used only to determine eligibility for combat.

16.2 Walkie-talkies with Mercenary forces permit indirect fire of ranged weapons. As long as a walkie-talkie unit can see a target, a mercenary ranged weapon can fire at it. Indirect weapons fire takes two ammo counters per attack to account for ranging rounds. Weapons capable of indirect fire have ranges greater than 3. A walkie-talkie set costs 5 points for game set up.

16.3 Boats are available for river travel. A Baggage train unit and a combat unit must spend a complete turn adjacent to each other and a river hex to embark the unit. Embarked units are considered in Strategic Movement Mode and move at twice their Strategic rate. Mounted units (except leaders) may not use river travel. A boat costs 1 point for game set up.

16.4 Mercenary Defections. Some Mercenaries have defected to the Roman camp. They are now available to the Roman player at set up, but both initial and ammo costs are doubled.

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## 17.0 Game Expansion

Players are encouraged to make additional counter and map sheets to expand the scope of this game. Within the restrictions set out in the copyright notice players of the game may freely make additional copies of the existing maps and counters for their own use. You may also create additional materials to extend the playability of this system. Remember, the materials you create yourselves is your own material, but the rules and the exact counter sheets, tables, tracks and maps are copyright to me, Paul Roberts.

I would appreciate any corrections, suggestions, scenarios or the like. If you give me permission to include your suggestions in the game, you will be credited on future editions.

## 18.0 Game Designer's Notes.

This game was designed in response to a design challenge on the Consim-L Email list, where the goal was to design a complete game in a two week period immediately before Christmas 1996. Well, I didn't make it by the deadline, but did manage to start after the Holidays, that year. I am happy to say that this is the first game I have ever designed. I hope you enjoy it.

This first edition of the game, that you hold in your hands, was created in about 4 weeks time, rules, graphics and all. Unfortunately, this first edition has had neither the time nor the resources for playtesting or development. Hopefully, those will come in time and can be incorporated in future editions.

Please contact me if I can be any help, or if you have suggestions or corrections.

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