

Battlefield Bering Land

Conflict Alaska

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[0.0] USING THESE RULES

New gaming terms, when they are **initially defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major “**Rules**” sections as shown in **large green CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game’s components, procedures for play, the game’s core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be “**Cases**” that further explain a rule’s general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in **red text**.

References to examples of a Rule or Case are in **blue text** and this font.

Text in shaded boxes, like this, provides the voice of the game’s designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

Conflict Alaska is a campaign of retaliation by the United States military made of a Western Alaska Army Unit against a Russian terrorist cell from the Northern Eastern area of Magadan. This battle is intended to free the US President from the terrorists before he gives up the codes for the nuclear missiles housed at Fort Davis. Aimed at the terrorist underground base in the mountains of the Bering Land Bridge National Preserve, with the presidents integrity rapidly falling, whether or not these soldiers recover the US President in time could decide the fate of the entire world. Battlefield Bering Land is played on a map of the desolate Alaska lands. It uses

playing pieces that represent the military units that participate in this campaign. Each player is a leader commanding an army of troops. The American ground units represent approximately 20 Army Soldiers and what was left of their equipment after the long march across the southwestern regions of Alaska. The Russian units represent approximately 20 soldiers and their equipment smuggled from Russia.

[2.0] GENERAL COURSE OF PLAY

Battlefield Bering Land is a two-player game: one player assumes command of the US Army or **American** unit; the other assumes command of a Russian terrorist cell, or **Russian** unit. Each player moves his units and executes attacks on enemy units in turn, attempting to fulfill the game’s Victory Conditions.

To move from one space (called a “hex” for its shape) to another, each unit expends a portion of its Movement Allowance. Combat is resolved through Battles by comparing the total Strength Points of near or far adjacent opposing units, and expressing the comparison as a simplified probability ratio (“**odds**”). A die is rolled and the outcome indicated on the Combat Results Table (CRT) is then applied to the units involved.

[3.0] GAME EQUIPMENT

Parts Inventory

- 1 11” x 17” map
- 1 set of 46 3/4” game pieces
- 1 set of 24 ability cards
- 1 Player Aid sheet (killstreaks)
- 1 Rules booklet

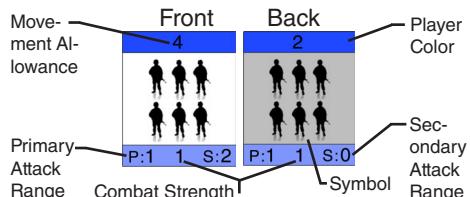
[3.1] The Game Map: The map portrays the area to the north and south of the Bering Land Bridge National Preserve where the US army will try to secure the US President from the Russian terrorist base. A hexagonal grid is superimposed on the terrain features on the map. These hexagonal spaces (we call them “**hexes**” for short) define units’ positions just like the squares of a chessboard.

[3.2] Game Charts & Tables: Various game aids are provided for the players in order to simplify and illustrate certain game functions. These are the Combat Results Tables (CRT), the Killstreak Tracks and the Game Turn Tracks: they are explained where presented in the appropriate rules section.

[3.3] The Playing Pieces: The playing pieces represent actual military units that fight in this campaign. The numbers and symbols on the playing pieces represent the strength and type of unit simulated by the particular playing piece. The playing pieces shall henceforth be referred to as “**units**.”

Sample Units

The American player controls the American units that are blue. The Russian player controls the red Russian units.



Unit Type Symbols



Infantry: 6 light soldiers armed with semi-auto assault rifles and grenades.

Heavy Infantry: 4 heavy soldiers armed with variable scope sniper rifles and high velocity RPG’s.

Light Heavy Mobile Units: medium humvee armed with a mounted 40mm grenade launcher and 4 medium soldiers with fully auto assault rifles.

Heavy Mobile Units: heavy tank armed with a 120mm tank gun and a mounted .50 cal. machine gun.

Combat Strength measures a unit’s value in battle as expressed in Strength Points; higher numbers are stronger.

Movement Allowance determines how far the unit can move as expressed in Movement Points.

All units have two sides: a **full-strength** (front side) and a **reduced-strength** (back side) in a different shade of color for easy recognition during play; that is roughly half the Combat Strength (rounded down) of its full-strength side. Losses in combat can reduce a full-strength unit to a reduced-strength unit. Replacements can turn a reduced-strength unit into a full-strength unit. (See 10.3)

The six-sided die, is used only with the Combat Results Table and the Abilities to determine the result of attacks. The die has nothing to do with the movement of units.

[4.0] SEQUENCE OF PLAY

Game Length: There are 30 game turns until one of the victory conditions has been met.

Time Scale: Each Game Turn represents approximately ten to twenty minutes of real time.

How the Turns Work: Each turn is divided into six parts or “**Phases**” that are performed in the exact order listed below. All actions in one phase must be finished before the next phase can begin.

The second and third phases are the American “**Player Turn**,” the next two are the Russian Player Turn.

Procedure

Recovery

1. Respawning Phase: Both the American and Russian player receive replacements (specified on the Game Turn Tracks).

American Player Turn

2. American Movement Phase: One American unit may move.

3. American Combat Phase: The same American unit that moved and any adjacent unit(s) may attack. The American player may play an Ability Card. Move the Killstreak marker accordingly (See 11.0)

Russian Player Turn

4. Russian Movement Phase: One Russian unit may move.

5. Russian Combat Phase: The same Russian unit that moved and any adjacent unit(s) may attack. The Russian player may play an Ability Card. Move the Killstreak marker accordingly (See 11.0)

Administrative

6. Housekeeping Phase: Advance the Game Turn markers or, if the last turn was played, stop and determine the winner. Check to see if either player receives an Ability card and if so draw from the deck. Discard any used cards.

[4.1] Used Ability Cards: Create a discard pile next to the Ability card deck.

[4.1.1] Exhausted Deck: When there is one Ability card left to play shuffle the discard deck and replenish the Ability card deck.

[5.0] HOW TO WIN

Victory Conditions

If American:

Whether the American player controls the Russian base before or at the end of the Game Turn 30.

The American player “controls” the Russian base if one of his units makes it to the base hex space.

If Russian:

Whether the Russian player controls the Russian base until the end of the Game Turn 30.

Whether the Russian player controls the American base before or at the end of the Game Turn 30.

The Russian player “controls” the American base if one of his units makes it to the base hex space.

Both:

If either player has no more units on any hex on the game map at the end of any game turn, the opposing player wins.

[6.0] SETTING UP THE GAME

Procedure

1. Place each Game Turn marker on the 1 space of the Game Turn Tracks.

2. Place each Killstreak marker on the 0 space of each respective Killstreak track.
3. Shuffle the Ability card deck and place it next to the Player Aid Sheet.
4. Both the American and Russian player set up one full-strength unit on each of their corresponding hexes.
5. The American player commences the first Game Turn by conducting his Movement Phase. The game then follows the Sequence of Play (as per Section 4.0) until the last Game Turn is completed.

[7.0] ZONES OF CONTROL

General Rule

Each unit has a Zone of Control (“ZOC”) that consists of the six hexes surrounding it, including hexes occupied by enemy units. Enemy Zones of Control have important effects on movement, combat, and replacements.

[7.1] Movement Effect: A unit entering an enemy Zone of Control (“EZOC”) must immediately end its movement for that Movement Phase (as per Case 8.2). **Units may freely leave EZOCs.**

[7.2] Effect on Replacements: Zones of Control also affect how a path can be traced to allow for Replacements (see Case 10.1).

[8.0] MOVEMENT

General Rule

Units are moved during the Movement Phases (i.e., Phases 2 and 4 of each Game Turn). Movement works essentially the same way in each Phase.

Each unit has a Movement Allowance that represents the distance in hexes it can move in each eligible Movement Phase. Units move one at a time, from hex to hex, in any direction or combination of directions.

[8.1] Restrictions: The following restrictions apply:

[8.1.1] Enemy Units: A unit can never enter a hex containing an enemy unit.

[8.1.2] Stacking: Only an Infantry or Heavy Infantry unit can enter a hex containing any friendly unit, but there can only be one unit in a hex at the end of each Phase.

[8.2] Zone of Control: A unit entering an Enemy Zone of Control must immediately end its movement for that Movement Phase. There is no penalty or effect for leaving an enemy Zone of Control.

[8.3] Use ‘Em or Lose ‘Em: If a movement phase is not used, it cannot be saved for later turns. It is permanently lost.

[8.4] Turning: Heavy units are charged 1 movement allowance to turn in any direction on a hex. A “turn” is one change of direction from facing one edge of a hex to an adjacent edge of a hex.

[9.0] COMBAT

General Rule

In each Combat Phase (Phases 3 and 5), multiple friendly units may attack an opposing enemy unit. Attacking is completely voluntary; units are never compelled to attack.

A “Battle” is an attack on one enemy unit by any or all of the attacking player’s units that are near or far, within a line of sight, to that Battle Hex and the die being cast to determine its outcome. A “line of sight” means that the unit must be able to trace a line of attack to the target unit without any other piece obstructing it.

For example, a unit is attacking a piece that has two hexes adjacent to each other in between it and the target unit. If there is one piece in either hex the attack is valid because the line of sight is from anywhere in the hex. However, if both hexes have units in them the attack is void.

The type of attack by each unit also determines the outcome (i.e. Primary or Secondary). A attack distance consists of the area of hexes that encompass a unit. (Similar to ZOC) Each number represents the number of hexes adjacent to each other extending beyond a unit. Corner adjacent hexes in an attack distance are acceptable to attack.

Procedure

First, the attacking player (or “attacker,” i.e., the American Player during the American Combat Phase, and the Russian Player during his Combat Phase) announces his Battles – that is, he declares in advance which enemy unit he will attack, with which of his own unit(s) (“friendly” unit[s]) will attack it, and what type of attack(s) it/they will be. (In compliance with his/their attack distance value(s).

- [Once Per Combat Phase]:** Multiple units may only attack once per Combat Phase, and a single enemy unit may only be attacked once per Combat Phase.

- [Battle Commitment]:** Once the players battle has been announced for that Combat Phase, the attacking player can’t change his mind.

The Battle Sequence

Battles are resolved the time they are commenced. For each Battle, the following sequence is followed:

1. Determine if all of the attacks are following all of the rules (i.e. the attack type determined by its distance to its target).
2. Determine the type of attack. (What the original attacking unit is using)
3. Total the Combat Strengths of all the attacking units in that Battle.
4. Subtract this total by the Combat Strength of the defending unit to get the attack strength provided on the Combat Results Table.

For Example: An attacker’s 8 total Strength

Points engage in a Battle against a defending unit with a strength of 4 – the attack strength would be +4.

5. Roll the die and consult the Combat Results Table; cross-index the row of the number rolled with the attack column to determine the result. (Round down where applicable)

6. Apply the combat result immediately. **When the Battle is resolved, that Combat Phase is over.**

[9.1] High Powered Attack: After Step 3 above, if the attack strength is above 6, use the last row on the Advantage Table to determine the result.

[9.2] Combat Results Explanation: These outcomes can occur during Step 3 or 5 of a Battle as shown on the Combat Results Table:

M (Attack Misses): Nothing happens.

L (Defender Loss): The defending unit must take a loss.

- If a full-strength unit takes a loss, flip it over to its half-strength side.
- If a half-strength unit takes a loss, it is eliminated (i.e., removed from the map).

K (Defender Killed): The defending unit is entirely eliminated whether it is currently at full-strength or half-strength.

In the L case, if a full-strength unit is reduced to half-strength, the amount of the loss is computed as the original strength minus the reduced Strength.

For Example: a full-strength American Heavy unit with 4 Strength Points takes a loss; it is flipped to its Reduced-Strength, 2-point side. That loss is measured as 2 Strength Points.

[10.0] RESPawning

General Rule

Both players receive replacements during the Respawning Phase. The number of **replacement steps** received each turn is listed on the Game Turn Record Track (usually 1 for the American and 1 for the Russian each turn).

Each replacement step allows that player to:

1. Place a new full-strength unit on the map (using one that was previously eliminated or one that was not set up on the map at the start of the game).

-OR -

2. Flip a half-strength unit that is currently on the map over to its full-strength side.

The American player places their replacements first, then the Russian player places theirs' second.

[10.1] Where American and Russian

Respawning Appears: Respawning happens in any hex next to a friendly unit on the players half of the board. If all of the players units are beyond the **half way point** (marked on the board), the unit may respawn next to the piece closest to the

player respawning the piece.

[10.1.1] Replacement units cannot be placed next to any enemy unit.

[10.1.2] If a players piece is on the half way point the replacement may be placed next to it, on the players half of the board.

[10.2] Use 'Em or Lose 'Em: If a respawning phase is not used, it cannot be saved for later turns. It is permanently lost.

[10.3] Combining: During a respawning phase a higher strength unit maybe created by combining multiple lower strength units; this is achieved by combining the lower units strengths to equal or higher the strength of the higher unit being created.

For example a heavy unit of 4 maybe be created with 4 full strength Infantry, or 2 full strength Heavy Infantry, or 2 half strength Light Heavy units.

[10.3.1] You cannot combine replacement units together to create one unit.

[10.3.2] You cannot combine units on the game map together to create one unit.

[10.4] Separating: A player cannot separate a single replacement unit into multiple replacements.

[11.0] ABILITIES

General Rule

Abilities are obtained through “**killstreaks**.”

A killstreak is a string of kills completed by 1 type of piece (i.e. Infantry, Heavy Infantry) during any length of time within the game (Refer to the Player Aid Sheet for individual unit type killstreak values). During each offensive ability for each hex or area of hexes chosen by the attacking player, any opposing players piece on those hex(es) are eliminated if the attacking player meets the requirements of the ability.

Procedure

After every kill the attacking player moves the Killstreak marker pertaining to that piece **type** 1 space forward. If the attacking player deals a Miss the killstreak marker for that units type must be reset to 0. If the attacking players deals a Loss the killstreak marker **does not** move. Other advantages specific to each piece can be found on the Player Aid Sheet. Once a piece reaches the last number in a line, the killstreak for that type has been met. **If a player kills again with a certain type and the piece is on the last number that player may draw again.**

[11.1] Drawing A Card: After the player has met the Killstreak requirement they can draw 1 Ability card from the deck during the Housekeeping phase.

[11.2] Using A Card: After obtaining a card the player can use the card during any of their Combat phases afterward. If otherwise specified on the card **the attacking player must roll one of the numbers specified on the card.**

[11.2.1] Either player can only use 1 Ability card during their Combat phase.

[11.3] Holding Cards: A player can only hold up to 7 Ability cards at a time.

[11.3] Abilities Explanation: These outcomes can occur during the Ability part of the Combat phase:

Predator Missile: The attacking player chooses one specific enemy occupied hex within 3 attack distances of their attacking unit.

Air Strike: The attacking player chooses a line of 4 hexes adjacent to their attacking unit in any direction.

Pave Low: The attacking player chooses an area of 4 adjacent hexes, adjacent to their attacking unit.

Air Drone: The attacking player chooses 1 of the opposing players unit to be stopped for 1 turn. Then the attacking player must roll the die for the numbers specified on the card. *If the attacking player rolls the specified numbers on the card then they can also pick an additional unit to stop for 1 turn. This second roll is specified on the card as an even or odd number roll. The attacking player may continue rolling consecutively for any unclaimed piece afterward if they roll the even or odd number on the card.

Care Package: The attacking player is given a random Ability. The attacking player must roll the die for an even or odd number which is specified on the card to receive the ability. Then the same player must roll again for the number specified on the Player Aid Sheet for each ability. Next the player may reach into the Ability deck or the Exhausted deck and retrieve the specific card. Last, shuffle the Ability deck.

Juggernaut: The attacking players infantry and heavy infantry units are invulnerable to all attacks and abilities for 1 game turn.

Double Barrel: The attacking player gets to attack again against another opponent unit using the same unit used in the last attack.

[11.4] Enemies Base: An enemies base may not be destroyed or take any damage.

[11.5] Friendly Units: The attacking player's friendly units and base do not take any damage.

[11.6] Multiple Attack: If multiple units attacked during a Combat phase only the unit type that moved during the movement phase can move their Killstreak marker.

[12.0] CREDITS

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