

THE GREEK CIVIL WAR, 1947-49
- by Brian R. Train
from a systemic concept by Joe Miranda
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1.0 OBJECTIVE OF THE GAME

The Greek Civil War 1947-49 is a game for two players simulating the 1947-49 conflict between the government of Greece and the DSE (*Dimokratikos Stratos Elladas*, or “Greek Democratic Army”), the fighting organization controlled by the Greek Communist Party. During the game, the DSE Player tries to erode the power of the Greek authorities and replace their governing structures with his own, while the Government player tries to contain this threat to civil society with civilian police and the servicemen and reservists of the Greek National Army (GNA).

Central to play of the game is the Political Index (PI). Both players maintain these independently of each other during the game. A player’s PI is a quantification of the level of support or commitment the Greek “man in the *taverna*” is willing to give him (as opposed to other political movements or methods) as an agent of social change – or guarantor of security. For the Government player, his PI is also a measure of the stability of the political regime. PIs are measured in Political Points (PP) and recorded on the Record Track. PIs change constantly during the course of the game depending on events. The highest level is 99 and the lowest is 0. If either player's PI reaches 0 at any point in the game, he is deemed to have reached the point of political collapse for his side and the game ends.

2.0 COMPONENTS

2.1 The Game Map

The game map shows mainland Greece, divided into Regions, and parts of the adjoining countries to the north (Albania, Yugoslavia, Bulgaria).

2.11 Regions. The irregular map areas are called Regions, each with a name (e.g., “Arkadia”.) These Regions represent the general geography of the Region and are classified Urban (icon of a city) Rural (icon of an olive tree) and Remote (icon of a sheep). Players deploy their units into Regions, into either the Infrastructure boxes (the small square or squares within the Region’s boundaries) or the “Open” area (anywhere else within the Region). When both sides have units in the same Region, conflict may occur.

2.12 Structure of a Region. The smaller boxes within Regions are Infrastructure boxes. Each Region may have one, two or three boxes. These represent the population of that Region, as well as any physical infrastructure. Each Infrastructure box may contain one unit. Units are in one of two statuses:

- “Open” status if they are in a Region but not in an Infrastructure box. There is no limit to the number of units that may be in a Region in “Open” Status. Both players may have units in the same Region, and this can lead to Conflict (see 14.0.) If both friendly and enemy units are in the same Region, they should be kept in separate stacks, to aid each player’s organization.
- “Underground” status if they are in an Infrastructure box. Unit status affects movement and combat. There may only ever be one unit in any particular Infrastructure box at any one time. If a Region has more than one Infrastructure box, then one player may have units in some Infrastructure boxes, and the other in others, but not both in the same. Units within Infrastructure boxes may engage in a modified form of combat.

2.13 Movement Routes. Units may move from the Open area of one Region to the Open area of another if the two Regions share a common border or are connected by an arrow.

2.14 Political Points. Printed next to the Region name are two numbers, separated by a slash. The numbers to the left and right of the slash are the number of Political Points the players (DSE and Government, respectively) may be awarded or lose for certain combat outcomes in that Region.

2.15 Foreign Areas. These include Albania, Yugoslavia and Bulgaria. These are considered Regions, though they have no Infrastructure boxes and only DSE units may enter and exit them. Events during play may deny the DSE player access to one or more of the Foreign Areas.

2.2 Map Displays

There are displays and tracks on the map sheet for keeping track of events during the game.

2.21 Airstrikes Available. This is a convenient place for the Government player to place Airstrike markers when not being used to attack targets on the map.

2.22 Sequence of Play and Posture Reminders. These remind players of what to do next and the current posture of the Greek government.

2.3 Game Charts and Tables (separate from the map)

2.31 Expanded Sequence of Play. A more complete reminder for players of what to do, when.

2.32 Mobilization Charts. This gives the cost of building units in Political Points. There are Mobilization Charts for each player.

2.23 Conflict Resolution Tables. There are three of these, each one representing a different type of combat: Civic Action CRT, Guerrilla CRT, and Kinetic CRT.

2.34 Political Index and Turn Record Track. This records each player's current Political Points, on a scale of 0-99. A counter is provided for both sides to place on their own track. It is also used to indicate the current turn.

2.35 Percentage Approximation Chart. This will help the Government player calculate numbers during the Mobilization Phase.

2.4 The Playing Pieces

Both players have a set of counters (units) that represent conventional and unconventional forces. During their respective turns, players move their units amongst the spaces on the map, and engage in various kinds of conflict in order to destroy enemy forces and change the Political Index. Both sides can mobilize new units by paying for them with Political Points.

DSE player units are yellow on red. Greek National Army units are white on blue. Greek Police units are blue on white. There are also several types of informational markers to remind players of certain game events or conditions.

2.41 Unit Category

There are two general types of units:

Conventional: These represent large formations of full-time combatants, operating continuously against the enemy.

Unconventional: These represent smaller teams operating, often clandestinely, throughout a Region.

2.42 Sample Unit:

On each unit there are three numbers, from left to right: The first is the unit's Conflict rating. Conflict is the ability of the unit to engage in various kinds of action in order to 'get their point across' and affect the other player's pieces.

The second small number is the unit's Level. This is the relative state of combat effectiveness and morale of the unit when it comes to operating in an insurgent environment. The higher the Level of the unit, the more effective it is.

Note: It is important for players to know Conventional unit Levels may change during the course of conflict, and units may potentially be replaced by units of higher or lower Levels.

The third number is the unit's Movement rating. It is a measure of how far the unit may move into each turn. If the unit's Movement rating is printed in a circle, it is an "Infiltration Capable" unit, and thus that unit can use Infiltration (see 10.33)

2.43 Conventional Units. Most units in the game are Conventional category. These include (numerical ratings are representing the unit at its lowest level):

DSE Player:

- (2-1-1) Guerrilla Band: a group of 100-300 full-time combatants of the DSE, best at raiding and harassing government security forces.
- (3-1-3) Partisan Brigade: a group of 1,000 or more full-time combatants, organized and equipped for pitched battles.

- (2-1-0) Front: represents a network of full and part-time supporters and auxiliaries who can be relied on to collect tactical intelligence, provide safe places for DSE combatants in the bands and brigades to cache supplies, rest, reorganize and conduct recruiting and training.

Government Player:

- (13-1-2) Army division: A large military unit with a theoretical strength of 9,000-10,000 men.
- (3-1-3) Army brigade: A subunit of a division, with 2,000-3,000 men in it.
- (3-1-4) LOK unit: A commando-style light infantry unit with an authorized strength of about 600. The Government player has the choice of using any of his LOK units in a conventional or unconventional mode. (LOK = *Lochoi Oreinon Katadromon*, or “Mountain Raider Troops”)
- (2-1-1) Police Unit: 200-500 paramilitary police (Gendarmery) or militia (National Defence Corps).

2.44 Unconventional Units. Unconventional units have their number printed in italics and underlined, on a white or yellow stripe. The following unit types are Unconventional units:

DSE player:

- (1-0-3) Cadre: A group of 50 or fewer organizers and agitators.

Government player:

- (3-0-4) LOK unit: A commando-style light infantry unit with an authorized strength of about 600. The Government player has the choice of using any of his LOK units in a conventional or unconventional mode.

Unconventional units generally function in the same manner as Conventional units, but have certain special abilities as per rule 16.1. Unconventional units have only one Level (indicated by the “0” as the Level rating.) They are not affected by certain combat results.

2.45 Airstrike Markers

Only the Government player has Airstrikes. Airstrike markers represent additional firepower that may become available, either air support (about 25 combat aircraft) or artillery assets (batteries of guns or occasional naval gun support). Airstrikes have a special combat support ability: see 16.2. They have no Levels, may be placed anywhere on the map and are expended after use (but are recycled for use in later turns).

2.5 Dice

Players will need two six sided dice (d6) to play the game. In the rules, “2d6” means the sum of two dice thrown together.

3.0 UNIT LEVELS

3.1 Conventional Units

Conventional units have more than one Level. The Level is indicated by the small number in the lower middle; “1” is the lowest; units may go up, depending on their type, to “2”, “3” or “4”. Certain Conflict Resolution Outcomes will cause units to go up or down Levels. Attrition may cause units to go down Levels.

3.11 Level Exchanges. Units go from 1 to 2 (and vice versa) by flipping the counter over. They go to Level 3 by replacing a 2 unit with a 3 unit. They go from 3 to 4 by flipping the unit over. **Note: that some units go only to Level 2 or 3. A unit must always be replaced with another unit of the same type.**

3.2 Highest Level

If a unit is at the highest Level, then it does not go any further up. If a player has no unit of the correct Level, then that unit cannot go any higher. Certain units have only one Level (“1”). In this case they do not go up, and if called to go down, are eliminated.

3.3 Lowest Level

If a player has no unit available of the lower Level, then it goes to the next lower Level. If a unit is at Level “1” and is called on to go lower, then it is eliminated. (Elimination does not mean that everyone in the unit has been killed or captured, just that it has taken enough losses or disruption that it is ineffective.)

3.4 Skipping Levels

Units may skip Levels when going down; they may not skip Levels when going up.

Example 1: A Level 3 unit is reduced one Level; but all Level 2 units are in play and thus not available for reduction, so the player replaces the unit with a Level 1 unit.

Example 2: A Level 1 unit is supposed to go up one Level, but there are no Level 2 units available; in this case, the unit does not go up.

3.5 Unconventional Units

Unconventional units have only one Level, “0” (zero). However, as per the CRTs, they are not affected by certain combat results.

3.6 Airstrike Marker Levels

Airstrike markers have no Levels. They are never affected by combat.

4.0 HOW TO SET UP THE GAME

The Government player sets up first. First, he rolls three times on the Politics Table to set the initial conditions for the disposition and support of his forces, and how long this state of affairs will last (see 11.4). He chooses SEVEN Level “1” army divisions in Concentrated mode and ONE LOK unit in either Conventional or Unconventional mode, and places these units in Open areas of Regions anywhere in Greece, as modified by his initial rolls on the Politics Table. He then places FIVE Level “1” Police units in Open areas or Infrastructure boxes of Regions anywhere in Greece. All remaining units are set aside for use later in the game. The Government Political Index is set at 60.

The DSE player chooses FOUR Cadres, THREE Fronts at Level “1”, and FIVE Bands at Level “1” and places them in the Open areas or unoccupied Infrastructure boxes of Regions anywhere in Greece. All remaining counters are set aside for use later in the game. He starts with a Political Index of 50.

4.1 First Game Turn Note

There is no Mobilization Phase for either player in the first turn. In the first turn of the game, all areas are considered uncontrolled by anyone until the first Control Phase – this will affect some aspects of play.

5.0 SEQUENCE OF PLAY

Each turn represents an indeterminate period of time, from several weeks to several months. Each turn, the Sequence of Play is as follows:

- **Initiative Determination Phase** - Determine who will be the First and Second Players. (See 8.0).
- **First Player Turn**
 - First Player Mobilization Phase; This applies only on ODD-numbered turns. The Player builds new units or improves existing ones as per the Mobilization rule (See 9.0).
 - First Player Movement Phase; The Player moves his units in accordance with the Movement rule (See 10.0).
 - First Player Conflict Phase; The Player initiates conflict with his units in accordance with the Combat rule (See 11.0). First execute all Open combat, then execute any Infrastructure combat.
- **Second Player Turn**
 - Second Player Mobilization Phase; This applies only on ODD-numbered turns. The Player builds new units or improves existing ones as per the Mobilization rule (See 9.0).
 - Second Player Movement Phase; The Player moves his units in accordance with the Movement rule (See 10.0).
 - Second Player Conflict Phase; The Player initiates conflict with his units in accordance with the Combat rule (See 11.0). First execute all Open combat, then execute any Infrastructure combat.
- **Control Phase** - Check each Region in Greece. If one player’s forces control that Region, then he gets the Political Points listed for his side and adds them to his Political Index (See 14.0).
- **Attrition Phase** – This applies in EVEN-numbered turns only.
 - Second Player Attrition; the Second Player removes from the map units subject to attrition.
 - First Player Attrition; the First Player removes from the map units subject to attrition (See 15.0).
- **Turn End Phase** - Move the Turn Record marker one space to reflect the passing of one turn. Optionally, conduct a Victory Check if the number of the turn just completed is divisible by FIVE (i.e. turn 5, 10, 15, 20...).

6.0 HOW TO WIN

6.1 Sudden Death Victory

The game has no pre-set length. The Government and DSE players maintain Political Indexes (oh, all right, Indices) independently of each other. These levels change constantly during the game: see the Charts and Tables for exactly when and by how much. If, at any time, either player's PSL is reduced to zero or less, then the game immediately ends and the other player is declared the winner. The other player checks the number of points he has to get his level of victory (see below).

6.2 Shorter Game

Players may find it might take a long time to beat the enemy down to zero. If so, they should conduct a Victory Check in the Turn End Phase of every FIFTH turn of the game (i.e. turn 5, 10, 15, 20...), by comparing Political Points. If one player has two or more times the number of Political Points than the other player, and manages this stunt two Victory Checks running, then he wins the game – determine the level of victory.

6.3 Level of Victory

At the end of the game, the difference in Political Points between the winner and loser of the game indicates how big a victory he has won:

Difference	Result
0-25 points	Draw - the civil war is over, for now. Both sides will be at it again in a few years.
26-50 points	Marginal Victory – the cure takes effect but the patient died.
51-75 points	Reasonable Victory – the threat of Communism, or bourgeois repression and exploitation, has been contained as peace returns to a grateful and humbled populace.
76-100 points	Turning Point - a triumph for international Communism, soon the next domino will fall! Alternatively, a great victory for the Truman Doctrine which will see the United States involved in several hubristic ground wars in the Far and Middle East in the next few years.

7.0 POLITICAL INDEX

Each player has a Political Index. The current number of points are indicated by using the Political Index markers.

7.1 Gaining Political Points

When your side gains points, move its marker up the Political Index. If you lose or expend points, move the marker down the appropriate number of spaces.

7.2 Political Index Limits

If a player's Political Index goes to 99, it can go no higher. If a player's Political Index drops to zero or lower, the game comes to an end immediately. See 6.0.

7.3 Political Index Changes

You can gain Political Points:

- Owing to certain combat results.
- As a result of controlling Regions during the Control Phase.

You can lose Political Points:

- Owing to certain combat results.
- By voluntarily expending them to Mobilize units.
- Other political instances , as noted in the rules

8.0 INITIATIVE PHASE

During the Initiative Phase of each turn, players determine who will be the First Player and the Second Player. The player who currently has the higher number of Political Points can choose whether he or the other player has the initiative and goes first in this turn; that player is known as the First Player. The other player is the Second Player, and goes second. In the event of a tie, the DSE player gets the Initiative. Initiative remains in effect for the remainder of the turn, but this may change on a turn-by-turn basis. (Note: sometimes there are advantages to going second!)

Also, if it is time to do so, the Government player will roll 2d6 three times on the Politics Table to determine the deployment of the Greek National Army and how many Political Points may be spent in each Mobilization Phase (see 16.5).

9.0 THE MOBILIZATION PHASE

In this phase, the player may expend some of his Political Points to create, rebuild and improve units.

9.1 Building New Units

A player builds new units during his Mobilization Phase by expending Political Points. Each side's unit costs are indicated on their own respective Mobilization Chart printed on their side of the map. A player places newly mobilized units on the map in locations as per the instructions on his Mobilization Chart. Units may be placed in either "Open" or "underground" status (if there is space available in the Infrastructure boxes). If a unit is required to be placed in the same Region as another unit of a particular type, then that other unit must have been in place at the start of the Mobilization Phase, not during that Mobilization Phase. The presence of enemy units has no effect on placing units. You do not have to control a Region to place units in it (unless otherwise specified.)

9.12 Levels and Mobilization. New units with multiple Levels must be brought into play at Level 1. If no Level 1 unit is available, then the unit cannot be recruited until one becomes available. Units with a Level of "0" (i.e. unconventional units) are mobilized on their zero Level.

9.2 Leveling Up

Any conventional unit of a certain level can have its level raised by one number (maximum, per turn) if it fulfils the following conditions:

- It was not just built in the current Mobilization Phase;
- The owning player expends Political Points equal to the unit's mobilization cost (from the Mobilization Chart);
- The unit is in a location or situation that would permit a new unit of its type to be mobilized;
- There is a matching unit of the appropriate level available.

9.21 Switching unit modes. In the Mobilization Phase (only) of his player turn, the Government player may choose to switch the mode of any of his Army divisions between Concentrated and Dispersed, and of any of his LOK units between conventional and unconventional. It does not cost any PP to do this.

9.211 Army division modes. The Government player has a number of division-size infantry units. They are always in one of two modes:

- **Concentrated**, where the division is represented by a single counter; or
- **Dispersed**, where the division counter is removed and replaced by three infantry brigades (thus exchanging firepower for the ability to dominate more ground).

Divisions change mode in the Mobilization Phase: exchange the division counter, wherever it may be, for three infantry brigades, or vice versa, and place the counter or counters in any Region or Regions in Greece. If breaking down, all three brigades will be at the same level as the parent division, and if concentrating, the entire division will be at the same level as the lowest level of the three brigades used to form the division.

9.212 LOK unit modes. If he switches from conventional to unconventional, he replaces the LOK unit counter on the map with one of the same Greek letter designation (Α, Β, Γ, Δ, Ε) in unconventional mode (level "0"). If he switches from unconventional to conventional, he replaces the LOK unit counter on the map with one of the same Greek letter designation at level "1". He may also mobilize new LOK units in either conventional or unconventional mode.

9.3 Replacements and Demobilization

When units are removed from the map for any reason, they again become available for Mobilization, used to replace units via the Level system, etc.. They are never eliminated from the game permanently. A player may also remove from the map any friendly units during a Mobilization Phase. These units become immediately available for mobilization, used to replace units via the Level system, etc.. However, the player does not gain Political Points for demobilizing units.

9.4 Limitations on Mobilization

9.41 No New Cardboard. The number of units in the counter mix is a limit.

9.42 Government PI Mobilization Limit. The Government player is limited to a maximum number of Political Points he may expend in his Mobilization Phase. This number is equal to $((100 - \text{the current Government PI}) \times 20\text{-}30\%)$, fractions rounded up (there is a chart to help you figure this out quickly). The percentage figure changes every time the Government player rolls on the Politics Table (16.5).

Example: (100 minus the current Government PI of 64 is 36, and the current percentage rate from the Politics Table is 20%. So, $36 \times 0.2 = 7.2$, which is rounded up to 8 as the maximum that can be expended in the Mobilization Phase (not including points received through American Aid.)

9.43 American Aid. If the Government PI is below 30, or the DSE PI is above 70, in the Mobilization Phase of any Government player turn, then American Aid is triggered and stays in effect for the rest of the game. In the Mobilization Phase of this and every subsequent Government player turn, the Government player receives points equal to 10% of the current DSE PI (fractions rounded up). However, these may be used only to build new or improve existing Government units, in that Phase only: they are not added to the Government PI, they do not count against the Government PI Mobilization limit, and any unexpended points are lost.

9.44 American Advising. Optionally, Government units may not be improved to Level 4, through expending PP or combat results, unless and until American Aid has been triggered.

10.0 MOVEMENT PHASE

10.1 Movement Phase

A player moves his units during his movement Phase. A player may move some, none or all of units.

10.2 Regional Movement

A given unit can move from the Open area of one Region to the Open area of another Region as long as they share a connecting border or via connecting movement routes (the arrowed connecting lines printed in between Regions.) A unit can move into a number of Regions up to its movement factor. Note that it takes one more movement factor to enter an Infrastructure box in a Region, or to leave an Infrastructure box into the Region's Open area.

10.21. Urban Regions. Note that the two Urban Regions, Athens and Thessalonika (whose displays have been "exploded" on the map for ease of play), are contained within the Regions of Viotia and Serres respectively and these regions must be moved through when leaving.

Example: A unit with a movement of "2" that starts in the Open area of Larissa could move one box into Magnesia, and then either into an empty Infrastructure box there, or into the Open area of a connecting Region (Evrítania, Fokida, Evia or across the water into Korinthia). A unit with a movement of "2" in Athens could move into Viotia and then to Korinthos, Fokida or Evia.

10.3 Movement Restrictions

10.31 Enemy units in Open status. A unit must halt when it enters a Region containing any enemy units in "Open" status. It may move no further that Phase. It may *leave* the Region in the following movement Phase, and move normally. However, if it enters another Region containing enemy units in Open status, then it must again halt.

10.32 International Borders. DSE units may enter and exit Albania, Yugoslavia and Bulgaria freely (this will change if using the optional "Tito Breaks with Stalin" rule). Government units may never enter these Regions.

10.33 Infiltration Movement. A unit may use Infiltration if its movement factor is printed in a circle. Such a unit does not have to halt when it enters a Region containing enemy units in "Open" status.

10.34 Unaffected Movement. A unit does not stop when it enters a Region containing enemy units only in Infrastructure boxes. A unit, on entering a Region, may immediately occupy an empty Infrastructure box, by expending one more movement factor.

11.0 CONFLICT (GENERAL)

11.1 Resolving Conflict

Conflict represents various types of conventional and unconventional operations. Conflict may occur when there are enemy units in the same Region during a Conflict Phase. Conflict is resolved using the Conflict Resolution Tables. There are three of these tables: Civic Action, Guerrilla, and Kinetic.

Note: Units in adjacent Regions may not attack each other.

11.2 Attacking and Defending

The player whose turn is in progress is the "attacker." The other player is the "defender."

11.3 Preconditions

- Generally, if both sides have units in the same Region during a Combat Phase, and both sides' units are in Open Status (outside of the Infrastructure boxes), then the attacker must initiate combat.

- If all of the attacker's units are in "Open" status and all of the defending forces are in Infrastructure boxes ("Underground" status), then the attacker may choose to initiate combat (against the enemy units in the Infrastructure boxes), or decline to initiate combat.
- If the attacker has units in "Open" status, and the defender has units in both "Open" and "Underground" status, then the attacker must attack the units in "Open" status before engaging the Underground units. If the attack clears all enemy units from "Open" status, through eliminations or retreats, then the attacker may conduct a second attack in that same Region against the Underground defending units (in the Infrastructure boxes).
- If all of the attacker's units are in the Infrastructure boxes, then combat cannot occur. Units in Infrastructure boxes may not attack.

Note: This is determined solely from the perspective of the attacker. If the defender has units in Open status and all attacker units are in Underground status, then no combat can occur.

11.4 Attacking

- When a player attacks enemy "Open" status units he must use all units in the Region to attack. He combines them into one force and attacks all enemy units as one combined defensive strength.
- When a player attacks enemy units in the Infrastructure Box, he may use some or all of his units to attack. He combines those units that he chooses to attack with into one force and attacks all enemy units in the Infrastructure boxes as one combined defensive strength.
- Each unit may attack up to twice in a single Combat Phase. The first time **must** be against enemy units in "Open" status. The second time **must** be against enemy units in Underground status.
- The attacker must execute all combat in one Region before proceeding to another Region. Within this stricture, the attacker may execute attacks among the various Regions in any order he desires.

11.5 Defending

Generally, a unit may be attacked only once per combat Phase.

11.6 Procedure: "Open" Status Conflict

Each combat is resolved in the following manner:

- (1) The Attacker declares which units which will be attacking in which Region.
- (2) The Attacker chooses one of the three Conflict Resolutions Tables (CRTs) he will be using to make his attack.
- (3) Determine Combat Odds:
 - (3a) The attacker totals his units' Conflict strength.
 - (3b) The defender totals his units' Conflict strength.
 - (3c) Divide the attacker's strength by the defender's strength. This will produce a Conflict odds ratio. Drop any fractions. If the defender's strength is more than the attacker's strength, then the Conflict must be resolved on the <1-1 column. The attacker may drop his conflict odds ratio (i.e. move it to the left) if he wishes; he may raise it (i.e. move it to the right) if he is using an Airstrike marker.

Example: 9 factors attack 6 factors. Odds are 1.5 to 1. Drop the fraction and it comes out as 1 to 1 (1-1).

Example: 3 factors attack 4 factors. Odds are 0.75 to 1, so resolve on the <1-1 column.

- (4) The attacker rolls one die: Cross index the die roll with the odds column on the selected CRT. This will give the Conflict Result.
- (5) Apply the result immediately. The results are given in terms of a code, explained adjacent to the CRTs.
- (6) Move on to the next attack, if any.

11.7 Procedure: Attacking Infrastructure ("Underground" Status)

Units in "Open" status may attack enemy units in Infrastructure boxes ("Underground" status) only if there are no enemy units in "Open" status in the same Region. He may choose which units will attack; he does not have to use all his units as when attacking units in "Open" status. Underground Conflict is resolved as per general combat, with the following changes:

- The attacker may generally choose only the Civic Action or Guerrilla CRT.
- The Kinetic CRT may be used against the "Underground" status units only if all attacking units are Unconventional.
- You may use some or all units in "Open" status to attack enemy units in "Underground" status. But remember, if you are using the Kinetic CRT, then you may attack only with Unconventional units.
- If the attack succeeds in eliminating enemy (defending) units from Infrastructure boxes, then the attacking units may occupy them (one unit per box, of course).

- Airstrikes may not be used against “Underground” status units.

12.0 CONFLICT RESULTS

12.1 Results Explanations

The Conflict Results Tables (CRTs) indicate outcomes via alphanumeric codes. These are explained in the charts adjacent to the CRTs.

12.2 Results Effect

Results apply only to units in the Region in which Conflict takes place.

12.21 Fractions

Fractions are rounded up.

Example: If you have three units in a combat, and the result calls for 50% of them to be eliminated, then two are eliminated.

12.3 CIVIC ACTION AND GUERRILLA CRTs

12.31 Result Codes

These results use a letter code that is sometimes preceded by a fraction, and always followed by a -/+ number. The results are specified on the Civic Action and Guerrilla Results chart.

12.32 Political Points Gain/Deduction

The first letter will be either an "A" or "D". This letter determines who gets the Political Points listed for his side for that Region for this combat:

"A" = Attacker gets the points.

"D" = Defender gets the points.

12.33 Political Gain/Deduction Choice

The player indicated has the following choice:

- He can add the points listed for his side to his own Political Index; OR
- He can deduct the points listed for the enemy side from the enemy's Political Index.

Remember, The DSE player collects the points to the left of the slash, the Government to the right of the slash.

12.34 Level Change. The symbol and following number indicates what happens to the side that got the points:

A minus “-“ means "Lowered" (that side goes down in strength).

A plus “+” means "Raised" (that side increases in strength).

Lowered or Raised results are accomplished by raising or lowering the Levels of the winner's Conventional units (the winner is the side that got the points.) The number following "+" or "-" indicates how many levels to raise or lower that portion of the player's Conventional units.

12.35 Unconventional Units and -/+ losses. Unconventional units are not affected by results on the Civic Action and Guerrilla Warfare CRTs and they are not counted (in the determination of “half”, for example) per the “Effects” column of the Civic Action and Guerilla Results chart. Nonetheless, Political Points are gained and Terror markers are placed or removed normally.

Example: A combat result on the Civic Action CRT or Guerilla CRT is “1/2 A-1” in a Region that is coded “3/2” for Political Points. The Attacker gets the points for the Region. Assuming the Attacker is the Government player, he may either add TWO points to his own Political Index, or he may deduct THREE points from the DSE player's Political Index. Then, he would lower ONE-HALF of his conventional attacking units by ONE level (any Unconventional units would be unaffected).

12.4 Kinetic CRT

12.41 Results Code. The Kinetic CRT uses a two-letter code to indicate the overall outcome of the combat. The results are specified on the Kinetic Results Chart only.

12.42 Eliminations. Results will cause either 50 or 100% of all units of one side to be eliminated. Units are eliminated completely, regardless of their Level, whether Conventional or Unconventional. The affected player decides which units will be eliminated.

12.43 Retreats. If a result calls for one side to retreat, that player moves all surviving units. Units retreat as follows:

- Into an empty Infrastructure box of the same Region (if it could otherwise be entered); OR
- Into an adjacent Region (they could normally enter.) That Region may have no enemy units in “Open” status, however. They may end their retreat in an Infrastructure box, if available. A retreating player may split up retreating units.

12.44 Restrictions. If a retreating unit has no legal location to which it can retreat, it is eliminated instead.

12.45 Infiltration Capable Units and Retreat. Units capable of infiltration movement (movement number printed in a circle) may retreat a number of Regions up to their movement factor. They may retreat through enemy units, but must not end in the same Regions as enemy units in “Open” status. They may end their retreat in an Infrastructure box, if available.

12.46 Attacking Retreating Units. Units which retreat into a position where they may be attacked again may be attacked a second time.

Example: A unit retreats into an Infrastructure box, and it could be attacked again when the attacker conduct anti-Infrastructure combat.

12.47 DSE Fronts. DSE Fronts may not attack on the Kinetic CRT (they may of course defend on it). DSE Fronts are not affected by Retreats. Also, DSE units in the same Region as a Front that survive the combat may ignore retreats. This is at the owning player’s option. See 16.3.

Designer’s Note: Players should examine the CRTs closely. It is entirely possible that the side which wins a Conflict (gains points) to lose strength (have units reduced in Level).

13.0 INFRASTRUCTURE

Designer’s Note: Infrastructure boxes represent the “space” where the local populace resides. By moving units into an Infrastructure box, you are committing your forces to working amongst the people. By so doing, you gain political advantages, but also face additional challenges.

13.1 Moving Into/Out of Infrastructure Boxes

You may move units into and out of the Infrastructure boxes. This is done by moving a unit from the Region’s “Open” box into the “Infrastructure” box. This costs one movement point. You can move out of an Infrastructure box by the reverse process, costing one movement point.

13.2 Limitations

All Regions in Greece have one or more Infrastructure boxes. There can be a maximum of one unit per Infrastructure box. Whichever side moves a unit into a particular Infrastructure box occupies that box. Occupation of a box changes only if a player moves his unit out of a particular box, or if combat eliminates a unit (with the attacker sometimes moving into that box).

13.3 Movement Within a Region

A unit may always move into or out of an Infrastructure box regardless if there are enemy units in the Region. But note that if there are enemy units in “Open” status in the Region, they would then have to stop moving.

13.4 Infrastructure Box to Infrastructure Box Move

A unit can move directly from one Infrastructure box to another Infrastructure box in the same Region (though there is no particular strategic reason to do so).

13.5 No Type Restriction

All unit types may move into Infrastructure boxes.

13.6 Infrastructure Combat

13.61 Defensive Only. Units in an Infrastructure box may not attack. They defend normally.

13.62 Clearing an “Open” Region. You may not attack units in Infrastructure boxes if there are other enemy units in the same Region outside of the Infrastructure box (the units in the Infrastructure box are ignored.) You may only attack enemy units in an Infrastructure box if there are no other enemy units in the Region’s “Open” area.

13.63 Kinetic CRT Prohibition against Infrastructure. Generally, the Kinetic CRT may not be used against enemy units defending in an Infrastructure box. The one exception to this is if all of the attacking units are Unconventional (then the Kinetic CRT may be used).

14.0 CONTROL PHASE

14.1 Control Phase

Control of a Region is checked during the Control Phase. By controlling a Region, a player collects the Political Points designated for his side. During the Control Phase, both players check the map to see which Regions their forces control. Each player collects the Political Points for each Region his side controls. The DSE player collects the points to the left of the slash, the Government to the right of the slash.

14.11 Region Political Index Increase. Unlike Conflict, you can only add to your own Political Index Political Points gained from Control. You may not subtract them from the enemy’s Index.

14.2 Definition of Control

You control a Region if your units occupy ALL of the Infrastructure boxes therein. The presence of “Open” status enemy units in the Region has no effect on control.

14.21 Disputed Control. If both players, or no players, have units in a Region’s Infrastructure boxes, or if not all of a Region’s Infrastructure boxes are occupied, then control is disputed. Neither player controls that Region.

14.3 Control of Foreign Regions

The DSE player always controls Albania, Yugoslavia, and Bulgaria. He does not have to have actual units in these Regions to gain Political Points due to this control – they will always accrue to him in the Control Phase. (However, if players use the optional “Tito Breaks with Stalin” rule, one or two of these countries will close their borders and he will no longer gain the benefits of controlling it or them.)

14.4 Government Political Point Penalties

At the end of the Control Phase, the Government player is penalized one Political Point for each Region that has a Terror marker in it, and for each rural Region that has had its population Resettled. He may also be penalized Political Points if he is not fulfilling the garrison requirements for Tight Defence and Area Defence (see 16.5).

14.5 DSE Political Point Penalties

If, at the end of the Control Phase, there are no DSE conventional units in Greece, the DSE player is penalized 2d6 Political Points.

14.6 Ingame Region Control

Certain Game functions (such as Attrition) require players to check Control at various points in the game. In this case, check for the control status at the moment it matters. However, you do not collect points for this.

15.0 ATTRITION PHASE

Certain units are subject to reduction during the Attrition Phase of an EVEN-numbered turn. These include the following units:

- All Government Police units.
- All DSE Front units.

During the Attrition Phase, both players check all Regions they control. Attrition is applied against eligible units located in Regions under *enemy* control.

15.1 Effects of Attrition

50% of all of player’s units in each Region that are subject to attrition are reduced one Level. The owning player can choose any combination of units to be reduced. Round fractions up.

Example: The Government player has one Level 1 Police and two Level 2 Police in a Region controlled by the DSE player. His Police units are subject to attrition. He could reduce both Level 2 units to Level 1, or eliminate the Level 1, and reduce one Level 2 unit.

16.0 SPECIAL RULES

16.1 UNCONVENTIONAL FORCES

16.11 Types of Unconventional Forces. Unconventional Forces include DSE Cadre and Government LOK units (if they have been switched to that mode). These units have the following additional special rules:

16.12 No Level. They are not affected by the Level system...they do not go up or down.

16.13 No Mandatory Attack. They do not have to attack if in the same Region as enemy units...though they may. If they choose to not attack, then they are not affected by other combats in the Region.

16.14 Kinetic CRT Stricture. Unconventional units may use the Kinetic CRT to attack enemy units in Infrastructure boxes, if they are the only attacking units.

16.15 Hiding Amongst the Populace. If the only units the attacker has in "Open" status in a Region are Unconventional units, then these units may attack enemy units in "Underground" status without having to first clear Open enemy units from the Region.

16.2 AIRSTRIKES

16.21 Availability. The Government player may mobilize Airstrikes. Airstrikes are held off map when mobilized. They are placed on the map temporarily for combat resolution, attacking or defending, then returned to the pool of units available for mobilization (i.e., each airstrike is expended upon use.) They are committed after a combat has been declared by either player, but before it has been resolved.

16.22 Restrictions. Airstrikes may be used only when the combat has been declared to be Guerrilla or Kinetic. They may not be used in Civic Action. Also, Airstrikes may never be used against enemy units occupying Infrastructure boxes.

16.23 Combat Effect. The Government player may change the odds ONE column higher (when attacking) or lower (when defending) for each Airstrike marker expended.

16.24 Collateral Damage. If Airstrikes are used in a combat in a rural or urban Region, double any points gained by the DSE player. The Government player receives normal points.

16.3 DSE FRONTS

16.31 Unit Placement. Fronts are static units. Once placed on the map, they may not move to another Region. However, they may move between Open and Underground status in the same Region.

16.32 Attack Discretion. Fronts do not have to attack, but they may do so at the attacking player's discretion. However, they may not attack on the Kinetic CRT. In addition, if the DSE player has a Front in a Region, then the player has the option to attack (using any permissible CRT) with some, none or all friendly units. Units which do not attack are not affected by combat results.

Note: This supersedes 11.3's requirement to attack. The defender still must defend with all units, regardless of the presence of a Front.

16.33 Retreat Negation. Fronts are never affected by Retreat (see Combat Resolution). Also, if friendly units are in the same Region as a Front and are called upon to Retreat, the owning player can negate the retreat for some, none or all of those units.

16.4 DSE CONVENTIONAL WARFARE

At some point in the game the DSE player may feel confident (or desperate) enough to switch his tactics from irregular warfare to overt, conventional warfare characterized by open battles with Government forces. The DSE player announces in the Mobilization Phase of any turn that he is declaring Conventional Warfare. He may not switch back to "non-conventional" warfare later. The following rules changes are in effect until the end of the game:

- The DSE player may now mobilize Partisan Brigades.
- DSE Partisan Brigades, in the Conflict Phase of the DSE player turn, may declare any attack to be an Intensive Attack. An Intensive Attack has three effects:

- Double the conflict factor of the DSE units participating in the attack;
- Double the number of Political Points awarded as a result of the attack (however MD, OK and VE results on the Kinetic CRT are not re-doubled);
- For this attack, treat any “1/2 A(+1), A(+1), or 1/2 A(+2)” results as “1/2 A(-1), A(-1), or 1/2 A(-2)” respectively.

16.5 GREEK POLITICS

The domestic politics of Greece were and are complex and variable, and party politicians exerted a great degree of control over how the military was deployed and used during the War. This is reflected in the game by the Politics Table. At the beginning of the game and periodically thereafter, the Government player rolls 2d6 three times on the Politics Table to determine any restrictions on his conduct of the military campaign, what resources he will have to conduct it, and how long that state of affairs is expected to last.

The first roll on the Politics Table will give the prescribed deployment for the Greek National Army (GNA), which will be in one of three states:

- **Tight defence** – At all times during the turn, Athens and Thessalonika, as well as the Regions that contain them (i.e. Viotia and Serres), must contain at least one infantry division in Concentrated mode, or equivalent (three infantry brigades). If the Government player cannot satisfy this condition in the Control Phase, he is penalized 1d6 Political Points for each Region that is not sufficiently garrisoned (so, up to 4d6 total penalty – watch it!). The Government player may not use the Civic Action CRT. The Government player may not mobilize new LOK units, nor may he switch them to unconventional mode (any LOK units that were in unconventional mode immediately switch back).
- **Area defence** – In the Control Phase of each player turn, all urban and rural Regions must contain at least one Government unit of any type. If the Government player cannot satisfy this condition, he is penalized one Political Point for each Region that is empty of Government units. Regardless of whether he satisfies this condition, he may not mobilize new LOK units or conduct Population Resettlement.
- **Aggressive** – no restrictions.

The second roll will give the maximum number of Political Points the Government player will be able to expend in the Mobilization Phase of his turn to mobilize new units. This is equal to ((100 minus the current Government PSL) x 20%, 25% or 30%), fractions rounded up (don't worry, there's a table to help you figure it out). This limiting number does not include points received through American Aid.

Finally, he rolls once on the “Duration” column to see how many turns it will be before he must roll again on the Politics Table (in the Initiative Determination Phase). Record these three conditions on the Charts and Tables using the supplied markers.

16.6 TERROR MARKERS

16.61 Terror marker placement and effects. Terror markers may be placed as a side-effect of conflicts and Population Resettlement Missions. There may be only one Terror marker in a Region at a time. When a Terror marker is in a Region, it is Terrorized, with the following effects:

- The Government player is penalized one Political Point for each Terrorized Region (no matter who caused it) in the Control Phase;
- The DSE player may not mobilize Fronts in a Terrorized Region;
- The player controlling a Terrorized Region does not receive Political Points for it in the Control Phase.

16.62 Terror marker removal. Terror markers are removed as a result of particular Civic Action conflicts in their Region (immediately, in the Conflict Phase), or when one player gains control of the Region (in the Control Phase). In either case, the player who instigated the situation (i.e. rolled the die on the Civic Action CRT or gained control of the Region by occupying all the Infrastructure boxes) may or may not remove the Terror marker at his discretion: sometimes he will find this to his advantage – he may not get PP for controlling the Region but he might still want the Government player to lose PP, or to deny the DSE player the ability to mobilize Fronts there.

16.7 POPULATION RESETTLEMENT

This represents moving large numbers of peasants out of their traditional villages, to deny the DSE a source of recruits or hostages. Only rural Regions may have their population resettled. To accomplish this, the Government player must have at least one conventional unit in the Region to be cleared. At the beginning of the Mobilization Phase of his player turn, he announces that the population in that Region will be resettled. This has the following effects:

- He places an 'R' marker in one Infrastructure box of the Region to denote that it is treated as Remote for the rest of the game, and the area is automatically Terrorized (place a Terror marker too).

- Since Remote areas have only one Infrastructure box, henceforth only one unit may be in one of the Region's two Infrastructure boxes (the other is occupied by the 'R' marker) – if there were two units there at the time one is kicked out into Open status (DSE player's choice which one).
- The DSE player gains 1d6 Political Points, and the Government player loses 1d6 Political Points.
- Population Resettlement causes Refugees: thereafter, the Government player is penalized 1 Political Point in each of his succeeding Control Phases for each Region that has been Resettled. (And no, the Government player cannot "put them back".)
- For the rest of the game, the player who controls the Region gets only one Political Point for doing so in the Control Phase (the R marker is marked "1/1" to remind you of this).

17.0 OPTIONAL RULES

17.1 Tito Breaks with Stalin

Due to ideological and political differences, the Yugoslavian government will break off relations with the USSR at some point in the game (historically this happened in July 1949). The DSE player follows this development with a Stalin Score, recorded on the Record Track. At the beginning of each of his Mobilization Phases, the DSE player will roll 2d6 and add the total to his Stalin Score. When the Stalin Score reaches or passes 50, the Greek Communist Party must decide whether to follow the Titoist or Stalinist line. Either decide this for yourself or roll 1d6, and apply the result:

- **1-4 = Stalinist:** Yugoslavia shuts its borders – this country is now out of play. All DSE units that were inside Yugoslavia at that moment are eliminated. DSE units may still enter and leave Albania and Bulgaria: the DSE player now receives only Political Points for these countries. There will also be an internal purge to root out revisionists: the DSE loses 2d6 Political Points.
- **5-6 = Titoist:** DSE units may continue to operate from Yugoslavia, but Albania and Bulgaria will close their borders as above – they are now out of play and any DSE units there at the time are eliminated. The DSE player now receives only Political Points for controlling Yugoslavia. Finally, the DSE player loses 4d6 PSP as he is now perceived as an instrument of Tito's wish to annex northern Greece, incorporating it into Macedonia as part of his "Greater Balkan Confederation".

17.2 American Aid

The United States, in one of the first exercises of the Truman Doctrine, began to provide military and economic aid to the Greek government in March 1947. In game terms, American aid is triggered at the start of the first Mobilization Phase of either player that EITHER the Government Political Index is equal to or less than 30, OR the DSE Political Index is equal to or greater than 70. American aid remains in effect for the rest of the game. The amount of American aid changes each turn and is equal to 10% of the current DSE Political Index (round fractions up). The points accrued for American aid may only be used to mobilize new units or improve the level of existing ones. They are not added to the Government Political Index, are not included in the maximum Political Points available for mobilization from the Government Political Index, and any unexpended points are lost at the end of the Mobilization Phase in which they are received.

Even more optionally, Greek conventional units may not rise to level "4" through progressive mobilization or combat results in conflicts until American Aid is in effect (this represents not only the introduction of more and better weapons and equipment, but also reflects the introduction of American military advisors and trainers, and the willingness to learn from them).

17.3 Optional Earlier Start of the War

In December 1944, soon after the German withdrawal from Greece there was a short period of open conflict between the leftist, Communist-dominated guerrilla forces and the rightist, monarchist counter-revolutionary elements of the government that had returned from four years of exile. Historically, this was a military disaster for the leftists and they spent the following two years building up strength to where they felt they could again challenge the Greek government for ultimate power. This optional scenario winds the clock back from 1947, to perhaps middle or late 1945, and finds both sides with smaller, relatively disorganized forces that must build up to assume control of the country.

Game set-up:

- The Government player sets up first, with "Area Defence" deployment in effect. He chooses TEN Level "1" Army brigades and SIX Level "1" Police units in Open areas or Infrastructure boxes of Regions anywhere in Greece. All Urban and Rural Regions must start with at least one Government unit of any type in them. All remaining units are set aside for use later in the game. The Government Political Index is set at 40.
- The DSE player sets up second. He chooses FOUR Cadres and FOUR Bands at Level "1" and places them in the Open areas or unoccupied Infrastructure boxes of Regions anywhere in Greece, Albania, Yugoslavia or Bulgaria. All remaining counters are set aside for use later in the game. The DSE Political Index is set at 40.

Restrictions on play:

Government player

- Government player begins the game with Area Defence in effect, which decides his initial deployment pattern. The Mobilization Political Point rate limit is automatically set at 20%. The Government player may not Mobilize Airstrikes, LOK units, or Army divisions and may not improve any unit beyond Level “2” through Mobilization (a unit may increase above Level “2” through conflict). All Army units are treated as if they had a Movement rating of “1”. The Government player may not use the Civic Action CRT and may not conduct Population Resettlement.
- The above restrictions are in effect for at least the first seven turns of the game. The Government player rolls 1d6 and adds 6: this is the number of the first turn when the restrictions are lifted (if playing with two players, the Government player keeps this number a secret). At the beginning of this turn the Government player will roll three times on the Politics Table to set new conditions. American Aid cannot be triggered until these restrictions are lifted.

DSE player

- At the beginning of the game, the DSE player may not upgrade any unit beyond Level “2”. The Regions of Albania, Yugoslavia and Bulgaria may be entered by DSE units (only) but they are not treated as “Foreign Regions” for Mobilization Phase purposes. The DSE player does not roll to raise the Stalin Score.
- These restrictions and changes are lifted when the Government player’s restrictions are lifted. The DSE player begins to roll to raise the Stalin Score as soon as the restrictions are lifted.

18.0 DESIGNER’S NOTES

Greek Civil War was originally published in issue #11 of *Modern War* magazine (May-June 2014). The rules you are reading now are what I originally submitted to Decision Games in 2012 (except for these designer’s notes and the optional scenario 17.3). Decision Games made numerous changes to these rules before publication. These changes were made without my knowledge or approval, and in my view made the game unsuitable as a believable simulation game about guerrilla warfare. I am grateful that this version is now published so that players may play the game as I originally intended.

There are only two wargames ever published on the 1947-49 Greek Civil War, and I have designed both of them. The other one, *Andartes*, uses a different system but addresses the same basic concepts of insurgent warfare – the challenge to the government player to keep order and give stability to the civilian population; the requirement for the DSE player to have a strong stable organization of supporters (that is, the Front units) to build his revolution upon; and the need for both sides to manage the overall level of violence during the fighting. Note the important differences in results between the Civic Action and Guerrilla Combat Results Tables, especially at high odds columns; it is quite possible the player will get the military result they wanted but the other player will gain political points.

Brian Train

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