

# NATO

THE COLD WAR GOES HOT

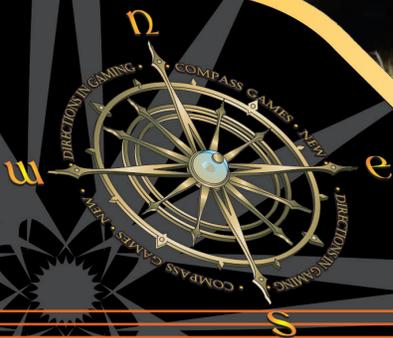
RULES  
BOOKLET

Designer  
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## [1.0] INTRODUCTION

**READ THIS FIRST:** *Even a veteran gamer is going to experience a sinking feeling weighing this booklet in his hands and wondering just how long it is going to take to digest these rules. Take heart! Four things lighten this load:*

1. Every rules section begins with a Veterans' Summary giving guidance on whether an experienced gamer can skip the section because it uses standard mechanics that he already knows.
2. The first 25% of this booklet simply describes the components of the game and the various units and markers it contains; another 15% consists of detailed examples of play.
3. The actual rules are optimized for easy reference, which means that the same rule can be found in every place you might logically look for it, making these rules seem bigger than they truly are.
4. There is a solid little introductory scenario (see *BALTAP*, 36.0), which makes it easy to play your way into the rules.

Finally, it is worth relating that when playtesters first picked up the game, they reliably reported being daunted by both the rules and the extensive Sequence of Play. They equally reliably reported that once they got into it, the game was surprisingly easy to play.

**Veterans' Summary:** *Skip the following section.*

Welcome to the Designer's Signature Edition of Bruce Maxwell's original game "*NATO: The Next War in Europe*", first published in 1983. Now renamed "*NATO: The Cold War Goes Hot*", this Signature Edition features an updated order of battle, updated units, an updated map, a new game system, and new Scenarios. The game is a brigade/division level simulation of a Warsaw Pact attack on Western Europe during the 1980s, set shortly before the collapse of the Soviet Union. When this game was originally published, the threat of such an attack was very real. The Warsaw Pact loomed like a permanent menace over Western Europe. We know now that it was dying from its own internal contradictions. Thankfully, its death was largely peaceful. But history is replete with examples of regimes whose last throw of the dice was to start a war in a desperate gamble to stave off extinction. In redesigning this game from a hypothetical future conflict to a hypothetical historical conflict, the Designer has taken advantage of the incredible wealth of information that has come to light since the fall of the Berlin Wall to present a detailed simulation of what might have happened if the Soviets had taken that last desperate gamble.

There are two sides in this game, each side playable by up to two Players. One side plays SACEUR (Supreme Allied Commander, Europe) and controls the forces of the countries of Western Europe and North America belonging to the North Atlantic Treaty Organization (NATO). The other side plays the Soviet Western Direction Theater Commander and controls the forces of the countries of Eastern Europe belonging to the Warsaw Pact (WP). The game board is a map depicting the area from Denmark to the Swiss border and from France to Poland. Over this area, each Player maneuvers his various ground units and brings his airpower to bear in an effort to break his opponent's forces. Three Scenarios

are provided that each simulate different ways that a war might have broken out. A fourth Scenario is provided for introductory play. Each Scenario is a complete game in itself covering the first 7-14 days of the war, with different starting deployments, reinforcement schedules, and conditions for victory. In addition, each Scenario can be played in 1983, when NATO was relatively weak, or in 1988, when NATO was at the peak of its power.

**If you are new to historical games, please don't feel overwhelmed.** First, give the rules a quick read through. Don't try to memorize them. Follow the set-up instructions for playing the introductory Scenario (see *BALTAP*, 36.0) and then start to play the game by following the Sequence of Play itemized in Section 7.0. As questions arise, simply refer back to the rules referenced in the Sequence of Play. After a few turns of play, you will find yourself becoming familiar with the game mechanics and play will start to come naturally.

**Booklets.** This game comes with two booklets. The first, this Rules Booklet, contains information on all game components and most of the game rules. The second, the Play Booklet, contains the game Scenarios, background information on the game, the Order of Battle for each Alliance, and other historical information.

**Rules Structure.** The game rules are numbered and presented in major sections called Cases. Each Case is further divided into subordinate Cases and sub-Cases. Thus, for example, Case 2.0 covers game components, while Case 2.2 covers the game map specifically and Case 2.2.3 covers Sea Areas on the game map. The rules cross-reference other rules using parentheses, so you will see, for example, "If the Combat Results indicate that the Defender is Disrupted, place a Disrupted Marker on all Defending units (see 25.6.4)." meaning Case 25.6.4 has more detail related to this rule.

**Notes.** Designer's Notes are embedded in the rules to provide you with the Designer's thinking when he framed a given rule or to provide historical information that explains why the rule exists. Players' Notes are also embedded in the rules to provide tips on how a rule affects play.

## [2.0] GAME COMPONENTS

**Veterans' Summary.** *Each hex on the map is 15 miles across. Each Game Turn represent one day of combat. Each Player has a Strategic Reserve Box printed on the map where most of his reinforcements are placed before they enter play. Skip the following section.*

### [2.1] GAME INVENTORY

Your copy of *NATO* includes:

- One Rules Booklet
- One Play Booklet
- Two 22" x 34" Maps that fit together with a small overlap (use paper clips to keep them securely connected)
- Four Counter Sheets, each containing 228 Counters apiece
- Two identical sets of Player Charts & Tables Cards, each set comprising three separate 8" x 11" Cards
- One 11" x 17" WP Sequence of Play Card (Terrain

- Effects Chart on the back)
- One 11" x 17" NATO Sequence of Play Card (Terrain Effects Chart on the back)
- One 8" x 11" Warsaw Pact Reinforcement Schedule Card
- Two 8" x 11" NATO Reinforcement Schedule Cards
- Two 6-Sided Dice (one Red and one Blue)

If any of these parts are missing or damaged, please contact Compass Games by e-mail at [sales@compassgames.com](mailto:sales@compassgames.com).

## [2.2] GAME MAP

The game map represents the terrain along the main border between the two Alliances, known as the Iron Curtain. The countries depicted on the map include Denmark, West Germany, East Germany, the Netherlands, Luxemburg, and parts of Poland, Czechoslovakia, Belgium, and France. The map is divided into hexagons (hexes) that regulate movement, combat and unit density and also identify the type of terrain in that area.

**[2.2.1] Hex Terrain.** Each hex contains symbols for the type of terrain in that area. Terrain types falls into three classes: 1) the main terrain in the hex, termed the "Primary terrain", 2) terrain running along each hexside, and 3) special features in the hex that coexist with the Primary terrain. Each of these terrain types have different effects on movement and combat. If a hex contains more than one type of terrain, such as both Forest and a Minor City, then the Primary terrain is considered to be the terrain type with the highest Priority (Priority 1 is higher than Priority 2). The Priority for each type of terrain, and all terrain effects, are detailed in the Terrain Effects Chart (TEC), found on the back of each Player's Sequence of Play Card. Note that special features never count as Primary terrain.

**[2.2.2] Reinforcement Sectors.** There are two numbered Sectors running along the Western side of the game map (Sectors 1 and 2). These are NATO Reinforcement Sectors. There are three numbered Sectors running along the Eastern side of the game map (Sectors 3-5). These are WP Reinforcement Sectors. These sectors are used to regulate the arrival of reinforcements, and their use is explained in the rules for Reinforcements (see 33.0). Each Sector has a corresponding Reinforcement Box off-map where reinforcement units are placed before they enter the map. Reinforcement Sectors are also a source of Supply for units of certain nationalities (see Supply, 10.0).

**[2.2.3] Sea Areas.** There are two Sea Areas depicted on the map, the North Sea Area and the Baltic Sea Area, separated by a short border at the tip of Denmark. Sea movement in each Area is controlled by different requirements (see Sea Ferry, 14.2, and Sea Transport, 16.2).

**[2.2.4] Deployment Areas.** The band two hexes to the west of the Iron Curtain boundary line is divided into Corps Deployment Areas, each labelled with the Designation of the NATO Corps that sets up in that Area in the Extended Buildup Scenario. The band two hexes to the east of the Iron Curtain boundary line is divided into Front Deployment Areas, each labelled with the Designation of the Front that sets up in that Area in the Extended Buildup Scenario. See the Scenario instructions for the Extended Buildup Scenario (38.0) for how these Deployment Areas are used.

**[2.2.5] Strategic Reserve Box.** Each Player has a Strategic Reserve Box (SRB) printed on the map. The Strategic Reserve Box represents the off-map rear area for each Alliance. In each Scenario, certain units start in the Strategic Reserve Box. Additional units may be placed there during the Joint Reinforcement Phase of each turn (see Reinforcements and the Strategic Reserve Box, 33.6). Units in the Strategic Reserve Box enter the map according to the rules for their reinforcement type (see Reinforcements, 33.0) or alternately by Rail movement (see 13.7).

**[2.2.6] Lift Command Displays.** Each Player has a Lift Command Display where he parks his Lift Commands (see 15.0) between missions and tracks their mission readiness.

**[2.2.7] NATO Command Zones.** There are two violet lines drawn on the map that represent Command Zone Boundaries. Every hex on or north of the northernmost line falls in the Baltic Approaches (BALTAP) Command Zone. Every hex on or north of the middle line fall in the Northern Army Group (NORTHAG) Command Zone. Every hex to the south of the southernmost line falls in the Central Army Group (CENTAG) Command Zone. Command Zones are used to define certain restrictions on setup and movement in the various Scenarios and may define operational boundaries between Players when more than one Player is playing on the same side (see 35.8.3).

**[2.2.8] Player Aids.** Also printed on the map are the following Player aids:

- A Terrain Key to identify each type of terrain found on the map (the effect of each type of terrain is explained on the TEC found on the back of each Player's Sequence of Play Card)
- A Game Turn Track to keep track of the current Game Turn
- A Phase Track for each Player to keep track of the current Game Phase (see Sequence of Play, 7.0)
- An Air Point Track for each Player to keep track of his current count of Air Points (see Air Power, 23.0)
- A Chemical Munitions Point Track for each Player to keep track of his current count of Chemical Munitions Points (see Chemical Warfare, 22.0)
- A Victory Point Track for each Player to keep track of his current count of Victory Points (see Victory, 34.0)
- A WP Supply Point Track to enable the WP Player to keep track of his Supply Points (see Supply, 10.8)
- A Tension Level Track for the WP Player to keep track of the current Tension Level (War of Nerves Scenario, only, see 39.2)
- An Alert Track for the NATO Player to keep track of his current Alert Level (War of Nerves Scenario, only, see 39.4)

## [2.3] CHARTS AND TABLES

Many game functions are regulated by charts and tables that determine what happens when a Player wants to take a specific action in the game. These charts and tables are all printed on the Player Charts & Tables Cards. There are two identical sets of these Cards, one for each Player, each consisting of three separate Cards. Some of the most commonly used charts and tables as also

printed on the map. The use of these charts and tables is explained in the appropriate sections of the rules. They include:

- Air Campaign Tables
- Airspace Chart
- Airspace Effects Chart
- Chemical Strike Table
- Warsaw Pact Airfield Chemical Strike Table
- Combat Results Table
- Counterattack Table
- WP Interception Table
- NATO Interception Table
- NATO Alert Level Chart
- NATO Deep Interdiction Table
- Nuclear Strike Table
- Strike Table
- Supply Chart
- Unit Summary Chart
- Unit Movement Summary Chart
- Warsaw Pact War Preparations Chart
- Zone of Control Effects Chart

## [2.4] SEQUENCE OF PLAY AND TERRAIN EFFECTS CHART CARDS

Each Player has a Sequence of Play Card containing the unique Sequence of Play for the Player Turn executed by his Alliance. The Terrain Effects Chart (TEC) is printed on the back of each of these Cards.

## [2.5] REINFORCEMENT SCHEDULE CARDS

The WP Player has a Reinforcement Schedule Card detailing the reinforcement units that he receives on each turn of each Scenario. The NATO Player has two Reinforcement Schedule Cards detailing the reinforcement units that he receives on each turn of each Scenario.

## [2.6] COUNTERS

The playing pieces for this game, called counters, can be found in the four pre-cut counter sheets included with the game. These counters should be carefully separated and organized into their respective Unit Pools (see 3.7.1). There are two types of counters: units and game markers. Units represent the military formations deployed by each Alliance. Game markers are used to track the status of units on the map, events on the map, and to keep track of Player resources on various Tracks.

## [2.7] GAME SCALE

Each hex on the map is 15 miles across. Each Game Turn represent one day of combat. Combat units represent regiments, brigades and divisions. HQ units represent the logistical tails for Corps (NATO) and Fronts (WP).

## [3.0] UNITS

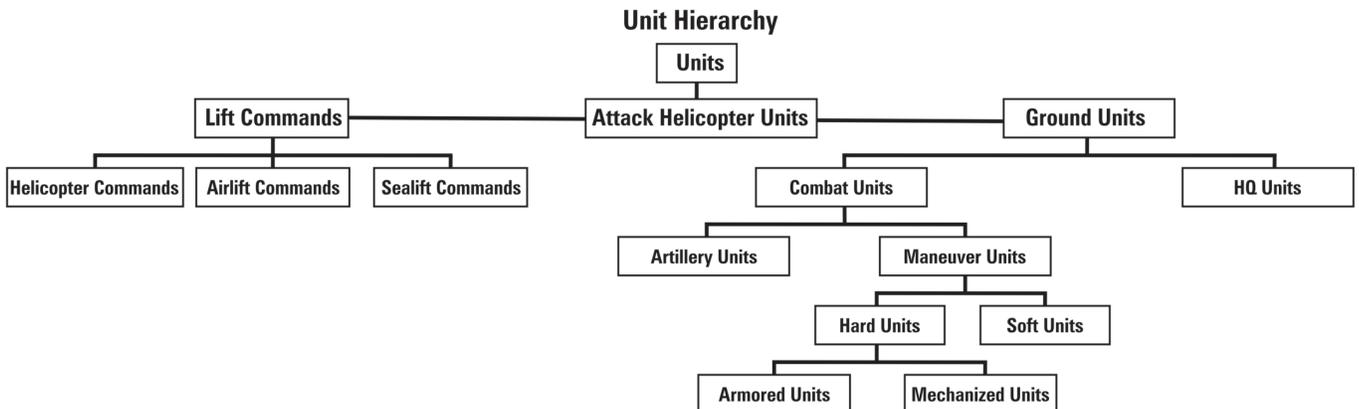
*Veterans' Summary:* Maneuver units make ground attacks, Attack Helicopter units support ground attacks, Artillery units make Strikes, HQ units provide Supply and Lift Commands transport Ground units. Maneuver units can be Hard (with brackets around their Defense Strength) or Soft (no brackets). Each type interacts with enemy ZOCs and benefits from terrain differently. Units belonging to the same WP Front all bear a common Front Color Stripe at the top of their counter unique to that Front, which makes it easy to keep them together. Units of a Front need to stay together because they can trace supply only to their one Front HQ. Units belonging to a NATO Corps can trace supply to any Corps HQ of the same nationality. Territorial units (units bearing a Subordination Legend of "Terr") may not leave their Home Country. Skim the following section.

## [3.1] UNIT TYPES

Unit types define the general characteristics of how a unit behaves in play. In this game, there is a hierarchy of unit types:

1. Units come in three categories: 1) Ground units, 2) Attack Helicopter units, and 3) Lift Commands.
2. Ground units come in two types: 1) Combat units and 2) Headquarters (HQ) units.
3. Combat units come in two types: 1) Maneuver units and Artillery units.
4. Maneuver units come in two types: 1) Hard units (armored combat vehicles) and 2) Soft units (motorized infantry).
5. Hard units come in two types: 1) Armored units (any unit with an Armor or Armored Cavalry Unit Symbol, see 3.2.8) and 2) Mechanized units (any other Hard unit that is not an Armored unit).
6. Lift Commands come in three types: 1) Helicopter Commands, 2) Airlift Commands, and 3) Sealift Commands.

[3.1.1] Unit types and sub-types are summarized in the chart below:



**[3.1.2] Unit Types and Functions.** Broadly speaking, unit types have the following functions:

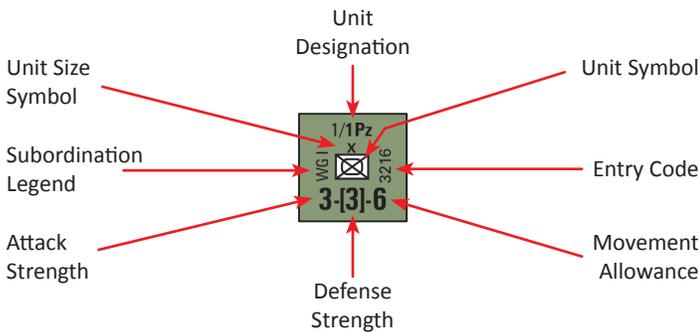
1. Maneuver units make ground attacks (see Combat, 25.0).
2. Attack Helicopter units support ground attacks.
3. Artillery units make Strikes (see 20.0).
4. HQ units supply Maneuver units and Artillery units (see 10.0).
5. Lift Commands move Ground units.
6. Hard units can move through EZOCs (see 8.0) where Soft units cannot, but Soft units can receive better defensive benefits from terrain (see 3.5).
7. The Attack Strengths of Armored units are generally higher, but their Attack Strengths are halved when attacking into City and Mountain hexes, whereas Mechanized units are unaffected.

Certain game rules apply uniquely to each category of unit.

## [3.2] MANEUVER UNITS

### Typical NATO Maneuver Unit (Brigade/Regiment)

Front Side (One Step):



Brackets around the Defense Strength denote a Hard unit (see 3.5.1). Most NATO units are one Step, and so have nothing printed on their back side.

### Airborne or Airmobile Unit

Front Side (One Step):



### U.S. Reforger Unit

Front (Active) Side:

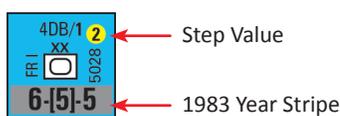


Back (Reforger Site) Side:

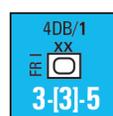


### French Heavy Division

Full Strength Front Side (Two Steps):



Cadre Back Side (One Step):



### Typical WP Maneuver Unit (Division)

Full Strength Front Side (Two Steps):



Cadre Back Side (One Step):



### Typical WP Maneuver Unit (Brigade/Regiment)

Front Side (One Step):



**[3.2.1] Attack Strength.** A unit's Attack Strength quantifies its basic power to attack enemy units. A unit's Attack Strength is subject to modification by terrain, Supply status, and previous combat results. The Attack Strength of each unit participating in the same attack against an Objective hex is added together to arrive at the Total Attack Strength used to resolve that attack.

**[3.2.2] Defense Strength.** A unit's Defense Strength quantifies its basic ability to resist an enemy attack. A unit's Defense Strength is subject to modification by terrain, Supply status, and previous combat results. The Defense Strength of each unit defending an Objective hex against an enemy attack is added together to arrive at the Total Defense strength used to resolve that attack. **Units that have a bracket around their Defense Strength are Hard units (see 3.5.1).**

**[3.2.3] Movement Allowance.** A unit's Movement Allowance quantifies the speed at which it can move. A unit's Movement Allowance is expressed in terms of the number of Movement Points it has available to spend each Game Turn to move across the game map. During the Movement Phase of each Game Turn, a unit spends a certain number of Movement Points to enter each hex along its route of travel and, in certain cases, to cross hexsides along the way. For more detail, see Ground movement, 12.0. Some units have an "A" after their Movement Allowance. This "A" indicates that the unit is Airborne or Airmobile, which means that it is also eligible to be moved by Helicopter or Air movement.

**[3.2.4] Unit Designation.** The Unit Designation is a set of numbers and letters that identifies the specific unit. This information is used for the deployment instructions at the start of a Scenario and the identification of units that arrive as reinforcements. **For more information on Unit Designations, see Historical Unit Information, 43.0, in the Play Booklet.**

**[3.2.5] Subordination Legend.** The Subordination Legend is a number or abbreviation that identifies a unit's parent formation. For a WP unit, that parent formation will usually be a Front. For a NATO unit, that parent formation will be a Corps. Each unit's Subordination Legend is identical to the Unit Designation of their Superior HQ. Thus, all WP units bearing a Subordination Legend of "POF" (Polish Front) are Subordinate to the Front HQ unit with the Unit Designation "POF" and conversely that HQ is Superior to all units with a Subordination Legend of "POF".

Combat units can draw Supply (see 10.0) only from a Superior HQ. Being in Supply is an important function in the game, so the requirement to draw Supply from a Superior HQ unit encourages Players to keep all units of the same formation within the Support Range of their Superior HQ. In addition, there are restrictions on how many separate formations can attack the same enemy-occupied hex, or defend their own hex, which also encourage a Player to keep his formations together.

**[3.2.5.1] Territorial Units.** Any unit with a Subordination Legend of “Terr” is a Territorial unit. Territorial units may never voluntarily leave their Home Country. They may be retreated outside of their Home Country as a result of combat (see 25.7), but only if that is the sole option available to avoid elimination. NATO Territorial units may be Subordinated to any Corps HQ of the same nationality (or, if eligible, to a Multinational Corps HQ, see 29.7). WP Territorial units may be Subordinated to any WP Front HQ. Many Territorial units have an Attack Strength of zero, which means that they have a Zone of Control (termed ZOC for short, see 8.0) only in their own hex and cannot make a ground attack unless participating with at least one other Maneuver unit that **does** have an Attack Strength of one or more (see 25.2.2).

**[3.2.5.2] NATO Corps.** Subordination Legends on NATO Combat units indicate the unit’s parent Corps. U.S. reinforcement units with the Subordination Legend ARNG (Army National Guard), AR (Army Reserve), or CEN (CENTAG) are not assigned to any specific U.S. Corps. There are two special Multinational Corps HQs in the BALTAP sector, LANDJUT (LJ) and LANDZEALAND (LZ), (see 29.7). NATO Subordination Legends are largely provided for historical interest, but they do determine unit setup in the Extended Buildup Scenario (see 38.0). In game terms, **any** NATO unit may be Subordinated to **any** friendly HQ of the **same nationality**, or, if eligible, to one of the Multinational Corps HQs (see 29.7) and draw Supply from that HQ.

**[3.2.6] Front Color Stripe.** WP units are organized into formations called Fronts. A WP Front typically consists of a single Front Artillery division and two to three armies, which in turn consist of four to five maneuver divisions. Accordingly, a typical Front will comprise an artillery division, 8-15 maneuver divisions, a number of separate regiments and brigades and an HQ unit. **All units that belong to a particular Front are identified by a common Front Color Stripe running across the top of their counters** (in addition to bearing a common Subordination Legend for that Front). Player should note that many WP Fronts contain two different nationalities and that the counters for each nationality bear a different counter color (see 3.9.1).

**[3.2.6.1] WP Independent Units.** Some WP Combat units do not bear a Front Color Stripe. These are Independent theater-level units, which may Coordinate (see 26.0) with units from any Front and may draw Supply (see 10.0) from any Front HQ unit. WP Independent units also include the “0-1-4” regiments of the East German and Czech Border Guards (these units have Subordination Legends starting with “Gr” and “CPS”). While the Border Guards may not leave their Home Country, they may Coordinate with units from any Front. Finally, the

Scenario instructions may specify certain units that are treated as Independent in that Scenario.

**[3.2.6.2] WP Baltic Corps.** The Baltic Corps is a unique sub-formation of the Baltic Front. The Subordination Legend for the Baltic Corps is “BC”. The Baltic Corps consists of the Baltic Corps HQ, the 138<sup>th</sup> Tank Regiment, the 336<sup>th</sup> Guards Marine Brigade and the Polish 7<sup>th</sup> Marine. Any of the Combat units belonging to the Baltic Corps are Subordinate to **both** the WP Baltic Corps HQ and the Baltic Front HQ and may draw Supply (see 10.0) from either HQ. The Baltic Corps is unique because the Baltic Corps HQ can keep its Subordinate units in Supply by tracing its own Supply by sea (see 10.9).

*Designer’s Note: The Baltic Corps is a wartime command formed to manage combat operations along the Danish coast.*

**[3.2.7] Unit Size Symbol.** The following symbols indicate a unit’s size, based on its official designation, or, in the case of HQ units, the size of the formation it commands:

- III: Regiment
- X: Brigade
- XX: Division
- XXX: Corps
- XXXX: Army
- XXXXX: Front

*Designer’s Note: Actual unit sizes varied enormously across armies. Some units formally designated as brigades were materially larger than some units formally designated as divisions.*

**[3.2.8] Unit Symbol.** Each unit bears a Unit Symbol indicating its function. A unit’s Unit Symbol affects how it moves, how it attacks and how it defends. A unit’s Unit Symbol always correlates directly to its Unit Type.

**[3.2.8.1] Unit Symbols include:**

-  Airborne Infantry (Soft)
-  Airborne Mechanized Infantry (Mechanized)
-  Airmobile Anti-Tank (Soft)
-  Airmobile Infantry (Soft)
-  Armor (Armored)
-  Armored Cavalry (Armored)
-  Artillery
-  HQ
-  Infantry (Soft)
-  Marine HQ
-  Marine Infantry (Soft)
-  Marine Mechanized Infantry (Mechanized)
-  Mechanized Infantry (Mechanized)
-  Mountain Infantry (Soft)

**[3.2.8.2] Unit Symbol Colors.** Unit Symbol colors are provided for historical interest, only, and have no effect on play (**exception:** see Optional Rule 25.4.5).

**[3.2.8.2.1] WP Unit Symbol Colors.** The Unit Symbols for WP units are color coded for the army (a four to five division formation) they belong to. For example, within the North East German Front (NEGF), all units of the 2<sup>nd</sup> Guards Tank Army share a white Unit Symbol, all units of the 3<sup>rd</sup> Shock Army share a yellow Unit Symbol and all units of the 20<sup>th</sup> Guards Army share a light blue Unit Symbol. The Unit Symbol for Front-level units (not belonging to any army) is always light green.

**[3.2.8.2.2] NATO Unit Symbol Colors.** The Unit Symbols for NATO units are colored either white, yellow or black. White symbols signify regular army units, yellow symbols signify reserve units and black symbols signify Territorial units.

**[3.2.9] Entry Codes.** A Unit's Entry Code indicates how it appears in the game, either directly on the map or as a Reinforcement. Normally, a unit with an Entry Code consisting of exactly four numbers is placed directly on the map at the start of the game in the hex bearing those same four numbers (**exception:** this does **not** apply in the Extended Buildup Scenario, see 38.3). For example, a unit with an Entry Code of "3303" will begin play in hex 3303. Any unit that appears as a Reinforcement after play has started will have an Entry Code corresponding to one of the following Reinforcement Methods:

**A:** **Air Reinforcement.** This unit enters the map by Air movement (Air Ferry or Air Transport). See Air Reinforcements, 33.2.4.

**EB:** **Extended Buildup.** This unit appears **only** in the Extended Buildup Scenario (see 38.0) and is **not** a Reinforcement but rather starts already set up on the map. Disregard this unit when playing any other Scenario.

**G#:** **Ground Reinforcement.** This unit enters the map by Ground movement from the Reinforcement Sector matching the #. See Ground Reinforcements, 33.2.2.

**RF#:** **Reforger Reinforcement.** This unit is placed on the map on its Reforger Site side at the start of the game in the hex that contains the exact same four numbers printed on of it (some Scenario instructions will change this starting position). However, it is Activated only according to the rules for Reforger reinforcements (see 33.3).

**RR:** **Rail Reinforcement.** This unit enters the map by Rail movement from any friendly Reinforcement Sector. See Railroad Reinforcements, 33.2.3.

**RS#:** **Reserve Reinforcement.** This is a Reserve unit that appears at the specific hex on the map matching its #. See Reserve Reinforcements, 33.2.1.

**S:** **Sea Reinforcement.** This unit enters the map by Sea movement (Sea Ferry or Sea Transport) and must end its movement in a friendly-controlled Port hex. See Sea Reinforcements, 33.2.5.

**[3.2.10] Step Value.** A Step is a measurement of a unit's size for game purposes. Each Step represents roughly 3,000-5,000 troops. Combat losses are denominated in Steps (see 25.6.3) and the number of units allowed to stack together in the same hex is measured in Steps (see 9.0). A Step is also the basic unit for Lift: each Lift Command (Airlift, Helicopter or Sealift) can transport a single Step each Game Turn (see Lift Commands, 15.0). Step Values are not usually printed on the unit counters, rather they are largely determined by a unit's Unit Size Symbol (see 3.2.7).

**[3.2.10.1] WP Step Values.** All WP regiments (Unit Size = "III") and brigades (Unit Size = "X") contain one Step. All WP divisions (Unit Size = "XX") start as two-Step units, except WP Artillery divisions, which contain only one Step. There are no other exceptions to this rule.

**[3.2.10.2] NATO Step Values.** All NATO units are one-Step units, except certain U.S. Armored Cavalry regiments and French Armored divisions. Two-Step NATO units **do** contain a Step Value inside a yellow circle to indicate that they are exceptions.

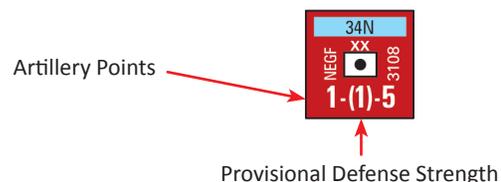
**[3.2.10.3] HQ Units.** All HQ units are one-Step units, regardless of the Unit Size symbol they bear.

**[3.2.10.4] Step Loss.** One-Step units have nothing printed on the back of their counters. When a one-Step unit takes a Step loss from combat, it is removed from the game. Two-Step units have a second set of unit values printed on their back side. The back side of a two-Step unit is termed a "Cadre". Two-Step units that suffer a Step loss from combat are flipped over to their Cadre side. Cadres are always one Step. When a Cadre takes a Step loss, it is eliminated and removed from play.

## [3.3] ARTILLERY UNITS

Only the WP Player has Artillery units.

### Typical Artillery Unit



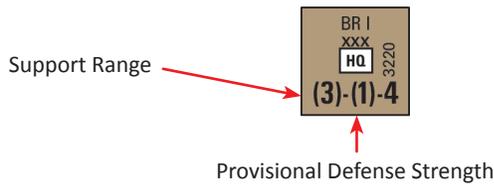
**[3.3.1] Artillery Unit Information.** Most of the information printed on an Artillery unit is the same as that printed on a Maneuver unit. There are two exceptions. First, where a Maneuver unit has an Attack Strength enabling it to make a ground attack, an Artillery unit has an Artillery Point enabling it to make an Artillery Strike (see 24.0). Secondly, the Defense Strength of an Artillery unit is contained within Parentheses to indicate that it is Provisional, meaning that it adds its Defense Strength to the defense of a hex only when there are no Maneuver units present (see 25.2.7).

## [3.4] HQ UNITS

HQ units represent the command and logistics nets that support NATO Corps and WP Fronts. HQ units provide two functions in the game: 1) they provide Supply to the Combat units that are Subordinate to them, and 2) they provide Offensive Support. See

Supply (10.0), Offensive Support (25.4), and Headquarters Units (29.0).

## Typical HQ Unit



**[3.4.1] Headquarters Unit Information.** Most of the information printed on a Headquarters (HQ) unit is the same as that printed on a Combat unit. There are three **exceptions**:

1. Where a Combat unit has an Attack Strength or Artillery Points, an HQ unit has a Support Range (shown in parentheses to indicate that it is not a combat value).
2. The Defense Strength of an HQ is contained within parentheses to indicate that it is Provisional (see 25.2.7). An HQ unit adds its Defense Strength to the defense of a hex only when there are no Maneuver units present.
3. HQs have no Subordination Legends. They are the Superior HQs for their formations.

**[3.4.2] Support Range.** This is the maximum distance in hexes between an HQ and a Subordinate Combat unit within which the HQ can provide Supply (10.0) or Offensive Support (25.4) to that Combat unit. When determining if a Combat unit is within the Support Range of an HQ, do not count the hex that the unit occupies, but do count the hex that the HQ occupies. The path for tracing Support cannot be traced through enemy units, EZOC hexes (unless occupied by friendly units), Blocked hexsides, All-Sea hexsides, and All-Sea hexes (except where a Causeway or the Danish Ferry exists).

## [3.5] HARD AND SOFT UNITS

The following rules define how different Ground unit types interact with EZOCs (see 8.0) and receive benefits from the terrain in the hex they occupy when attacked (see also the Terrain Effects Chart in the Player Cards).

**[3.5.1] Hard Units.** Hard units consist primarily of armored vehicles capable of moving while under heavy fire. **Any unit with Brackets around its Defense Strength is a Hard unit.** Hard units may always move directly from one EZOC hex to another (see 8.0) and they are allowed to Exploit (see 25.8.2). There are two types of Hard units: 1) Armored units (including Tank and Armored Cavalry units) and 2) Mechanized units. The primary difference is that Armored units, while generally having higher Attack Strengths, have their Attack Strengths **halved** when attacking into a Mountain hex or any type of City hex.

**[3.5.2] Soft Units.** Soft units consist primarily of infantry equipped with soft skinned vehicles (trucks and jeeps). These units are extremely vulnerable when on the move but can disperse and take excellent advantage of cover when they deploy. Any Maneuver unit that does not have brackets around its Defense Strength is considered a Soft unit. Soft units cannot

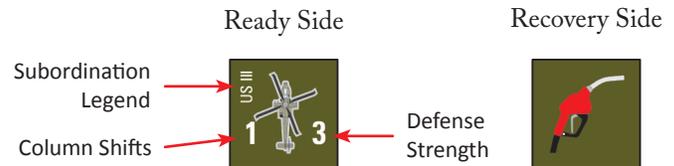
move directly from one EZOC hex to another unless entering a hex that is already friendly-occupied. **The Defense Strength of a Soft unit is doubled when occupying a Forest, Rough, Mountain, or City hex** (see the Terrain Effects Chart).

**[3.5.3] Other Ground Units.** Artillery and HQ units are neither Hard nor Soft. They move exactly like Soft units in the presence of EZOCs, but their Defense Strength is always Provisional (see 25.2.7) and is never doubled by any terrain type.

## [3.6] ATTACK HELICOPTER BRIGADES

Attack Helicopter brigades are placed into play during battles and are otherwise kept in the Attack Helicopter Display printed on the map (see 18.4).

### Typical Attack Helicopter Brigade



**[3.6.1.] Subordination Legend.** The Subordination Legend on the unit indicates the specific Superior HQ unit to which the Attack Helicopter brigade is attached and from which it deploys (see 18.4).

**[3.6.2] Column Shifts.** The number of column shifts provided when the unit participates in a battle (see 25.3.4).

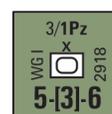
**[3.6.3] Defense Strength.** This value is used when determining whether a Flak Hit eliminates the unit (see Flak, 19.0)

**[3.6.4] U.S. Attack Helicopter Brigades.** The NATO Player has two sets of U.S. Attack Helicopter brigades. The set with a Defense Strength of “2” is used when playing a Scenario in 1983 and the set with a Defense Strength of “3” is used when playing a Scenario in 1988. *Designer’s Note: This change represents the transition from AH-1 Cobras to AH-64 Apaches.* The WP Player has only one set of Attack Helicopter brigades used in both years.

## [3.7] UNIT POOLS

**[3.7.1] Unit Pools.** Each Player has three pools of units: 1) units that remain the same whether playing a Scenario for 1983 or 1988 (the Common Pool), 2) units that are unique to 1983 (the 1983 Pool) and 3) units that are unique to 1988 (the 1988 Pool). Units in the Common Pool have no Pool Color Stripe on the bottom half of the unit. Units in the 1983 Pool have a gray Pool Color Stripe running through their bottom half. Units in the 1988 Pool have an orange Pool Color Stripe running through their bottom half. Here are examples of units in each pool:

Common Pool



1983 Pool



1988 Pool

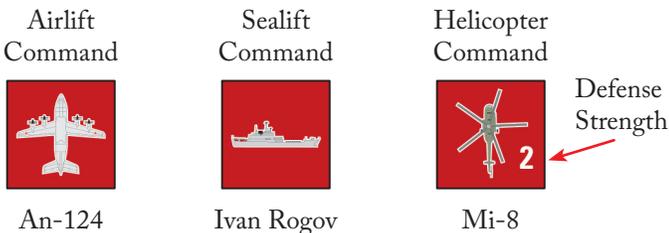


**[3.7.2] Unit Storage.** It is highly recommended that you store the three unit pools separately to make Scenario setup faster. Plastic ziploc bags work well for this purpose. When setting up a Scenario for 1983, Players will combine their Common and 1983 unit pools. When setting up a Scenario for 1988, Players will combine their Common and 1988 unit pools. When putting the game away, Players will save a lot of future time if they return each unit to its own separate pool.

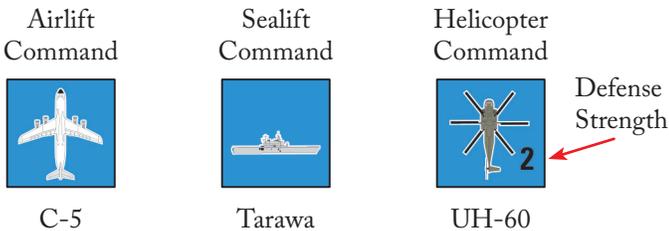
## [3.8] LIFT COMMANDS

There are three types of Lift Commands: Airlift Commands, Sealift Commands, and Helicopter Commands. Each Command represents a large number of aircraft, helicopters or ships assembled to move friendly Ground units. Each Command can move one Step of cargo (a passenger unit) each Game Turn. Unlike Ground units, which stay on the map, Lift Commands are kept in a Player's Lift Command Display printed on his side of the map and only moved onto the playing area when they are actually transporting a passenger unit. See Air Transport (16.1), Sea Transport (16.2), and Helicopter movement (18.0).

### [3.8.1] WP Lift Commands



### [3.8.2] NATO Lift Commands



## [3.9] COUNTER COLORS

Counters are color coded to indicate their nationality or alliance.

**[3.9.1] National Unit Colors.** Unit counters are color coded for each nationality is as follows:

- Russian (Soviet): Red
- East German: Gray
- Czech: Tan
- Polish: Mauve
- U.S. & Canadian: Deep Olive Drab
- British: Taupe
- West German: Light Olive Drab
- French: Sky Blue
- Dutch: Light Blue
- Belgian: Grass Green
- Danish: Lavender

**[3.9.1.1] Canadian units are treated as U.S. units for all purposes but are distinguished by a red Unit Symbol.**

**[3.9.2] Alliance Colors.** The color code for each Alliance (used for Lift Commands and various Game Markers) is as follows:

- Warsaw Pact: Red
- NATO: Blue

## [3.10] UNIT ERRATA

We humbly confess to the following errors on our unit counters:

1. All tank divisions of the Belorussian Front (bearing a Lavender Front Color Stripe) incorrectly bear a Subordination Legend of "BAF" but should say "BEF"
2. All WP Mechanized Airborne units belonging to the 7<sup>th</sup> Guards and 76<sup>th</sup> Guards Airborne divisions are shown as brigades ("X") when they should be shown as regiments ("III").
3. The Polish P10/P4 Tank Division should have a Unit Designation of "P10T/P4".
4. All U.S. Attack Helicopter Brigades with a Defense Strength of "2" should bear a gray Pool Color Stripe to indicate that they are part of the 1983 Unit Pool.
5. All U.S. Attack Helicopter Brigades with a Defense Strength of "3" should bear an orange Pool Color Stripe to indicate that they are part of the 1988 Unit Pool.
6. The U.S. 2/9 Brigade should bear a gray Pool Color Stripe to indicate that it is part of the 1983 Unit Pool.

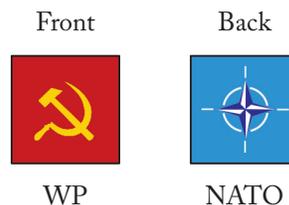
## [4.0] MARKERS

*Veterans' Summary: Skip the following section.*

### [4.1] MAP MARKERS

Map Markers are used to keep track of events on the map.

**[4.1.1] Conquered Markers.** Whenever a Player advances a unit into an enemy Free City hex as a result of a successful attack on that hex, place a friendly Conquered Marker on that City hex to indicate that it is now friendly-controlled. Whenever a Player moves a unit through an enemy Reserve Site (indicated by red triangle printed in the hex, see 33.2.1), before the reinforcement unit scheduled to arrive there has appeared, place a friendly Conquered Marker on that hex to indicate that the site has been eliminated and the reinforcement will not arrive.



**[4.1.2] Nuclear Strike Markers.** Whenever a Player launches a Nuclear Strike (see 21.0) on a hex, place a Nuclear Strike Marker in that hex to indicate that it is contaminated.



WP



NATO

**[4.1.3] Chemical Strike Markers.** Whenever a Player launches a Chemical Strike (see 22.0) on a hex, place a Chemical Strike Marker in that hex to indicate that it is contaminated.

WP Front



Persistent Gas

WP Back



Non-Persistent Gas

NATO Front



Persistent Gas

NATO Back



Non-Persistent Gas

**[4.1.4] Airstrike Markers.** During any friendly Air Strike Segment, all Air Strikes that a player wishes to make must be marked on the map using an Air Strike Marker **before** any Strike can be executed (see 23.0).

WP  
Tactical  
Airstrike



WP  
Operational  
Airstrike



NATO  
Tactical  
Airstrike



NATO  
Operational  
Airstrike



**[4.1.5] Air Interdiction Markers.** During the friendly Offensive Strike Phase, Players expend Air Points (see 23.0) to place Air Interdiction Markers in order to impede enemy movement in the vicinity (see 23.8). An Air Interdiction Marker may also be placed on the WP Supply Point Track to indicate the effects of NATO Deep Interdiction Strikes (see 23.7) on the arrival of new WP Supply Points.

Front



WP

Back

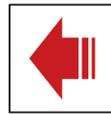


NATO

**[4.1.6] Breakthrough Markers.** During the Combat Phase, if an attack completely clears the Objective hex of all Defending units, place a Breakthrough Marker in that hex (see 25.9). The hex occupied by the marker and the six surrounding hexes are termed a “Breakthrough Zone”. During the ensuing friendly Reserve Phase, Hard units may ignore EZOCs in the Breakthrough Zone, allowing them to blitz through the hole in

the enemy lines that was created during the preceding Combat Phase (see Reserve Phase, 28.0).

Front



WP

Back



NATO

**[4.1.7] NATO Reforger Site Marker.** In the Strategic Surprise and War of Nerves Scenarios, this marker is used to indicate that the U.S. 3<sup>rd</sup> Armored Cavalry Regiment is a Reforger (Return of Forces to Germany) Site in hex 3626 until it is Activated (see 33.3).



**[4.1.8] Resupply Markers.** This marker is placed in a hex when a Player has run a successful Resupply Operation (see 10.7).



**[4.1.9] Offensive Support Markers.** During the Commitment Segment of any Battle Cycle this marker may be placed in an Objective hex to indicate that it is receiving Offensive Support from a WP Front HQ or a U.S. Corps HQ. Offensive Support increases the power of an attack (see 25.4).

Front



WP

Back



NATO

## [4.2] UNIT MARKERS

Unit Markers are placed on top of individual units to indicate a change in the status of that unit.

**[4.2.1] Disrupted Markers.** Disrupted Markers are placed on top of Maneuver units that become Disrupted (see 25.6.4) as a result of participating in a battle or being hit by an enemy Strike. The Attack and Defense Strengths of a Disrupted unit are halved, and the unit may move only one hex (see Minimum movement, 12.5) during the next friendly Movement Phase. All Disrupted Markers are removed from friendly units during the next friendly Recovery Phase.

Front



WP

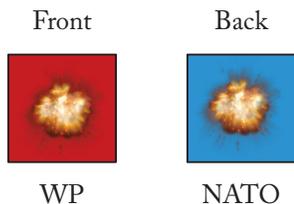
Back



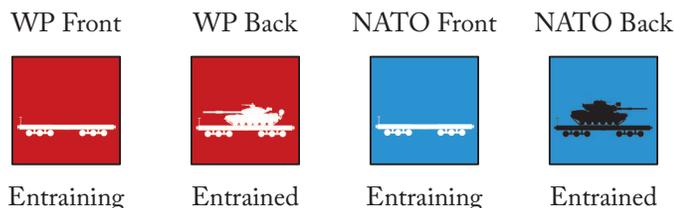
NATO

**[4.2.2] Suppressed Markers.** Suppressed Marker are placed on top of Artillery and HQ units that become Suppressed (see 25.6.4.4) as a result of an enemy ground attack or Strike. Suppressed Artillery units attack on the “0” column of the Strike Table. Suppressed HQ units may not provide Offensive

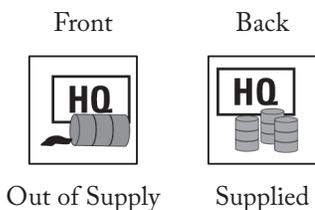
Support (see 25.4). A Suppressed unit may move only one hex (see Minimum movement, 12.5) during the next friendly Movement Phase. All Suppressed Markers are removed from friendly units during the next friendly Unsuppression Phase.



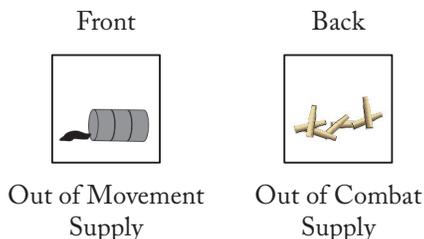
**[4.2.3] Train Markers.** Entraining Markers are placed on any unit that a Player wishes to move by Rail movement (see 13.0). Units under an Entraining Marker may neither move nor attack. The Entraining Marker is flipped over to its Entrained side one turn later to indicate that the unit may now move by Rail movement in the current turn.



**[4.2.4] HQ Supply Markers.** HQ Supply Markers are used to indicate whether an HQ unit is in Supply or not (see Supply, 10.0). HQs that are in Supply may in turn Supply all of their Subordinate Combat units.

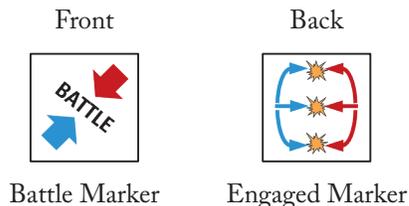


**[4.2.5] Combat Unit Out of Supply Markers.** Combat units (Maneuver and Artillery units) track Movement Supply and Combat Supply at separate points during each Game Turn using separate rules. Accordingly, their Movement Supply and Combat Supply status is tracked separately using different markers. Place the appropriate type of Out of Supply Marker on a Combat unit when it is determined to be out of a particular type of Supply (see 10.0).

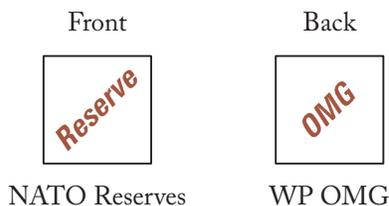


**[4.2.6] Battle Markers.** A Battle Marker is placed in an Objective hex during the Battle Planning Phase (see 25.0) to indicate that a Player plans to attack that hex in his ensuing Combat Phase.

The WP Player **must** attack these hexes. The NATO Player may attack these hexes but is not required to. When a battle has finished, the marker may be flipped over and placed on any Defending units that survived the battle as a reminder that they are Engaged (see 25.6.5) and thus can neither add their Defense Strength to any future battle in that Combat Phase nor React (see 25.1.2) into any subsequent battle. More than one marker may be placed if Defending units have retreated into multiple hexes.



**[4.2.7] Reserve/OMG Markers.** Reserve/OMG Markers are used to indicate units that can be moved during the Reserve Phase (see Reserve Phase, 28.0). The NATO Player uses the Reserve side of the marker and the WP Player uses the OMG (Operational Maneuver Group) side of the marker, but these markers are otherwise used for identical purposes.



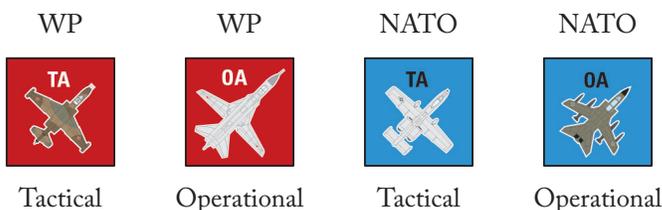
**[4.2.8] Damaged Markers.** Damaged Markers are placed on Reforger Sites when a WP Strike inflicts a Disrupted result (see 33.3.3.1).



## [4.3] GAME POINT MARKERS

Game Point Markers are used to keep track of the various Game Points that each Player receives and spends. These markers are placed in the appropriate Track printed on the game map and used to record a Player's current Point balance.

**[4.3.1] Air Point Markers.** Air Points represent the air power available to each Player during a single Game Turn. There are two types of Air Points: 1) Tactical Air Points, and 2) Operational Air Points (see Air Power, 23.0). A Player places his Air Point Markers on his Air Point Tracks printed on the map to track the current number of Air Points he has available.



**[4.3.2] Chemical Munitions Point Markers.** Chemical Munitions Points represent the limited quantity of shells, rockets and bombs containing toxic chemicals available to each Player.

The Scenario being played specifies the number of Chemical Munitions Points that each Player begins the Scenario with and any additional points that arrive each Game Turn. Chemical Munitions Points are expended each turn to conduct Chemical Strikes against enemy Ground units and airfields (see 22.0). Unlike Air Points, Chemical Munitions Points that are not expended in the current Game Turn may be used in later turns. A Player places his Chemical Munitions Point Markers on his Chemical Munitions Point Track printed on the map to track current number of Chemical Munitions Points he has available.



**[4.3.3] Warsaw Pact Supply Point Markers.** A Warsaw Pact Supply Point represent a sufficient quantity of fuel and ammunition to keep a WP Front supplied for a day. The WP Player expends Supply Points to keep his Fronts in Supply (see 10.0). He places his Supply Point Markers on the WP Supply Point Track printed on the map to track the current number of Supply Points he has available.

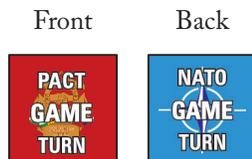


**[4.3.4] Victory Point Markers.** Players earn Victory Points from various game events, choices, and achievements. The number of Victory Points that each Player has at the end of the Scenario determines who has won the game and by how much. A Player places his Victory Point Markers on the Victory Point Track printed on the map to track the number of Victory Points he has earned.



**[4.4] TRACK MARKERS**

**[4.4.1] Game Turn Marker.** The Game Turn Marker is placed on the Game Turn Track printed on the map and used to track the current Game Turn. Initially, it is placed on the WP Turn side. Once the WP Player has completed his Player Turn, the marker is flipped over to its NATO Turn side. When the NATO Player has completed his Player Turn, the Game Turn Marker is advanced one box up the Game Turn Track and flipped over to its WP side for the next WP Player Turn.



**[4.4.2] Phase Markers.** The Phase Markers for each Alliance are placed on each Player's Phase Track printed on the map and used to track the current Phase in each Player's Player Turn (see Sequence of Play, 7.0).



**[4.4.3] Chemical First Use Marker.** Whenever the WP Player declares that he is initiating Chemical Warfare (see 22.0), the First Use Marker is placed on the Game Turn Track in the box for the current Game Turn. The NATO Player earns one Victory Point every turn from that Game Turn onwards (see 34.3.3).



**[4.5] WAR OF NERVES MARKERS**

**[4.5.1] WP Preparation Markers.** Preparation Markers are placed on the Tension Track printed on the map and used to track which pre-war Preparation Measures have been chosen. They are used only in the War of Nerves Scenario (see 39.2).

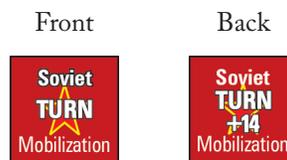


**[4.5.2] Pact Tension Level Marker.** The Pact Tension Level Marker is placed on the Tension Track printed on the map and used to track the current Tension Level. This marker is used only in the War of Nerves Scenario (see 39.2).



**[4.5.3] Mobilization Markers.** Mobilization Markers are placed on the Game Turn Track to track how long various national armed forces have been mobilizing, which in turn determines when their reinforcement units arrive. These markers are used only in the War of Nerves Scenario (see 39.7).

**[4.5.3.1] Soviet Mobilization Turn Marker**



## [4.5.3.2] WP Ally Mobilization Turn Marker

Front



Back



## [4.5.3.3] NATO Mobilization Marker

Front



Back



**[4.5.4] WP Air Campaign Markers.** The Air Campaign Markers are placed on the Game Turn Track to track the Game Turn that an Escalation of Frontal Aviation will take effect. These markers are used only in the War of Nerves Scenario (see 39.3.6).

WP Nerves Air Marker



WP Surprise Air Marker



**[4.5.5] NATO Alert Level Marker.** The NATO Alert Level Marker is placed on the NATO Alert Track printed on the map and used to keep track of NATO's current Alert Level. This marker is used only in the War of Nerves Scenario (see 39.4).



## [5.0] BASIC COURSE OF PLAY

*Veterans' Summary: Skip the following section.*

### [5.1] SCENARIOS

The first decision that Players need to make when setting up the game is which Scenario to play. There are four Scenarios:

1. **BALTAP.** This is an introductory Scenario designed to provide a quick way to learn the mechanics of the game. The Scenario covers the WP campaign to seize Denmark (see 36.0).
2. **Strategic Surprise.** This Scenario simulates the case in which a surprise attack on NATO is launched by the WP right out of their barracks positions, with no material warning, but also no material preparation (see 37.0).
3. **Extended Buildup.** This Scenario simulates the case where both sides have been mobilizing their forces during an extended period of political brinkmanship. Each alliance has most of its forces arrayed along the Iron Curtain. Soviet Category III divisions have deployed, and U.S. National Guard units are beginning to arrive at European ports (see 38.0).

4. **The War of Nerves.** This Scenario simulates the case where the Soviets attempt to prepare for an attack without alerting NATO in order to gain the greatest possible advantage before war breaks out (see 39.0 and 40.0).

The second decision is which year to play. Each Scenario can be played in 1983 or 1988. Each year uses a different set of unit counters and Victory Conditions (see Scenario instructions). NATO is materially stronger in 1988.

### [5.2] GAME SETUP

To set up the game for play, consult the Scenario instructions for the Scenario being played and follow the procedure outlined in 35.9.

### [5.3] GAME LENGTH

Each Scenario is played for two weeks (14 Game Turns) of war, except the BALTAP Scenario, which is only played for one week (seven Game Turns). The War of Nerves Scenario (see 39.0) starts with a variable number of Game Turns of peace before war breaks out.

### [5.4] COURSE OF PLAY

Each Game Turn is played in a series of structured action steps called a Sequence of Play (see 7.0). The Sequence of Play governs the order in which Players can take the actions allowed in the game. The basic outline of this sequence is that at the start of the turn each Player receives reinforcement units and game points and undertakes certain administrative tasks. Play then proceeds to the WP Player Turn. First, the WP Player moves all of his units. He then executes the attacks that he wishes to make on NATO forces. When he has completed his Player Turn, play proceeds to the NATO Player Turn. The NATO Player moves all of his units. He then executes the attacks that he wishes to make on WP forces. Once he has completed his Player Turn, play proceeds to the next Game Turn.

### [5.5] WINNING THE GAME

The goal of the WP Player is to cross the Rhine, or, failing that, to capture as many cities in NATO territory as he can. The goal of the NATO Player is to hold on to as many cities as he can and at all costs to prevent the WP Player from crossing the Rhine. If the WP Player does not cross the Rhine, which earns him an automatic victory, then victory is based on the accumulation of Victory Points, which are awarded to each Player for capturing enemy cities, other achievements, and for certain enemy actions (see Victory, 34.0). At the end of the game, both Players total their Victory Points. The NATO Player's total is subtracted from the WP Player's total and the difference is found in the appropriate row of the Victory Conditions Chart for the Scenario to determine who has won and by what margin. It is possible to end the game in a draw.

## [6.0] GLOSSARY OF COMMON GAME TERMS

*Veterans' Summary: Skip the following section.*

**Air Interdiction Zone:** The hex containing an Air Interdiction Marker and the six surrounding hexes (see 23.8)

**Air Movement:** Air movement is a general term that covers Air Ferry (see 14.1), Air Transport (see 16.1), and Paradrop Operations (see 16.1.3).

**Airspace:** A fluid area of the map representing where a Player's airpower is strong or weak. Airspace may be friendly, enemy, or contested (see 11.0).

**Alliance:** One of the two sides in this game, NATO or the Warsaw Pact. For game purposes, the Warsaw Pact Alliance consists of all East German, Czech, and Polish territory and the units of the U.S.S.R., Poland, East Germany, and Czechoslovakia. For game purposes, the NATO Alliance consists of all Danish, West German, Belgian, Dutch, Luxembourg, and French territory and the units of Denmark, West Germany, Belgium, The Netherlands, France, Britain, Canada, and the U.S.

**All-Sea Hex:** Any hex containing no land (solid blue).

**All-Sea Hexside:** Any hexside containing no land

**Artillery Unit:** A Combat unit that attacks by making Strikes (see 24.0)

**Battle:** A ground attack upon an Objective hex

**Battle Cycle:** A sequence of steps taken to resolve a battle (see 25.1)

**Coastal hex:** Any hex that is partially land and partially sea

**Column Shift:** A Combat Odds Modifier that moves the Odds Column on which a battle is resolved on the CRT by a number of columns left (down) or right (up). See 25.3.4.

**Combat Unit:** Any Ground unit that is not an HQ unit

**Conquered City:** A City hex that has been captured by the opposing Player

**CRT:** The Combat Results Table used to resolve a battle, found on the map and on the Player Charts & Tables Cards

**DRM:** Die Roll Modifier, a number that is added to or subtracted from the original die result.

**EZOC:** Enemy Zone of Control (see 8.0)

**Flak:** An attack on a Helicopter unit entering a hex in an EZOC (see 19.0)

**Free City:** Any City still held by the Alliance it originally belonged to (see 30.1)

**Ground Unit:** Any unit that is not a Lift Command or Attack Helicopter brigade

**Hard Unit:** Any unit with brackets around its Defense Strength

**Helicopter Movement:** The movement of an Attack Helicopter brigade or a Helicopter Command and its passenger unit (see 18.0)

**Hex:** One hexagon on the game map

**Hexside:** Any of the six sides of a hex

**HQ Unit:** A unit representing a logistics network that provides Supply to Combat units (see 29.0)

**Interception Attempt:** An attempt to shoot down enemy units moving by air or sink enemy units moving by sea (see 17.0).

**Land Hex:** Any hex that is not an All-Sea hex

**LOS:** A Line of Supply (see 10.0)

**Maneuver Unit:** Any Combat unit that is not an Artillery unit

**Non-Phasing Player:** The opponent of the Player whose Phase in the Sequence of Play is currently being executed

**Objective Hex:** A hex targeted for attack by adjacent Maneuver units

**Phasing Player:** The Player whose Phase in the Sequence of Play is currently being executed

**Player Turn:** The half of each Game Turn dedicated primarily to one Player's actions

**Prohibited Terrain:** Terrain that blocks a Ground unit from entering a hex or crossing a hexside. These terrain types include an All-Sea hex, an All-Sea hexside (except where a Causeway or the Danish Ferry exists) and a Blocked hexside.

**Reforger:** A type of U.S. Reinforcement unit that marries up with prepositioned equipment that starts on the map (see 33.3)

**Sea Movement:** Sea movement is a general term that covers Sea Ferry (see 14.2), Sea Transport (see 16.2), and Amphibious Operations (see 16.2.3)

**Soft Unit:** Any Maneuver unit without brackets around its Defense Strength

**Stack:** Two or more units occupying the same hex

**Stacking Limit:** The maximum number of friendly Steps that can occupy a single hex (four Steps of Maneuver units, plus one Artillery unit, plus one HQ unit)

**Step:** A measure of unit size used to determine Stacking, Transport capacity and combat losses

**Strike:** An attack against one or more units in a hex using Artillery (see 24.0), Air Power (see 23.0), Chemical Munitions (see 22.0), or Nuclear weapons (see 21.0)

**Supply:** A resource or status that enables a unit to function at full effectiveness (see 10.0)

**SRB:** Strategic Reserve Box, each Player has one printed on the map (see 2.2.5 and 33.6)

**TEC:** The Terrain Effects Chart found on the back of each Player's Sequence of Play Card describing the effects of each type of terrain on movement and combat

**Terrain:** The specific geography of a hex (see the Terrain Key printed on the map for the different types of terrain depicted in the game)

**VP:** Victory Point, a unit of success towards winning the game

**WP Minor Ally:** The WP Minor Allies consist of all WP countries except the Soviet Union (for game purposes, East Germany, Czechoslovakia, and Poland)

**ZOC:** A Zone of Control is the hex occupied by a unit and the six surrounding hexes (see 8.0)

## [7.0] SEQUENCE OF PLAY

**Veterans' Summary:** *Both Players bring in reinforcements simultaneously. Then there are five primary action phases to each Player Turn: 1) HQ Supply, 2) Movement, 3) Strikes, 4) Ground Combat, and 5) Reserve Movement. Each ground combat involves a separate Battle Cycle consisting of: 1) Commitment (which units are attacking), 2) Reaction (one adjacent unit belonging to the Defender may hop into the Objective hex), 3) Defensive Strikes (NATO only), 4) Combat Resolution (roll the die), 5) Defender Results (loss and retreat), 6) Attacker Results (loss and advance), and 7) Combat Resupply. The Sequence of Play is fairly long, but many actions take seconds or are skipped in most turns. During playtesting, Players reported that the Sequence of Play loomed large at first, but rapidly became automatic. Skim the following section and then come back to it when you start a Scenario.*

The Sequence of Play determines the actions that can be taken by each Player and the order in which they occur. The order of events matters to maintain the integrity of the game in time and space, so it is important that the steps in the Sequence of Play are executed in strict order.

### [7.1] SEQUENCE OF PLAY OUTLINE

[7.1.1] Each Game Turn consists of three consecutive Player Turns:

1. Joint Player Turn
2. WP Player Turn
3. NATO Player Turn

[7.1.2] Each Player Turn consists of a number of Phases. In each Phase, a Player executes a general set of actions. Some of those actions may be executed by the opposing Player. Whoever is executing the current Phase is referred to as the Phasing Player.

[7.1.3] The Joint Player Turn consists of the following Phases:

- A. Joint Status Phase
- B. Joint Reinforcement Phase

Both Players take their actions simultaneously in the Joint Player Turn.

[7.1.4] The Player Turn for each Player consists of the following Phases:

- A. HQ Supply Phase
- B. Movement Phase
- C. Recovery Phase
- D. Battle Planning Phase (WP Only)
- E. Offensive Strike Phase

- F. Combat Phase
- G. Reserve Phase
- H. Unsuppression Phase

**Each Player has a Phase Track printed on the map and a Phase Marker for his Alliance to keep track of the current Phase during his Player Turn.**

[7.1.5] Each Phase consists of one or more Segments. In each Segment, the Phasing Player executes a specific type of action. The Segments for each Phase are described in the Full Sequence of Play (see 7.2).

[7.1.6] The final and lowest level of play is the Battle Cycle, in which the Phasing Player executes an individual attack on a specific Objective hex. Battle Cycles are run during the Combat Phase and consists of the following Segments:

1. Commitment Segment
2. Defender Reaction Segment
3. Defensive Strike Segment (NATO only)
4. Attack Helicopter Segment
5. Battle Segment
6. Defender Combat Results Segment
7. Attacker Combat Results Segment
8. Attack Helicopter Return Segment
9. Joint Combat Supply Segment

### [7.2] FULL SEQUENCE OF PLAY

The complete Sequence of Play is as follows:

#### I. JOINT PLAYER TURN

During the Joint Player Turn, Players execute the following Phases simultaneously:

##### A. Joint Status Phase

1. The WP Player flips the Game Turn Marker to its WP Turn side and moves it one box up the Game Turn Track.
2. If playing the War of Nerves Scenario, move any Mobilization Turn Markers one box up the Game Turn Track.
3. Both Players move all Attack Helicopter brigades and Lift Commands in the Recovery Box to the Ready Box on their respective Displays (or flip brigades on the map to their Ready sides).
4. The NATO Player records NATO Victory Points on the NATO Victory Point Track earned for control of WP Cities (34.3.1) and Forward Defense (37.6.1 and 40.6.1).
5. The WP Player eliminates all NATO Reforger Sites in hexes occupied by WP units (see 33.3.2).
6. The WP Player places a Conquered Marker on any

NATO Fortified hex he has captured (Extended Buildup Scenario, only, see 38.4.3.4)

7. Players remove from the map the national forces of any country that has surrendered (see 32.0).

## B. Joint Reinforcement Phase

1. The WP Player rolls one die on the Air Power Table corresponding to the Scenario being played to determine the number of Air Points each Player receives this turn. Each Player resets his Air Point Markers on his Air Point Track to reflect this starting balance.
2. Each Player consults the Scenario instructions to determine what other Game Points are due to arrive this Game Turn and then adjusts the Game Point Markers on his various Game Point Tracks to reflect these additions.
3. Each Player consults his Reinforcement Schedule for the Scenario being played, determines which reinforcement units are due to arrive this Game Turn and places them 1) on the map, 2) in the indicated Reinforcement Box or 3) in the friendly Strategic Reserve Box, as appropriate for that type of Reinforcement.

## II. WP PLAYER TURN

The Warsaw Pact Player executes the following Phases in sequence:

### A. WP HQ Supply Phase

The WP Player checks each HQ unit to determine if it can trace a Line of Supply (see 10.4) and places an HQ Out of Supply Marker on any HQ that cannot. Once the WP Player has run out of Automatic Supply (turns 8-14), he must also place an HQ Out of Supply Marker atop any HQ on which he does not to expend a Supply Point.

### B. WP Movement Phase

The WP Player may move any friendly units on the map and enter units from any Reinforcement Box or from the Strategic Reserve Box, as follows:

#### 1. Movement Supply Segment

Determine which Combat units are in Movement Supply (see 10.0). Place and remove Out of Movement Supply Markers as required. Then execute one Resupply Operation (see 10.7).

#### 2. Rail Movement Segment (see Rail movement, 13.0)

- a. Remove Entrained Markers from units that have completed their Rail movement.
- b. Flip any Entraining Markers already atop units over to their Entrained side.
- c. Move any Entrained unit up to 20 hexes

through friendly Airspace, only.

- d. Place new Entraining Markers on units the WP Player wishes to move by Rail next turn.

### 3. Air & Sea Movement Segment

Move eligible units by Ferry, (14.0) or Transport (16.0) and conduct an Interception Attempt against each Step of each unit that moved (see 17.0).

### 4. Ground Movement Segment

Any Ground units that have not yet moved may be moved by Tactical or March movement, except units under an Entraining Marker. Place an OMG Marker on units meeting the requirements (see 28.0).

### 5. Helicopter Movement Segment

Any Airborne or Airmobile units that have not yet moved may move by Helicopter movement (see 18.0).

## C. WP Recovery Phase

Remove all Disrupted Markers from friendly units. Trace a LOS for all WP Combat units bearing any type of Out of Supply Marker (and no other units) to determine whether they are now back in Supply. Remove any Out of Supply Markers from Combat units that can trace the type of Supply on their marker (see 10.0)

## D. WP Battle Planning Phase

The WP Player places a Battle Marker on every hex he wishes to attack this turn.

## E. WP Offensive Strike Phase

### 1. Nuclear Strike Segment

Execute Nuclear Strikes, making an Armageddon die roll after each one (see Nuclear Warfare, 21.0).

### 2. Chemical Strike Segment

Remove all friendly Non-Persistent Chemical Strike Markers from the map. Roll for the removal of each friendly Persistent Chemical Strike Marker (a 1 removes the marker). Expend Chemical Munitions Points to make new Chemical Strikes (see 22.0), subject to the Scenario Chemical Strike Delivery Limits. One of these Strikes may be an Airfield Chemical Strike (see 22.4).

### 3. Air Strike Segment

Expend Air Points to make Air Strikes against enemy units (see 23.3) and Reforger Sites (see 33.3.3.1) or to create Air Interdiction Zones (see 23.8).

## 4. Artillery Strike Segment

Execute Artillery Strikes with Artillery units (see Warsaw Pact Artillery Divisions, 24.0). Place an Out of Combat Supply Marker on any Artillery unit that cannot trace a valid LOS after firing (see 10.6).

## F. WP Combat Phase

The WP Player may resolve ground attacks marked with a Battle Marker in any order he desires. Each attack is conducted according to the following Battle Cycle (see also Ground Combat, 25.0).

### 1. WP Commitment Segment

Declare which battle is being resolved. Declare which adjacent friendly Maneuver units are participating in the attack, and whether a Superior HQ is adding Offensive Support (see 25.4).

### 2. NATO Reaction Segment

The NATO Player may React one adjacent Maneuver unit into the Objective hex (see 25.1.2), subject to a Chemical Strike if the Objective hex was hit by a Chemical Strike in the previous WP Strike Phase.

### 3. NATO Defensive Strike Segment

- a. The NATO Player may execute Nuclear Strikes (see 21.0) against any hex containing an attacking WP unit.
- b. The NATO Player may expend up to two available Tactical Air Points (never Operational Air Points) to execute Air Strikes against attacking WP units.

### 4. Attack Helicopter Segment

- a. The WP Player may task the Front Attack Helicopter brigade to the battle (see 18.4).
- b. If the Objective hex contains a U.S. unit the NATO Player may task a U.S. Corps Attack Helicopter brigade to the battle (see 18.4).

### 5. WP Battle Segment

The WP Player determines the Final Combat Odds and rolls the die to determine the combat results on the Combat Results Table. If the result is a Counterattack, the NATO Player immediately rolls on the Counterattack Table for any Counterattacks he is eligible to make (see 25.6.2).

### 6. Defender Combat Results Segment

If the combat results call for a Defender Step loss, the WP Player picks which defending NATO Step(s) must be lost (see Step losses, 25.6.3). If the combat results call for the Defender to

retreat, the NATO Player next eliminates any Steps he wishes to trade in order to reduce the retreat result (see Retreat, 25.7). The NATO Player then retreats the remaining Defending force, if any, and if still required to do so. If the Combat Results indicate that the Defender is Disrupted, place a Disrupted Marker on all surviving NATO units (see Disruption, 25.6.4). If no Defending units remain in the Objective hex, place a WP Breakthrough Marker in that hex (**exception:** see They shall not pass!, 25.7.1). Regardless of the result, the NATO Player must place an Engaged Marker on all surviving NATO units (see 25.6.5).

### 7. Attacker Combat Results Segment

If the combat results call for an Attacker Step loss, the NATO Player picks which Attacking WP Step must be lost. If the Combat Results indicate that the Attacker is Disrupted, place a Disrupted Marker on all Attacking WP units (see 25.6.4). If no Defending units remain in the Objective hex, the WP Player may then advance (see 25.8) with any Attacking units (**exception:** see They shall not pass!, 25.7.1).

### 8. Attack Helicopter Return Segment

Any Attack Helicopter brigades that participated in the battle must move back to their Superior HQ, subject to Flak along the way, and then be returned to the Recovery Box on the Attack Helicopter Display.

### 9. Joint Combat Supply Segment

Players place Out of Combat Supply Markers on any participating units that cannot trace Combat Supply (see 10.6).

The WP Player repeats the Battle Cycle for each attack he has marked with a Battle Marker. When finished, he removes all Battle and Engaged Markers from the map.

## G. WP Reserve Phase

Move any Maneuver unit bearing an OMG Marker up to half its printed Movement Allowance (rounding any fractions up) by Tactical movement, only (see 28.0). Hard units may ignore EZOCs in or adjacent to a Breakthrough Marker (see 25.9). Move any eligible Airborne or Airmobile unit bearing an OMG Marker up to five hexes by Helicopter movement (see 18.0). When done, remove all enemy Air Interdiction Markers and all friendly OMG and Breakthrough Markers from the map.

## H. WP Unsuppression Phase

Remove any Suppressed Markers from WP Artillery and HQ units.

### III. NATO PLAYER TURN

The NATO Player flips the Game Turn Marker to its NATO side and then executes the following Phases in sequence:

#### A. NATO HQ Supply Phase

The NATO Player checks each HQ unit to determine if it can trace a Line of Supply (see 10.4) and places an HQ Out of Supply Marker on any HQ that cannot.

#### B. NATO Movement Phase

The NATO Player may move any friendly units on the map and enter units from any Reinforcement Box or from the Strategic Reserve Box, as follows:

##### 1. Movement Supply Segment

Determine which Combat units are in Movement Supply (see 10.5). Place and remove Out of Movement Supply Markers as required. Then execute one Resupply Operation (see 10.7).

##### 2. Rail Movement Segment (see Rail movement, 13.0)

- a. Remove Entrained Markers from units that have completed their Rail movement.
- b. Flip any Entraining Markers already atop units over to their Entrained side.
- c. Move any Entrained unit up to 20 hexes through friendly Airspace, only.
- d. Place new Entraining Markers on units the NATO Player wishes to move by Rail next turn.

##### 3. Air & Sea Movement Segment

Move eligible units by Ferry, (14.0) or Transport (16.0) and conduct an Interception Attempt against each Step of each unit that moved (see 17.0).

##### 4. Ground Movement Segment

Any Ground units that have not yet moved may be moved by Tactical or March movement, except units under an Entraining Marker. Place a Reserve Marker on units that meet the requirements (see 28.0).

##### 5. Helicopter Movement Segment

Any Airborne or Airmobile units that have not yet moved may move by Helicopter movement (see 18.0).

#### C. NATO Recovery Phase

Remove all Disrupted Markers from friendly units. Trace a LOS for all NATO Combat units bearing any type of Out of Supply Marker (and no other units) to determine whether they are now back in Supply. Remove any Out of Supply Markers from Combat units that can trace the type of Supply on their marker (see 10.0)

### D. NATO Offensive Strike Phase

#### 1. Nuclear Strike Segment

Execute Nuclear Strikes, making an Armageddon die roll after each one (see Nuclear Warfare, 21.0).

#### 2. Chemical Strike Segment

If the WP Player has not initiated Chemical Warfare, skip this segment. Otherwise, remove all friendly Non-Persistent Chemical Strike Markers from the map. Roll for the removal of each friendly Persistent Chemical Strike Marker (a 1 removes the marker). Expend Chemical Munitions Points to make new Chemical Strikes (see 22.0), subject to the Scenario Chemical Strike Delivery Limits.

#### 3. Air Strike Segment

Expend Air Points to make Air Strikes against enemy units (see 23.3), to make a Deep Interdiction Strike (see 23.7), or to create Air Interdiction Zones (see 23.8).

### E. NATO Combat Phase

The NATO Player may declare any ground attacks one at a time and in any order he desires. Each attack is conducted according to the following Battle Cycle (see also Ground Combat, 25.0).

#### 1. NATO Commitment Segment

Declare the Objective hex for the battle. Declare which adjacent friendly Maneuver units are participating in the attack, and whether a Superior HQ is adding Offensive Support (see 25.4).

#### 2. WP Reaction Segment

The WP Player may React one adjacent Maneuver unit into the Objective hex (see 25.1.2), subject to a Chemical Strike if the Objective hex was hit by a Chemical Strike in the previous NATO Strike Phase.

#### 3. Attack Helicopter Segment

If a U.S. unit is participating in the attack, the NATO Player may task a U.S. Attack Helicopter brigade to the battle (see 18.4).

#### 4. NATO Battle Segment

The NATO Player determines the Final Combat Odds and rolls the die to determine the combat results on the Combat Results Table. If the result is a Counterattack, the WP Player immediately rolls on the Counterattack Table for any Counterattacks he is eligible to make (see 25.6.2).

## 5. Defender Combat Results Segment

If the combat results call for a Defender Step loss, the NATO Player picks which defending WP Step(s) must be lost (see Step losses, 25.6.3). If the combat results call for the Defender to retreat, the WP Player next eliminates any Steps he wishes to trade in order to reduce the retreat result (see Retreat, 25.7). The WP Player then retreats the remaining Defending force, if any, and if still required to do so. If the Combat Results indicate that the Defender is Disrupted, place a Disrupted Marker on all surviving WP units (see Disruption, 25.6.4). If no Defending units remain in the Objective hex, place a NATO Breakthrough Marker in that hex (**exception:** see They shall not pass!, 25.7.1). Regardless of the result, the WP Player must place an Engaged Marker on all surviving WP units (see 25.6.5).

## 6. Attacker Combat Results Segment

If the combat results call for an Attacker Step loss, the WP Player picks which Attacking NATO Step must be lost. If the Combat Results indicate that the Attacker is Disrupted, place a Disrupted Marker on all Attacking NATO units (see 25.6.4). If no Defending units remain in the Objective hex, the NATO Player may then advance (see 25.8) with any Attacking units (**exception:** see They shall not pass!, 25.7.1).

## 7. Attack Helicopter Return Segment

Any U.S. Attack Helicopter brigade that participated in the battle must move back to its Superior HQ, subject to Flak along the way, and then be returned to the Recovery Box on the Attack Helicopter Display.

## 8. Joint Combat Supply Segment

Players place Out of Combat Supply Markers on any participating units that cannot trace Combat Supply (see 10.6).

The NATO Player repeats the Battle Cycle for each attack he wishes to make. When finished, he removes any Battle and Engaged Markers from the map.

## F. NATO Reserve Phase

Move any Maneuver unit bearing a Reserve Marker up to half its printed Movement Allowance (rounding any fractions up) by Tactical movement, only (see 28.0). Hard units may ignore EZOCs in or adjacent to a Breakthrough Marker (see 25.9). Move any eligible Airborne or Airmobile unit bearing a Reserve Marker up to five hexes by Helicopter movement (see 18.0). When done, remove all enemy Air Interdiction Markers and all friendly Reserve and Breakthrough Markers from the map.

## G. NATO Unsuppression Phase

Remove any Suppressed Markers from NATO HQ units.

An abbreviated Sequence of Play is printed on each Player's Sequence of Play Card for quick reference during play.

**Designer's Note:** *The Sequence of Play is designed to weave into play every major element of modern warfare. It produces a rich set of tactical options for winning a battle and makes the Combat Phase highly interactive. It may seem overwhelming at first. However, everything happens in a logical order and many elements of the Sequence of Play are used only on special occasions. Playtesters reported that after a couple of turns, they found it easy to play without referring to the Sequence of Play Cards provided.*

## [8.0] ZONES OF CONTROL

**Veterans' Summary:** *Free Cities exert a ZOC only in their own hex. Units with an Attack Strength of 0 exert a ZOC only in their own hex. Units with an Attack Strength of 1 or more exert a ZOC in their own hex **and** the six adjacent hexes. ZOC's are neither rigid nor locking. Entering a hex in an enemy ZOC (EZOC) costs +1 Movement Point and exiting a hex in an EZOC costs another +1 Movement Point, which means that moving directly from one EZOC hex to another costs +2 Movement points. Normally, a Ground unit must cease moving as soon as it enters an EZOC hex. Moreover, if it starts in an EZOC hex, it cannot move directly into an adjacent EZOC hex **unless that hex is already occupied by a friendly unit or Free City (see 30.1)**. However, Hard units can continue to move after they enter an EZOC hex and can freely move directly from one EZOC hex to another as many times as their Movement Allowance permits, paying +1 to enter and +1 to leave. EZOCs block Supply, Offensive Support and retreat. Helicopter units are subject to a Flak Attack (see 19.0) in each EZOC hex they enter. Enemy units that use any form of Transport movement subtract one from their Interception Attempt die roll if they end their movement in an EZOC. Some of these EZOC effects are ignored if a friendly unit is already present in the hex. Surrounding an enemy unit with friendly ZOCs offers combat benefits to the Attacker (see Flank Attack, 25.3.4.2, and Concentric Attack, 25.3.4.3). The Zone of Control Effects Chart found in the Player Charts & Tables Cards summarizes all of these effects. **Skip the following section.***

Any Maneuver unit with a printed Attack Strength of 1 or more exerts a Zone of Control (ZOC) into its own hex and the six surrounding hexes. Artillery and HQ units also exert a ZOC into their own hex and the six surrounding hexes. *Designer's Note:* *HQ's represent a diffuse network of logistical and support units. They exert a ZOC because they are liberally equipped with security detachments and anti-aircraft assets.* Maneuver units with an attack strength of 0 exert a ZOC in their own hex, but **not** into the six surrounding hexes. Free Cities also exert a ZOC in their own hex, but **not** into the six surrounding hexes. Exerting a ZOC in a unit's own hex matters because Helicopter units are subject to a Flak Attack when they enter an enemy ZOC (see 19.0). For brevity, an enemy Zone of Control is termed an EZOC. EZOCs affect friendly movement and Supply and many aspects of combat. Zones of Control **do** extend across Blocked hexsides, All-Sea hexsides and

into All-Sea hexes. However, certain effects of an EZOC are negated by the presence of a friendly unit or Free City (see 30.1) in the hex.

## Example of a Unit's Zone of Control:



## [8.1] MOVEMENT EFFECTS OF A ZONE OF CONTROL

For a complete overview of the effects of enemy Zones of Control (EZOCs) on the movement of friendly units, please refer to the Zone of Control Effects Chart.

### [8.1.1] A unit that starts in an EZOC may:

1. move by Tactical movement (see 12.2).
2. not move by March movement (see 12.4).
3. neither Entrain nor move by Rail movement (see 13.0).
4. not move by Ferry movement (see 14.0).
5. not Move by Transport movement, except for an Amphibious Evacuation Operation (see 16.2.3).
6. not move by Helicopter movement, except for an Extraction Operation (see 18.1.4).

### [8.1.2] A unit may enter a hex in an EZOC:

1. by Tactical movement (see 12.2).
2. by Helicopter movement (see 18.0).
3. not by March movement (see 12.4).
4. not by Rail movement (see 13.0).
5. not by Ferry movement (see 14.0).
6. not by Transport movement, except by Paratroop (see 16.1.3) or Amphibious Landing Operation (see 16.2.3).

**[8.1.3] Transport Movement and ZOCs.** Units moving by Transport movement may normally neither start nor end in a hex containing an EZOC but may freely move through EZOCs in the hexes along the path of travel between their starting and destination hexes.

*Designer's Note: Units using Transport movement require a safe starting and destination hex but may overfly or sail past enemy units when they are traveling aboard their transports.*

**[8.1.4] Paratroop and Amphibious Operations.** Units moving by Paratroop Operation may not start in an EZOC but may end in one. Units moving by Amphibious Operation may start or end in a hex that contains an EZOC (but not do both). However, a Player subtracts one from his Interception die roll when resolving an Interception Attempt (see 17.0) against a friendly unit moving by one of these Operations if either its starting or destination hex is in an EZOC.

**[8.1.5] Helicopter Movement and ZOCs.** Airmobile and Airborne units moving by Helicopter movement (see 18.0) may start or end in EZOC hexes, depending on the type of Operation they are conducting, and may freely enter and leave EZOC hexes with no additional movement penalty. However, they are subject to Flak in each EZOC hex they enter (see 19.0).

**[8.1.6]** During the Reserve Phase, a Breakthrough Marker negates all EZOCs in the hex it occupies and all six adjacent hexes (see 25.9).

## [8.2] COMBAT EFFECTS OF A ZONE OF CONTROL

**[8.2.1]** No WP Maneuver unit may React (see 25.1.2) into an Objective hex during the enemy Combat Phase if it starts in an EZOC.

**[8.2.2]** No NATO Maneuver unit may React (see 25.1.2) into an adjacent Objective hex during the enemy Combat Phase if it starts in an EZOC **and** it is the only Maneuver unit present in the hex. If two or more NATO Maneuver units are present in a hex in an EZOC, then one may React.

**[8.2.3] Flank Attack.** If an enemy force in the Objective hex is attacked when every adjacent hex is either 1) occupied by a friendly unit or 2) in a friendly ZOC, **and** that enemy force is adjacent to at least one other enemy Ground unit or Free City hex (see 30.1) at the instant that the attack is resolved, the attack is considered to be a Flank Attack (see 25.3.4.2). The Attacking Player may resolve a Flank Attack on the column on the CRT that is one column to the right of the actual Combat Odds. Thus, an attack that is naturally at 4:1 Combat Odds would be resolved on the 5:1 column if it is a Flank Attack.

**[8.2.4] Concentric Attack.** If an enemy force in the Objective hex is attacked when every adjacent hex is either 1) occupied by a friendly unit, or 2) in a friendly ZOC, **and** that enemy force is adjacent to no other enemy Ground units or Free Cities (see 30.1) at the instant the attack is resolved, the attack is considered to be a Concentric Attack (25.3.4.3). When executing a Concentric Attack, the Attacking Player may resolve the attack on the column on the CRT that is two columns to the right of the actual Combat Odds. Thus, an attack that is naturally at 4:1 Combat Odds would be resolved on the 6:1 column if it is a Concentric Attack.

**[8.2.5]** To qualify for a Flank or Concentric Attack, there is no requirement that all adjacent units belonging to the Attacker

actually participate in the battle, only that they are present to surround the Objective hex with their ZOCs.

**[8.2.6] Retreat.** When a friendly stack is forced to retreat (see 25.7), it must retreat into a hex that is not in an EZOC if possible. If this is not possible, it must retreat into an EZOC hex that already contains a friendly unit or Free City (see 30.1). If that is not possible, it may retreat into an empty hex in an EZOC, but it must lose one Step from the stack for each such hex it enters.

## [8.3] SUPPLY EFFECTS OF A ZONE OF CONTROL

A Line of Supply (LOS) may never be traced into a hex in an EZOC, unless that hex is occupied by a friendly unit or Free City (see Supply, 10.0).

## [8.4] SUPPORT EFFECTS OF A ZONE OF CONTROL

Some HQ units may provide Offensive Support (see 25.4) to an attack if the HQ can trace a path of connected hexes to a participating Subordinate unit no longer than the HQ's Support Range. Such a path cannot be traced through a hex in an EZOC unless it is occupied by a friendly unit or Free City.

## [8.5] ZOC NEGATION

Certain effects that an EZOC has on friendly actions are negated if the hex is **already** occupied by a friendly unit or contains a friendly-controlled Free City. See the ZOC Effects Chart on the Player Charts & Tables Cards for a summary. The presence of a friendly unit or Free City (see 30.1) in a hex:

1. does negate EZOCs in that hex for the purpose of tracing Supply (see 8.3).
2. does negate EZOCs in that hex for the purpose of triggering a Flak Attack (see 8.1.5).
3. does negate EZOCs in that hex for the purpose of tracing HQ Offensive Support (see 8.4).
4. does negate EZOCs in that hex for the purpose of inhibiting retreat (see 8.2.6).
5. does negate EZOCs in that hex for the purpose of enabling a Soft, Artillery, or HQ unit to enter the hex directly from another EZOC (see 12.3.2).
6. does **not** negate the additional +1 Movement Point cost to enter or leave a hex in an EZOC (see 12.3).
7. does **not** negate EZOCs in that hex for the purpose of requiring a Soft, Artillery, or HQ unit to stop upon entering it (see 12.3.2).
8. does **not** negate EZOCs in that hex for the purpose of blocking March, Rail, and Ferry movement (see 8.1).
9. does **not** negate EZOCs in that hex for the purpose of blocking Reaction (see 8.2.1 and 8.2.2).
10. does **not** negate EZOCs in that hex for the purpose of subtracting 1 from an Interception Attempt die roll (see 8.1.4).

**[8.5.1]** Zones of Control are **not** negated by Blocked hexsides, All-Sea hexsides and hexes, and Conquered City hexes (see 30.1).

*Designer's Note: A unit's ability to project a ZOC into or across these terrain types reflects the combat range of its organic artillery and attack helicopters.*

## [9.0] STACKING

**Veterans' Summary:** *The Stacking Limit is four Steps of Maneuver units (four NATO brigades or two WP divisions), one Artillery unit and one HQ unit. The Stacking Limit applies only at the end of a Segment or Phase. Units may over stack if forced to. NATO may stack multiple nationalities in a hex, but only two nationalities count for defending the hex and only one nationality may ever attack across an individual hexside. The WP faces the exact same set of limitations, but for units belonging to different Fronts, not different nationalities. Skip the following section.*

Players may place more than one unit in a single hex within certain limits. This is referred to as "stacking" and the set of units together in a hex is referred to as a "stack". Players may freely examine the stacks belonging to the opposing Player at any time to discover which enemy units are present.

### [9.1] STACKING LIMIT

**[9.1.1]** The Stacking Limit is a limit on the maximum number of Steps that may occupy a hex at the end of any Phase or Segment. The Stacking Limit for a hex is four Steps of Maneuver units plus one Artillery unit and one HQ unit. There is no limit to the number of Steps that can pass through a hex during the course of any Phase or Segment as long as the Stacking Limit is observed at the **end** of that Phase or Segment. Attack Helicopter Brigades and Lift Commands are not Maneuver units and never count against the Stacking Limit in a hex.

**[9.1.2]** If a Player chooses to Exploit (see 25.8.2), then ALL units that advance in that specific Battle Cycle must observe a stacking limit of just two (2) Steps of Maneuver units and no other units at the end of their advance.

**[9.1.3]** Units which are required to retreat but have no hex to retreat into where they will not be over stacked, may over stack. However, the owning Player must observe the Stacking Limit by the end of his next Movement Phase, or choose which units are eliminated to conform to the Stacking Limit at that point.

### [9.2] MULTINATIONAL AND MULTI-FRONT STACKING

A Player may always stack units belonging to any number of WP Fronts or NATO nationalities in the same hex, up to the Stacking Limit. However, units in such hexes face certain restrictions on both attack and defense (see Coordination, 26.0).

## [10.0] SUPPLY

**Designers Note:** Modern mechanized armies consume vast amounts of supplies, especially fuel and ammunition. NATO had a large industrial base and a huge coastline with access to world markets. In addition, the armies of the alliance were designed for a long war with large logistical tails. The Warsaw Pact, on the other hand, while having huge stocks of ammunition to draw from, was short on trucks, short on rolling stock, and especially short on fuel. Only the Soviet Union and Romania had oil. Romania was famously unreliable, and Soviet supplies in the Caucasus were over 2,000 miles from the front line with NATO. The rail net connecting Eastern Europe to the Soviet Union was sparse and the rail gauge changed at the Soviet border, necessitating either a change of rolling stock or at least a change of wheels on the rolling stock employed. All of this meant that the Warsaw Pact was limited in its ability to bring supplies forward and was going to be constrained once existing stocks near the front ran out. NATO had its own supply challenges, primarily created by the refusal of national defense industries to cooperate on standardizing calibers and weapon systems. Each NATO army needed its own separate logistics net for supply. Any NATO army could source gasoline and diesel fuel from its host nation, but when it came to ammunition, it was often on its own. The following rules reflect these realities.

**Veterans' Summary:** A unit is in Movement Supply if it can trace a Line of Supply (LOS) at the start of the Movement Phase. A unit is in Combat Supply if it can trace a LOS immediately **after** it participates in a battle (and will **remain** in Combat Supply until its next battle). A NATO unit in its Home Country and a WP unit in any WP country is in Supply if it can trace a Line of Supply (LOS) of ten hexes or less to a Free City in that country that can itself trace a path of ten hexes or less to any one other friendly City. Any unit of either Alliance in an enemy country is in Supply **only** if it can trace a LOS to a Superior HQ that is no longer, in hexes, than that HQ's Support Range, and the HQ can trace a LOS ten hexes or less to a friendly-controlled City (which may be Conquered), and from there in a chain of ten hex segments, from one friendly-controlled City to another, until a Free City in a Home Country is reached. Any WP country is treated as a Home Country for all WP units. NATO units located in a friendly country that is **not** their Home Country may treat it as their Home for purposes of Movement Supply (trace to any Free City) but **must** trace a LOS to a Superior HQ for Combat Supply. U.S. and British HQs, with no Home Country on the map, ultimately trace a LOS to any friendly Port in a friendly country or to a map edge hex along Reinforcement Sector 1. Units that are Out of Movement Supply are generally limited to Tactical movement or Minimum movement (movement of one hex) and move at half their Movement Allowance (rounded down). Units that are Out of Combat Supply attack and defend at half strength (see 25.3 for rounding) and cannot execute Artillery Strikes at all. Units that are out of either form of Supply may neither React (see 25.1.2) nor Counterattack (see 25.6.2). **Read this Section starting at 10.7.**

## [10.1] SUPPLY CONCEPTS

**[10.1.1] Supply Types.** There are two types of Supply: Combat Supply and Movement Supply. To be able to move at full capacity, a unit must be in Movement Supply during the friendly Movement Phase. To be able to attack and defend at full capacity, a unit must be in Combat Supply during a battle. These two forms of Supply are determined differently, and it is quite possible for a unit to be in Combat Supply, but out of Movement Supply, or vice versa.

**[10.1.2] Line of Supply.** To be in Supply, a unit must be able to trace a Line of Supply (LOS). A LOS is a continuous path of connected hexes running from a unit to a valid Supply Source. A LOS is made up of one or more links, each of a certain number of hexes. These links can be chained together to form the entire LOS.

**[10.1.3] Cities.** Cities may be Free or Conquered (see 30.1). All Cities start the game Free. They become Conquered when the enemy Player captures them. A Free City is in Supply if it can trace a single LOS link of 10 hexes or less to any other Free City of the same Alliance (which need not be in the same country).

**[10.1.4] Supply Sources.** The primary source of Supply for any unit is a Free City in that unit's Home Country. Three intermediate sources provide a link back to this primary source:

1. HQ units, which represent large logistical networks of depots and trucking fleets that can move supply forward from a source
2. Ports, which can provide sea lane connections to move supply forward from a source
3. Map edge hexes which represent access to supply sources off-map

**[10.1.5] Supply & Location.** A unit can be in one of three locations with respect to Supply. It can occupy a hex in its own Home Country. It can occupy a hex in another friendly country. And it can occupy a hex in an enemy country. A unit's location determines how it traces Supply.

**[10.1.6] Home Countries.** A unit in its own Home Country is in Supply for both Movement and Combat Supply purposes if it can trace a single LOS link, ten hexes or less, from the unit to any friendly Free City in that Home Country that is itself in Supply. It is in Movement Supply, only, if it can trace a single LOS link, ten hexes or less, from the unit to any friendly Free City in any friendly country. Any WP unit may treat **any** country in its Alliance as a Home Country. Accordingly, the WP does not have friendly countries, only Home Countries, and a WP unit will almost always be in both Movement and Combat Supply if it occupies a hex in any WP Country.

**Designer's Note:** This rule reflects the huge advantage the Warsaw Pact enjoyed because all of its armies employed common standards for fuel and munitions.

**[10.1.7] Friendly Countries.** A NATO unit that occupies a hex in a friendly country (a country that belongs to the same Alliance, but which is not that unit's Home Country) is in Movement Supply if it can trace a single LOS link, ten hexes or less, from

the unit to any friendly Free City in any friendly country that is itself in Supply. The unit is in Combat Supply only if it can trace a single LOS link to a Superior HQ, consisting of a number of hexes no greater than the Support Range of that HQ, and the HQ itself is in Supply.

**[10.1.8] Enemy Countries.** A unit in an enemy country (a country belonging to the opposing Alliance) is in Supply for both Movement and Combat Supply purposes **only** if it can trace a single LOS link to a Superior HQ consisting of a number of hexes no greater than the Support Range of that HQ, and the HQ itself is in Supply. A unit in an enemy country may never trace a LOS directly to a friendly Free City, even if one is located within ten hexes. Note that countries that have surrendered (see 32.2) are treated as enemy countries by both Players.

**[10.1.9]** Regardless of where a unit is located, it is always in both Movement Supply and Combat Supply if it can trace a single LOS link to a Superior HQ consisting of a number of hexes no greater than the Support Range of that HQ, and the HQ itself is in Supply.

## [10.2] LINE OF SUPPLY

**[10.2.1]** A LOS from a Combat unit to a Supply Source always consists of a **single** LOS link. If eligible to trace directly to a friendly Free City, then this link may be up to 10 hexes long. If tracing to a Superior HQ, then this LOS link cannot exceed a number of hexes equal to that HQ's Support Range.

**[10.2.2]** A LOS from an HQ to a Supply Source can consist of an unlimited number of LOS links, each ten hexes long or less. An HQ is in Supply if it can trace a LOS link to a friendly-controlled City hex (which may be Free or Conquered), which itself can trace a LOS link to another friendly-controlled City hex, and so on, until the last LOS link reaches a valid Supply Source for that HQ unit (see 10.3.2).

***Designer's Note:** The requirement for HQs to trace a LOS in ten hex links of connected friendly cities, instead of a single unlimited path of contiguous hexes, is intended to prevent a Player from tracing a LOS through a gap in the enemy lines, deep into enemy territory, and then circling back out to a friendly Supply Source through another gap in the enemy lines hundreds of miles away.*

**[10.2.3]** A LOS may never be traced through any of the following:

1. Enemy units
2. Enemy Zones of Control
3. Enemy-controlled City hexes
4. Blocked hexsides
5. All-Sea hexes or hexsides (except where a Causeway exists)

However, friendly Ground units and Free Cities negate EZOCs in their own hex for the purpose of tracing a friendly LOS through that hex.

**[10.2.4] Danish Ferry.** Normally, a LOS may never be traced through an All-Sea hex or hexside. However, the Danish Ferry hexside (between hexes 1513 and 1514) is a special case. As long

as Denmark remains unconquered, the NATO Player may trace a LOS across this hexside, and the WP Player may not. Once Denmark has surrendered (see 32.1.1) the WP Player may trace a LOS across this hexside, and the NATO Player may not.

**[10.2.5]** A LOS **can** be traced through a Nuclear (see 21.0) or Chemical (see 22.0) Strike Marker and through an Air Interdiction Zone (see 23.8).

## [10.3] SUPPLY SOURCES

A LOS must ultimately end in a Supply Source.

**[10.3.1] Combat Unit Supply Sources.** A Supply Source for a Combat unit may be:

1. a Free City, itself in Supply, in the unit's Home Country: Provides both Movement and Combat Supply to any unit within ten hexes and inside the country.
2. a map edge hex in the unit's Home Country: Provides Movement and Combat Supply to any unit within ten hexes and inside the country.
3. a Free City, itself in Supply, in a friendly country: Provides Movement Supply, **only**, to any unit within ten hexes and inside a friendly country, which need **not** be the same country as the one the Free City is in.
4. a Superior HQ unit, itself in Supply: Provides both Movement and Combat Supply to any Subordinate unit that can trace a single LOS link to that HQ consisting of a number of hexes no greater than the Support Range of that HQ (see 10.4.2).

**[10.3.2] HQ Unit Supply Sources.** A Supply Source for an HQ unit may be:

1. a Free City, itself in Supply, in the HQ's Home Country.
2. a map edge hex in the HQ's Home Country.
3. any friendly-controlled Port hex in a friendly country.

**[10.3.2.1] U.S. & British HQs.** For U.S. and British HQs, whose Home Countries are not on the map, the final LOS link must lead to:

1. any friendly-controlled Port hex in a friendly country.
2. any map edge hex along Reinforcement Sector 1.

**[10.3.2.2] BALTAP Multinational HQs.** The NATO Player has two Multinational HQs stationed in the BALTAP Command Zone (see 10.4.4.6). These two HQs may trace their LOS to:

1. any Free City, itself in Supply, in West Germany.
2. any Free City, itself in Supply, in Denmark.
3. any friendly-controlled Port hex in a friendly country.

**[10.3.3] City Supply.** In order for a Free City to be considered a valid Supply Source, it must itself be in Supply. Also, at certain points in the game, it is necessary to determine whether a friendly-controlled City hex, whether Free or Conquered, is in Supply (see Resupply Operations, 10.7 and Airspace and Supply 11.6).

**[10.3.3.1] Free City Supply.** A Free City hex is in Supply, if it can trace a single LOS link, no longer than ten hexes, to any **one** other friendly-controlled Free City hex (which need not be in the same country). **Note that this rule means that units located in a Free City will still be Out of Supply if they are surrounded by enemy units or ZOCs (see 10.2.3) because the City they occupy cannot trace a LOS to another friendly Free City.** Note also that this rule means that two-hex cities, such as Hamburg (hexes 2417 and 2416) or Munich (5313 and 5312) can supply themselves, because each City hex can trace to directly to the other.

**[10.3.3.2] Port Supply.** Any **Free City** that 1) contains a Port, and 2) is located in a Coastal hex, may trace Supply using an alternate method called Port Supply. To trace Port Supply, a City must be able to trace a LOS link, 10 hexes or less, across Coastal and All-Sea hexes to any All-Sea hex that is **not** adjacent to a Coastal hex. EZOCs **do** extend into All-Sea hexes and **can** block Port Supply. Note that there are some Cities containing Ports on the map that are **not** located in Coastal hexes, but rather located inland along Major Rivers (for example, Bremen in hex 2720). These inland Cities may never use Port Supply. See “*Example of Supply #2*” at the end of 10.9 for an example of Port Supply.

*Players' Note: This rule has the most impact in Denmark, where Danish cities are otherwise highly vulnerable to being put out of Supply. Every City in Denmark is a Port in a Coastal hex.*

**[10.3.3.3]** A Free City ceases to be a Supply Source for its Alliance the instant it is conquered by the opposing Player. If it is recaptured, it immediately returns to its status as a Free City and again becomes a Supply Source (if it is in Supply).

**[10.3.3.4] West Berlin.** West Berlin (hex 3007) starts the game as a West German Free City. As an exception to the normal rules, West Berlin is considered to be a valid Supply Source for NATO units, even if it cannot trace a LOS link to one other friendly Free City. However, West Berlin suffers the following restrictions:

1. It can never provide Supply to any other NATO Free City.
2. It can only supply the three NATO brigades that start in the West Berlin hex, and even then, only while they remain in or adjacent that hex.

If West Berlin is ever able to trace a LOS link to Braunschweig (hex 3115), Hannover (hex 3117), or Luneburg (hex 2615), the three West German Cities within ten hexes of West Berlin, these two restrictions are immediately lifted, but return as soon as West Berlin is cut off again.

**[10.3.3.5] Conquered City Supply.** Conquered Cities are never Supply Sources themselves (**exception:** Copenhagen, see 10.3.3.6), but they do serve to anchor LOS Supply links for a friendly HQ in a LOS chain leading back to a Supply Source. Also, a Conquered City that is in Supply can serve as a base for a Resupply Operation (see 10.7) and most importantly will contest Airspace (see 11.0). For a Conquered City to be in Supply, it must be able to trace a LOS link, no longer than ten hexes, to another friendly-controlled City hex, which itself can trace a LOS link, no longer than ten hexes, to another friendly-controlled City hex,

and so on, until the last LOS link ends in a Free City hex, itself in Supply (see 10.3.3.1), in **any** friendly country belonging to the controlling Alliance.

**[10.3.3.6] Conquering Copenhagen.** As an exception to the normal rule that Conquered Cities are never a Supply Source themselves, once Copenhagen has been Conquered by the WP Player, it may use Port Supply (see 10.3.3.2), normally only possible for a Free City, and serve as a valid WP Supply Source, even if it cannot trace a LOS link to one other WP Free City. By this special rule, once Copenhagen has been Conquered, the City can provide Movement and Combat Supply to any WP units on the islands of Sjaelland and Lolland and can serve as an HQ Supply Source for the Baltic Corps HQ, if it is also located on either of those two islands. Finally, once Copenhagen is Conquered, it will start to contest Airspace because it is now in Supply, as will any units it is Supplying. Note that Copenhagen will not be able to provide Supply to any other Conquered Cities in Denmark until after Denmark surrenders because the WP Player cannot trace a LOS across the Danish Ferry hexside until then (see 10.2.4).

## [10.4.] HQ UNITS AND SUPPLY

During the friendly HQ Supply Phase, a Player checks to ensure that each of his HQ units can trace a LOS, consisting of any number of 10-hex LOS links (see 10.2.2), to a valid HQ Supply Source (see 10.3.2). He places an HQ Out of Supply Marker on any HQs that cannot trace a LOS. **Once determined, an HQ's Supply status never changes until the next Friendly HQ Supply Phase.**

**[10.4.1] WP Front HQs.** For WP Front HQs, once Automatic Supply has ended (starting Game Turn 8, see 10.8), an HQ is in Supply only if **both** of the following conditions are true:

1. The HQ can trace a LOS to a valid HQ Supply Source; **and**
2. The WP Player has expended a Supply Point to put that HQ in Supply.

**[10.4.2] Supplied HQ Units.** An HQ unit that is determined to be in Supply during the HQ Supply Phase can provide both Movement and Combat Supply to any Subordinate unit within its Support Range until the next friendly HQ Supply Phase. A unit is within an HQ's Support Range if it can trace an unblocked LOS, no longer than that Support Range, from its own hex to the hex occupied by the HQ unit (do not count the hex that the unit occupies but do count the hex that the HQ occupies).

**[10.4.2.1]** An HQ **can** provide Supply to Subordinate units if it is Suppressed (see 25.6.4.4).

**[10.4.2.2]** An HQ in Supply may also:

1. move its full Tactical Movement Allowance during the friendly Ground Movement Segment (note that an HQ may never use March movement).
2. Entrain and use Rail movement (see 13.0).
3. move by Sea Ferry (14.2).
4. provide Offensive Support (see 25.4).

- task its Subordinate Attack Helicopter brigade to a battle (see 18.4).

**[10.4.3] Unsupplied HQ Units.** If an HQ unit is determined to be Out of Supply during the friendly HQ Supply Phase, all of its Subordinate units that have nowhere else to trace Supply, plus any Independent units (see 3.2.6.1) in the same predicament, will have an Out of Movement Supply Marker placed on them during the ensuing Movement Supply Segment. However, none of these units will have an **Out of Combat Supply Marker** placed on them. A unit receives an Out of Combat Supply Marker **only** if it cannot trace a LOS when its Combat Supply status is checked during the Joint Combat Supply Segment of a Battle Cycle (see 10.6). An Unsupplied HQ unit also:

- moves with half of its printed Tactical movement Allowance during the friendly Ground Movement Segment.
- may not Entrain and, if already Entrained, it immediately loses its Entrained Marker (see Rail movement, 13.0).
- may not use Sea Ferry.
- may not provide Offensive Support (see 25.4).
- may not task any Subordinate Attack Helicopter brigade to a battle.

**[10.4.3.1]** Units within the Support Range of an Unsupplied WP HQ that is Unsupplied **only** because the WP Player chose not to expend a Supply Point to put it into Supply (see 10.8.2) are considered in Supply nevertheless **solely** for the purpose of contesting Airspace.

**[10.4.4] Subordinate Units.** An HQ may only provide Supply to its Subordinate units. An HQ is Superior to its Subordinate units. A unit is Subordinate to any Superior HQ. This relationship is further defined in the Cases that follow.

**[10.4.4.1] WP Superior HQ Units.** Most WP units have only one Superior HQ unit. When required to trace Supply to a Superior HQ, units belonging to a Front (all units with the same Front Color Stripe across the top of their counters) normally can trace Supply only to the Front HQ bearing the same Front Color Stripe.

**[10.4.4.2] Baltic Corps.** All **brigades and regiments** belonging to the Baltic Front may be Subordinated to either the Baltic Front (BAF) HQ or the Baltic Corps HQ and may trace Supply to either HQ. All **divisions** of the Baltic Front are Subordinate **only** to the Baltic Front HQ. See 29.5 and 29.6 for more detail.

**[10.4.4.3] WP Independent Units.** WP units that do not bear a Front Color Stripe on their counters are Independent theater-level units. These units may treat **any** WP HQ (including the Baltic Corps HQ) as Superior and trace Supply to it.

**[10.4.4.4]** Special Supply rules apply to the Baltic Front HQ (see 29.5) and Baltic Corps HQ (see 10.9 and 29.6).

**[10.4.4.5] NATO Superior HQ Units.** When required to trace Supply to a Superior HQ, NATO units may trace to **any** NATO HQ of the **same nationality** (the Corps affiliation shown in their

Subordination Legends is provided for informational and setup purposes only and has no impact on Supply). For Supply purposes (and all other purposes), **Canadian units are treated as U.S. units** and may be Subordinated to any U.S. HQ.

**[10.4.4.6] BALTAP Multinational HQ Units.** NATO has two Corps HQ units, LANDJUT (LJ) and LANDZEALAND (LZ)) stationed in the BALTAP Command Zone that are Multinational, meaning that they can provide Supply to more than a single nationality. In addition, they are interchangeable, meaning that any unit eligible to trace Supply to one of these HQ units may also trace Supply to the other HQ. Units that can trace Supply to these two Multinational HQs include:

- All Danish units
- All West German units
- The specific units belonging to other NATO nationalities that bear a Subordination Legend of “LJ” or “LZ”

All units with a Subordination Legend of “LJ” or “LZ” may **also** be Subordinated to any other HQ of their own nationality.

**[10.4.4.7]** An HQ cannot Supply subordinate units if it bears any type of Train Marker (see Rail movement, 13.0)

## [10.5] MOVEMENT SUPPLY

**[10.5.1]** Movement Supply for all friendly units is checked during the Movement Supply Segment at the start of each friendly Movement Phase. A unit that cannot trace a LOS during the Movement Supply Segment has an Out of Movement Supply Marker placed on it. **This is the only time in the Sequence of Play that an Out of Movement Supply Marker may ever be placed on a unit.** A unit that already bears an Out of Movement Supply Marker has that marker removed if it can trace a LOS during the Movement Supply Segment.

**[10.5.2]** A unit’s Movement Supply status may also be checked at various other points during the Sequence of Play besides the Movement Supply Segment:

- Movement Supply is checked for all units bearing an Out of Movement Supply Marker, **and only for these units**, during the friendly Recovery Phase. If a unit can trace Movement Supply during this Phase, remove its Out of Movement Supply Marker.
- Movement Supply is checked for any unit at any moment that its Supply status needs to be determined to establish its impact on Airspace (see 11.0).

If a unit cannot trace a LOS during any of these checks, it fails for the purpose of that check, but none of these checks made outside of the Movement Supply Segment ever result in actually placing an Out of Movement Supply Marker on a unit. Out of Movement Supply Markers are placed **only** during the friendly Movement Supply Segment. Note, however, that a successful LOS check during the Recovery Phase will result in an Out of Movement Supply Marker being **removed**.

**Players' Note:** For the most part, units will always be in Movement Supply. Checking Movement Supply is largely a matter of exception management: are any of my units surrounded, do I have any Airborne or Airmobile units that dropped behind enemy lines, and do I have any units that have outrun their own HQ units? Otherwise, all units will likely be in Movement Supply.

**[10.5.3] Movement Supply Effects During the Movement Phase.** A Combat unit that can trace a LOS during the Movement Supply Segment may employ all forms of movement for which it is eligible, without restriction, for the rest of the Game Turn. A Combat unit that cannot trace a LOS during the Movement Supply Segment has an Out of Movement Supply Marker placed on it and:

1. cannot use March movement.
2. moves by Tactical movement with just half of its printed Movement Allowance (round fractions down).
3. cannot move by Air Ferry (see 14.1), Air Transport (see 16.1), or Sea Ferry (see 14.2).
4. cannot move by Sea Transport (see 16.2), unless it is a Marine unit conducting an Amphibious Evacuation Operation (see 16.2.3).
5. may move by Helicopter movement, if eligible, but only using an Extraction Operation (see 18.1.2).
6. cannot be placed in Reserve (see 28.0).
7. cannot Entrain (see 13.0) and, if already Entrained, it immediately loses its Entrained Marker.
8. cannot React (see 25.1.2) during the next enemy Combat Phase.

**[10.5.4]** A unit that cannot trace Movement Supply at any point during the game **immediately ceases to contest Airspace control** (see 11.0).

**[10.5.5]** An Out of Movement Supply Marker may remain on a unit indefinitely but is removed once a unit can trace a LOS during any friendly Movement Supply Segment or Recovery Phase.

**[10.5.6]** All units occupying a Reinforcement Box or the SRB are always considered in Movement Supply.

## [10.6] COMBAT SUPPLY

All Combat units start the game in Combat Supply. All reinforcement Combat units also arrive in Combat Supply. Thereafter, a unit remains in Combat Supply indefinitely until its Combat Supply status is checked. When a unit's Combat Supply status is checked, it remains in Combat Supply if it can trace a LOS at that moment to a Superior HQ unit consisting of a number of hexes no greater than the Support Range of that HQ, and the HQ itself is in Supply. Alternatively, it is in Combat Supply if it occupies a hex in a Home Country and can trace a LOS, 10 hexes or less, to a friendly controlled City in that country.

1. Combat Supply is checked during the Joint Combat Supply Segment at the end of every Battle Cycle for all Attacking and Defending units that participated in

that particular battle. Place or remove Out of Combat Supply Markers based on this check.

2. Combat Supply is checked for all units bearing an Out of Combat Supply Marker, **and only for these units**, during the friendly Recovery Phase. If a unit can trace Combat Supply during this Phase, remove its Out of Combat Supply Marker.
3. For WP Artillery units only, Combat Supply is checked during the friendly Artillery Strike Segment of the Offensive Strike Phase, right after an Artillery unit conducts a Strike (see Warsaw Pact Artillery, 24.0). Place an Out of Combat Supply Marker on any Artillery unit that cannot trace Combat Supply at this point.

**Designer's Note:** This rule is precisely crafted to represent the fact that all units carry a basic load of ammunition in their combat vehicles and reserve loads in their brigade and division trains. If a unit has not been engaged, it could be out of Supply for days and still be carrying its basic load. A unit is out of ammunition only **after** a battle or Artillery Strike, when it cannot resupply from its Front or Corps-level supply trains.

**[10.6.1] Combat Supply Effects.** A Maneuver unit in Combat Supply attacks and defends normally. A Maneuver unit bearing an Out of Combat Supply Marker attacks and defends at 50% of its printed Attack or Defense Strength (see Combat Odds, 25.3, for how fractions are treated). A Maneuver unit that is Out of Combat Supply cannot React (see 25.1.2). An Artillery unit bearing an Out of Combat Supply Marker may not execute Artillery Strikes at all (see 24.0) but defends with its normal Provisional Defense Strength of 1.

**[10.6.2]** An Out of Combat Supply Marker may remain on a unit indefinitely but is removed once a unit can trace a LOS during any friendly Recovery Phase or Joint Combat Supply Phase.

**[10.6.3]** For the avoidance of doubt, friendly units that conduct a Paratroop Operation (see 16.1.3) or Amphibious Landing Operation (see 16.2.3) are always in Combat Supply when they arrive in their destination hex. They will become Out of Combat Supply if they fight a battle and cannot trace a LOS during the Joint Combat Supply Segment of the Battle Cycle.

## [10.7] RESUPPLY OPERATIONS

During the friendly Movement Supply Segment, after all normal Movement Supply determination as been made, a Player may conduct one Resupply Operation to Supply units in one hex. A Resupply Operation uses a notional Airlift Command to conduct an Air Transport Operation to carry a notional Supply Point to any destination hex on the map that contains a friendly Combat unit. This Operation can enter any type of Airspace. No actual Supply Point is expended, and no actual Airlift Command is risked.

**Designer's Note:** A Resupply Operation does not risk an Airlift Command because it does not involve that much air transport, but the capability is limited because these operations would have been a challenge to organize. Resupply Operations are useful for supplying

*friendly units that the enemy has pocketed, and Airborne and Airmobile units deliberately dropped behind enemy lines in prior turns.*

[10.7.1] To execute a Resupply Operation, the Phasing Player rolls for an Interception Attempt using the Airspace status for the hex he is trying to Resupply. If the Interception Attempt succeeds, then the Resupply Operation fails. If the Interception Attempt fails, then the notional Supply Point has made it through to the destination hex. Place a Resupply Marker in the hex. Immediately remove any Out of Movement Supply Markers from any Combat units in the hex.

[10.7.2] During the ensuing friendly Recovery Phase, a Player may remove all Out of Combat Supply Markers from units in the same hex with the Resupply Marker. If the notional Supply Point is used to remove Out of Combat Supply Markers, then it is removed from the map at the end of the Recovery Phase. If it is **not** used for this purpose, then it remains in the hex and the notional Supply Point may provide Combat Supply to any Combat units in the hex that engage in a battle during the ensuing Combat Phase. No Resupply Marker ever lasts beyond the Player Turn in which it was placed. It is always removed from the hex at the end of the next friendly Combat Phase.

[10.7.3] A Resupply Operation provides Supply to all Combat units in the destination hex, but it **cannot** be used to provide Supply to an HQ unit nor to a City. It cannot be used to provide Supply to any units that do not occupy the same hex.

## [10.8] WARSAW PACT AUTOMATIC SUPPLY AND SUPPLY POINTS

For Game Turns 1-7, all normal Supply rules apply to the WP Player. This initial period is termed “Automatic Supply” because all WP HQs are automatically in Supply if they can trace a LOS. Starting with GT 8, Automatic Supply no longer applies, and the WP Player must not only be able to trace a valid LOS for each HQ unit, he must **also** expend a Supply Point during the WP HQ Supply Phase to keep each HQ unit in Supply. If an HQ is not put in Supply with a Supply Point, this in turn means that it cannot Supply Subordinate units within its Support Range when they make a Supply check for Movement or Combat Supply. Note that in the War of Nerves Scenario (see 40.0), Automatic Supply ends after War Turn 7.

*Designer’s Note: During the period of Automatic Supply, the WP is consuming existing stocks of fuel and ammunition from depots in East Germany and Czechoslovakia. Its ability to Supply itself thereafter depends upon how much additional fuel and munitions it can bring forward following the outbreak of war. WP Supply Points represent this additional stockpile, which has to be transported across a sparse Eastern European rail network highly vulnerable to NATO air power.*

[10.8.1] **Receiving Supply Points.** The Warsaw Pact Player starts most Scenarios with no Supply Points (**exception:** in the Extended Buildup Scenario, he starts with 14 Supply Points, see 38.2.1.3). During the Joint Reinforcement Phase of each Game Turn, the WP Player receives **two** Supply Points (**exception:** he receives no Supply Points in the BALTA introductory Scenario because it ends before Automatic Supply expires). He subtracts from these two Supply Points any losses resulting from a NATO Deep

Interdiction Strike (see 23.7), and then adds the resulting number to the total recorded on his Supply Point Track by adjusting his Supply Point Markers. Unspent Supply Points accumulate on the WP Supply Point Track from turn to turn.

[10.8.2] **Expending Supply Points.** Starting with Game Turn 8, and in all following Game Turns, the WP Player must expend one Supply Point during the WP HQ Supply Phase for each HQ unit he wants to put in Supply that turn. If he expends a Supply Point to put an HQ in Supply, adjust the Supply Point Markers on the WP Supply Point Track to reflect this expenditure and place an HQ Supply Marker on the HQ on its Supplied side. If he does not expend a Supply Point to put an HQ in Supply, place an HQ Supply Marker on the HQ on its Out of Supply side. The WP Player may not expend a Supply Point to put an HQ in Supply if that HQ cannot trace a LOS to a friendly Supply Source during the HQ Supply Phase.

[10.8.3] **Supply and Airspace.** Once Automatic Supply has ended, if a unit is Out of Movement Supply for the sole reason that the WP Player did not expend a Supply Point to put its Front HQ in Supply, and for no other reason (meaning it would otherwise be in Supply at that moment), then **it is still considered to be in supply for the purpose of determining Airspace control** (see 11.0).

[10.8.4] **Friendly Countries.** For the avoidance of doubt, no WP Combat unit located in any WP country is ever affected by the end of Automatic Supply. Such a unit is always in all forms of Supply if it can trace a LOS link, ten hexes or less, to any Free City in any WP Country. The end of Automatic Supply only affects units located in enemy countries, where they are required to trace Supply to a Superior HQ that may be Out of Supply for lack of a Supply Point. A WP HQ unit, on the other hand, that does not receive a Supply Point once Automatic Supply has ended will be Out of Supply no matter where it is located, even if it is located in a Home country. This means that a WP Front that has fallen back inside friendly territory may have many or all of its units in Supply (because they are located in a Home Country and can trace Supply directly to a friendly Free City), while the HQ itself is Out of Supply and thus unable to provide Supply, Offensive Support or task its Attack Helicopter brigade to a battle.

## [10.9] THE BALTIC CORPS AND SEA SUPPLY

[10.9.1] The Baltic Corps HQ can provide Supply to the units of the Baltic Corps (see 3.2.6.2), to the 37<sup>th</sup> Air Assault Brigade (the Baltic Front’s one Airmobile unit), and to any Independent Airborne and Airmobile units within its Support Range. It cannot Supply any other units belonging to the Baltic Front. Unlike any other WP HQ, the Baltic Corps is never affected by the end of Automatic Supply. It is always in Supply if it can trace a LOS to an HQ Supply Source (see 10.3.2) and it never requires the expenditure of a Supply Point to put it in Supply.

*Designer’s Note: This HQ is not a Front HQ, and the units that it can supply are all regiments and brigades, meaning that its Supply needs are not great enough to constitute a Supply Point in this game.*

**[10.9.2] Sea Supply.** In addition to all normal rules for HQ Supply, the WP Baltic Corps HQ, only, can use Sea Supply if it occupies any Coastal hex in the Baltic Sea Area (see 2.2.3). Sea Supply works as follows. During the WP HQ Supply Phase, the WP Player may attempt to transport a notional Sea Supply Point from off-map, using a notional Sealift Command to cross the Baltic Sea Area and reach the Coastal hex occupied by the Baltic Corps HQ (this does **not** expend actual WP Supply Points, nor does it risk an actual Sealift Command). The WP Player must roll for an Interception Attempt against this notional Sea Supply Point (see Interception, 17.0) using the Airspace column for the Airspace in the hex occupied by the Baltic Corps HQ itself (see Airspace, 11.0). If the Interception Attempt is successful, the notional Sea Supply Point has been sunk. Place an HQ Out of Supply Marker atop the Baltic Corps HQ. If the Interception Attempt fails, the notional Sea Supply Point has made it to the beachhead. The Baltic Corps HQ is now in Supply until the next WP HQ Supply Phase. If the Sea Supply Point is successfully Intercepted, the WP Player does not lose his ability to attempt Sea Supply again as often as he wishes.

**Designer's Note:** Sea Supply does not consume an actual WP Supply Point, nor require a Sealift Command, because the quantity of supply involved in supplying the small regiments that the WP Baltic Corps HQ may supply is nowhere near the quantity required to supply a Front.

**[10.9.2.1]** Sea Supply is normally limited to the Baltic Sea Area. However, if 1) the WP Player has Conquered Denmark, and 2) no City hexes in Denmark remain NATO controlled, then the WP Baltic Corps HQ may also use Sea Supply if it occupies any coastal hex in the North Sea Area (see 2.2.3).

**[10.9.3] Baltic Corps HQ and Airspace Control.** When the WP Baltic Corps HQ uses Sea Supply, no unit it supplies counts as supplied for purposes of determining Airspace control. This usually means that the units it supplies cannot benefit from Tactical Airstrikes, since Tactical Air Points (see 23.1) cannot be used to Strike targets in Enemy Airspace (see 11.0). However, when the Baltic Corps HQ can actually trace a normal overland LOS to a friendly Supply Source in a WP country, or to Copenhagen (see 10.3.3.6), then all of the units it supplies do count as Supplied for purposes of determining Airspace control.

**Designer's Note:** The WP Player has the Baltic Corps HQ to provide supply to friendly units along an enemy coastline. The NATO Player has no equivalent unit available (it is the U.S. II Marine MEF, committed to operations off-map in Norway). Accordingly, to keep his units supplied along an enemy coastline, the NATO Player will need to use Resupply Operations (see 10.7).

## Example of Supply #1:

- A. The 31<sup>st</sup> Panzergrenadier Brigade in hex 2626 is in a friendly country (the Netherlands), but not its Home Country (West Germany). It can trace Movement Supply because it can trace a LOS to Groningen, the hex it occupies, which is a friendly Free City in Supply. However, it cannot trace Combat Supply because it would need to trace Combat Supply to a friendly HQ and there is none in range.
- B. The British I Corps HQ is in Supply, because it can trace a LOS (orange line) to the Port of Delfzijl in hex 2526.
- C. The British 7<sup>th</sup> Armoured Brigade can trace both Movement and Combat Supply, because it can trace a LOS to the British I Corps HQ that is three hexes or less (the HQ's Support Range) and the HQ is itself in Supply.
- D. The NEGF HQ is in Supply because it can trace a LOS, ten hexes or less, to Oldenburg in hex 2621 (black line, its first LOS link). Oldenburg can trace a LOS, ten hexes or less, to Luneburg in hex 2615 (blue line, the NEGF HQ's second LOS link). Luneburg can trace a LOS, ten hexes or less, to Schwerin in hex 2412 (yellow line, the NEGF HQ's third and final LOS link to a Free City in a Home Country). Because the NEGF HQ is in Supply, it can provide both Movement and Combat Supply to every unit of its own Front (units with a blue Front Color Stripe on their counters) and to all Independent units that can trace a LOS to the HQ that is no longer than its Support Range (six hexes). This means that all WP units west of the Weser, and the 83<sup>rd</sup> Air Assault Brigade and the 108<sup>th</sup> Guards Airborne Brigade east of the Weser, can trace Movement and Combat Supply to the NEGF HQ. The 138<sup>th</sup> Tank Regiment in hex 2619 is out of Movement Supply because it is not in range of any Superior HQ (either the Baltic Corps or Baltic Front HQs).
- E. The Polish 7<sup>th</sup> Marine Brigade in hex 2321 cannot trace Movement or Combat Supply to the NEGF HQ for two reasons: 1) it is cut off by the ZOCs of the 53<sup>rd</sup> Hsb Brigade in 2420, and 2) the NEGF HQ is not a Superior HQ.
- F. The 53<sup>rd</sup> Hsb Brigade in hex 2420 occupies a Free City in its own Home Country, so normally it would be in Supply for all purposes, but because Bremerhaven is surrounded by EZOCs, it cannot trace to another friendly Free City and so cannot serve as a Supply Source for the 53<sup>rd</sup> Hsb. Bremerhaven would normally overcome this problem because it contains a Port in a Coastal hex and so can still trace Port Supply, but the Polish 7<sup>th</sup> Marine Brigade in hex 2321 projects ZOCs into hexes 2321 and 2421, blocking the Port from tracing a valid LOS out to an All-Sea hex that is not adjacent to a Coastal hex. This also means that neither Bremerhaven nor the 53<sup>rd</sup> Hsb Brigade can contest Airspace because they are Unsupplied.
- G. The U.S. 3<sup>rd</sup> Brigade of the 2<sup>nd</sup> Armored Division in Bremen (hex 2720) is located in a friendly Free City in a friendly country, and so would normally be in Movement Supply. However, Bremen cannot trace a LOS through the surrounding EZOCs to another friendly Free City, and so has lost its status as a valid Supply Source. Bremen is also a Port, but because it is not in a Coastal hex, it is not eligible to trace Port Supply, and even if it could, the surrounding EZOCs would block this access. The 3<sup>rd</sup> Brigade also cannot trace Combat Supply, because it is located

outside of its Home Country and so must trace Combat Supply to a Superior HQ, which it cannot. This also means that neither Bremen nor the U.S. 3<sup>rd</sup> Brigade can contest Airspace.

- H. Surprisingly, the two West German units in Hamburg, the 63<sup>rd</sup> Hsb Brigade in hex 2417 and the 1<sup>st</sup> Panzergrenadier Brigade in hex 2416 are both able to trace Movement and Combat Supply, despite being entirely surrounded by EZOCs, because they are located in a Free City in their Home Country, each City hex of Hamburg can trace a LOS to another Free City hex (the other hex of Hamburg to which it is adjacent) and the Free City hexes negate the EZOCs projected into them for Supply purposes. This also means that Hamburg will contest Airspace.
- I. The 97<sup>th</sup> Guards Airborne Brigade in hex 2317 and the 119<sup>th</sup> Guards Airborne Brigade in hex 2516 can trace neither Movement nor Combat Supply because they are located in an enemy country and they cannot trace a LOS to a Superior HQ. The fact that they are within ten hexes of a Free City in a Home Country (Schwerin in hex 2412) does not help them, because this is not a valid Supply Source for units in an enemy country (only a Superior HQ can serve).
- J. The 34N Artillery Division in hex 2814 is a unit inside a Home Country and so can trace both Movement and Combat Supply to the Free City of Schwerin in hex 2412.

For the avoidance of doubt, although some of the units depicted in Example #1 cannot trace Combat Supply, they are all currently in Combat Supply, because none of them bears an Out of Combat Supply Marker, meaning that none of them has fought a battle since they last successfully traced Combat Supply, and so they are all still carrying their basic load of ammunition.



## Example of Supply #2:

- A. The LandZealand (LZ) HQ in hex 1512 is in Supply because it can trace a LOS, ten hexes or less (see black line), to the Danish Free City of Odense in hex 1415, and Odense is a valid HQ Supply Source because it can trace a LOS, ten hexes or less, to one other Free City, in this case Esbjerg in hex 1420 (see yellow line). If Esbjerg were captured, Odense would still be a valid HQ Supply Source because it is able to trace Port Supply (see 10.3.3.2). The LZ HQ is only able to trace a LOS across the Danish Ferry hexside (1513/1514) because Denmark has not yet surrendered. The Danish 1<sup>st</sup> Brigade of the Zeeland Division in hex 1411 is able to trace both Movement and Combat Supply to its Superior HQ and to Odense, so it has multiple options for Supply.
- B. The Danish 2nd Brigade of the Zeeland Division in Copenhagen (hex 1310) is a Combat unit in its own Home Country occupying a friendly Free City, which would normally put it in both Movement and Combat Supply. However, Copenhagen is surrounded by EZOCs and so can neither trace a LOS to another friendly Free City nor trace Port Supply, which means that it cannot serve as a Supply Source. Accordingly, the Danish 2nd Brigade can trace neither Movement nor Combat Supply. Therefore, neither Copenhagen nor the 2nd Brigade contest Airspace.
- C. The Baltic Corps HQ in hex 1209 is located in an enemy country with no ability to trace a LOS overland to a friendly HQ Supply Source. However, it is located in a Coastal hex in the Baltic Sea Area, and so may trace Sea Supply. During his HQ Supply Phase, the WP Player attempts to pass an Interception Attempt on the Sea Transport of a notional Supply Point for the HQ. It is GT3 of the Strategic Surprise Scenario, and so the normal Interception Value for a hex in enemy Airspace (where the HQ is located) is five, but because the Baltic Corps HQ is in an EZOC, he must subtract one from his dice result. He rolls two dice, securing a "3" and a "5" for a total result of eight, which is reduced to seven by the presence of the EZOC. Since seven is higher than the Interception Value of five, the Interception Attempt fails, and the notional Supply Point makes it through to provide Sea Supply to the Baltic Corps HQ. The WP Player places an HQ Supply Marker on its Supplied side on top of the Baltic Corps HQ. This means that the Baltic Corps HQ can provide both Movement and Combat Supply to the Polish 7<sup>th</sup> Marine Brigade in its own hex and the 336<sup>th</sup> Marine Brigade in hex 1210.
- D. The 97<sup>th</sup> Guards Airborne Brigade in hex 1410 has no available options for a LOS because it cannot trace Supply to the Baltic Corps HQ through the Free City of Copenhagen. At the end of the Movement Supply Segment, the WP Player announces that he is conducting a

Resupply Operation to Supply hex 1410 (see 10.7). He conducts a notional Air Transport Operation to Transport a notional Supply Point into the hex. The Interception Value is again a five, with a reduction of one to the die roll for being located in an EZOC. The WP Player rolls two dice, securing a “1” and a “6” for a total result of seven, which is reduced to six by the presence of the EZOC. Since six is higher than the Interception Value of five, the Interception Attempt fails, and the notional Supply Point makes it through. The WP Player places a Resupply Marker in the hex. This action puts the 97<sup>th</sup> in Movement Supply and means that it will be able to trace Combat Supply this turn if it engages in a battle and remains in the hex with the marker.



## [11.0] AIRSPACE

**Designer's Note:** Since WWII, the side that has owned the air has been able to interdict the other side's ability to move troops. Moving in broad daylight, when your opponent holds air superiority, is a dance with death. And even night is no longer safe from enemy air power, as the Iraqis learned the hard way during Operation Desert Storm, just fourteen months after the fall of the Berlin Wall. The airspace rules in this game reflect this reality.

**Veterans' Summary:** Read this section.

The Airspace in a hex can be friendly, contested, or enemy. The state of the Airspace in a hex determines what forms of movement can be used to move into or through that hex and how likely it is that this movement will be intercepted by the enemy Player. Airspace is always determined relatively, i.e., from the perspective of one Player or the other. A hex that is friendly to the WP Player will be enemy to the NATO Player, and vice versa. The following definitions for Airspace are summarized on the Airspace Summary Chart found on the Player Charts & Tables Cards.

### [11.1] FRIENDLY AIRSPACE

A hex is defined as friendly Airspace for a Player if 1) it is within five hexes of a friendly-controlled City hex, in Supply, or within five hexes of a friendly unit that can trace Movement Supply at that moment, and 2) it is not within five hexes of an enemy-controlled City hex, in Supply, or within five hexes of an enemy unit that can trace Movement Supply at that moment. The friendly SRB and all friendly Reinforcement Boxes are always considered friendly Airspace.

### [11.2] ENEMY AIRSPACE

A hex is defined as enemy Airspace for a Player if 1) it is not within five hexes of a friendly-controlled City hex, in Supply, nor within five hexes of a friendly unit that can trace Movement Supply at that moment, and 2) it is within five hexes of an enemy-controlled City hex, in Supply, or within five hexes of an enemy unit that can trace Movement Supply at that moment.

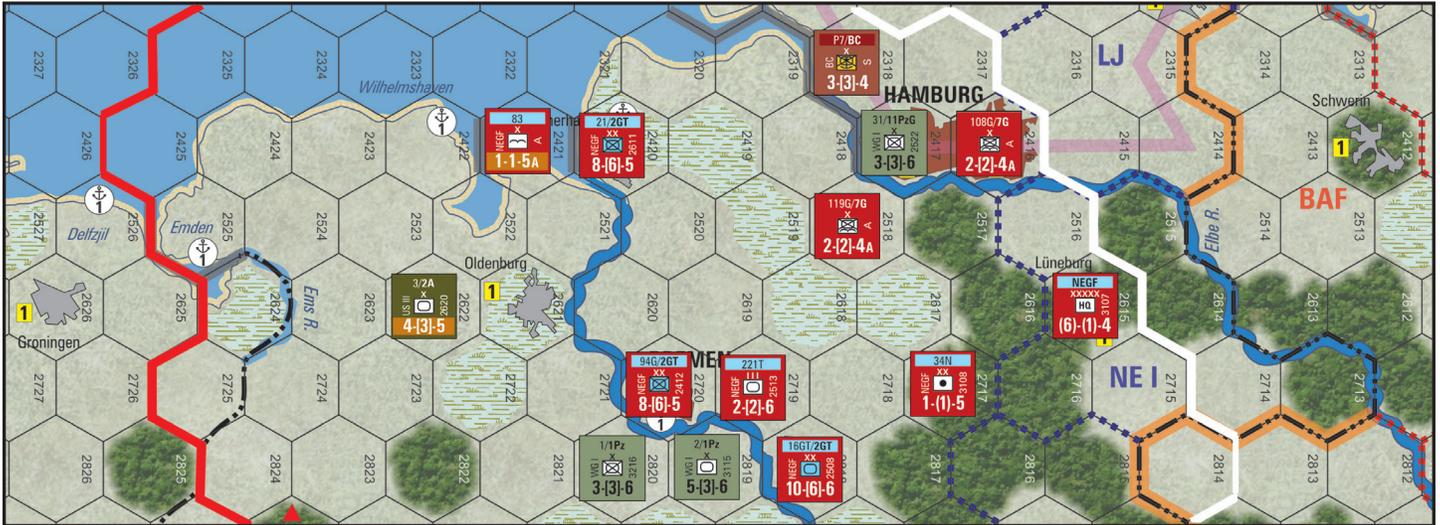
### [11.3] CONTESTED AIRSPACE

A hex is defined as contested Airspace for a Player if 1) it is within five hexes of a friendly-controlled City, hex in Supply, or within five hexes of friendly unit that can trace Movement Supply at that moment and 2) it is also within five hexes of an enemy-controlled City hex, in Supply, or within five hexes of an enemy unit that can trace Movement Supply at that moment.

**Designer's Note:** The rules for Airspace are designed to reflect the reality that air squadrons operate from behind the front lines, and the further they penetrate beyond their own front lines, the less ordnance they can carry and the more difficult their missions become to complete successfully. In this game, as the front line moves, so does the band of contested airspace within which most air operations will occur. The projection of airspace control from supplied friendly units defines the front line. The projection of airspace control from supplied friendly City hexes ensures that the rear areas are properly included in friendly Airspace (every hex on the map is within five hexes of a City).

## Example of Airspace Control:

In this example, the red line shows the edge of the Airspace that the WP Player contests, and the white line shows the edge of the Airspace that the NATO Player contests. The area between these two lines is Contested Airspace. The area to the left of the red line is friendly Airspace to the NATO Player and enemy Airspace to the WP Player. The area to the right of the white line is friendly Airspace to the WP Player and enemy Airspace to the NATO Player. The WP Player contests Airspace from his two forward positions in hexes 2420 and 2720. The WP Air Assault brigade in hex 2421 does not contest Airspace because it is not within the Support Range of the NEGF HQ and therefore cannot trace a LOS. The NATO Player contests Airspace from his two forward positions in hexes 2621 (the Free City of Oldenburg) and 2819. The NATO brigade in Hamburg (hex 2417) does not contest Airspace because it is surrounded by EZOCs and therefore cannot trace a LOS.



## [11.4] DANISH AIRSPACE

As an exception, no supplied WP unit located in East Germany counts towards contesting Airspace in Denmark (although Cities in East Germany **do** count). To contest Danish Airspace, a WP unit must be located in West Germany or Denmark itself. Note, also, that WP units that trace a LOS to the WP Baltic Corps HQ **do not** count as supplied for the purpose of controlling Airspace if the Baltic Corps HQ is using Sea Supply (see 10.9).

## [11.5] AIRSPACE AND WEST BERLIN

As a special rule, neither the City of West Berlin (hex 3007), nor the NATO units initially defending it, contest Airspace. Therefore, the Airspace in and around the City will usually be friendly Airspace for the WP and enemy Airspace for NATO. This means that WP Air Strikes into West Berlin receive a +1 to the die roll for being in friendly Airspace (see 11.8.4), and NATO cannot execute Defensive Air Strikes if West Berlin is attacked, unless there is a supplied NATO unit located outside West Berlin and within five hexes of the City (because only Tactical Air Points may be used for Defensive Air Strikes, and they cannot be employed for Strikes in enemy Airspace, see 23.2.2).

**Designer's Note:** West Berlin's airfields were within easy range of WP artillery and the city was ringed with WP flak and SAM batteries. No NATO air squadrons could operate out of West Berlin once war began.

## [11.6] AIRSPACE AND SUPPLY

[11.6.1] A friendly-controlled City hex does **not** count for controlling Airspace unless it is in Supply (see City Supply, 10.3.3). Just being a friendly-controlled City, by itself, is not enough.

[11.6.2] While a unit's ability to trace Movement Supply in the moment will impact the Airspace around it, any examination of its ability to trace Movement Supply at any particular moment during a turn, solely for the purpose of determining Airspace control, has no effect on its **actual** Movement Supply status, which is determined only during the friendly Movement Supply Segment and the Recovery Phase and does not change at any other time.

## [11.7] AIRSPACE AND TIMING

No passenger unit that moves during the Air & Sea Movement Segment **ever** counts for contesting Airspace until **after** the Segment has ended.

## [11.8] AIRSPACE EFFECTS

Airspace effects are scattered throughout these rules. For a full summary of all effects, please refer to the Airspace Effects Chart found on the Player Charts & Tables Cards. The major effects are provided below.

[11.8.1] Friendly units may use March movement (12.4), Rail movement (13.0), and Ferry movement (14.0) only if the hex they start in, and every hex they enter, is in friendly Airspace.

**[11.8.2]** Friendly units may enter a hex in contested or enemy Airspace only by Tactical movement (12.2), Minimum movement (12.5), Helicopter movement (18.0) or Transport movement (16.0).

**[11.8.3]** Tactical Air Points may be used to make Air Strikes only within friendly and contested Airspace (see Air Power, 23.0), and Tactical Chemical Strikes can be made only within friendly and contested Airspace (see Chemical Warfare, 22.0).

**[11.8.4]** Air Strikes executed against targets in friendly Airspace receive a +1 to the die roll, while Air Strikes executed against targets in enemy Airspace receive a -1 to the die roll. Note that these DRMs apply only to Air Strikes against Ground units and Reforger Sites, **not** to any other type of Strike.

## [12.0] GROUND MOVEMENT

***Veterans' Summary:** Units that move entirely within friendly Airspace may use March movement, which doubles their printed Movement Allowance. Units that start in or enter contested or enemy Airspace can only use Tactical movement, which limits them to moving with their printed Movement Allowance. Units which are Out of Supply cannot use March movement but can use Tactical movement at half their printed Movement Allowance (rounded down). No matter how reduced a unit's Movement Allowance becomes, it can always use Minimum movement to move one hex. Units which move half their available Movement Allowance or less, rounded down, may be placed in Reserve to continue moving during the Reserve Phase. **Read 12.3 for ZOC effects on movement, but otherwise skip the following section.***

Most units in the game will move solely by Ground movement. Ground movement occurs during the Ground Movement Segment of the friendly Movement Phase and also during the friendly Reserve Phase. During the Ground Movement Segment, the Phasing Player may move any of his Ground units in any order he desires, provided that they have not moved in a previous Segment of the Movement Phase. There are three forms of Ground movement:

1. Tactical movement (see 12.2)
2. March movement (see 12.4)
3. Minimum movement (see 12.5)

## [12.1] MOVEMENT ALLOWANCE

Each Ground unit has a Movement Allowance printed on its counter, which is expressed in Movement Points. A player using Ground movement moves a unit from one adjacent hex to the next by expending those Movement Points according to the Movement Cost for the Primary terrain in that hex (see 2.2.1) plus any additional cost for the specific hexside that must be crossed to enter the hex. A Player continues to move a unit until he either chooses to stop or the unit runs out of sufficient remaining Movement points to enter one more hex. Usually, a hexside feature will cost additional Movement Points to cross, but one hexside feature, a Pass hexside, actually reduces the cost to enter a Mountain hex, and another feature, Causeways, permits

movement across an otherwise impassable All-Sea hexside. The Movement Cost for each type of terrain is provided in the Ground Movement Cost column of the TEC found on the back of each Player's Sequence of Play Card.

***Example:** A unit crossing a Major River hexside to enter a Forest hex would pay one Movement Point for the Forest hex plus an additional one Movement Point for the Major River hexside for a total cost of two Movement Points. If the hex being entered was in an EZOC, then the moving unit would pay an additional Movement Point, for a total cost of three Movement Points. If the hex being exited was also in an EZOC, then the moving unit would pay an additional Movement Point, for a total cost of four Movement Points.*

**[12.1.1] Prohibited Terrain.** Units moving by Ground movement may never enter an All-Sea hex, nor cross a Blocked hexside. They are also barred from crossing an All-Sea hexside except where a Causeway exists or via the Danish Ferry (see 12.8).

**[12.1.2] Other Barred Movement.** Units moving by Ground movement are barred from ever using Ground movement to enter a hex containing an enemy Ground unit (although this can be done using other forms of movement, see Assaults, 27.0). They are further barred from entering an enemy Free City (these must be attacked and entered by advance, see 30.4). Units may enter an enemy Conquered City but only if using Tactical movement (see 12.2).

## [12.2] TACTICAL MOVEMENT

A unit moving by Tactical movement moves with a number of Movement Points equal to its printed Movement Allowance. A unit may move by Tactical movement when it is Out of Movement Supply (see 10.5) but moves with only half its printed Movement Allowance (rounding fractions down). A Ground unit may **always** use Tactical movement unless it is required to use Minimum movement (see 12.5).

**[12.2.1]** A Player wishing to move a unit by Ground movement **must** use Tactical movement (as opposed to March movement, see 12.4) if the unit:

1. starts or ends its movement in an EZOC.
2. starts its movement in, or will enter, any hex in enemy or contested Airspace (see 11.0).
3. starts its movement in, or will enter, any hex in an enemy Air Interdiction Zone (see 23.8).
4. starts Out of Movement Supply (See 10.5).

**[12.2.2]** Tactical movement is the only form of movement permitted during the Reserve Phase (see 28.0), unless a unit is an Airborne or Airmobile unit and thus eligible for Helicopter movement (see 18.0).

**[12.3] TACTICAL MOVEMENT AND ENEMY ZOCS.**

A unit moving by Tactical movement:

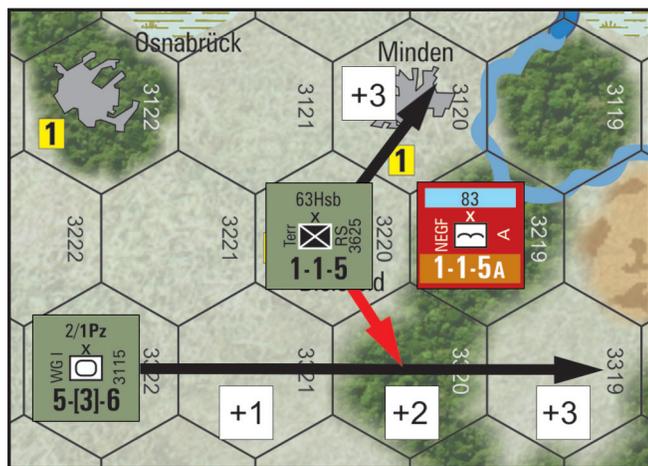
1. must always spend one additional Movement Point to enter a hex in an EZOC.
2. must always spend one additional Movement Point to exit a hex in an EZOC.
3. may always leave a hex in an EZOC to enter a hex that is **not** in an EZOC and then subsequently enter another hex in an EZOC (whereupon Case 4 below applies).
4. must stop in the first EZOC hex it enters, **unless** it is a Hard unit.

**[12.3.1]** Hard units (units with a Bracket around their Defense Strength) using Tactical movement do **not** need to stop when entering an EZOC, provided that they have the Movement Points to continue moving. Hard units may move directly from one hex in an EZOC to another, provided that they can pay one additional Movement Point to exit the first hex and one additional Movement Point to enter the second hex, over and above any normal Movement Point costs for the hexside crossed and the hex entered. A Hard unit that starts in an EZOC may always use Minimum movement (see 12.5) to move a single hex directly from one EZOC to another, even if it otherwise lacks the Movement Allowance to make this move.

**[12.3.2]** Any units that are not Hard units (Soft units, Artillery units, and HQ units) using Tactical movement must **always stop** when they enter a hex in an EZOC. Such units may never move directly from one hex in an EZOC to another unless they 1) start their movement in an EZOC hex and 2) move directly to an adjacent EZOC hex **that already contains a friendly unit or friendly Free City**, at which point they must end their movement. This is considered Minimum movement (see 12.5) and does not require the moving unit to have sufficient Movement Allowance to pay the Movement cost for this single hex move.

**Example of Tactical movement:**

In this example, the NATO Player is executing his Ground Movement Segment. He wants to encircle the 83<sup>rd</sup> Air Assault Brigade to set up a Concentric Attack (see 25.3.4.3). The 63<sup>rd</sup> Hsb Brigade cannot move



to hex 3320 (red line) because it is not a Hard unit, and so cannot move direct from one EZOC hex to another, unless a friendly unit or Free City is already in the hex being entered. However, it can move to Minden in hex 3120 (short black line) because there is a Free City already there. This move costs three Movement Points, one to exit a hex in an EZOC, one to enter a hex in an EZOC, and one for the Minor City terrain in the hex. As it is a Soft unit, it must stop here, because units that are not Hard must always stop upon entering an EZOC. The 2<sup>nd</sup> Brigade of the 1<sup>st</sup> Panzer Division moves to hex 3319 (long black line), paying one Movement Point to enter the Clear terrain in hex 3321, two Movement Points to enter hex 3320, one for the Forest terrain and one to enter a hex in an EZOC, and three Movement Points to enter hex 3319, one to exit a hex in an EZOC, one to enter a hex in EZOC and one for the Clear terrain in the hex. The brigade must stop in hex 3319 because it has exhausted its Tactical movement Allowance of six Movement Points.

**[12.4] MARCH MOVEMENT**

When a Combat unit starts in a hex in friendly Airspace and remains within friendly Airspace for its entire path of movement, it may move by March movement. A unit using March movement moves with a Movement Allowance equal to **double** its printed Movement Allowance. To be eligible for by March movement, a unit must also meet all of the following conditions:

1. Not bear an Out of Movement Supply Marker
2. Not bear a Disrupted or Suppressed Marker
3. Neither start nor end its movement in an EZOC
4. Neither start in, nor enter, any hex in an enemy Air Interdiction Zone (see 23.8)

**[12.4.1]** NATO units may not use March movement if they start in, or enter, any hex of West Germany when Refugees are in effect (see 35.4).

**[12.4.2]** HQ units cannot use March movement at all.

*Designer's Note: HQ units represent, among other things, dumps and depots that are not swiftly moved.*

**[12.5] MINIMUM MOVEMENT**

Regardless of any other factors and restrictions, a **Ground unit may always move at least one hex** during the Ground Movement Segment, if it has not yet moved at all, even if it lacks the Movement Points to do so. This is termed "Minimum movement". The sole exceptions are:

1. No unit may ever use Minimum movement to enter or cross Prohibited Terrain (see 12.1.1).
2. Units that are not Hard cannot use Minimum movement to move directly from one EZOC hex to another, unless they move into a hex that is already occupied by another friendly unit or Free City (see 30.1).

**[12.5.1]** A Ground unit **must** use Minimum movement if it:

1. is Disrupted or Suppressed (see 25.6.4).
2. occupies a hex containing a Nuclear (see 21.0) or

Chemical (see 22.0) Strike Marker.

3. is crossing the Danish Ferry Hexside (see 12.8).

## [12.6] OMG/RESERVE STATUS

Any Maneuver unit may be placed into reserve status during the friendly Ground Movement Segment by being marked with an OMG Marker (WP) or Reserve Marker (NATO), allowing it to move again in the ensuing Reserve Phase at the end of the current Player Turn. A Player may place a Reserve/OMG Marker on any unit that meets all of the following conditions:

1. It expends no more than half of its Movement Allowance (rounded down) during the Ground Movement Segment.
2. It does not bear any kind of Out of Supply Marker
3. It is not Disrupted
4. It does not end its movement in an EZOC (it may start in one)
5. It neither starts nor ends its movement in a hex containing a Nuclear (see 21.0) or Chemical (see 22.0) Strike Marker
6. It is not going to move in the immediately following Helicopter Movement Segment

## [12.7] TERRITORIAL UNIT MOVEMENT

Territorial units (see 3.2.5.1) may never leave their Home Country.

## [12.8] THE DANISH FERRY

The Danish Ferry hexside (between hexes 1513 and 1514) is a special case. Although this is an All-Sea hexside, it is not completely blocked. Each friendly Ground Movement Segment, one NATO unit that starts adjacent to the Ferry hexside may cross to the other side. For the avoidance of doubt, this does mean that two units could each cross if they moved in the opposite direction. This movement is considered Minimum movement (see 12.5), meaning that a unit that crosses must immediately stop on the other side. The WP Player can use the Danish Ferry in the same way **only** after Denmark has surrendered (see 32.1.1), at which point the NATO Player can no longer use it.

## [13.0] RAIL MOVEMENT

**Designer's Note:** *Virtually the entire area depicted on the game map is well-endowed with rail lines. The capability to move a unit from any hex on the map to any other hex by rail is substantially accurate, assuming a two-hex move to a station at the start and a two-hex move from a station at the end. For this reason, no rail lines are printed on the map.*

**Veterans' Summary:** *A unit must spend a full Game Turn Entraining. In all following Movement Phases, it can move 20 hexes a turn anywhere on the map, provided that it remains **entirely** within friendly Airspace. At the start of any Rail Movement Segment, it can detrain and then move by any other mode of movement that same Phase. The WP is limited to eight Steps Entrained at any one time, and NATO to ten Steps. Units are more vulnerable to enemy Strikes and ground attacks when Entrained. **Skip the following section.***

Rail movement occurs during the Rail Movement Segment of the friendly Movement Phase. To move by Rail movement, a unit must first spend an entire Game Turn Entraining (loading its equipment onto rail cars). It may then move up to 20 hexes in every subsequent Rail Movement Segment until the owning Player decides to Detrain the unit, provided that it never leaves Friendly Airspace. Any type of Ground unit may use Rail movement.

## [13.1] ENTRAINING

When a Player wishes to move a unit by Rail, he must first place an Entraining Marker on top of that unit during the friendly Rail Movement Segment. To be eligible to Entrain, a unit must meet all of the following conditions:

1. Be in Movement Supply (see 10.5)
2. Be located in Friendly Airspace
3. Bear no Disrupted or Suppressed Marker (see 25.6.4)
4. Not be located in a hex bearing a Chemical or Nuclear Strike Marker (see 21.0 and 22.0)
5. Not be located in an EZOC

A unit that Entrains may not move or attack for the remainder of the Game Turn. During the friendly Rail Movement Segment of the next Game Turn, the Phasing Player can flip the Entraining Marker over to its Entrained side and move the unit by Rail movement in that same Segment, provided that it still meets all of the conditions for being Entrained.

## [13.2] RAIL MOVEMENT RESTRICTIONS

Units moving by Rail can move along a path of contiguous land hexes up to 20 hexes long, without regard to the Movement Cost of the hexes entered. However, units moving by Rail cannot enter, leave or cross:

1. Prohibited Terrain (see 12.1.1)
2. An EZOC
3. Any hex in an enemy Air Interdiction Zone (see 23.8)
4. Any hex containing a Nuclear Strike Marker (see 21.0)
5. Contested or Enemy Airspace

[13.2.1] Once Entrained, a unit may enter and leave a hex containing a Chemical Strike Marker (see 22.0) without penalty.

## [13.3] RAIL CAPACITY LIMITS

Each Player is limited in the number of Steps he may have Entrained at any one instant. The limit for the WP is eight Steps. The limit for NATO is ten Steps. Units that arrive as Railroad reinforcements count against this limit.

## [13.4] TRAIN MARKER EFFECTS

[13.4.1] Units under a Train Marker (Entraining or Entrained) have no ZOC, even in their own hex.

[13.4.2] Units under a Train Marker may never attack.

[13.4.3] A unit bearing a Train Marker is automatically eliminated if it is 1) subject to a Nuclear Strike or 2) subject to a ground attack (see 25.0) when alone in a hex. Both of these effects apply to HQ units.

[13.4.4] A unit bearing a Train Marker that is attacked when other friendly Ground units are present in the same hex (including the Organic Defense Strength of a Free City, see 30.4.1) does not add its Defense Strength to the Total Defense Strength of the hex, but is subject to any combat results. If the combat results call for Defender Step loss, such losses must be taken from the other units in the hex before they can be taken from any Entrained unit. If the combat results require the Defender to retreat, and the Defender cannot or does not elect to reduce that retreat result to zero by losing non-Entrained Steps, then all units in the Objective hex bearing a Train Marker are eliminated.

[13.4.5] Units bearing a Train Marker never receive any DRMs for the terrain they occupy when targeted by an enemy Air or Artillery Strike, but are subject to all other DRMs, including a +1 to the enemy die roll for being Entrained (which will usually be offset by a -1 DRM for being in enemy Airspace when subject to an Air Strike, because Entrained units cannot move outside of friendly Airspace, which is by definition enemy Airspace to the Striking Player).

[13.4.6] HQ units bearing a Train Marker cannot provide Supply to Subordinate units.

## [13.5] DETRAINING

A Player may remove a Train Marker from any units at the start of any friendly Rail Movement Segment. Such units are then free to move by any other form of movement later in that same Movement Phase. Units bearing a Train Marker automatically lose it when they are Disrupted, Suppressed, or become Out of Movement Supply.

*Designer's Note: Detraining is free because the Game Turn spent to Entrain accounts for both the half day needed to load and the half day need to unload.*

## [13.6] RAIL REINFORCEMENTS

Units bearing an Entry Code of "RR" are Rail reinforcements. Rail reinforcements due to arrive in the current Game Turn may be placed in the Reinforcement Box of any friendly Reinforcement Sector already bearing an Entrained Marker and may be moved 20 hexes onto the map during the ensuing friendly Rail Movement Segment. Alternatively, a Rail reinforcement may detrain in the Reinforcement Box and enter the map by normal Ground movement.

## [13.7] RAIL MOVEMENT FROM THE STRATEGIC RESERVE BOX

[13.7.1] Any unit that starts a Rail Movement Segment in the Strategic Reserve Box may have an Entraining Marker placed on it, regardless of the type of Entry Code it bears (see 3.2.9). In the Rail Movement Segment of the next turn, the Entraining Marker may be flipped over to its Entrained side and the unit may

use Rail movement to move to the Reinforcement Box of any friendly Reinforcement Sector. In the following Player Turn, the unit may either 1) remain Entrained and move onto the map by Rail movement, or 2) Detrain and move onto the map by Ground movement. For the avoidance of doubt, this is a three-turn process, one turn to Entrain, one turn to move to the Reinforcement Box and one turn to enter the map.

*Designer's Note: These Rail movement rules create an accurate delay when a Player chooses to switch modes and enter an Air or Sea reinforcement unit by the slower, but less risky, mode of Rail. See also the Designer's Note for the Strategic Reserve Boxes in rule 33.6.*

## [13.8] RAIL MOVEMENT FROM A REINFORCEMENT BOX

Any Ground reinforcement unit (see 33.2.2) that is placed in a Reinforcement Box to move onto the map that turn may have an Entraining Marker placed on it during the Rail Movement Segment instead of entering the map. In the Rail Movement Segment of the following turn, it may enter the map by Rail, but its entry hex must be along that specific Reinforcement Sector map edge.

## [14.0] FERRY MOVEMENT

*Designer's Note: Ferry movement represents the movement of military units far enough behind the front lines to permit the use of civilian transportation assets. Players use Ferry movement to minimize the risk of enemy interception at the price of not being able to move a unit close to the front lines. Ferry is mainly used to bring Air & Sea reinforcements from the SRB onto the map.*

*Veterans' Summary: Ferry movement is movement by civilian planes and ships well behind the front lines. Any Airborne or Airmobile unit (a unit with an "A" after its Movement Allowance) can use Air Ferry to move from any City hex on the map to any other City hex on the map provided that all movement remains in friendly Airspace. Any Ground unit can use Sea Ferry to move from any Port hex on the map to any other Port hex on the map, provided that all movement remains in friendly Airspace. There is no limit to the number of units that may be moved by Ferry. However, no more Steps may move into or out of a Port, **combined**, than its printed Port Capacity. Ferry movement is subject to enemy Interception (see 17.0). **Skip the following section.***

There are two forms of Ferry movement: Air Ferry and Sea Ferry. Ferry movement occurs during the friendly Air & Sea Movement Segment, and there is no limit to the number of units that may be moved by Ferry, nor to the number of hexes any one unit may travel by Ferry. This movement is not risk free. Depending on the Game Turn and the Scenario being played, Ferry movement may be subject to enemy Interception (see 17.0).

## [14.1] AIR FERRY

Air Ferry movement allows an eligible unit that starts in a City hex to move to any other friendly-controlled City hex on the map, provided that the unit starts in friendly Airspace and never

leaves it. A unit may also start in a Reinforcement Box, or in the Strategic Reserve Box, but must end its movement in a City hex on the map.

**[14.1.1] Air Ferry Eligibility.** To be eligible for Air Ferry, a unit must be an Airborne or Airmobile unit (a unit with an “A” after its Movement Allowance) and meet all of the following conditions:

1. Start in a City hex in friendly Airspace
2. Be in Movement Supply
3. Not bear a Train Marker
4. Not be Disrupted or Suppressed (see 25.6.4)
5. Neither start nor end in:
  - a. an EZOC (friendly units do not negate this effect)
  - b. a hex bearing a Chemical or Nuclear Strike Marker (see 21.0 and 22.0)

**[14.1.2] Air Ferry Movement Procedure.** A Player moves a unit using Air Ferry by tracing a path of contiguous hexes of any length from its starting City hex to its destination City hex, provided that every hex along this path remains in friendly Airspace. This path may not enter a hex containing an enemy unit or EZOC but may cross Prohibited terrain (see 12.1.1). When a unit reaches its destination hex, the Phasing Player must then roll for an Interception Attempt on his Interception Table (see 17.0). If the moving unit survives the Interception Attempt, it remains in its destination hex and may not move again in that Movement Phase.

## [14.2] SEA FERRY

Sea Ferry movement allows any Ground unit that starts in a Port hex to move to any other friendly-controlled Port hex on the map, provided that the unit starts in friendly Airspace and never leaves it. A unit may also start in the Strategic Reserve Box but must end its movement in a Port hex on the map.

**[14.2.1] Sea Ferry Eligibility.** To be eligible for Sea Ferry movement, a unit must meet all of the following conditions:

1. Start in Port hex in friendly Airspace
2. Be in Movement Supply
3. Not bear a Train Marker
4. Not be Disrupted or Suppressed (see 25.6.4)
5. Neither start nor end in:
  - a. an EZOC (friendly units do not negate this effect)
  - b. a hex bearing a Chemical or Nuclear Strike Marker (see 21.0 and 22.0)

**[14.2.2] Sea Ferry Movement Procedure.** A Player moves a unit using Sea Ferry by tracing a path of contiguous hexes of any length from its starting Port hex (or any sea hex along the friendly map edge if coming from the Strategic Reserve Box) to its destination Port hex. Every hex along this path must be a Coastal hex or an All-Sea hex (or a land hex adjacent to a Major River hexside leading to an inland Port such as Bremen, hex 2720, or Szczecin, hex 2504) and the path may never enter a hex outside of friendly Airspace. This path may not enter a hex containing an enemy unit

or EZOC but may cross a Blocked hexside. The Player must then roll for an Interception Attempt on the Player’s Interception Table (see 17.0). If the moving unit survives the Interception Attempt, it remains in its destination hex and may not move again in that Movement Phase.

**[14.2.3] Port Capacity.** Every Port on the map has a number printed next to it that provides its Port Capacity in Steps. No more Steps may enter or leave a Port in a single turn than its rated Port Capacity permits. Both entering and leaving count against the Port Capacity. The SRB is treated as a Port with unlimited capacity.

**[14.2.4] Sea Areas.** There are two Sea Areas on the map, the North Sea Area and the Baltic Sea Area, separated by a short border at the tip of Denmark (see 2.2.3). The WP Player may never use Sea Ferry in the North Sea Area. He may use Sea Ferry in the Baltic Sea Area. The NATO Player may always use Sea Ferry in the North Sea Area but may use Sea Ferry in the Baltic Sea Area only as long as **all** Cities in Denmark remain friendly-controlled.

## [15.0] LIFT COMMANDS

***Designer’s Note:** Lift Commands are military formations consisting of a large number of aircraft, helicopters or ships assembled to move friendly units in harm’s way, which, for game purposes, means moving passenger units into contested and enemy Airspace. Lift Commands are used when a unit needs to be brought up to the front lines immediately and for operation behind enemy lines.*

**Veterans’ Summary:** Lift Commands are military formations dedicated to military transport. Lift Commands are used to move friendly Ground units into contested and enemy Airspace. They are placed in the friendly Lift Command Display and brought onto the map only when actually moving a passenger unit. Helicopter Commands move units by helicopter, Airlift Commands move units by air and Sealift Commands move units by sea. **Skip the following section.**

There are three types of Lift Commands: Airlift Commands, Helicopter Commands, and Sealift Commands. Each Command can move one Step of cargo (a passenger unit) each Game Turn. Unlike combat and HQ units, which stay on the map, Lift Commands are kept in the Lift Command Display printed in the offshore section of the map. They are moved onto the playing area only when they are actually transporting a passenger unit.

### [15.1] LIFT COMMAND MOVEMENT PROCEDURE

Airlift and Sealift Commands enable Air and Sea Transport (see 16.0) and Helicopter Commands enable Helicopter movement (see 18.0). Airlift and Sealift Commands move passenger units during the Air & Sea Movement Segment. Helicopter Commands move passenger units during the Helicopter Movement Segment and also during the Reserve Phase. To use a Lift Command, the Phasing Player removes it from the Ready Box on the Lift Command Display, places it directly on top of its passenger unit and moves the pair to the intended destination hex.

When moving a two-Step passenger unit, two Lift Commands must be placed on top of the unit. This movement is not risk free. Airlift and Sealift Commands are subject to enemy Interception (see 17.0) and Helicopter Commands are subject to enemy Flak (see 19.0). If a Lift Command is destroyed by enemy Interception or Flak, both the Lift Command and any passenger unit it is carrying at the moment are permanently eliminated. Once a Lift Command has completed its movement mission, it is returned to the appropriate Recovery Box on the Lift Command Display. During the Joint Status Phase of each turn, all Lift Commands in Recovery Boxes are moved back to the appropriate Ready Box on the Display. They will be joined there by any Lift Commands that arrive that turn as reinforcements.

*Players' Note: The mechanics for Air & Sea Transport are very similar, while the mechanics for Helicopter movement are quite different.*

## [15.2] LIFT COMMAND OPERATIONS PLANNING

During any Movement Phase in which a Player plans to use a Lift Command, he must announce **all** Lift Command movement operations that will have a destination hex within two hexes of the destination hex of any other Lift Command movement operation **before he actually executes any such movement**. For the avoidance of doubt, this means that if a Player plans to launch Lift Command operations during both the Air & Sea Movement Segment and the Helicopter Movement Segment, and such operations will end within two hexes of each other, he must declare all such operations in advance.

*Designer's Note: This rule is intended to prevent a Player from seeing if a given movement survives enemy Interception (see 17.0) or Flak (see 19.0) and then launching another operation if the first one fails. In the real world, there would not be time to plan such a complex backup operation on the fly.*

## [16.0] TRANSPORT MOVEMENT

*Veterans' Summary: Read this section.*

There are two forms of Transport movement: Air Transport and Sea Transport. Helicopter movement is **not** Transport movement and is covered by different rules (see 18.0). Transport movement is the equivalent of Ferry movement, and works in much the same way, except that Transport movement allows a unit to enter or leave contested Airspace. Like Ferry movement, Transport movement occurs during the friendly Air & Sea Movement Segment but, unlike Ferry movement, it is limited by the number of friendly Airlift and Sealift Lift Commands available. Each Lift Command can transport one Step of a passenger unit an unlimited number of hexes. Transport movement is always subject to enemy Interception (see 17.0). In addition, two specialized types of Transport movement, Paratroop Operations and Amphibious Operations, enable friendly units to enter or leave enemy Airspace and conduct Assaults (27.0).

## [16.1] AIR TRANSPORT

Air Transport movement allows an eligible unit that starts in a City hex to move to any other land hex on the map (which need not be a City hex), subject to certain restrictions. A unit may also start in a Reinforcement Box, or in the Strategic Reserve Box, but must end its movement in a hex on the map. Air Transport is the only way to move units into or out of contested Airspace using Air movement.

**[16.1.1] Air Transport Eligibility.** To be eligible for Air Transport, a unit must be an Airborne or Airmobile unit (a unit with an "A" after its Movement Allowance) and meet all of the following conditions:

1. Start in a City hex (a Reinforcement box or the SRB counts as a City hex)
2. Start in friendly or contested Airspace
3. Not bear a Train Marker
4. Not be Disrupted or Suppressed (see 25.6.4)
5. Neither start nor end in:
  - a. an EZOC (friendly units do not negate this effect)
  - b. a hex bearing a Chemical or Nuclear Strike Marker (see 21.0 and 22.0)
  - c. a Mountain hex
  - d. a hex from which the unit cannot trace Movement Supply at that instant

**[16.1.2] Air Transport Movement Procedure.** To move a unit by Air Transport, remove an Airlift Command from the Ready Box on the friendly Lift Command Display and place it on top of the passenger unit. The pair of units may then be moved along a path of contiguous hexes of any length from its starting hex to any other land hex on the map (which need not be a City hex). No part of this path may enter enemy Airspace. If the passenger unit starts in a friendly Reinforcement box or in the friendly Strategic Reserve Box, then the pair's movement onto the map may start from any friendly reinforcement sector map edge. When the pair reaches its destination hex, the Phasing Player must then roll for an Interception Attempt on his Interception Table (see 17.0). If the pair survives the Interception Attempt, the passenger unit remains in its destination hex and may not move again in that Movement Phase. The Airlift Command is returned to the appropriate Recovery Box on the friendly Lift Command Display.

**[16.1.3] Paratroop Operations.** Paratroop Operations are a special form of Air Transport that allows friendly units to enter enemy Airspace and EZOCs. Paratroops are subject to all of the rules for Air Transport except that:

1. the unit **must** have an Airborne Unit Symbol (Airborne Infantry or Airborne Mechanized Infantry, see 3.2.8).
2. the destination hex **must** be Clear or Marsh terrain.
3. the destination hex **may** be in enemy Airspace.
4. the destination hex **may** be in an EZOC and may even contain an enemy unit (see Assaults, 27.0). Note however

that there is a -1 DRM for Interception Attempts if the destination hex is in an EZOC and that friendly units do not negate this effect.

5. there is **no** requirement that the Airborne unit be able to trace Movement Supply from the destination hex.

**[16.1.3.1]** Units that conduct a Paratroop Operation may attack adjacent enemy units (or an enemy Free City hex, see 30.1) in the same turn that they drop. Paratroops can also be used to land passenger units directly atop enemy units. This is considered an Assault and is covered by special rules (see 27.0). A unit that makes an attack after a Paratroop will become Out of Combat Supply normally if it cannot trace a LOS during the Joint Combat Supply Segment at the end of the Battle Cycle.

## [16.2] SEA TRANSPORT

Sea Transport movement allows an eligible unit that starts in a Port hex to move to any other Coastal hex on the map (which need not be a Port hex), or vice versa, subject to certain restrictions. Thus, a unit could start in a Port hex and end in a Coastal hex or start in a Coastal hex and end in a Port hex. A unit that starts in the SRB may use Sea Transport to move onto the map (but not a unit that starts in a Reinforcement Box). Note that all Coastal hexes are marked with a sandy beach margin. A hex that lacks this sandy margin is **not** a Coastal hex. Some Ports are located in hexes well inland (such as Hamburg (hex 2417) or Bremen (hex 2720). An inland Port may support Sea Transport, but the hexes that are adjacent to a Major River connecting an inland Port to the sea are not Coastal hexes if they lack a sandy margin. Sea Transport is the only way to move units into or out of contested Airspace using Sea movement.

**[16.2.1] Sea Transport Eligibility.** To be eligible for Sea Transport, a unit must have a Marine Unit Symbol (Marine Infantry, Marine Mechanized Infantry, or Marine HQ, see 3.2.8) and meet all of the following conditions:

1. Start in a City hex, a Coastal hex, or the SRB
2. Start in friendly or contested Airspace
3. Not bear a Train Marker
4. Not be Disrupted or Suppressed (see 25.6.4)
5. Neither start nor end in:
  - a. an EZOC (friendly units do not negate this effect)
  - b. a hex bearing a Chemical or Nuclear Strike Marker (see 21.0 and 22.0)
  - c. a hex from which the unit cannot trace Movement Supply at that instant

**[16.2.1.1]** No unit can use Sea Transport to move in or out of an inland Port (a Port that is not in a Coastal hex) if 1) an enemy unit is adjacent to any hexside of that river downstream (towards the sea) from the Port or 2) the City the Port is located in is not in Supply (meaning that it is already behind enemy lines, see 10.3.3).

**[16.2.2] Sea Transport Movement Procedure.** To move a unit by Sea Transport, remove a Sealift Command from the Ready Box on the friendly Lift Command Display and place it on top of

the passenger unit. The pair of units may then be moved along a path of contiguous Coastal or All Sea hexes of any length from its starting hex to its destination hex. No part of this path may enter enemy Airspace. If the passenger unit starts in the friendly Strategic Reserve Box, then the pair's movement onto the map may start from any All Sea or Coastal hex along the friendly map edge. When the pair reaches its destination hex, the Phasing Player must then roll for an Interception Attempt on his Interception Table (see 17.0). If the pair survives the Interception Attempt, the passenger unit remains in its destination hex and may not move again in that Movement Phase. The Sealift Command is returned to the appropriate Recovery Box on the friendly Lift Command Display.

**[16.2.3] Amphibious Operations.** Amphibious Operations are a special form of Sea Transport that allows units to enter or leave EZOCs and to land in or evacuate from enemy Airspace. An Amphibious Operation can work in one of two directions. It is termed a Landing if the unit starts in a Port hex in friendly Airspace and ends in any Coastal hex in enemy Airspace. It is termed an Evacuation if the unit starts in any Coastal hex in enemy Airspace and ends in a Port in friendly Airspace. Amphibious Operations work just like regular Sea Transport, with the following **exceptions**:

1. **Evacuation:** If a unit starts in a Coastal hex, it need not start in Movement Supply, may start in enemy Airspace, and may start in an EZOC, but its destination hex must be a friendly-controlled Port.
2. **Landing:** If a unit starts the Operation in a friendly-controlled Port or the SRB, its destination hex may be any Coastal hex, including a hex in enemy Airspace, a hex containing an EZOC or enemy unit, and a hex from which the Marine unit cannot trace Supply, provided it does not contain an enemy-controlled City.

***Designer's Note:** The intent of this rule is to allow an Amphibious Operation to land marine forces on an enemy shoreline, or to evacuate them from an enemy shoreline, but not both in the same operation.*

**[16.2.3.1]** Units that conduct an Amphibious Landing, but **not** units that conduct an Amphibious Evacuation, may attack adjacent enemy units (or an enemy Free City hex, see 30.1) in the same turn that they land. Amphibious Operations can also be used to land passenger units directly atop enemy units. This is considered an Assault and is covered by special rules (see 27.0). A unit that makes an attack after an Amphibious Landing will become Out of Combat Supply normally if it cannot trace a LOS during the Joint Combat Supply Segment at the end of the Battle Cycle.

**[16.2.4] Baltic Corps HQ.** The Baltic Corps HQ may conduct an Amphibious Operation but cannot conduct an Amphibious Landing unless at least one friendly Marine Maneuver unit is landing in the same destination hex. If the landing is also an Assault (see 27.0), the Baltic Corps HQ adds nothing to the combat and is eliminated if the Assault fails to clear the Objective hex. **The Baltic Corps HQ is always in Supply the turn it uses Sea Transport from a friendly Port, and so can provide Combat**

## Supply to Subordinate units during the Joint Combat Supply Segment of any battle on the same Game Turn.

**[16.2.5] Sea Areas.** There are two Sea Areas on the map, the North Sea Area and the Baltic Sea Area, separated by a short border at the tip of Denmark. The WP Player may always conduct Sea Transport and Amphibious Operations in the Baltic Sea Area. He may conduct Sea Transport and Amphibious Operations in the North Sea Area only if Denmark has been Conquered (see 32.1.1) **and** no City hexes in Denmark remain NATO-controlled. The NATO Player may always conduct Sea Transport and Amphibious Operations in the North Sea Area but may conduct Sea Transport and Amphibious Operations in the Baltic Sea Area only as long as Denmark has not surrendered (see 32.1.1).

## [16.3] TRANSPORT FLIGHT PATHS AND SEA LANES

When using any form of Transport movement, the starting and destination hexes bear special restrictions. However, the remaining hexes along a unit's path of travel between its starting hex and destination hex may contain EZOCs, enemy units, Prohibited Terrain and Nuclear and Chemical Strike Markers.

*Designer's Note: the moving unit can ignore these intervening obstacles because it is flying over them or sailing past them.*

## [16.4] TRANSPORT AND AIRSPACE CONTROL

Air and Sea Transport operations are heavily impacted by the effects of Airspace control. No passenger unit that moves during the Air & Sea Movement Segment **ever** counts for contesting Airspace until **after** the Segment has ended.

## [17.0] INTERCEPTION

*Designer's Note: Interception represents the efforts of the opposing air forces to shoot down each other's jet transports and to sink each other's ships. As you might expect, the probability of successfully doing this depends on who has control of the air over a given operation and just how strong that control actually is. Determining this is one of the primary purposes for the Airspace rules.*

**Veterans' Summary:** *When a unit moves by any form of Ferry or Transport, including reinforcements entering the map by air or sea, it is subject to an Interception Attempt. To resolve the Interception Attempt, the moving Player must consult the Interception Table for his Alliance, find the section for the most dangerous Airspace entered, and then cross reference the column for the Scenario being played with the turn being played to find the Interception Value. He rolls two dice, and if the total is less than or equal to the Interception Value, then the unit, and any Lift Command used to move it, is eliminated. Subtract one from the dice result if the unit starts or ends in an EZOC. If the unit contains two Steps, roll for two separate Interception Attempts. Skip the following section.*

During the Air & Sea Movement Segment, the Phasing Player must roll for enemy Interception each time he moves a friendly

unit by Ferry or Transport movement. The roll is termed an "Interception Attempt". Only one Interception Attempt is made per Step moved, no matter how many hexes the unit is moved, and this Interception Attempt is always made in the destination hex where the passenger unit is to be dropped off. If the Attempt fails, then the Lift Command survives, and the passenger unit is successfully dropped off. If the Attempt succeeds, then the Lift Command, **and** its passenger unit, are both eliminated and removed from play.

## [17.1] INTERCEPTION ATTEMPTS

The NATO Player resolves Interception Attempts against moving NATO units using the NATO Interception Table. The WP Player resolves Interception Attempts against moving WP units using the WP Interception Table. These tables may be found on the Player Charts & Tables Cards.

**[17.1.1] Determining Airspace.** To resolve Interception, the Phasing Player first determines which Airspace Section of the Interception Table applies (see 11.0). By definition, Interception Attempts against units moving by Ferry are resolved on the friendly Airspace section of the table because Ferry movement can be conducted only in friendly Airspace. Interception Attempts against units using Transport movement are normally conducted using the Contested Airspace section of the Table, because Transport is usually restricted to contested Airspace. However, when a Player executes a Parachute Operation (see 16.1.3) or Amphibious Operation (see 16.2.3), he is eligible to conduct operations that enter enemy Airspace. If even a single hex of a unit's path to its destination hex enters enemy Airspace, resolve the Interception Attempt on the enemy Airspace section of the Interception Table.

**[17.1.2] Resolving Interception.** Once the Phasing Player knows which Airspace Section applies, he refers to his Interception Table and cross-references the column for the Scenario being played under that Airspace section with the row for the current Game Turn and finds at the intersection the Interception Value that applies. He rolls **two** dice, **subtracting one from the dice result if the passenger unit starts or ends in an EZOC**. If the modified result is less than or equal to the Interception Value, the Interception is successful, and the passenger Step is permanently eliminated. If the movement was a Transport operation requiring a Lift Command, then the Lift Command is also permanently eliminated. If the Interception Attempt fails, then the moving unit remains in its destination hex and the Lift Command that moved it, if any, is returned to the appropriate Recovery Box on the Lift Command Display. When transporting a two-Step unit (the only case where this is possible is Sea Ferrying a division from Port to Port, because the only units eligible for any other form of Air or Sea movement are all one-Step regiments and brigades), two separate Interception Attempts are made, one for each Step. If one of the Steps is successfully Intercepted, then that Step is eliminated, and the division is immediately flipped over to its Cadre side in its destination hex. If both Steps are successfully Intercepted, then the entire division is eliminated.

**[17.1.3]** If a unit using Ferry movement is successfully Intercepted, there is no change to the owning Player's ability to make an unlimited number of future Ferry moves. However, a Player only has a limited number of Lift Commands to support Transport movement.

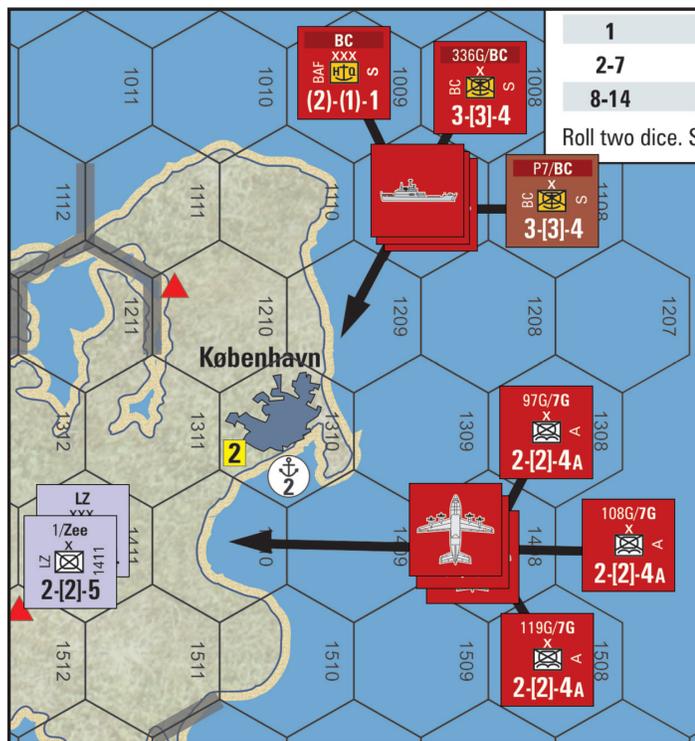
**Designer's Note:** The civilian assets available for Ferry were plentiful. The military assets available for Transport were not.

**[17.1.4]** For the avoidance of doubt, Interception Attempts are required against all Reinforcement units (see 33.0) that enter the map from the SRB or any Reinforcement Box using any type of Ferry or Transport movement, unless the Interception Table gives a value of "NA". Also, there is a special Interception Attempt that must be resolved when U.S. and Canadian reinforcements cross the Atlantic to reach the SRB (see CONUS Interception, 33.2.6).

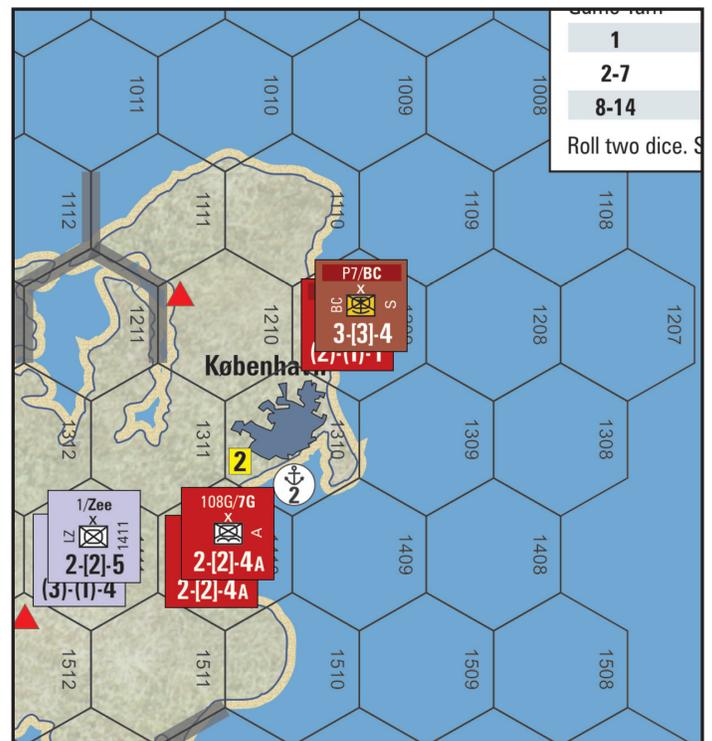
## Example of Paratroop and Amphibious Operations:

In this example, the Strategic Surprise Scenario is being played. It is the Air & Sea Movement Segment of the WP Player Turn of Game Turn One. The WP Player is attempting to take Copenhagen. All WP units depicted start in the SRB (Strategic Reserve Box). The WP Player first announces that he is conducting an Amphibious Landing Operation with the entire Baltic Corps into hex 1209 (less the 138<sup>th</sup> Tank Regiment, which is not a Marine unit and so cannot participate). He next announces that he is also conducting a Paratroop Operation with all three regiments of the 7<sup>th</sup> Guards Airborne Division into hex 1410. He had to announce both operations to the NATO Player before executing either because they are within two hexes of each other (see 15.2). The WP Player chooses to start with his Amphibious Landing Operation. He consults the Interception Table and determines that the Interception Value for a Transport operation on Game Turn One of the Strategic Surprise Scenario in enemy Airspace is "4". He rolls two dice for each unit of the Baltic Corps. The combined dice results for the Polish 7<sup>th</sup> Brigade and the Baltic Corps HQ both exceed 4, enabling them to successfully land. However, the combined dice result for the 339<sup>th</sup> Guards Brigade is a 3, which is less than or equal to the Interception Value, and therefore both the brigade and the Sealift Command that was transporting it are eliminated and removed from play. Next the WP Player rolls two dice for each regiment participating in his Paratroop Operation. In this case, because the destination hex is in an EZOC, one is subtracted from the combined dice result. The 108<sup>th</sup> Guards and 119<sup>th</sup> Guards both roll well and make it into the destination hex. But the 97<sup>th</sup> Guards is not so lucky. It rolls a combined dice result of 5, which is reduced to 4 by the presence of an EZOC. Because this result is less than or equal to the Interception Value, the brigade and the Airlift Command that was transporting it are both eliminated and removed from play. These results create the final picture shown at the end of both operations.

Picture at start of Operations



Picture at end of Operations



## [18.0] HELICOPTER MOVEMENT

**Designer's Note:** Both NATO and the WP placed a heavy emphasis on the use of Airmobile troops to operate in the enemy rear, seizing key terrain ahead of advancing forces, blocking retreats, disrupting Supply and otherwise creating mayhem. Helicopter movement always requires a Helicopter Command. There is no Helicopter Ferry in the game, because the civilian helicopter fleets of the era were both limited and lacked the heavy lift capacity required to move military units.

**Veterans' Summary:** During the Helicopter Movement Segment, any Airborne or Airmobile unit (a unit with an "A" after its Movement Allowance) may use Helicopter movement to move up to ten hexes, flying over enemy units and any type of terrain. During the Reserve Phase, any Airborne or Airmobile unit may use Helicopter movement to move up to five hexes. Helicopter movement requires a unit to be carried by a Helicopter Command. Players also deploy Attack Helicopter brigades, which move much like Helicopter Commands. **Read this section.**

### [18.1] HELICOPTER OPERATIONS

Like Airlift and Sealift Commands, Helicopter Commands start each turn in the appropriate Ready Box on the friendly Lift Command Display and are brought on-map as needed during the Helicopter Movement Segment and then returned to the Recovery Box. Unlike Airlift and Sealift Commands, Helicopter Commands may also be brought onto the map to perform movement during the Reserve Phase.

**[18.1.1] Helicopter Legs.** Helicopter Commands perform their movement in two legs. Each leg enables the Command to move ten hexes. The first leg is termed the "outbound" leg. The second leg is termed the "return" leg.

**[18.1.2] Helicopter Operations.** There are two types of Helicopter operations, Insertion and Extraction. In an Insertion operation, the passenger unit is picked up at the start of the outbound leg, and the Helicopter Command returns empty. In an Extraction operation, the Helicopter Command goes out empty on the outbound leg and the passenger unit is picked up at the start of the return leg. **A Helicopter Command may never carry a passenger unit on more than one leg of the same operation.**

**[18.1.3] Insertion Operation.** To start an Insertion operation, a Helicopter Command is removed from the Ready Box on the friendly Lift Command Display and placed on top of its intended passenger unit. This unit cannot be in an EZOC (although a friendly Free City or Ground unit, excluding the passenger unit itself, negates an EZOC in the hex for this purpose). The Command and the passenger unit then move as a pair up to ten hexes to the destination hex, where the passenger unit is dropped off. The Helicopter Command must then execute a return leg if necessary (see 18.1.7).

**[18.1.4] Extraction Operations.** To start an Extraction operation, a Helicopter Command is placed in any land hex on the map that 1) is not in an EZOC (although a friendly Free City or Ground unit negates an EZOC in the hex for this purpose) and 2) can

trace a LOS not exceeding ten hexes in length to any friendly-controlled City that is in Supply (see 10.3.3).

**Designer's Note:** This rule is intended to ensure that the Helicopter Command starts its Extraction Operation from its own side of the front lines.

From this starting hex, the Command may move up to ten hexes to reach the hex of its intended passenger unit, where the unit is picked up. The pair then execute a return leg (see 18.1.7).

**[18.1.5] Helicopter Range.** A Helicopter Command can move up to ten hexes on each leg, without regard to the type of terrain it flies over. It may freely cross Blocked and All-Sea hexsides. It may also enter All-Sea hexes and enemy-controlled City hexes but may not end its movement in such hexes. Finally, although a Helicopter may never start its outbound leg in an EZOC, it may freely enter hexes in an EZOC and hexes containing enemy units thereafter. **However, every time a Helicopter Command enters a hex in an EZOC, it is subject to a Flak Attack (see Flak, 19.0).** Note that enemy units always project an EZOC in the hex they occupy (unless under a Train Marker). Friendly Ground units (excluding the passenger unit itself) and Free Cities negate EZOCs in their own hexes for the purpose of Flak.

**[18.1.6] The Outbound Leg.** On the outbound leg, the destination hex must be a land hex and cannot be an enemy-controlled City hex. If the operation is an Insertion, then the destination hex for the outbound leg is the hex in which the passenger unit will be dropped off. If the purpose of the Insertion is to participate in an Assault (see 27.0), the destination hex may contain enemy units. If the operation is an Extraction, then the destination hex for the outbound leg is the hex where the passenger unit will be picked up.

**[18.1.7] The Return Leg.** On the return leg, the destination hex 1) **must** be a land hex that can trace a LOS not exceeding ten hexes in length to any friendly-controlled City hex that is in Supply (see 10.3.3), and 2) **cannot** be in an EZOC (except that a Free City or friendly Ground unit, excluding the passenger unit itself, negates EZOCs in its hex for this purpose). Once a Helicopter Command reaches the destination hex for its return leg, it is removed from the map and returned to the Recovery Box on the friendly Lift Command Display. For an Insertion Operation, no return leg is necessary if the destination hex for the outbound leg meets all of the requirements for the destination hex of the return leg (in Supply and not in an EZOC). However, if it does not meet these requirements, then a return leg is necessary to enable the Helicopter Command to reach a hex that **does** meet these requirements.

**Designer's Note:** The reason for requiring a return leg from a hex that cannot trace a LOS is that it is clearly behind enemy lines. The Helicopter Command must return to its own lines before it can be removed to safety.

**[18.1.8] Movement from Off-Map.** Units **cannot** enter the map from the Strategic Reserve Box by Helicopter movement. Units **can** enter the map from any Reinforcement Box by Helicopter movement.

*Designer's Note: The SRBs represent areas too far in the rear to be reached in a single Helicopter hop.*

**[18.1.9] Helicopter Recovery.** During the Joint Status Phase, all Helicopter Commands in the Recovery Box are moved to the Ready Box.

## **[18.2] HELICOPTER PASSENGER UNITS**

Only Airborne and Airmobile units (units with an "A" after their Movement Allowance) may use Helicopter movement.

**[18.2.1]** To be eligible for an Insertion operation, a passenger unit must meet all of the following conditions:

1. Be in Movement Supply
2. Not be in an EZOC (except that a friendly Free City or Ground unit, excluding the passenger unit itself, negates an EZOC in the hex for this purpose)
3. Be Undisrupted
4. Not occupy a hex containing a Chemical or Nuclear Strike Marker (see 21.0 and 22.0)
5. Bear no Train Marker

**[18.2.2]** To be eligible for an Extraction operation, the only requirements are that the passenger unit does not bear a Train Marker and does not occupy a hex containing a Chemical or Nuclear Strike Marker.

**[18.2.3]** Passenger units moved by Helicopter during the Helicopter Movement Segment may attack enemy units in the ensuing Combat Phase.

## **[18.3] RESERVE HELICOPTER MOVEMENT**

During his Reserve Phase (see 28.0), a Player may conduct Helicopter operations exactly as he would during the Helicopter Movement Segment, with the following restrictions:

1. The passenger unit must start the Phase bearing a Reserve (NATO) or OMG (WP) Marker.
2. Only Insertion Operations may be conducted.
3. The range for each leg of a Helicopter operation conducted during the Reserve Phase is only **five** hexes.
4. The Phasing Player may never initiate an Assault during the Reserve Phase.

## **[18.4] ATTACK HELICOPTER MOVEMENT**

Most U.S. Corps HQs and most WP Front HQs possess an attached Attack Helicopter brigade (see the Scenario instructions for exceptions). During the Attack Helicopter Segment of the Battle Cycle, an HQ may task an Attack Helicopter brigade to a battle, provided that it involves at least one unit that is Subordinate to that HQ (including the HQ itself). There is no requirement that this Subordinate unit be within the Support Range of that

Superior HQ. An Attack Helicopter brigade tasked to a battle improves the Combat Odds by one column shift in the owning Player's favor (see 25.3.4.4). Attack Helicopter brigades move much like Helicopter Lift Commands.

**[18.4.1] Offensive Attack Helicopter Tasking.** When either Player is Attacking and wishes to task an Attack Helicopter brigade to a battle, the unit is removed from the Ready Box on the Attack Helicopter Display and placed on its Superior HQ. From there, it is moved no more than five hexes into the Objective hex.

**[18.4.2] Defensive Attack Helicopter Tasking.** If the NATO Player is Defending and the Objective hex contains at least one U.S. unit, the NATO Player may task a U.S. Attack Helicopter Brigade to the battle. When the NATO Player assigns a U.S. Attack Helicopter brigade to a battle, it is removed from the Ready Box on the Attack Helicopter Display and placed on its Superior HQ. It must then be moved no more than five hexes into any hex containing an Attacking enemy unit.

**[18.4.3] Attack Helicopter Brigades and Flak.** Exactly like a Helicopter Command, an Attack Helicopter brigade is subject to a Flak Attack (see 19.0) each time it enters a hex in an EZOC.

**[18.4.4] Attack Helicopter Recovery.** During the Attack Helicopter Return Segment of the Battle Cycle, any Attack Helicopter brigade tasked to a battle executes a return leg of five hexes or less back to the hex occupied by its Superior HQ, subject to Flak along the way, whereupon it is removed from play and placed in the Recovery Box on the friendly Attack Helicopter Display. During the Joint Status Phase, all Attack Helicopter brigades in the Recovery Box are moved to the Ready Box.

**[18.4.4.1]** Players who prefer to keep their Attack Helicopter brigades on the map may simply leave an Attack Helicopter brigade on top of its Superior HQ at the end of its return leg but flipped over to its Used side. During the Joint Status Phase, all Attack Helicopter brigades left on the map this way are flipped over to their Ready side. An Attack Helicopter brigade left on the map then travels with its HQ wherever the HQ moves, as an attached asset, until the next Battle Cycle it is tasked to participate in.

**[18.4.4.2]** Because an Attack Helicopter brigade recovers just once a turn, if the NATO Player chooses to use an Attack Helicopter brigade defensively during a WP attack, it will not be available to use offensively during his own Player Turn.

**[18.4.5]** A Suppressed HQ unit can still task an Attack Helicopter brigade into a battle. An HQ that is Out of Supply **cannot**.

**[18.4.6]** Attack Helicopter Brigades are attached to the specific U.S. Corps or WP Front HQ indicated by their Subordination Legend and cannot be transferred between HQs.

**[18.4.7] Flak and U.S. Attack Helicopter Defense Strengths.** The U.S. Player deploys a set of different Attack Helicopter brigades for 1983 (all units with a Defense Strength of 2) and 1988 (all units with a Defense Strength of 3).

## [19.0] FLAK

*Designer's Note: Flak represents everything from sophisticated short-range anti-aircraft missiles and radar guided automatic cannon to the lowly assault rifle. When you are flying at treetop level, it all counts.*

**Veterans' Summary:** Read this section.

### [19.1] FLAK ATTACKS

Each time that an Attack Helicopter brigade or Helicopter Command enters a hex in an EZOC (which includes hexes occupied by enemy units themselves), the moving Player must immediately roll for a Flak Attack on that unit. Note, however, that a friendly Free City or Ground unit, **not** including the passenger unit itself, will negate an EZOC in the hex it occupies for the purpose of triggering a Flak Attack. There is no Flak Table. Simply roll one die each time an EZOC hex is entered. If the result is a "1" (**exception:** see 19.1.1), the unit has taken a Flak Hit. Roll the die a second time to determine if the Flak Hit shoots the unit down. If the result of the second die roll is higher than the Helicopter unit's Defense Strength, the unit is shot down and immediately and permanently removed from play. If a Helicopter Command is eliminated while carrying a passenger unit, the passenger is also eliminated. A Helicopter unit may be attacked any number of times during its movement, once for each EZOC hex it enters.

**[19.1.1] City Hexes.** Whenever a Helicopter unit enters an enemy Free City, that City hex exerts a ZOC in its own hex (only), and therefore the moving unit is subject to a Flak Attack. As an exception to the normal rule, Flak Attacks executed in a Free City hex inflict a Flak Hit on a die roll of "1" or "2". If a Helicopter unit is hit in a Free City hex, then the normal procedure is followed to see if that Hit shoots the unit down.

**[19.1.2] Flak and EZOCs.** A Flak Attack is not modified in any way if **more** than one enemy unit exerts a ZOC into the hex. Note that units with an Attack Strength of zero exert a ZOC in their own hex, but do not exert a ZOC in the surrounding six hexes. **Exception:** HQ units, while having no Attack Strength at all, **do** exert a ZOC in their own hex and all six surrounding hexes (see 8.0).

**[19.1.3] Flak and Passenger Loss.** For the avoidance of doubt, a Helicopter unit is **always** shot down in the hex it is entering, not the hex it is leaving.

**[19.1.3.1]** A Helicopter Command on the Outbound Leg of an Insertion Operation that gets shot down in any hex, including its Destination hex, also loses its passenger unit. The passenger unit is not subject to loss past the point that the Command successfully enters the passenger's destination hex. The Command is empty on its return Leg and if shot down is destroyed alone.

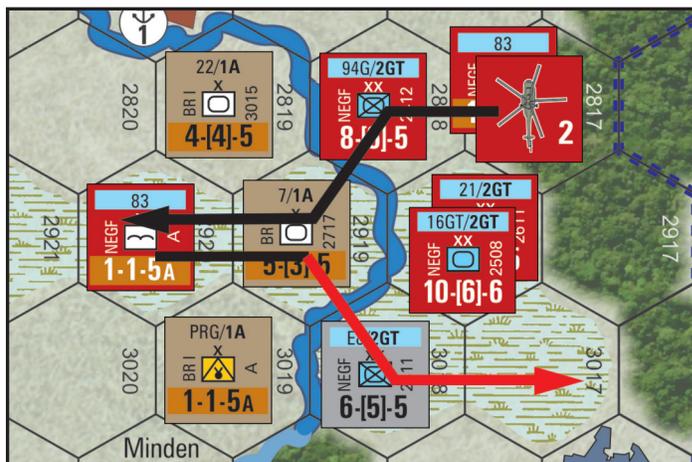
**[19.1.3.2]** A Helicopter Command on the Outbound Leg of an Extraction Operation that gets shot down in any hex, including the hex where it is picking up its passenger unit, is destroyed alone and the loss has no effect on the passenger unit. However, if the Command is shot down at any point on its return leg, then the passenger unit is destroyed with it.

**[19.1.4] Hot LZs.** If more than one Airmobile unit is being delivered into an empty hex in an EZOC, only the first Helicopter Command in is subject to Flak (because there is no friendly presence to negate the EZOC). If it survives to deliver its passenger unit, then that passenger unit covers the LZ (Landing Zone) for all of the remaining incoming units, which do not take Flak when entering that hex. Likewise, if multiple passenger units are being extracted out of a hex in an EZOC, only the last Helicopter Command out will take Flak when entering that hex (because a passenger unit never counts for negating EZOCs during its own movement).

**[19.1.5] Flak and Assaults.** When a Player conducts an Assault (see 27.0) both Players will end up with friendly units in the Objective hex. As a special rule, **all** Helicopter Commands and Attack Helicopter Brigades belonging to **either** player that enter an Assault hex before the Assault is resolved **always** take a Flak attack in that hex, regardless of the presence of friendly units.

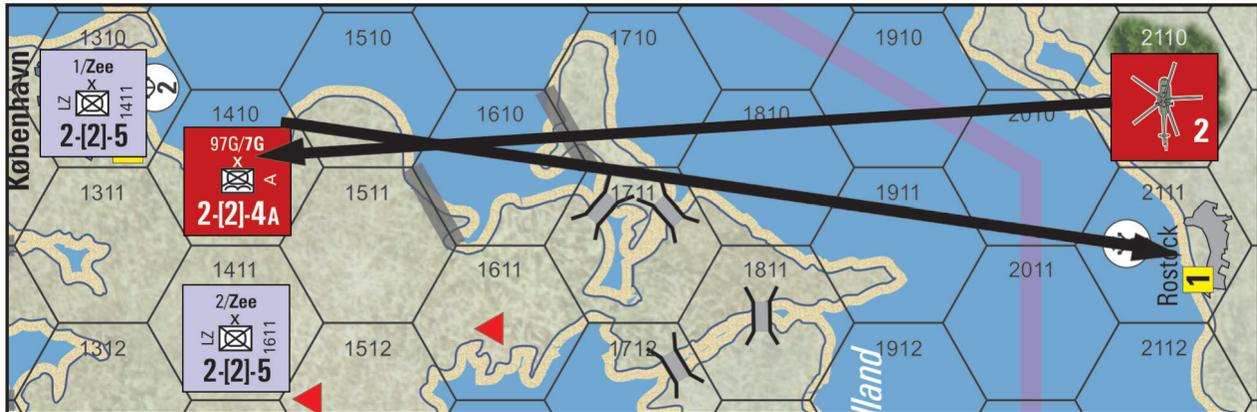
### *Example of an Insertion Operation:*

*The WP Player is trying to break the British defense line behind the Weser. He is planning to attack the 7<sup>th</sup> Armoured Brigade with the entire 2<sup>nd</sup> Guards Tank Army. He knows that, if he can drop an Airmobile unit in the British rear, he can earn a Flank Attack (see 25.3.4.2), because the 7<sup>th</sup> will be surrounded by EZOCs. Accordingly, during the Helicopter Movement Segment of his Movement Phase, the WP Player deploys a Helicopter Command on the 83<sup>rd</sup> Air Assault Brigade in hex 2817. He then moves the pair into hex 2818, where it enters an EZOC, but takes no Flak because the hex is already occupied by a friendly unit. He next enters hex 2919, where he does take Flak. He rolls a "2", which has no effect, so he enters his destination hex, 2920. He takes Flak again in this hex, rolling a "1" for a Flak Hit. The WP Player rolls a second die, resulting in a "2". Since this result is less than or equal to the Helicopter Command's Defense Strength of two, the Helicopter Command survives. This is the end of the Helicopter Command's outbound leg, so the 83<sup>rd</sup> has safely reached its destination hex. However, the Helicopter Command must still reach a hex that is not in an EZOC and from which it can trace a ten hex LOS to a friendly-controlled City before it can be returned to the Recovery Box on the Lift Command Display, so the WP Player starts his return leg hoping to reach hex 3017. Unfortunately, upon re-entering hex 2919, the WP Player again rolls a "1" for Flak, requiring a second Flak Hit check. This time he rolls a "5", which is greater than the Command's Defense Strength. The Command is shot down and removed from play.*



## Example of an Extraction Operation:

The WP Player attempted to take Copenhagen, but the operation was a disaster and now he is trying to rescue the sole surviving Airborne brigade in hex 1410. During the Helicopter Movement Segment, he removes a Helicopter Command from the Ready Box on the Lift Command Display and places it in hex 2110, where it can trace a LOS of ten hexes or less to Rostock in hex 2111. He then moves the Command on its Outbound leg to hex 1410, carefully avoiding Danish EZOCs except in the destination hex. Since 1410 is in an EZOC, and there are no friendly units in the hex except the passenger unit itself, the Command is subject to a Flak Attack upon entering the hex. The WP Player rolls a “2”, which has no effect, and the Helicopter Command enters the hex and picks up the brigade. The Command then starts its Return leg carrying its passenger unit and heads back across the Baltic Sea to Rostock in hex 2111, where it drops its passenger off. The Command is then removed from play and returned to the Recovery Box on the Lift Command Display.



## [20.0] STRIKES

**Designer's Note:** For most of history, armies projected their firepower no farther than a single bowshot. By the 1980's an absolute majority of the firepower an army projected was coming from artillery pieces, missile launchers and aircraft, all reaching well behind the front lines. During the Strike Phase, a Player unleashes this firepower on the opposing army.

**Veterans' Summary:** Both Players execute an Offensive Strike Phase, but only the NATO has the ability to make Defensive Strikes during the Battle Cycle. A unit may not be hit by the same type of Strike more than once in a turn but may be hit by each different type of Strike in succession in the same turn. **Skip the following section.**

### [20.1] OFFENSIVE STRIKES

During the Offensive Strike Phase of each Player Turn, the Phasing Player may make up to four different types of Strikes, executed in the following order:

1. Nuclear Strike Segment
2. Chemical Strike Segment
3. Air Strike Segment
4. Artillery Strike Segment (WP Only)

No enemy unit may be the target of a particular type of Strike more than once in a friendly Strike Segment, but the same enemy unit may be targeted by each type of Strike in succession.

### [20.2] NATO DEFENSIVE STRIKES

During the NATO Defensive Strike Segment of the Battle Cycle for any WP ground attack (see 25.1.3), the NATO Player may make two types of Strikes, executed in the following order:

1. Nuclear Strikes
2. Air Strikes

There is no corresponding WP Defensive Strike Segment during a NATO Battle Cycle.

**Designer's Note:** WP fire control was not sufficiently flexible to react fast enough to make Defensive Strikes.

## [21.0] NUCLEAR WARFARE

**Designer's Note:** *The threat of nuclear war and MAD (Mutually Assured Destruction) was the Sword of Damocles that hung over the heads of both Alliances. No realistic simulation of an armed conflict of this magnitude can ignore the reality that both sides were armed to the teeth with nuclear warheads and professed to be willing to use them. The following rules discourage the use of nuclear weapons but keep the threat real. Moreover, the closer a Player comes to losing the game outright, the more tempted he will be to push the button.*

**Veterans' Summary:** *Read this section.*

During the Nuclear Strike Segment of the Offensive Strike Phase, the Phasing Player may make one or more Nuclear Strikes against any hex on the map or against the special targets described below. In addition, during the NATO Defensive Strike Segment of any Battle Cycle, the NATO Player may make a Nuclear Strike against each hex containing attacking units.

### [21.1] NUCLEAR STRIKES.

**[21.1.1]** Nuclear Strikes against hexes on the map are made on the Nuclear Strike Table found on the Player Charts & Tables Cards. The Phasing Player rolls once on the Nuclear Strike Table for **every Step** of every enemy Ground unit present in the target hex (in the case of a Defensive Strike, this **does** include units in the target hex that were not committed to the current battle).

**Exception:** Do not roll for Entrained units and Reforger Sites. They are automatically destroyed. The die result may be modified by the DRMs listed on the Nuclear Strike Table. A one-Step target that suffers a "D" result is eliminated. A two-Step target that suffers a "D" result is flipped it over to its Cadre side and then receives a Disrupted Marker (see 25.6.4). If its second Step also receives a "D" result, then the unit is eliminated. If the target suffers a "" result, place a Disrupted Marker on top of it. **Exception:** If the target is an Artillery unit, place a Suppressed Marker instead (see 25.6.4.4). Once every Step in the hex has been rolled for, place a Nuclear Strike Marker in the hex. If a Nuclear Strike eliminates the last enemy unit in a hex, place a Breakthrough Marker in the hex (see 25.9.1).

**[21.1.2] Nuclear Strikes on HQ Units.** A HQ unit that receives a "D" result from a Nuclear Strike is Suppressed instead, unless it bears a Train Marker (Entraining/Entrained), in which case it is automatically destroyed.

**Designer's Note:** *HQ units represent logistics networks that are simply too dispersed to effectively destroy with a single nuclear warhead.*

**[21.1.3] Nuclear Strike Marker Effects.** Once placed, a Nuclear Strike Marker remains on the map until the game ends. Nuclear Strike Markers have the following effects in their hex:

1. **Only Hard units may enter a Nuclear Strike hex**, if using Ground movement, and then only by Tactical movement. It costs two extra Movement Points to enter such a hex over and above the normal cost for the terrain in the hex. A Hard unit can end its movement in a Nuclear Strike hex.
2. No unit may use Rail movement to enter a hex containing a

Nuclear Strike Marker.

3. Ground units moving by Helicopter, Sea, or Air movement may neither start nor end their movement in a Nuclear Strike hex but may freely pass through such hexes.
4. Attack Helicopter brigades may support a combat by moving into a Nuclear Strike hex at no penalty.
5. No unit may React into or out of a Nuclear Strike hex.
6. Units that attack into or out of a Nuclear Strike hex have their Attack Strength halved (but not quartered if both the Objective hex and the Attacking unit's hex bear a Nuclear Strike Marker). **Exception:** Artillery units are never halved when attacking into such a hex.
7. Units that defend in a Nuclear Strike hex (they would all have to be Hard units) have their Defense Strengths halved.
8. Defending units may retreat into or through a Nuclear Strike hex, but they are automatically Disrupted (see 25.6.4) at the end of their retreat, if they were not already. This is the only time that a non-Hard unit may ever enter a Nuclear Strike hex and a non-Hard unit that retreats into such a hex must **continue to retreat** until it enters a hex that does not contain a Nuclear Strike Marker.
9. A Hard unit that attacks an Objective hex containing a Nuclear Strike Marker may advance into that hex but must immediately stop and advance no further. No Soft units may advance.
10. A Hard unit that attacks an Objective hex that does not contain a Nuclear Strike Marker may not Exploit (see 25.8.2) into a second hex if that second hex does contain a Nuclear Strike Marker.
11. A Nuclear Strike hex does not block a LOS.
12. Reserve reinforcements due to arrive at a Mobilization Site in a Nuclear Strike hex are eliminated instead.
13. The Organic Defense Strength of any Free City (see 30.4) under a Nuclear Strike Marker is permanently eliminated (see 30.2.4)
14. All effects of a Fortified hex (see 38.4.3.4) are negated in a Nuclear Strike hex. It reverts back to whatever its Primary terrain is.
15. For the avoidance of doubt, a unit that enters a Nuclear Strike hex is never subject to a Nuclear Strike attack.

**Designer's Note:** *There is a myth that a nuclear strike could be made on a section of the front lines to create a gap in enemy defenses and then armored units could rapidly exploit through that gap. In reality, the effects of rubble, fires, flattened trees and obliterated roads would make any rapid exploitation impossible. During WWII, at the start of Operation Cobra in Normandy, Allied air forces dropped just 5 kilotons of bombs on German lines before Saint-Lô. The damage was so extensive that it took most U.S. units an entire day just to negotiate the 1.3-mile strip of bombed terrain. A nuclear strike would create far more damage and the resulting fires would reduce visibility to zero.*

## [21.2] ARMAGEDDON

Immediately after the execution of any Nuclear Strike, the Striking Player must make an Armageddon die roll. If the die roll is less than or equal to the total number of Nuclear Strikes he has made so far in the game, including the Strike just made, then he has triggered a Strategic Nuclear Exchange and he instantly loses the game. His opponent scores a Decisive victory for launching a Strategic First Strike with his ICBM force. For the avoidance of doubt, a Nuclear Strike is defined as a Nuclear Attack upon one hex or special target, **not** as each separate Strike roll against each enemy Step in the target hex. Nuclear Strikes made by the opposing Player do not count towards a Player's Armageddon die roll.

**[21.2.1] Tit for Tat.** As an exception to the normal rule, a Player does **not** have to make an Armageddon die roll after making a Nuclear Strike if the total number of Nuclear Strikes he has made, including the Strike just made, is equal to or less than the total number of Nuclear Strikes his opponent has already made.

*Designer's Note: This rule puts all the risk on the Player who ups the ante.*

## [21.3] AIRFIELD NUCLEAR STRIKES

During the Nuclear Strike Segment in which the first Nuclear Strike of the game is made, the Striking Player may execute one or more Airfield Nuclear Strikes to take out enemy airfields and the squadrons based there. This is in addition to any other Nuclear Strikes he wishes to make. To execute an Airfield Nuclear Strike, the Player simply announces the Strike and then rolls to see if he has triggered Armageddon (he will roll after each individual Airfield Nuclear Strike). There is no Airfield Nuclear Strike Table. Rather, each Airfield Nuclear Strike announced permanently reduces by one the number of Tactical Air Points the opposing Player receives during the Joint Reinforcement Phase of **each following Game Turn** (see 23.1.1). Points currently recorded on the opposing Player's Air Point Track are **not** affected. The effect of each Strike is cumulative. Place a Nuclear Strike Marker in the numbered box on the opponent's Tactical Air Point Track equal to the total number of Air Points permanently lost to remind him to subtract this number from the Tactical Air Points he would otherwise receive each turn. **After the first Nuclear Strike Segment in which nuclear weapons are employed, whether they were employed to make Airfield Nuclear Strikes or not, neither Player may ever again make another Airfield Nuclear Strike.**

*Designer's Note: This option can be exercised only on first use because the Alliance that uses nuclear weapons first will have dispersed its air squadrons in advance, and the opposing Alliance will do so immediately after that first use.*

## [21.4] STRIKES ON THE VISTULA

The NATO Player, only, may use his Nuclear Strike capability to take out the bridges over the Vistula. To execute this Strike, he simply announces the Strike during his Offensive Strike Phase, and then rolls to see if he has triggered Armageddon. This action permanently reduces the number of Supply Points that the WP

receives each turn from two Supply Points to just one Supply Point, **before** any adjustments for NATO Deep Interdiction Strikes (see 23.7). **Once this Strike has been made, it may not be made again.** Because the number of warheads required to drop all of these bridges is considerable, making this Strike counts as making **three** Nuclear Strikes for the purpose of the Armageddon die roll. However, only a single Armageddon roll is made after this Strike. Thus, for example, if the NATO Player had already made one Nuclear Strike and then Struck the Vistula, his Armageddon die roll after the Vistula Strike would cause him to lose the game decisively on a result of one through four ( $1 + 3 = 4$ ).

## [21.5] AIR SQUADRON DISPERSAL

In all Game Turns following the first turn in which nuclear weapons are employed by either Player, whether or not they were employed to make Airfield Nuclear Strikes, **both** Players must permanently reduce the number of Tactical Air Points they would otherwise receive by one. Each Player places a Nuclear Strike Marker in the One Box on his Tactical Air Point Track as a reminder. This reduction is in **addition** to the effects of any Airfield Nuclear Strikes.

*Designer's Note: This reduction reflects the impact that air squadron dispersal has on the pace of each Alliance's air operations.*

## [21.6] WAR CRIMES VICTORY POINT PENALTY

Each Player receives a Victory Point award every time his opponent makes a Nuclear Strike on a friendly-controlled City hex (see 34.4).

## [22.0] CHEMICAL WARFARE

*Veterans' Summary: Read this section.*

During the Chemical Strike Segment of any WP Player Turn, the WP Player may declare Chemical Warfare in effect. Place the First Use Marker on the Game Turn Track in the box for the current Game Turn to denote the first turn of Gas use. This marker enables Players to determine how many turns Chemical Warfare has been in effect, which determines the column to be used on the Chemical Strike Tables when a Strike is made. The marker is also used to determine how many turns Chemical Warfare has been in effect at the end of the game, which determines the number of Victory Points the NATO Player receives for the WP first use of Gas (see 34.3.3). Once the WP Player initiates Chemical Warfare, the NATO Player may also start making Chemical Strikes. However, the NATO Player may never initiate Chemical Warfare on his own. There is no requirement that the WP Player ever initiate Chemical Warfare. It is entirely his option.

## [22.1] CHEMICAL MUNITIONS POINTS

The instructions for each Scenario specify how many Chemical Munitions Points each Player starts with. A Player records these points by placing his Chemical Munitions Point Markers

on his Chemical Munitions Point Track printed on the map. In addition, the Scenario instructions may specify the arrival of any additional Chemical Munitions Points, which are received during the Joint Reinforcement Phase of each turn. Each Chemical Strike, regardless of type, consumes one Chemical Munitions Point. Whenever a Player chooses to make a Chemical Strike, he must expend a Chemical Munitions Point by moving his Chemical Munitions Point Marker one box down on his Chemical Munitions Point Track.

## [22.2] CHEMICAL STRIKES

Chemical Strikes are made during Chemical Strike Segment of the friendly Offensive Strike Phase. Chemical Strikes may never be made during the NATO Defensive Strike Segment. The number of Chemical Strikes a Player can make is limited by two factors: 1) the number of Chemical Munitions points he has available and 2) the Chemical Strike Delivery Mode Limits imposed by the Scenario instructions.

**[22.2.1] WP Chemical Strike Delivery Modes.** The WP Player has two Delivery Modes for his Chemical Strikes: Tactical and Operational. Tactical Chemical Strikes employ short-range rockets and missiles using organic Army and Front-level assets. Like Tactical Air Strikes, Tactical Chemical Strikes may only be made against hexes in friendly or contested Airspace (see Airspace, 11.0). Operational Chemical Strikes employ intermediate range ballistic missiles controlled at the Theatre level. Like Operational Air Strikes, Operational Chemical Strikes may be made against hexes anywhere on the map. Each Scenario specifies certain Chemical Strike Delivery Mode Limits on how many of each type of Strike the WP Player may make in a single turn. The WP Player will be able to make multiple Tactical Chemical Strikes, but only one Operational Chemical Strike per turn. The indicated number of Strikes may be executed every turn, for as long as there are available Chemical Munitions Points to make them. The WP's one Operational Chemical Strike may be used to Strike a hex on the map or to interdict NATO Airfields (see Airfield Chemical Strikes, 22.4). Note that units supplied by the WP Baltic Corps HQ, if the HQ is using Sea Supply, do **not** count as supplied for the purposes of contesting Airspace, which may prohibit the use of Tactical Chemical Strikes in its sector (see 10.9.3).

### [22.2.2] NATO Chemical Strike Delivery Modes.

*Designer's Note: Because most of the U.S. chemical weapons arsenal consisted of artillery shells and bombs, the NATO Player is more limited than his opponent (who had plenty of missile assets).*

The NATO Player also has two Delivery Modes for his Chemical Strikes: Artillery and Tactical. An Artillery Chemical Strike may be made only against a hex that is adjacent to a **U.S. unit** in Combat Supply.

*Designer's Note: This Strike is termed an Artillery Chemical Strike because it is being made by the unit's organic artillery assets.*

A Tactical Chemical Strike may be made against any hex located within NATO friendly or contested Airspace. However, to make a Tactical Chemical Strike, the NATO Player must expend both

one Chemical Munitions Point **and** one Tactical Air Point. The Tactical Air Point does **not** get to make a conventional Airstrike as well, its capacity is being used to drop chemical bombs. The target of a Tactical Chemical Strike does not need to be adjacent to a U.S. unit. Each Scenario specifies Chemical Strike Delivery Mode Limits for how many of each type of Strike the NATO Player may make in a single turn. This number of Strikes may be executed every turn for as long as there are available Chemical Munitions Points to make them. The NATO Player has no Operational Chemical Strike capability and so may not make an Airfield Chemical Strike

**[22.2.3] Chemical Strike Execution.** For each Chemical Strike a Player wishes to make against an on-map target, he must first expend a Chemical Munitions Point to place a Chemical Strike Marker on the map. The marker may be placed on its Persistent or Non-Persistent side (see 22.2.5). A Chemical Strike is executed identically whether it is Persistent or Non-Persistent. **The Phasing Player must place all of his Chemical Strike Markers before resolving any Chemical Strikes but may resolve them in any order he chooses.** Chemical Strikes affect every unit in the target hex. To resolve a Chemical Strike, the Striking Player consults the Chemical Strike Table, determines the column for the current Turn of Chemical Warfare (see 22.2.4), and rolls one die for **each unit** present in the target hex. The result is found at the intersection of the appropriate column and the row for the die result. If the target unit suffers a “\*” result, place a Disrupted Marker on it (see 25.6.4). **Exception:** If the target is an Artillery unit, place a Suppressed Marker instead (see 25.6.4.4). A one-Step target that suffers a “D1” result is eliminated. If a two-Step target suffers a “D1” result, it is flipped over to its Cadre side and then receives a Disrupted Marker. If a Chemical Strike eliminates the last enemy unit in a hex, place a Breakthrough Marker in the hex (see 25.9.1).

**[22.2.4] Turn of Chemical Warfare.** The Turn of Chemical Warfare that differentiates columns on the Chemical Strike Tables is the number of turns that have elapsed since the WP Player first declared that he was initiating Chemical Warfare. It does not matter that the WP Player may not actually have made Chemical Strikes in some of the intervening turns.

**[22.2.5] Persistence.** The Striking Player always determines in advance whether a Chemical Strike against a hex on the map is Persistent or Non-Persistent by his choice of marker. All friendly Non-Persistent Chemical Strike Markers are always removed from the map at the start of the next friendly Chemical Strike Segment one turn after they were placed. Persistent Markers may last longer. At the start of each friendly Chemical Strike Segment, after removing all friendly Non-Persistent Markers, the Phasing Player rolls one die for each friendly Persistent Chemical Strike Marker on the map. On a roll of “1”, it is removed from the map. Otherwise it remains in place.

**[22.2.6] Repeated Gas Strikes.** A Player may freely declare a Chemical Strike on a hex that already bears an enemy Chemical Strike Marker, or even one of his own (only possible if the existing friendly Chemical Strike Marker is Persistent). If the target hex already bears an enemy Chemical Strike Marker, then a friendly one is placed on top of it. If it already bears a friendly Chemical

Strike Marker, the Marker is left in the hex. In either case, after expending a fresh Chemical Munition Point, the Striking Player rolls again on the Chemical Strike Table for each enemy unit in the hex. If both sides have a friendly Persistent Strike Marker in a hex, they each roll for the removal of their Marker separately at the start of their own friendly Chemical Strike Segment.

**[22.2.7] Chemical Strikes on HQ Units.** A Chemical Strike never attacks an HQ unit, but its movement effects apply to an HQ normally.

*Designer's Note: HQ units represent logistics networks that are simply too dispersed to effectively target with a single Chemical Strike.*

**[22.2.8] Chemical Strikes on Mobilization and Reforger Sites.** The WP may target a hex containing a Mobilization or Reforger Site with a Chemical Strike, but the Strike has no effect on the Sites themselves.

*Designer's Note: Gas alone is never going to destroy unmanned equipment. Gassing such a site simply forces the arriving unit to take a day to decontaminate its equipment, represented by the requirement to use Minimum movement to exit the gassed hex.*

**[22.2.9] Chemical Strikes on Enemy Free Cities.** A player may launch a Chemical Strike on a hex containing an enemy Free City. However, the Organic Defense Strength of that City (see 30.4) is never affected by the Strike, nor reduced by the presence of the resulting Chemical Strike Marker.

## [22.3] CHEMICAL STRIKE MARKER EFFECTS

Chemical Strike Markers are color coded for the Player who made the Strike in order to determine when in the Sequence of Play they might be removed. However, Chemical Strike Markers have no friends: **they affect both Players equally, once the Strike is concluded.**

**[22.3.1]** Chemical Strike Markers have the following effects in their hex (it does **not** matter whether they are friendly or enemy):

1. Any unit that starts a friendly Movement Phase in a hex bearing a Chemical Strike Marker may exit that hex solely by Minimum movement (see 12.5). No other form of movement is allowed.

*Designer's Note: This rule represents the requirement to decontaminate as soon as a unit exits a contaminated area.*

2. During both the Movement Phase and the Reserve Phase, any unit moving by Ground movement that enters a Chemical Strike hex must immediately stop in that hex and end its movement.
3. Units moving by Rail movement may freely move through Chemical Strike hexes, but a unit may never Entrain in one. It may Detrain in one.
4. Ground units moving by Helicopter, Sea, or Air movement may neither start nor end their movement in a Chemical Strike hex but may freely pass through such hexes.

5. Attack Helicopter brigades may support a combat by moving into a Chemical Strike hex at no penalty.
6. Units that attack into or out of a Chemical Strike hex have their Attack Strength halved (but not quartered if both the Objective hex and the Attacking unit's hex bear a Chemical Strike Marker). **Exception:** Artillery units are never halved when attacking **into** such a hex.
7. Units that defend in a Chemical Strike hex have their Defense Strengths halved.
8. Defending units may retreat into or through a Chemical Strike hex, but they are automatically Disrupted (see 25.6.4) at the end of their retreat, if they were not already.
9. A unit that attacks an Objective hex containing a Chemical Strike Marker may advance into that hex but must immediately stop and advance no further.
10. A unit that attacks an Objective hex that does not contain a Chemical Strike Marker may not Exploit (see 25.8.2) into a second hex if that second hex contains a Chemical Strike Marker.
11. A Chemical Strike hex does not block a LOS.
12. A unit that enters a Chemical Strike hex by any means, other than Reaction on the same Player Turn as the Strike was made, is never subject to a Chemical Strike.

**[22.3.2]** Units may React into or out of a Chemical Strike hex. However, any unit that Reacts **into** a Chemical Strike hex in the same Player Turn that the Strike was initially made is immediately subject to a Chemical Strike. Roll the die and implement any results against the Reacting unit(s) before the Combat Odds are calculated (see 25.3).

**[22.3.3]** If a hex contains both a Nuclear Strike Marker and a Chemical Strike Marker, the movement effects of both Markers apply (only Hard units may enter, paying +2 MPs, units must stop upon entering the hex and stop upon exiting the hex). The combat effects are not cumulative (units are simply halved once). And no unit may React into or out of such a hex.

**[22.3.4]** For practical purposes, Players can ignore the presence of a Chemical Strike Marker in the Objective hex when calculating Combat Odds (see 25.3) because **both** Attacker and Defender are equally halved, for zero relative change to the Combat Odds Ratio. However, when some or all of the Attacking units occupy a hex containing a Chemical Strike Marker, and there is **no** such marker in the Objective hex, then the Attacker must halve the Attack Strengths of the Attacking units under the Chemical Strike Marker(s).

## [22.4] WP AIRFIELD CHEMICAL STRIKES

Once Chemical Warfare is declared, the WP Player, only, may use his one Operational Chemical Strike each turn to make an Airfield Chemical Strike against NATO airfields.

*Designer's Note: This one Strike actually represents a considerable number of missiles lobbed at a large number of airfields.*

He expends a Chemical Munitions Point, consults the Airfield Chemical Strike Table, rolls one die, and determines the result on the column for the current turn of Chemical Warfare (see 22.2.4). The result indicates the number of Tactical Air Points that are immediately deducted from the current count of points recorded on the NATO Player's Tactical Air Point Track. This result has no effect on the number of Air Points received in any future Game Turn. Regardless of the result, the NATO Player's balance of Tactical Air Points may **never be reduced below two**. This means that, if the number of Tactical Air Points that the NATO Player received at the start of the turn were already reduced to two by the effects of Nuclear Strikes (see 21.3 and 21.5), then any WP Airfield Chemical Strike would have no further effect.

***Designer's Note:** NATO's Operational Air Points are not affected because they represent long-range strike aircraft based at airfields too far to the rear to for WP missiles to hit accurately. NATO cannot be reduced below two Tactical Air Points, because past a certain point its air squadrons are so dispersed that no one set of strikes has much effect.*

## [22.5] WAR CRIMES VICTORY POINT PENALTY

Each Player receives a Victory Point award every time his opponent makes a Chemical Strike on a friendly-controlled City hex (see 34.4).

## [23.0] AIR POWER

***Designer's Note:** While air power is unquestionably the single most important factor in modern warfare, a proper simulation of the battle for air supremacy over Central European skies would require an entire second game by itself. Accordingly, the air battle is highly abstracted to keep the flow of play moving as rapidly as possible. The Players represent the ground commanders of their respective alliances, and the only thing that matters to a ground commander is how many targets his own air force can hit for him and how effective it is at preventing the other side's air force from hitting him. In this game, Air Power is abstracted into the number of Air Points that make it through enemy air defenses to bomb enemy targets.*

*Veterans' Summary: Read this section.*

### [23.1] AIR POINTS

Air power in this game is expressed in terms of Air Points. There are two types of Air Points: 1) Tactical Air Points and 2) Operational Air Points. A variable number of Air Points are received each turn by rolling on the appropriate Air Campaign Table for the Scenario being played. Air Points may be used to make Air Strikes on enemy units and other special targets.

**[23.1.1]** During the Joint Reinforcement Phase at the start of each Game Turn, the WP Player determines the number of Air Points that each Player receives that turn by consulting the Air Campaign Table for the Scenario being played, selecting the column corresponding to the current Game Turn and rolling one die to determine which result on that column applies. **He adds one to his die result if the Players are playing a Scenario for**

**1988.** Each Player then adjusts his Air Point Markers (Tactical and Operational) on the Air Point Track printed on the map to reflect his starting count of Air Points for the turn. These Air Points must be used in the current turn, or they are lost.

***Example:** The Extended Buildup Scenario is being played for 1988. During the Joint Reinforcement Phase at the start of Game Turn 3, the WP Player consults the Air Campaign Table for the Extended Buildup Scenario, references the column for Game Turns 2-7, and rolls one die. The die result is a "3", which is increased to a "4" because the Scenario is being played in 1988. A "4" produces a result of "5/1 | 8/2". The WP Player receives five Tactical Air Points and one Operational Air Point. The NATO Player receives eight Tactical Air Points and two Operational Air Points.*

**[23.1.2]** The number of Tactical Air Points a Player receives each turn may be permanently reduced by the effects of Nuclear War (see Airfield Nuclear Strikes, 21.3 and Air Squadron Dispersal, 21.5). However, regardless of the effects of Nuclear War, the number of Tactical Air Points a Player receives may **never be reduced below two**.

**[23.1.3] Tactical Air Points.** Tactical Air Points represent short-range ground attack aircraft and fighter bombers tasked for close air support and battlefield interdiction. **Tactical Air Points may be used to Strike enemy units and Reforger Sites located in friendly or contested Airspace, only (i.e. within five hexes of a supplied friendly unit or a friendly-controlled City hex).** Tactical Air Points may never be used to make Strikes against targets located in enemy Airspace. NATO Tactical Air Points, only, can be used to make Defensive Air Strikes against attacking WP units during a Battle Cycle (see 23.2.2). One NATO Tactical Air Point can also be combined with a Chemical Munitions Point to make a Tactical Chemical Strike (see 22.2.2). Note that units supplied by the WP Baltic Corps HQ, if the HQ is using Sea Supply, do **not** count as Supplied for the purposes of contesting Airspace, which may prohibit the use of WP Tactical Air Points in its sector (see 10.9.3).

**[23.1.4] Operational Air Points.** Operational Air Points represent bombers and strike aircraft with the range and avionics to penetrate deep into enemy Airspace and hit targets far behind the enemy lines. **Operational Air Points may be used to Strike enemy units and Reforger Sites anywhere on the map. Operational Air Points are also the only type of Air Point that may be used to Strike enemy HQ units.** NATO Operational Air Points, only, may be used to interdict WP Supply (see NATO Deep Interdiction Strikes, 23.7).

**[23.1.5] Airpower Effort.** Each Air Point is good for an Air Strike on up to **two** target Steps in **one** target hex. This means that an Air Strike may target up to two different one-Step units (any combination of brigades, regiments and Cadres) or one two-Step unit (usually an intact division) in the target hex. If more than two Steps' worth of units occupy a hex, the Striking Player may always choose which two Steps are the target of the Air Strike, except that if he chooses to Strike a two-Step unit, he may not strike any other Steps with that Air Strike. A Player may expend either one Air Point (medium effort) or two Air Points (maximum effort) to make Air Strikes into a single target hex,

**provided that each Air Strike attacks a different set of units.**

No unit may ever be targeted by an Air Strike more than once in the same Strike Segment. This means that if a hex contains only one or two Steps' worth of units, it may be attacked with one Air Point only. If it contains three or four Steps' worth of units, it may be attacked with up to two Air points, with each Air Strike targeting a different set of units comprising one or two Steps. Since each Air Point Strikes up to two Steps, the Stacking Limit is four Steps, and no unit may ever be attacked more than once in the same Strike Segment, it stands that a Player may never expend more than two Air Points to make Air Strikes into a single hex in the same Segment. The Air Strike for each Air Point is always executed independently with a separate die roll on the Strike Table.

[23.1.6] Other than range and the type of Strikes they can make, there is no difference between a Tactical and an Operational Air Point. They are equally effective on the Strike Table. If two Air Points are used to Strike the same hex, they may come from any combination of Tactical and Operational Air Points as long as the target hex is in range of both types.

[23.1.7] Every time an Air Strike Marker is placed, deduct the appropriate Air Point(s) from the count recorded on the friendly Air Point Track. Air Points that are not expended by the end of the Game Turn are lost. Air Points may never be carried over from one turn to the next.

## [23.2] AIR STRIKE TIMING, PLANNING, AND RESTRICTIONS

[23.2.1] **Offensive Air Strikes.** During the Air Strike Segment of the Offensive Strike Phase, the Phasing Player can spend any number of available Tactical and Operational Air Points to perform Air Strikes against enemy units and NATO Reforger Sites. Since this is the only time that the WP Player can use his Air Points, he should use them all at this time. The NATO Player, however, may have spent some or all of his Air Points already to make Defensive Air Strikes during the preceding WP Player Turn (see 23.2.2).

[23.2.2] **NATO Defensive Air Strikes.** During the NATO Defensive Strike Segment of any Battle Cycle executed during the WP Combat Phase, the NATO Player may expend up to two Tactical Air Points (**not** Operational Air Points), to make Air Strikes against enemy Ground units participating in that specific attack. The two Tactical Air Points may be split to Strike up to two Steps in two different hexes, or used against the same target hex, provided that each Air Strike targets a different set of up to two Steps. The NATO Player may expend up to two Tactical Air Points each time the WP Player conducts a Battle Cycle, provided that he still has unused Tactical Air Points available. There is no corresponding WP Defensive Strike Segment during the NATO Player's Battle Cycles.

*Designer's Note: The NATO Player's ability to use Air Strikes defensively reflects NATO's much faster reaction time. The Warsaw Pact's air control techniques were based on pre-planned strikes, while NATO was capable of operating a "cab rank" of ground attack aircraft just waiting to be vectored onto a target. The prohibition against*

*NATO using Operational Air Points for Defensive Air Strikes reflects Air Force doctrine that such assets were best reserved for their proper mission: striking high value targets deep behind enemy lines.*

[23.2.2.1] Only enemy units participating in the current battle may be the target of a NATO Defensive Air Strike. For the avoidance of doubt, units that **cannot** be targeted by a Defensive Air Strike include any of the following:

1. Enemy units stacked with Attacking units but not themselves committed to the battle
2. An enemy HQ unit providing Offensive Support and/or tasking an Attack Helicopter brigade into the battle
3. An enemy Artillery division that Struck the Objective hex in the preceding enemy Offensive Strike Phase

[23.2.2.2] The NATO Player may make Defensive Air Strikes even when the Objective hex is a NATO-controlled Free City (see 30.1) with no NATO Ground units present.

*Designer's Note: These cities are defended by static territorial units that are quite capable of calling for close air support.*

[23.2.3] **Air Strikes and Assaults.** If the Warsaw Pact has initiated an Assault (see 27.0), his Offensive Air Strikes may target NATO units in the Objective with his Assaulting units. Likewise, the NATO Player may conduct Defensive Air Strikes against those same Assaulting WP units in the Objective hex with his Defending units.

[23.2.4] **Offensive Air Strike Planning.** During the Offensive Air Strike Segment of the Offensive Strike Phase, the Phasing Player must place an Air Strike Marker on each hex that he wishes to Strike **before** he may resolve any of them, but he may then resolve his Strikes in any order he chooses. If he wishes to Strike a hex with one Air Point, then he uses one marker. If he wishes to make a maximum effort, he must place two markers on a hex to indicate that he is using two Air Points.

*Designer's Note: This rule is intended to prevent a Player from making a Strike, seeing if it worked, and then making another Strike if it didn't. Battle damage assessment in this era was not that rapid. A Player has to make the commitment and then hope for the best.*

[23.2.5] **Defensive Air Strike Planning.** During the Defensive Strike Segment of a WP Battle Cycle, the NATO Player may place up to two Air Strike Markers. If he chooses to make two separate Air Strikes, he must mark both of them before he may resolve either of them but may resolve them in any order he chooses.

[23.2.6] When a Player places an Air Strike Marker in a hex containing more than one enemy unit, he does not need to announce which unit or units will be the target of the Strike until he actually executes that Strike.

[23.2.7] **Free Cities.** A Player may never launch an Air Strike against the Organic Defense Strength of an enemy Free City.

**Designer's Note:** The territorial units defending these Cities would have been too dispersed a target to dig out their basements with air strikes.

player rolls a “3”, which is reduced to a “2” by the -1 DRM for the Forest terrain in the hex. This produces a “6” result. The Cadre receives a Disrupted Marker.

## [23.3] EXECUTING AIR STRIKES

**[23.3.1]** Air Strikes may be made against three types of targets on the map: 1) Combat units, 2) HQ units (see 23.5) and 3) Reforger Sites (see 33.3.3.1). **However, a player may never target more than one of these types of targets in the same Air Strike.** To execute an Air Strike, the Striking Player declares which unit or units the Strike will target and then refers to the Strike Table (found on the Player Charts & Tables Cards), rolls one die and then finds the result in the column corresponding to the number of Air Points expended. The die result is modified by the DRMs listed on the Strike Table, all of which are cumulative. If a player can target two one-Step units, but they do not share an identical set of DRMs (this can only occur if one of them is under a Train Marker and the other is not), then he has a choice to make **before** he rolls the die. He may choose to target just the one unit under a Train Marker (producing a higher probability of a D1 result), or he may target both units, but must use the DRMs that apply to the unit that is **not** under a Train Marker (producing a lower probability of a D1 result). If for any reason a Player fails to realize that different DRMs apply to the two units until after he makes his Strike die roll, then he has automatically chosen to Strike both units using the worse set of DRMs.

**[23.3.2] Strike Results.** If the Strike result is a “6”, place a Disrupted Marker on top of the target unit(s) (see Disruption, 25.6.4). **Exception:** If the target is an HQ or Artillery unit, place a Suppressed Marker instead (see 25.6.4.4). If the Strike result is a “D1”, then one of the target Steps is eliminated and the other is Disrupted. If the strike targeted a single step, it is eliminated. If the Strike targeted two one-Step units, then the Striking Player determines which unit is eliminated and which is Disrupted. If the Strike targeted a two-Step unit, it is flipped it over to its Cadre side and then receives a Disrupted Marker. The results of an Air Strike never affect other units in the hex that were not the declared target(s). If an Air Strike eliminates the last enemy unit in a hex during the Offensive Strike Phase, place a Breakthrough Marker in the hex (see 25.9.1).

**[23.3.3]** There are numerous DRMs to Air Strikes based upon terrain, Airspace, and other factors. See the Strike Table for full details. **Units under any type of Train Marker and Reforger Sites never receive a DRM for the terrain in the hex they occupy when hit by an Air (or Artillery) Strike.**

**Example #1:** The NATO Player allocates two Tactical Air Points to make two Air Strikes into a Forest hex containing a full strength (two-Step) Soviet motor rifle division and the Cadre (one-Step) of an East German tank division. He declares that the target of the first Strike is the Soviet motor rifle division. He rolls a “6”, which is reduced to a “5” by the -1 DRM for the Forest terrain in the hex. This produces a “D1” result. The division is flipped to its Cadre Side and receives a Disrupted Marker. The second Air Strike could target up to two Steps, but there is only one Step remaining in the hex that has not already been Struck. Accordingly, the one-Step Cadre of the East German tank division is the only possible target for the second Air Strike. The NATO

**Example #2:** The WP Player allocates one Operational Air Point to make an Air Strike into a Minor City hex in enemy Airspace (more than 5 hexes from the nearest WP unit in Movement Supply) containing a Dutch mechanized brigade and an Entraining British infantry brigade. The Strike will receive a -1 DRM for occurring in enemy Airspace. However, the Dutch mechanized brigade would receive another -1 DRM for the Minor City terrain while the Entraining British infantry brigade would receive no benefit from the terrain in the hex and instead receive a +1 DRM, all because it is under a Train Marker. Because of these different DRMs, the WP Player must decide before he makes the Strike whether to target both units, at a -2 DRM (-1 for Enemy Airspace and -1 for the Minor City), or only the Entraining British brigade at a 0 DRM (-1 for Enemy Airspace and +1 for being under a Train Marker). He decides to Strike only the Entraining brigade. He rolls the die for a “5”, which produces a “D1” result that eliminates the British brigade. Had there been two Dutch brigades in the hex, the WP Player's choice would have been to strike both Dutch brigades at a -2 DRM, or the one Entraining British Brigade at 0 DRM. Had the NATO Player then chosen to strike the two Dutch brigades, the “5” result would have become a “3” result and both Dutch brigades would have been Disrupted.

## [23.4] AIR STRIKES AND WEST BERLIN

If West Berlin (hex 3007) is the Objective of a WP attack, the NATO Player may not use Air Points to Strike attacking units during the NATO Defensive Strike Segment of the Battle Cycle unless another NATO unit in Movement Supply is within five hexes of the target because neither the City nor the units defending it have any effect on Airspace control (see 11.5). Accordingly, West Berlin almost always will be in enemy Airspace for NATO and thus out of range of Tactical Air Points, which are the only type of Air Point that can make NATO Defensive Air Strikes. In addition, WP Air Strikes against targets in West Berlin receive a +1 DRM for being in Airspace friendly to the WP Player.

## [23.5] AIR STRIKES ON HQ UNITS

An HQ unit may be the target of an Air Strike. However, **only** Operational Air Points may be used to Strike an HQ unit. In addition, an Air Strike against an HQ may not target any other Steps in the hex. An Air Strike against an HQ is executed normally, **except that both a “D1” result and a “6” result against an HQ are treated as a Suppressed result instead.** Suppressed HQs can still provide Supply to their Subordinate units and they can still task an attached Attack Helicopter brigade to a battle, but they cannot provide Offensive Support.

**Designer's Note:** The restriction that only Operational Air Points can Strike an HQ unit reflects the fact that HQs represent large logistics nets that have to be hit in depth, well beyond the range of tactical airpower. The diffuse nature of these targets also explains why they are almost impossible to eliminate with Strikes.

## [23.6] WP REFORGER SITE STRIKES

The WP Player may make Air Strikes against NATO Reforger sites. See 33.3.3.1 for details.

## [23.7] NATO DEEP INTERDICTION STRIKES

During the NATO Offensive Strike Phase, the NATO Player may spend Operational Air Points, only, to conduct a Deep Interdiction Strike against the WP rail net. This is the only form of Strike that a Player can make using more than one Air Point (the NATO Player may use up to three Operational Air Points, if he has them). Only one such Strike may be made each NATO Player Turn. The NATO Player expends the Operational Air Point(s) on his Air Point Track, consults the Deep Strike Interdiction Table, rolls one die and finds the result on the column for the number of Operational Air Points he has expended. The result is subtracted from the number of Supply Points that the WP Player receives next turn. Place a NATO Air Interdiction Marker on the WP Player's Supply Point Track in the box equal to the result. During the Joint Reinforcement Phase of the following Game Turn, the number of Supply Points the WP Player is scheduled to receive is reduced by the indicated loss, and the NATO Air Interdiction Marker is removed from the WP Supply Point Track. If fewer Supply Points arrive than the indicated loss, the remaining unabsorbed loss is ignored. The number of Supply Points received can never be reduced below zero, nor can such unabsorbed Supply Point losses ever be taken from the WP Player's current Supply Point Balance. Since NATO does not require Supply Points, the WP Player has no corresponding ability to interdict NATO Supply.

**Designer's Note:** *The principle here is that fuel and ammunition being brought forward from the U.S.S.R. is highly vulnerable to destruction or delay while it is in transit in rail cars on a limited set of easy to locate rail lines, but much harder to hit when it is unloaded and stored in highly dispersed and well camouflaged supply dumps. Therefore, NATO can interdict inbound war materiel but cannot meaningfully reduce stocks that are already in theater. The WP cannot interdict NATO supply because NATO's armies are supported by a far denser transportation network and their supply sources are generally close enough for materiel to be brought forward by truck.*

**Example of a Deep Interdiction Strike:** *The Strategic Surprise Scenario is being played. During the NATO Air Strike Segment of Game Turn 5, the NATO Player expends two Operational Air Points to execute a Deep Interdiction Strike. He consults the Deep Interdiction Strike Table, finds the column for "2 OAP" and rolls the die. The result is a "4", which calls for one Supply Point to be lost. A NATO Air Interdiction Marker is placed in the "1" box of the WP Player's Supply Point Track printed on the map. During the Joint Reinforcement Phase of GT6, the WP Player is due to receive two Supply Points. However, he will now add only one new Supply Point to his Supply Point Balance, to account for the Supply Point lost to NATO's previous Deep Interdiction Strike. The NATO Air Interdiction Marker is now removed from the WP Player's Supply Point Track.*

## [23.8] AIR INTERDICTION ZONES

During the Air Strike Segment, the Phasing Player may expend an Air Point of either type to place an Air Interdiction Marker on the map. This marker creates an Air Interdiction Zone in the hex it occupies and the six adjacent hexes. It costs enemy units using Tactical movement one extra Movement Point to enter a hex in friendly Air Interdiction Zone but nothing to leave such a hex. Enemy units may never enter or leave a friendly Air Interdiction Zone using March or Rail movement. Air Interdiction Zones are **not** Zones of Control and have no effect except to impede movement. Air Interdiction Zones are friendly to the Player who places them, and never affect his own units. Tactical Air Points may be used to place an Air Interdiction Marker in any hex in friendly or contested Airspace, but never in enemy Airspace. Operational Air Points may be used to place an Air Interdiction Marker anywhere on the map.

**[23.8.1]** Air Interdiction Zones have no effect on Air or Sea movement, Helicopter movement, Reaction (25.1.2), Retreat (25.7), or Advance (25.8), nor do they block a LOS (10.0).

**[23.8.2]** Enemy Air Interdiction Markers are always removed at the end of the friendly Reserve Phase.

## [24.0] WARSAW PACT ARTILLERY DIVISIONS

**Veterans' Summary:** *Only the WP Player fields Artillery divisions. Artillery divisions make Artillery Strikes against adjacent enemy units, provided that they are stacked with a Maneuver unit of their own Front. These Strikes work **exactly** like Air Strikes. Unsupplied Artillery units may not make Strikes. If an Artillery unit receives a Disrupted Result, it is Suppressed instead and Strikes on the "0" column of the Strike Table. **Skip the following section.***

### [24.1] ARTILLERY STRIKES

Artillery units project Artillery Points, which function exactly like Air Points, except that they can be used to Strike only enemy units adjacent to the Artillery unit itself. The WP Player usually deploys one Artillery division for every Front he controls. The NATO Player has no equivalent units.

**Designer's Note:** *In order to reduce the number of units a Player is required to manage, the firepower of all NATO Corps and WP Army-level artillery brigades have been factored into the Attack and Defense Strengths of their constituent Maneuver units. However, the game still incorporates the unique WP artillery divisions as individual units.*

**[24.1.1] Offensive Artillery Strikes.** Each WP Artillery unit has one Artillery Point. During the Artillery Strike Segment of the WP Offensive Strike Phase, the WP Player uses his Artillery divisions to make Artillery Strikes against adjacent NATO units. **An Artillery Strike is resolved on the Strike Table exactly like a one Air Point Air Strike.** However, an Artillery unit may **not** execute an Artillery Strike unless it is stacked with at least one friendly Maneuver unit **belonging to the same WP Front.**

**Designer's Note:** *This rule reflects the basic reality that artillery units could not attack targets without a front-line unit of their own formation present to direct their fire.*

[24.1.2] If an Artillery Strike eliminates the last enemy unit in a hex, place a Breakthrough Marker in the hex (see 25.9.1)

[24.1.3] The WP Player may never combine Artillery divisions from multiple Fronts to Strike the same target hex with more than one Artillery Point.

**Designer's Note:** *Each artillery division was dedicated to a single Front and WP fire direction nets did not cross Front boundaries.*

[24.1.4] Artillery units cannot Strike across Blocked or All-Sea hexsides, nor across any other hexside that prohibits attack (see the TEC) but otherwise never have their Artillery Point reduced for Striking across any other type of hexside, so they always attack at full strength when Striking across a Minor or Major River hexside, a Causeway hexside, or into a Bridge hex. However, the Artillery Point projected by an Artillery unit is reduced to zero if it is Suppressed or occupies a hex containing a Chemical or Nuclear Strike Marker. An Artillery unit is never reduced for attacking **into** a hex containing a Chemical or Nuclear Strike Marker. **If an Artillery Point is reduced to zero, the Strike is still executed but uses the "0" column of the Strike Table.**

[24.1.5] **Free Cities.** A Player may never launch an Artillery Strike against the Organic Defense Strength of an enemy Free City.

## [24.2] SPECIAL ARTILLERY UNIT RULES

[24.2.1] Like Soft units, Artillery units cannot move directly from one EZOC hex to another unless entering a hex that is already occupied by a friendly unit.

[24.2.2] If a battle causes a Step loss to a Defending force containing an Artillery unit, the Attacker may select the Artillery unit to absorb the loss only if 1) it is alone in the hex, or 2) every Maneuver unit present has already been eliminated to satisfy losses. Note, however, that an Artillery unit must be selected to absorb a Step loss before the Attacker may apply a loss against an HQ if one is present in the Objective hex (see 25.6.3).

[24.2.3] An Artillery unit may always be selected as one of the two Steps targeted by an enemy Air Strike. Artillery units are also subject to enemy Nuclear and Chemical Strikes. However, if an Artillery unit is Disrupted as a result of an enemy Strike or ground attack, it is Suppressed instead (see 25.6.4.4). Suppressed Markers are always removed during the friendly Unsuppression Phase.

[24.2.4] Artillery units are not Maneuver units and so may never React into an Objective hex, make a ground attack, nor advance. Their Defense Strength is Provisional (see 25.2.7).

[24.2.5] **Artillery Supply.** Artillery units check for Movement Supply exactly like any other units and suffer the same effects when determined to be out of Movement Supply. However, Artillery

units uniquely check for Combat Supply at two different points in the Sequence of Play: 1) during the friendly Recovery Phase (but only for units already bearing an Out of Combat Supply Marker), and 2) right after making an Artillery Strike during the WP Artillery Strike Segment. **An Artillery unit bearing an Out of Combat Supply Marker may not execute Artillery Strikes at all** but defends, if alone in the Objective hex, using its printed Provisional Defense Strength of "1".

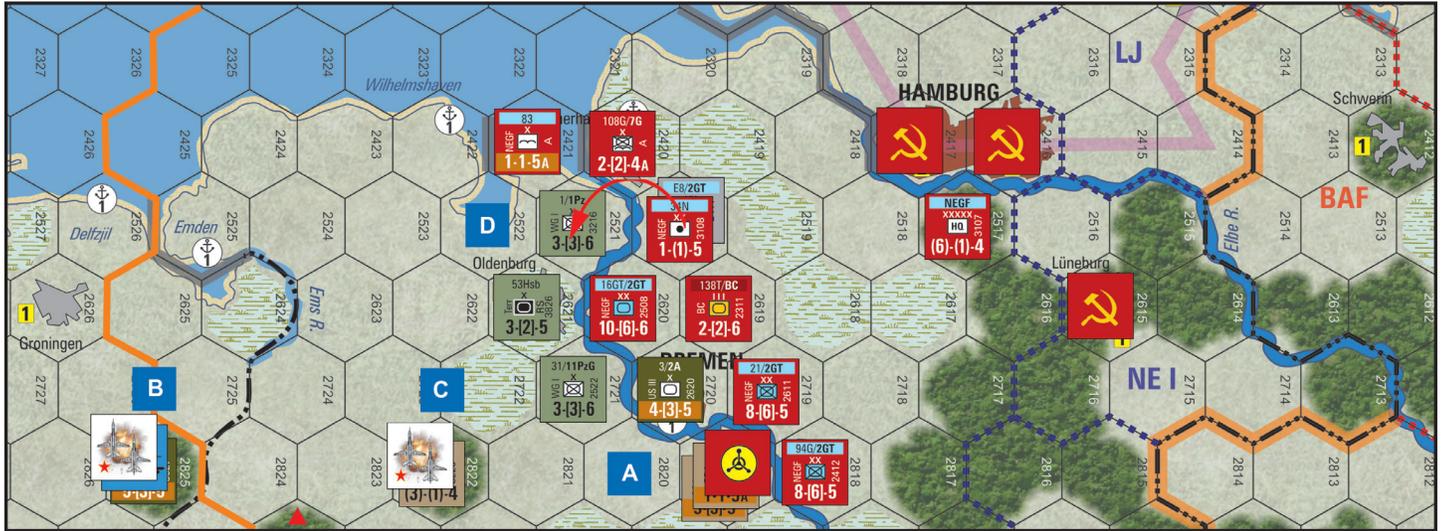
[24.2.6] An Artillery unit may never execute an Artillery Strike when it is under any type of Train Marker.

### **Example of the Offensive Strike Phase:**

*It is the WP Player's Offensive Strike Phase. The yellow line on the far left of the picture below describes the limits of contested Airspace from the Soviet perspective. Note that the 83<sup>rd</sup> Air Assault Brigade in hex 2421 does not contest Airspace, since it cannot currently trace a LOS. The WP Player is planning to attack the West German 1<sup>st</sup> Brigade of the 1<sup>st</sup> Panzer Division in hex 2521, and the 7<sup>th</sup> Armoured Brigade and PRG Brigade in hex 2819 (Battle Markers have not been placed in this example to avoid obscuring these key hexes).*

- A. *During the Chemical Strike Segment, the WP expends a Chemical Munitions Point to make a Non-Persistent Chemical Strike on hex 2819. This is his second turn of Gas use, so he consults the column for "2<sup>nd</sup> Turn" on the Chemical Strikes Table and rolls two dice, one for each of the two units present. The roll against the 7<sup>th</sup> Armoured Brigade is a "4", which Disrupts the unit and the roll against the PRG Brigade is a "1" which has no effect.*
- B. *During the Air Strike Segment, the WP Player allocates one Operational Air Point to Strike the U.S. 2<sup>nd</sup> Brigade of the U.S. 2<sup>nd</sup> Armored Division which has railed into hex 2825 and a second Operational Air Point to Strike the British I Corps HQ in hex 2822. The Strike against the U.S. 2<sup>nd</sup> Brigade has to employ an Operational Air Point because it is in enemy Airspace. The Strike against the British I Corps HQ is within contested Airspace but requires an Operational Air Point nevertheless because only Operational Air Points may be used to Strike HQ units. After placing all of his Air Strike Markers, the WP Player executes the Strike on the U.S. 2<sup>nd</sup> Brigade. He consults the Strike Table and determines that this Strike receives a +1 DRM for a Strike against a unit bearing a Train Marker and a -1 DRM for being located in enemy Airspace. It also receives no DRM for the Forest terrain it occupies, because units under Train Markers never benefit from the terrain when they are Struck. Therefore, this will be a straight up die roll with no net modifier. The WP Player rolls a 5, eliminating the target.*
- C. *Next, the WP Player executes the Air Strike against the British I Corps HQ. There is no DRM for terrain, because HQ units also never benefit from the terrain when they are Struck. So again, this will be a straight up die roll with no net modifier. The WP Player rolls a "3", Disrupting the HQ. The NATO Player must place a Suppressed Marker on it instead.*
- D. *During the Artillery Strike Segment, the WP Player declares that the 34N Artillery Division is executing a Strike against the West German 1<sup>st</sup> Brigade in hex 2521. The target is in a Clear terrain hex and so receives no DRM for terrain. The WP Player rolls a*

“6”, eliminating the unit. He places a Breakthrough Marker in the hex because he has eliminated all of Defenders in the hex during his Strike Phase (see 25.9.1). During the ensuing Combat Phase, he will be able to resolve the battle he had planned against this hex by committing any adjacent units and then executing an automatic “R2” result. However, because of the Major River, none of the Hard units that might participate in this battle will be able to Exploit out of the Breakthrough hex.



## [25.0] GROUND COMBAT

**Veterans' Summary:** *Not your mother's combat rules. Read this section.*

During the Combat Phase, the Phasing Player may launch ground attacks on enemy-occupied hexes using adjacent friendly Maneuver units (not Artillery units) to displace or destroy the defending units. Each attack may only target one enemy-occupied hex, termed the “Objective hex”. Each such attack is also termed a “battle”. A battle is conducted in a series of action steps referred to as a Battle Cycle. Once the Battle Cycle for a given battle has been completed, the Phasing Player may designate a new Objective hex and initiate another Battle Cycle. The WP Player may only make an attack on an Objective hex he has already marked with a Battle Marker during the WP Battle Planning Phase. Moreover, he **must** make an attack on every hex he has marked with a Battle Marker, even if the Combat Odds have moved against him due to his opponent’s Reaction and Defensive Strikes. The NATO Player has no Battle Planning Phase in his Player Turn because he is **not** required to preplan his battles; rather, he is free to designate an Objective hex and conduct an attack on it at any point in his Combat Phase. If the NATO Player wishes to place Battle Markers to plan his attacks, he is free to do so, but he is also free to abort them during the Combat Phase and to make additional attacks he did not mark. The Combat Phase in a WP Player Turn continues until the WP Player has resolved all of the attacks that he planned by placing a Battle Marker. The Combat Phase during a NATO Player Turn continues until the NATO Player declares that he has resolved all of the attacks that he wishes to make.

**Designer's Note:** *This asymmetry is intended to reflect both the Warsaw Pact's reliance on advance planning by higher headquarters and NATO's faster Intelligence/Decision/Action (IDA) cycle.*

## [25.1] THE BATTLE CYCLE

The rules in this section provide an overview of the Battle Cycle. The rules that follow this section provide more detail regarding how each Segment of the Battle Cycle is executed.

**[25.1.1] The Commitment Segment.** During the Commitment Segment, the Attacking Player first announces the Objective hex for the attack, which must be adjacent to at least one friendly Maneuver unit capable of attacking it and must contain one of the following:

1. At least one enemy Ground unit
2. An enemy Free City (which need not be occupied by an enemy unit)
3. A Breakthrough Marker placed during the immediately preceding Strike Phase because all of the enemy units in that hex were eliminated by friendly Strikes (see 25.9.1)

Note that the WP Player, only, may not initiate an attack on a hex that does not already bear a Battle Marker or Breakthrough Marker. Next, the Attacker announces which friendly Maneuver units located in hexes adjacent to the Objective hex are participating in the attack and whether a Superior HQ is adding Offensive Support (see 25.4) to the attack. All units committed to the attack must be able to Coordinate with each other (see 26.0). Once the Phasing Player announces which units are committed to the attack, he cannot change this commitment in later Segments of the Battle Cycle: the attack **must** be executed with whatever committed units survive to complete it. This requirement applies to both players equally (the NATO Player does not have to commit to a battle, but once he has committed to it, he is on the hook to complete it).

**[25.1.1.1]** Although the WP Player is required to make an attack on every Objective hex that he has marked with a Battle Marker

during his Battle Planning Phase, he is **not** required to announce which units are actually committed to that battle until the moment he declares that he is resolving it. At that moment, he is free to commit as many or as few units as he chooses, as long as at least **one** adjacent WP Maneuver unit is committed.

**[25.1.2] The Reaction Segment.** During the Reaction Segment, the Defending Player may move **one** Maneuver unit that is adjacent to the Objective hex into that hex, subject to Stacking Limits. This movement during a battle is termed “Reaction”. A unit may React only if it meets all of the following conditions:

1. It is not Disrupted (see 25.6.4).
2. It bears no Out of Supply Marker of any kind.
3. It has not yet participated in any other battle this Combat Phase (i.e., it bears no Engaged Marker, see 25.6.5).
4. It is not being Assaulted (meaning there are no enemy units in its own hex, see 27.0)

**[25.1.2.1] Reaction and Terrain.** A Maneuver unit cannot React if the hexside it would have to cross to enter the Objective hex is a Pass, Causeway, Major River, Blocked, or All-Sea hexside. It cannot React into a hex containing a Nuclear Strike Marker. It may React into a Bridge hex. It may React across a Minor River hexside. It may React into a hex containing a Chemical Strike Marker but will suffer a Chemical Strike immediately upon entry if that marker was just placed in the previous enemy Offensive Strike Phase (see 22.3.2).

**[25.1.2.2]** If the Attacker is executing a Breakthrough Battle Cycle against an empty Objective hex that bears a Breakthrough Marker (see Breakthrough Zones, 25.9.1), then the Defending Player may **not** React into it.

**Designer’s Note:** *The Defenders have not held the hex long enough for help to arrive.*

**[25.1.2.3]** If the Objective hex is a friendly Free City (see 30.1), and no friendly units are present, the Defending Player may still React one unit into the hex to aid in its defense. The NATO Player may only React with a Maneuver unit of the same nationality as the City itself. The WP Player may React with any WP Maneuver unit.

**[25.1.2.4] WP Reaction.** A WP unit belonging to a Front (bearing a Front Color Stripe) may React into an Objective hex **only** if all of the units already present in that hex belong to the same Front or are Independent. WP Independent units (units with no Front Color Stripe) may always React into an Objective hex because they can Coordinate (see 26.0) with the units of any Front. **A WP Maneuver unit cannot React into an Objective hex if it starts in an EZOC.**

**[25.1.2.5] NATO Reaction.** A NATO unit may React into an Objective hex only if **all** of the units already present in that hex belong to the same nationality. A NATO Maneuver unit that starts in an EZOC **can** React into an Objective hex. However, no NATO Maneuver unit may React **out** an EZOC **if that unit is the only Maneuver unit present in its hex.**

**Designer’s Note:** *This rule reflects the fact that NATO could thin its front line to reinforce a threatened sector but could not abandon its front line entirely. The distinction that NATO units can React out of an enemy ZOC, while WP units cannot, reflects NATO’s more decentralized decision making and significantly faster Intelligence/Decision/Action cycle.*

**[25.1.2.6]** For the avoidance of doubt, a Maneuver unit of either side that is **not** in an EZOC may always React into an adjacent Objective hex and leave its own hex empty.

**[25.1.2.7]** A Maneuver unit that is under a Battle Marker (meaning that its own battle has not yet been fought) can freely React into an adjacent battle currently being resolved, if it is otherwise eligible to do so. **Exception:** A unit cannot React if it is the subject of an enemy Assault, see 27.3.6. However, a Maneuver unit that is under an Engaged Marker (meaning that its own battle has already been fought) may **never** React.

**Players’ Note:** *This is a crucial point. Once a battle has been resolved, the Defending units are pinned and will not be able to React out of their hex into any adjacent battle. Accordingly, the order of your attacks matters. Furthermore, sacrificing a unit to pin an enemy stack can be an effective, if expensive, tactic for blocking Reaction.*

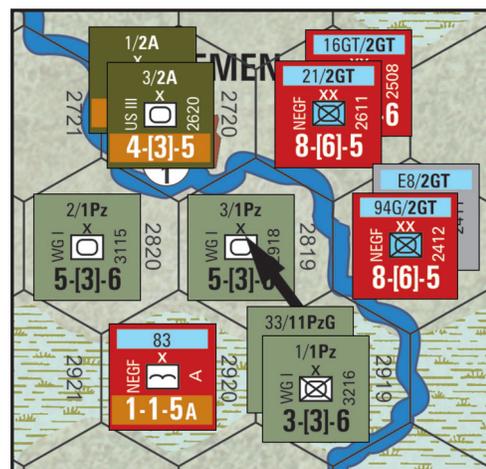
**[25.1.2.8]** For the avoidance of doubt, no unit in the Objective hex can ever React out of it during the Battle Cycle for that hex.

**[25.1.2.9]** Since HQ units and Artillery units are not Maneuver units, they are never eligible to React.

### Examples of Reaction:

#### Example #1, NATO Reaction

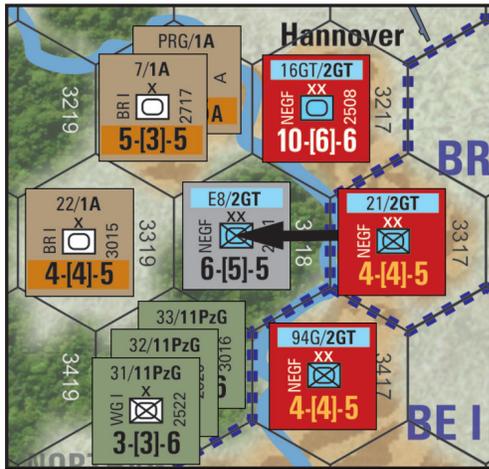
In Example #1, the WP Player is attacking the 3<sup>rd</sup> Brigade of the 1<sup>st</sup> Panzer Division in hex 2819. He has successfully dropped the Soviet 83<sup>rd</sup> Air Assault Brigade into NATO’s rear. It is the NATO Reaction Segment. The NATO Player cannot React with either of the two U.S. brigades in hex 2720, because 1) they are separated from the Objective hex by a Major River hexside and 2) the Objective hex does not contain solely U.S. units. The NATO Player cannot React with the 2<sup>nd</sup> Brigade of the 1<sup>st</sup> Panzer Division in hex 2820 because it is both in an EZOC and the only unit in the hex. Had the Soviet 83<sup>rd</sup> Air Assault



Brigade been shot down trying to reach hex 2920, then the 2<sup>nd</sup> Brigade could have Reacted, leaving its own hex own empty, because it would not have been in an EZOC. The only units that actually **can** React are the two West German brigades in hex 2019, one of which may React despite being in an EZOC because it is not the only unit in hex.

### Example #2, WP Reaction

In Example #2, the NATO Player is attacking the East German 8<sup>th</sup> Panzergrenadier Division in hex 3318. It is the WP Reaction Segment. Since no WP unit may ever React out of an EZOC, the only WP unit that can React into the battle is the Cadre of the 21<sup>st</sup> Motor Rifle Division in hex 3317, which may React because it belongs to the same Front as the unit(s) in the Objective hex.



**[25.1.3] The NATO Defensive Strike Segment.** The NATO Player may execute a Nuclear Strike (see 21.0) on any hex containing a WP unit committed to the attack. The NATO Player may also expend up to two Tactical Air Points (**never** Operational Air Points) to execute Air Strikes (see 23.0), provided that only WP units committed to the attack are targeted. If the NATO Player chooses to expend two Tactical Air Points, they may be used to execute two Air Strikes against targets in two different hexes or two Air Strikes against targets in the same hex (in which case each Strike must target different enemy units). If the Air Strike(s) eliminate all attacking units, **the Battle Cycle ends immediately** and the Defending units are **not** considered to be Engaged (see 25.6.5), which means that they may React into another battle. Chemical Strikes may never be executed in this segment. There is no corresponding WP Defensive Strike Segment during a NATO Battle Cycle.

**Designer's Note:** WP air strikes were based on advance planning which was not flexible enough to react this quickly.

**[25.1.4] The Attack Helicopter Segment.** If an **Attacking** unit belongs to a formation (WP Front or U.S Corps) that controls an Attack Helicopter brigade in the Ready Box, the Attacking Player may deploy that Attack Helicopter brigade to the hex occupied by its Superior HQ, move it up to five hexes into the Objective hex (see 18.4), and earn a favorable column shift provided it survives enemy Flak (see 19.0). If a **Defending** unit belongs to a U.S. Corps that controls an Attack Helicopter brigade in the Ready Box, the Defending Player may also deploy it to the hex occupied by

its Superior HQ, move it up to five hexes into any hex containing an Attacking enemy unit, and earn a favorable column shift if it survives enemy Flak. Note that the WP Player may **not** employ his Attack Helicopter brigades when he is the Defender. A Player may never deploy more than one Attack Helicopter brigade to a battle. If both Players end up deploying an Attack Helicopter brigade into a battle, they cancel each other out.

**Players' Note:** The NATO Player needs to be careful about using his limited Attack Helicopters defensively. Because Attack Helicopter units recover only once a turn, if he uses his Helicopters defensively, he will not be able to use them offensively.

**[25.1.5] The Battle Segment.** The Attacking Player determines the total effective Attack Strength of all attacking units, divides it by the total effective Defense Strength of the units defending the Objective hex and announces the Basic Combat Odds (see 25.3) to the Defending Player. He next modifies the Basic Combat Odds for any column shifts that apply and declares the Final Combat Odds. The Attacking Player then rolls the die and determines the combat results on the Combat Results Table (CRT) found on the Player Charts & Tables Cards. If the result includes a "CA", the Defending Player immediately executes one Counterattack for each Step in the Objective hex belonging to an Undisrupted friendly Maneuver unit in Supply (see 25.6.2).

**[25.1.6] Defender Results Segment.** If the combat results call for Defender Step losses, the **Attacking** Player picks which Defending Steps must be lost. If the combat results call for the Defender to retreat, the Defending Player next eliminates any additional Steps he wishes to trade in order to reduce the retreat result. The Defending Player then retreats any remaining defending units if still required to do so. If the Combat Results indicate that the Defender is Disrupted, place a Disrupted Marker on all Defending units (see 25.6.4). Regardless of the combat results, the Defending Player must place an Engaged Marker on any surviving Defending units to indicate that they have no Defense Strength for the remainder of the Combat Phase and cannot React (see 25.6.5). If no defending units remain in the Objective hex, the Attacking Player may place a friendly Breakthrough Marker in that hex (**exception:** see 25.7.1). Note that all Defender Results must be implemented before any Attacker Results are implemented.

**[25.1.7] Attacker Results Segment.** If the combat results call for an Attacker Step loss, the **Defending** Player picks which Attacking Step must be lost. If the Combat Results indicate that the Attacker is Disrupted, place a Disrupted Marker on all Attacking units (see 25.6.4). If the Objective hex has been cleared of Defending units, the Attacking Player may then advance (see 25.8) with any surviving Attacking units (**exception:** see 25.7.1).

**[25.1.8] Attack Helicopter Return Segment.** Any Attack Helicopter brigades that participated in the battle must move a maximum of five hexes back to the hex occupied by their Superior HQ, where they are either flipped over to their used side or returned to the Recovery Box on the Attack Helicopter Display, depending on whether a Player wishes to manage them from the map or the display.

**[25.1.9] Joint Combat Supply Segment.** Both Players simultaneously check whether each of their units that participated in the battle can trace Combat Supply (see 10.6). If a unit cannot trace a LOS to a valid Combat Supply Source, then place an Out of Combat Supply Marker on it.

## [25.2] COMBAT ELIGIBILITY

Maneuver units are the only Ground units eligible to participate in a ground attack. All Attacking units must be adjacent to the Objective hex or be in it (a unit may be in the Objective hex only if it is conducting an Assault, see 27.0). No friendly unit may ever make more than one attack in a single friendly Combat Phase. No Objective hex may ever be attacked more than once in a single Combat Phase. Units stacked together in a hex may attack different Objective hexes during different battles in the same friendly Combat Phase, provided that no one unit individually makes more than one attack. Finally, not all units that are stacked together in the Objective hex necessarily contribute to its defense.

**[25.2.1]** All units committed to a ground attack on the same Objective hex must be able to Coordinate with each other (see 26.0 for details).

**[25.2.2]** Maneuver units with an Attack Strength of zero may never be the only units committed to a ground attack but may join in an attack with stronger units in hopes of participating in an advance after combat.

**[25.2.3]** Units may participate in an attack even if they are Disrupted or bear an Out of Combat Supply Marker. However, each of these conditions halves the Attack Strength of a unit. These effects are cumulative. The Attack Strength of a unit that is both Disrupted and Out of Combat Supply is quartered.

**[25.2.4]** No unit may ever conduct a ground attack against an adjacent Objective hex if the hexside they would attack across is a Blocked, All-Sea, Danish Ferry (1513/1514), or Afsluitdijk (2729/2730) hexside.

**[25.2.5]** Units defending in the same Objective hex must be able to Coordinate with each other in order to add their Defense Strength to the total Defense Strength for the hex (see 26.0 for details).

**[25.2.6]** A Defending unit that retreats from a battle has no Defense Strength to contribute to any subsequent battles in the same Combat Phase. If the hex it has retreated to is attacked later in that Combat Phase, the retreated unit adds nothing to its defense but does suffer any adverse combat results (see 25.7.7).

**[25.2.7] Provisional Defense Strengths.** In the event that any units in the Objective hex have a Provisional Defense Strength (Artillery and HQ units), their Defense Strengths are **not** added to the Total Defense Strength for the hex **unless** there are no friendly Maneuver units present in the Objective hex. However, when an Artillery or HQ unit is the only Ground unit present in an Objective hex, its Provisional Defense Strength **is** added to the Defense Strength of the hex. If both an HQ **and** an Artillery unit are present in an Objective hex, only **one** of them may add its Defense Strength to the defense of the hex. A unit's Provisional Defense Strength is never halved for any reason.

*Designer's Note: The other unit is the one that ran away faster.*

Thus, an Objective hex defended solely by units with a Provisional Defense Strength will always have a Total Defense Strength of one. **Exception:** the Organic Defense Strength of a friendly Free City (see 30.4) is **always** added to the Defense Strength of a hex. So, for example, an Artillery unit and an HQ unit otherwise alone in a Major City will defend with a Total Defense Strength of three (two for the Organic Defense Strength of the City and one for the Provisional Defense Strength of one of the two Ground units). Units with a Provisional Defense Strength are not considered Soft units and therefore their Defense Strength is never doubled by any type of terrain.

## [25.3] COMBAT ODDS AND MODIFIERS

The strength of an attack is measured by the Combat Odds, which is the ratio of the total Attack Strength of all Attacking units to the total Defense Strength of all Defending units.

**[25.3.1] Total Adjusted Attack Strength.** The Attacking Player determines the Adjusted Attack Strength of each Attacking Maneuver unit separately, retaining fractions, and then adds all of these Attack Strengths together to determine the Total Adjusted Attack Strength for the battle.

**[25.3.1.1]** The printed Attack Strength of a unit may be reduced for:

1. bearing an Out of Combat Supply Marker (halved).
2. bearing a Disrupted Marker (halved).
3. the type of terrain in the Objective hex (Armor units are halved when attacking into a City or Mountain hex; all units are halved when attacking into a Bridge hex).
4. the type of terrain in the hexside it is attacking across (reduced by 25% for a Minor River hexside and 50% for a Major River hexside).
5. the presence of a Nuclear or Chemical Strike Marker in the hex it occupies or the Objective hex (halved, but this effect is not cumulative if both hexes contain a Nuclear or Chemical Strike Marker).

All of these effects are cumulative.

**[25.3.1.2]** The Attack Strength of any Airborne, Airmobile, or Marine unit that is conducting an Assault is doubled (an Assault occurs when the Attacking unit occupies the Objective hex itself, see 27.0). If units outside of the Objective hex are also participating in an Assault, only the units inside the Objective hex are doubled.

**[25.3.1.3]** Determine the Adjusted Attack Strength for each unit individually, retaining all fractions, and then add them together to determine the Total Adjusted Attack Strength, **rounding any remaining fraction down** (the Attacker always rounds **down** and the Defender always rounds **up**). If the Total Adjusted Attack Strength rounds down to zero, then the attack is automatically conducted starting on the 1:4 column of the Combat Results Table (which may be adjusted upwards for Combat Odds Modifiers such as Concentric Attack and Offensive Support).

**[25.3.2] Total Adjusted Defense Strength.** The Defender also determines separately the Adjusted Defense Strength of each Defending Maneuver unit in the Objective hex eligible to contribute its Defense Strength, retaining fractions, and then adds them together to determine the Total Adjusted Defense Strength for the hex. **But in the case of the Defender, any remaining fraction in the Total Adjusted Defense Strength is rounded up, not down.** This means that a hex will always have a Defense Strength of at least one.

**[25.3.2.1]** The printed Defense Strength of a unit may be reduced for each of the following conditions:

1. Being Out of Combat Supply (halved)
2. Being Disrupted (halved)
3. Occupying a Nuclear or Chemical Strike hex (halved)

All of these effects are cumulative.

**[25.3.2.2] Soft Unit Defense.** The Defense Strength of Soft units (all Maneuver units **without** brackets around their Defense Strength) may be doubled by the Primary terrain in the Objective hex. A Soft unit is doubled if it occupies a Forest, Rough or City hex (see the Soft Units column on the Terrain Effects Chart found on the back of each Player's Sequence of Play Card). A Soft unit is also doubled when it occupies a Fortified hex (see 38.4.3.4). These two effects are not cumulative.

**[25.3.2.3] Free City Defense.** If a friendly Free City (see 30.1) is present in the Objective hex, whether alone or with other friendly Defending units, it **always** adds its Organic Defense Strength to the Defense Strength of the hex (see 30.4). **A Free City's Organic Defense Strength is never modified for any reason.**

**[25.3.2.4] Non-participating Defenders.** There are three cases in which a unit that is present in the Objective hex will not add its Defense Strength to the defense of an Objective hex:

1. The unit bears a Train Marker
2. The unit bears an Engaged Marker because it retreated from an earlier battle into the current battle (see 25.7.7)
3. The unit has a Provisional Defense Strength (see 25.2.7) and is stacked with at least one friendly Maneuver unit

***Example:** A brigade with a Defense Strength of 2 that is Out of Combat Supply (halved), Disrupted (halved), and defending in a hex that bears a Chemical Strike Marker (halved) has an Adjusted Defense Strength of .25 ( $2 \times .5 \times .5 \times .5 = .25$ ), which is then rounded up to 1. If a second brigade with a Defense of 3 were also present, and this brigade was neither Disrupted nor Out of Combat Supply, then its Adjusted Defense Strength would only be halved for occupying a Chemical Strike hex, and thus would be 1.5 ( $3 \times .5 = 1.5$ ). In this case, the Total Adjusted Defense Strength for the hex would be 1.75 ( $.25 + 1.5 = 1.75$ ), which would then be rounded up to 2. If the hex also contained a Minor City (Organic Defense Strength of 1), then the Total Adjusted Defense Strength for the hex would be 2.75 ( $.25 + 1.5 + 1 = 2.75$ ), which would round up to 3.*

**[25.3.3] Basic Combat Odds.** Once the two Players have totaled their participating units, the Attacker divides the Defender's

Total Adjusted Defense Strength into his Total Adjusted Attack Strength and then rounds the result down to the nearest integer. This ratio is termed the "Basic Combat Odds". For example, if the Total Adjusted Attack Strength is 28 and the Total Adjusted Defense Strength is 8, then the division of 8 into 28 produces a result of 3.5, which is then rounded down to 3, for a 3:1 attack. Once the Basic Combat Odds have been determined, the Attacking Player refers to the Combat Results Table and finds the column for that odds ratio. If the Basic Combat Odds are higher than 10:1, then they are capped at the 10:1 column. If the Basic Combat Odds are less than 1:4, then they are capped at the 1:4 column. This capping occurs **before** any column shifts are applied.

**[25.3.4] Column Shifts.** Once the Basic Combat Odds column has been determined, that column can be "shifted" by a variety of Combat Odds Modifiers described below. Some of these column shifts may favor the Attacker and some may favor the Defender. A column shift "up" increases the Combat Odds by one column. A column shift "down" decreases the Combat Odds by one column.

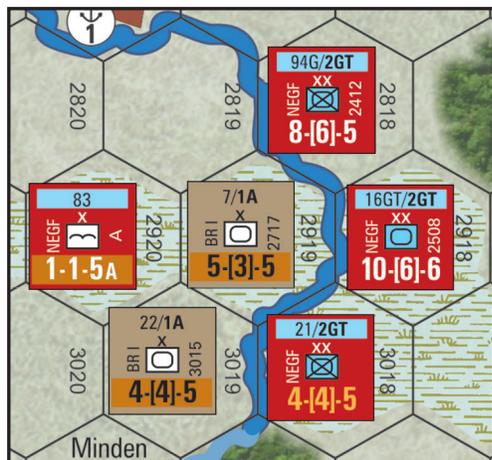
**[25.3.4.1] Terrain Modifiers.** The Basic Combat Odds can be reduced by the terrain in the Objective Hex. To see if any Combat Odds Modifiers apply, consult the row for the Primary terrain in the hex (the terrain type with the highest Priority number on the Priority column of the TEC) and cross reference it with the column labelled "Column Shifts" and find there the column shifts, if any, that apply to the battle. Terrain Combat Odds Modifiers are **not** cumulative. Only the column shift for the Primary terrain applies. For example, if the Basic Odds for an attack are 3:1, and the Objective hex contains both Forest and a Minor City, the Minor City has the higher Priority number (2 versus 5) and therefore only its column shift of -1 applies. Accordingly, the Basic Combat Odds of 3:1 are shifted down one column to a Final Combat Odds of 2:1, which means that the battle will be resolved on the 2:1 Odds column of the CRT. For the avoidance of doubt, the organic Defense Strength of a Free City (see 30.4) defending alone in an Objective hex **does** receive column shifts for its own terrain. Note that when a hex is Fortified (see 38.4.3.4), its effects on combat supersede the Primary terrain in the hex.

**[25.3.4.2] Flank Attack.** If the enemy force in the Objective hex is attacked when every adjacent hex is either 1) occupied by an friendly unit or 2) in a friendly ZOC, **and** that enemy force is adjacent to at least one other enemy Ground unit or Free City hex (see 30.1) at the instant that the attack is resolved, the attack is considered to be a Flank Attack. To qualify, the adjacent unit or Free City cannot be separated from the Defending force by a Blocked or All-Sea hexside. A Flank Attack earns one column shift upwards on the CRT, so that a 3:1 attack becomes a 4:1 attack. There is no requirement that all of the Flanking units (the units exerting the surrounding ZOCs) actually participate in the combat themselves. They need only be present. Note that ZOCs do extend into All-Sea hexes, across Blocked hexsides, and off the map edge.

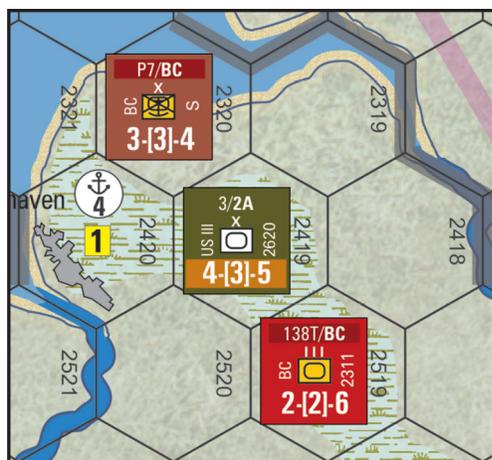
***Designer's Note:** This bonus is intended to reflect the weakening of a force's defenses when it has to defend an extended frontage because it is getting flanked by enemy forces.*

**Examples of a Flank Attack:**

In Example #1, the WP Player is attacking the 7th Brigade of the 1st Armoured Division in hex 2919. He has successfully dropped the Soviet 83rd Air Assault Brigade into NATO's rear. The attack qualifies as a Flank Attack because the 7th Brigade is surrounded by WP units or their ZOCs but is also adjacent to at least one friendly unit.



In Example #2, the WP Player is attacking the 3rd Brigade of the 2nd Armored Division in hex 2419. The attack qualifies as a Flank Attack because the 2nd Brigade is surrounded by WP units or their ZOCs but is also adjacent to a friendly Free City (Bremerhaven in hex 2420).

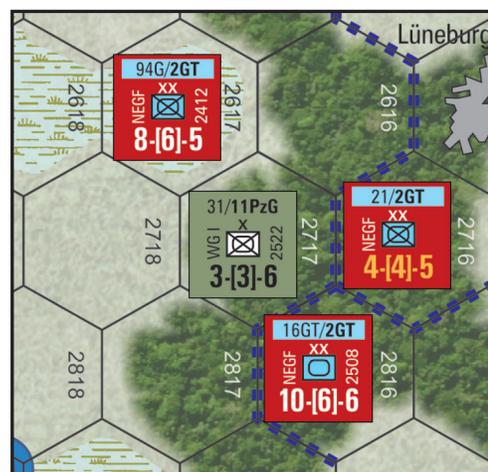


**[25.3.4.3] Concentric Attack.** If the enemy force in the Objective hex is attacked when every adjacent hex is either 1) occupied by a friendly unit, or 2) in a friendly ZOC, **and** that enemy force is adjacent to no other enemy Ground units or Free Cities (see 30.1) at the instant the attack is resolved, the attack is considered to be a Concentric Attack. Adjacent units or Free Cities that are separated from the Defending force by a Blocked or All See hexside do not convert a Concentric Attack into a Flank Attack. A Concentric Attack earns two column shifts upwards on the CRT, so that a 3:1 attack becomes a 5:1 attack. There is no requirement that all of the encircling units (the units exerting the surrounding ZOCs) actually participate in the battle themselves. They need only be present.

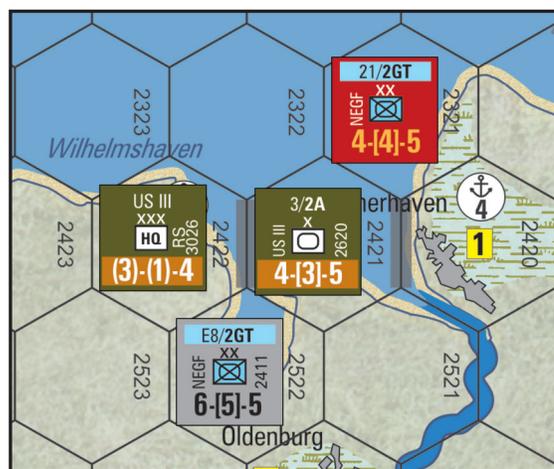
**Designer's Note:** This bonus is intended to reflect the fact that a surrounded force has to defend a 360-degree perimeter, which either vastly extends the frontage it has to defend or forces it to fall back into a tight pocket that is easily bombarded. Either way, its ability to defend itself is seriously compromised. What it is not is a "back against the wall" bonus, which is why it does **not** apply, for instance, if a unit is not surrounded by EZOCs, but is surrounded by some combination of ZOCs, All-Sea hexes, map edge hexes, and Blocked hexsides.

**Examples of a Concentric Attack:**

In Example #1, the WP Player is attacking the 31st Brigade of the 11th Panzergrenadier Division in hex 2717. The attack qualifies as a Concentric Attack because the 31st Brigade is surrounded by WP units or their ZOCs and not adjacent to at least one friendly unit or Free City.



In Example #2, the WP Player is attacking the 3rd Brigade of the 2nd Armored Division in hex 2421. The attack qualifies as a Concentric Attack because the 2nd Brigade is surrounded by WP units or their ZOCs and the only adjacent friendly unit is separated from it by a Blocked hexside.



**[25.3.4.4] Attack Helicopters.** If a Player deploys an Attack Helicopter brigade into a battle during the Attack Helicopter Segment, he receives one column shift in his favor. To provide the shift, the Attack Helicopter must move no more than five hexes from the hex of its Superior HQ into a hex occupied by an enemy

unit participating in the battle and survive all Flak Attacks en route, including when it enters the hex occupied by the enemy unit (see 18.4). If the enemy Player also gets an Attack Helicopter into the battle, the two units both participate but cancel each other out.

**[25.3.4.5] Surprise Bonus.** In most Scenarios (see the Scenario instructions), the WP Player, only, receives a special +1 column shift for Surprise on the first turn of war (see 35.7).

**[25.3.4.6] Maximum Effort Bonus.** In the Extended Buildup Scenario, the WP Player, only, receives a special +1 column shift for Maximum Effort on the first three turns of the game (see 38.4.2.4). This bonus may be extended into later turns if optional rule 38.4.2.10 is used.

## [25.4] OFFENSIVE SUPPORT

When an HQ unit commits Offensive Support to an attack, that attack receives **one** column shift upwards on the CRT, so that a 3:1 attack receiving Offensive Support becomes a 4:1 attack. This effect is cumulative with any other column shifts for a Flank or Concentric Attack and terrain. Offensive Support is allocated to an attack during the Commitment Segment of a Battle Cycle and once committed, it may not be revoked. Players may use an Offensive Support Marker (see 4.1.9) to designate a battle receiving this support.

***Designer's Note:** Offensive Support represents the concentration of combat support assets such as engineers and EW units controlled at the Front (WP) or Corps (U.S.) level and the allocation of extra fuel and ammunition in support of a critical attack.*

**[25.4.1]** Every WP Combat Phase, each WP Front HQ may allocate Offensive Support to one battle involving a Subordinate unit that can trace a LOS to it (requiring a number of hexes equal to or less than its Support Range). Note that the Coordination rules (see 26.0) prevent a Front HQ from ever supporting an attack including units from a different Front. As an exception, the Baltic Front (BAF) HQ cannot provide Offensive Support in any Scenario save the Extended Buildup Scenario (see 29.5.2 for an explanation). The WP Baltic **Corps** HQ is not a Front HQ and so cannot provide Offensive Support at all.

**[25.4.2]** Each NATO Combat Phase, each U.S. Corps HQ may allocate Offensive Support to one battle involving a Subordinate unit that can trace a LOS to it (requiring a number of hexes equal to or less than its Support Range). As an exception, the U.S. III Corps HQ cannot provide Offensive Support in any Scenario save the Extended Buildup Scenario.

***Designer's Note:** Only the U.S. Army receives this bonus, because it was the sole NATO army with substantial assets at Corps level and above. The U.S. III Corps provides Offensive Support only in the Extended Buildup Scenario because almost all of its equipment was in the U.S. and would not have arrived in time for any other Scenario.*

**[25.4.3]** HQs that are Suppressed, Out of Supply, or under any type of Train Marker may never provide Offensive Support.

**[25.4.4]** No battle may ever receive Offensive Support from more than one friendly HQ.

**[25.4.5] Optional Formation Integrity Rule.** For players willing to undertake the additional management burden, this optional rule provides more realism. No WP attack may receive Offensive Support unless all of the Attacking units belong to the same WP army (all units bearing the same Unit Symbol color and same Army Designation in their Unit Designation, for example, all units whose Unit Designation ends in "/2GT"), except that Front level units (units with no Army Designation) and Independent units (units with no Front Color Stripe) may also participate. No NATO attack may receive Offensive Support unless all of the Attacking units are U.S. units.

## [25.5] RESOLVING AN ATTACK

**[25.5.1] Final Combat Odds.** All Combat Odds Modifiers are cumulative. Starting with the Basic Combat Odds column (see 25.3.3), the Attacker determines the Final Odds column by applying the net column shift(s). For example, if the Basic Combat Odds column was 3:1, the Objective hex contains a Major City (-2), the Attacker is resolving a Concentric Attack (+2) and using Offensive Support (+1), then the net Combat Odds Modifier is +1 (-2 + 2 + 1 = +1), or one column shift to the right on the Combat Results Table, modifying the Basic Combat Odds of 3:1 to a Final Combat Odds of 4:1. If the net column shift(s) move the Final Combat Odds off the Combat Results Table, then the shifts stop at the end of the table. Thus, if an attack was starting from a Basic Combat Odds column of 9:1, and the net column shift was +2, for a Final Combat Odds of 11:1, the battle would be executed on the 10:1 column because that is the last column actually on the Table. Likewise, if an attack was starting from a Basic Combat Odds column of 1:3 and the net column shift was -2 for a Final Combat Odds of 1:5, the battle would be executed on the 1:4 column because that is the last column actually on the Table.

**[25.5.1.1] No matter how many Combat Odds Modifiers are applied, the Final Combat Odds can never be more than two columns different from the Basic Combat Odds.** Thus, if the Basic Combat Odds are 1:1, the Final Combat Odds cannot be more than 3:1, nor less than 1:3, no matter how many column shifts might actually apply.

**[25.5.1.2]** As an exception to rule 25.5.1.1, on any turn in which Surprise applies (see 35.7), there is **no limit** to the number of positive net column shifts that may be applied to a WP attack until the attack reaches the top column of the CRT.

**[25.5.2] Combat Results Table.** To resolve an attack, the Attacker consults the Combat Results Table (CRT) found on the Player Charts & Tables Cards, rolls one die, cross references the row for the die result with the column for the Final Combat Odds and finds the outcome of the combat, termed the "combat results", at the intersection.

## [25.6] COMBAT RESULTS

Combat results are express as "Attacker Result/Defender Result. The following are all of the possible combat results from a ground attack:

**A1:** The Attacking Player must lose one Step (the Defender chooses which Step is lost).

- : The combat has no effect on this Player.
- \* : All participating units belonging to the affected Player are Disrupted and must have a Disrupted Marker placed on them.
- CA:** The Defending Player executes Counterattacks against Attacking units on the Counterattack Table immediately, **before** any other combat results are applied to either side (see 25.6.2). If a Counterattack is successful, place a Disrupted Marker on the target unit.
- r#:** The Defending Player must retreat his Defending units a number of hexes equal to the indicated number or eliminate one Step for every retreat hex he chooses to avoid. Certain terrain types reduce or negate retreat results (see 25.7.2).
- D#:** The Defending play must lose a number of Steps equal to indicated number (the Attacker chooses which Steps are lost).

Some combat results concatenate multiple terms. Thus, a result of A1/D2\*R2 means that the Attacker must lose one Step and the Defender must lose two Steps, place a Disrupted Marker on all of his units, and retreat two hexes.

**[25.6.1] Combat Results Sequencing.** Combat results are applied in a specific order. A Counterattack result is executed immediately as part of the Battle Segment. The Battle Cycle then proceeds to the Defender Results Segment, where any results that apply to the Defending units are applied. Finally, the Battle Cycle proceeds to the Attacker Results Segment, where any results that apply to the Attacking units are applied, after which any surviving Attacking units may advance if the Objective hex is cleared of Defending units (see 25.8).

**[25.6.1.1]** During the Defender Results Segment of the Battle Cycle Combat, results are applied to the Defending Player in the following order:

1. Step losses: The Attacking Player applies any Step losses
2. Retreats: The Defending Player executes any retreats required (see 25.7)
3. Disruptions: The Defending Player places Disrupted Markers on his surviving units if required to do so
4. Engaged Marker: The Defending Player places an Engaged Marker on any surviving Defending units (see 25.6.5)

**[25.6.1.2]** During the Attacker Results Segment of the Battle Cycle, combat results are applied to the Attacking Player in the following order:

1. Step losses: The Defending Player applies any Step losses
2. Disruptions: The Attacking Player places Disrupted Markers on his surviving units if required to do so
3. Advances: The Attacking Player executes any advances he wishes to make (see 25.8)

**[25.6.2] Counterattacks.** If the outcome of an attack includes a “CA” result, then the Defending Player executes the Counterattack

procedure immediately, as part of the Battle Segment, before any other combat results are applied. A Counterattack result entitles the Defending Player to make one Counterattack roll on the Counterattack Table for **each Step of each Defending Maneuver unit in the Objective hex (before any losses or retreats) that does not bear a Disrupted or Out of Supply Marker (either Combat or Movement Supply)**. To be eligible to Counterattack, a Step must belong to a Maneuver unit with a printed Attack Strength of 1 or more. To resolve a Counterattack, the Defending Player picks an Attacking unit as the target, consults the Counterattack Table, rolls one die, cross references the row for the die result with the column for the nationality of the Counterattacking Step and finds the results of the Counterattack at the intersection. If the result is a “\*”, then the target unit is Disrupted (see 25.6.4). If the Defending Player has more than one Defending Maneuver Unit Step in the Objective hex eligible to Counterattack, he may spread his Counterattacks across different Attacking units or concentrate them on one Attacking unit until it is Disrupted and then move on to another target. He does not need to designate any future targets in advance when he rolls for a Counterattack.

**[25.6.2.1] NATO Multinational Counterattacks.** If NATO has units belonging to more than one nationality in the Objective hex, only the Steps of **one** nationality of his choice may Counterattack.

**[25.6.2.2] WP Multi-Front Counterattacks.** If the WP has units belonging to more than one Front in the Objective hex, only the Steps of **one** Front of his choice, plus any Steps belonging to Independent units (see 3.2.6.1), may Counterattack.

**[25.6.3] Step Losses.** When a combat produces an “A#” or “D#” result for any Player, the **opposing** Player always chooses which units must be flipped to their Cadre side or eliminated to satisfy the required Step losses (see 3.2.10.4). However, when a Player allocates Step losses, he must do so in the following order:

1. Maneuver units
2. An Artillery unit (only if defending in the Objective Hex)
3. An HQ unit (only if defending in the Objective Hex)

Eliminated units are removed from the map and never returned to play (**exception:** see HQ Reconstitution, 29.8).

**[25.6.3.1]** If the combat results call for more Step losses than the Defender has Steps in the Objective hex, any unabsorbed Step losses are ignored, **except that the Attacking Player may also ignore an “A1” result if the Defender cannot absorb all Step losses.**

**[25.6.3.2] Free Cities and Step Loss.** The Organic Defense Strength of a Free City (see 30.4) may never be used to absorb a required Step loss, although it is eliminated 1) when defending alone if any Step loss is inflicted on the Defender and 2) when defending with other friendly ground units if any enemy unit advances into the hex.

**[25.6.3.3]** Attack Helicopter brigades may never be eliminated to satisfy a Step loss. The only result that eliminates an Attack Helicopter brigade is a Flak Hit (see 19.0).

**[25.6.4] Disruption.** When a Player receives a Disrupted result, all friendly units that participated in the battle must have a Disrupted Marker placed on them. In the case of the Defender, this includes every surviving unit in the Objective hex, whether it added its Defense Strength to the combat or not. In the case of the Attacker, this includes every surviving unit that participated in the attack. If the combat result included a “CA” result, then the Attacking units that were successfully Counterattacked will also be Disrupted. A Disrupted unit:

1. cannot move by any form of movement except Minimum movement (one hex only, see 12.5).
2. may never Counterattack.
3. may never React.
4. may never Entrain and immediately loses any Train Marker it bears.
5. may not be placed in Reserve/OMG.
6. attacks at half of its normal Attack Strength.
7. defends at half of its normal Defense Strength.
8. may Consolidate (advance) but cannot Exploit (see 25.8).

**[25.6.4.1]** When a Disrupted result applies to the Attacker, all Attacking units are Disrupted **before** any advance occurs.

**[25.6.4.2]** Disrupted units may retreat normally.

**[25.6.4.3]** A Disrupted unit may be Disrupted again and again without further effect (**exception:** see Reforger Sites, 33.3.3).

**[25.6.4.4] Suppression.** When an HQ or Artillery unit receives a Disrupted result, it is Suppressed instead. Suppression works exactly like Disruption, except that the Marker is removed at a different point in the Sequence of Play and it has the following additional effects:

1. A Suppressed Artillery Unit makes Artillery Strikes on the “0” column of the Strike Table.
2. A Suppressed HQ may not provide Offensive Support.

**[25.6.5] Engaged.** Regardless of whether the Defender suffered any adverse results or not, he must always place an Engaged Marker on any surviving Defending units (**exception:** see 25.1.3). Units under an Engaged Marker have no Defense Strength for the remainder of the Combat Phase and cannot React. Engaged Markers are removed at the end of each Combat Phase.

**[25.6.6]** Combat results are never applied to units belonging to the Attacker that did **not** participate in the attack, even if they are stacked in the same hex with units that did attack and even if the combat result is “CA”. For the avoidance of doubt, Artillery units that executed a Strike against the Objective hex during the preceding Offensive Strike Phase and HQ units that provided Offensive Support to the current battle are never affected by any combat results.

## [25.7] RETREAT

When a Defending force receives an “r#” result, the Defending Player must either retreat it the indicated number of hexes, or voluntarily eliminate one Step for every hex of the retreat result not taken (in addition to any Step losses called for by the combat results). Eliminating one Step reduces an “R2” result to an “R1” result. Eliminating two Steps reduces an “R2” result to no retreat at all. Once the Defending Player has decided how many Steps, if any, he will sacrifice to reduce the retreat result, the number of remaining hexes he must retreat is termed the “net retreat result”. Note that although any Step losses mandated by the combat results are always allocated by the opposing Player, **Step losses voluntarily absorbed to reduce a retreat result are always allocated by the Defending Player. However, if the Defender elects to lose Steps, he must also abide by the allocation priorities specified in 25.6.3.**

**[25.7.1] They shall not pass!** If the Defending Player chooses to reduce a retreat result to zero by voluntarily eliminating a number of Steps equal to the total retreat result, and this action leaves no defending units in the Objective hex, the Attacker may **not** advance units into the hex and **no** Breakthrough Marker is placed (see 25.9). The Defender is considered to have fought to the last man to hold the hex. **Note that enemy units can still enter the hex during the Reserve Phase**, but without a Breakthrough Marker, friendly ZOCs may prevent this movement.

*Designer’s Note: “Ils ne passeront pas!” was a famous French Army slogan coined during WWI that translates to “They shall not pass!”. It was used by the French Army to encourage soldiers to hold their trench line to the last man.*

**[25.7.2] Terrain and Retreat.** If the Objective hex is Fortified (see 38.4.3.4) or contains Rough terrain or a Minor City, any retreat result inflicted on the Defending force is reduced by one hex. If the Objective hex contains Mountain terrain or a Major or Key City, any retreat result inflicted on the Defending force is reduced by two hexes, meaning that the Defending force can ignore that retreat result because there are no retreat results on the CRT greater than two hexes. Only retreat results are reduced by terrain. “CA” and “D#” results are never reduced by terrain.

*Designer’s Note: This rule reflects the fact that the next good defensive position in open terrain can be miles to the rear but is only a single ridgeline or city block back in other types of terrain. Forest terrain does not reduce retreat results because, at a game scale of 15 miles to the hex, a Forest hex has too much open terrain and too many roads to provide the kind of choke points found in the terrain types that do reduce retreat.*

**[25.7.3]** When the Defending Player has a net retreat result to execute, he must move his units a number of hexes equal to that Result. This is not normal movement and does not consume any Movement Points. Each unit in the Defending force can retreat individually and end its retreat in a different hex, or the force can retreat as a single stack, as long as every unit ends its retreat as many hexes away from the Objective hex as the net retreat result requires. If the Defending Player cannot retreat every unit the full

distance required, due to the presence of enemy units or blocking terrain, then he **must** eliminate one Step for each unfulfilled retreat hex. **Exception:** A unit always ignores the second hex of a retreat result if the first hex it retreats into contains a friendly unit or a terrain type that reduces retreat results (even if this leaves it over stacked, see 25.7.6).

[25.7.4] No unit may retreat into a hex occupied by an enemy unit, an enemy-controlled City, or Prohibited Terrain (see 12.1.1). Furthermore, the Defending Player must attempt to retreat his units according to the following priorities, as nearly as possible:

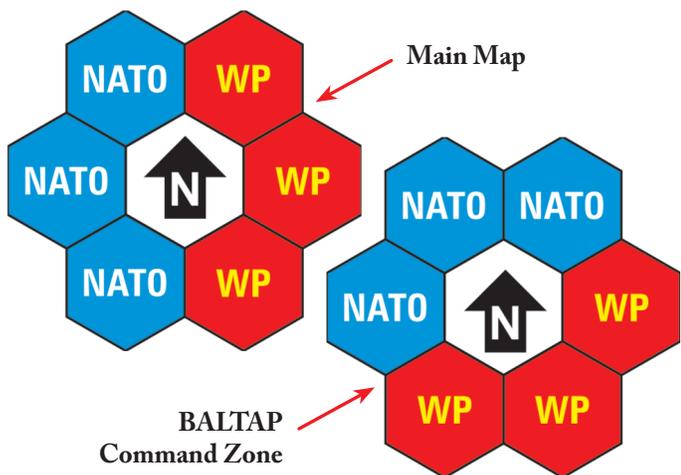
1. Not into an EZOC (though EZOCs are negated by friendly units or a friendly Free City for retreat purposes)
2. Not adjacent to an enemy unit
3. Not into a hex containing a Nuclear or Chemical Strike Marker
4. Toward the friendly rear (see Direction of Retreat, 25.7.4)
5. Not into a hex where it would be over stacked
6. Not into a mountain hex or across a Major River hexside

[25.7.4.1] **Retreating into an EZOC.** If there is no other choice, and the Defender does not wish to lose a Step to reduce the retreat result, the Defending force may voluntarily retreat into a hex in an EZOC (one where no friendly unit is present to negate it), but the force must lose one Step from the stack for **each** EZOC hex it retreats into. When a force must lose a Step for retreating into an EZOC hex, the **Defending** Player always picks which Defending unit loses the Step.

**Designer's Note:** The Step lost is the designated rearguard.

[25.7.4.2] A unit or stack may always violate a retreat priority, if observing that priority would result in the loss of a Step.

[25.7.5] **Direction of Retreat.** The direction of retreat that constitutes “towards the friendly rear” depends on where a unit is located and is defined in the diagrams below.



The BALTAP Command Zone includes any hex in West Germany north of the Elbe River, or anywhere in Denmark.

[25.7.6] When a unit must retreat, it must attempt to observe the Stacking Limit at the end of that retreat. If the retreat priorities require a unit to retreat into a hex in violation of the Stacking limit, this is permitted. However, the owning Player must conform to the Stacking Limit by the end of the next friendly Movement Phase or eliminate sufficient Steps in the hex to meet the Stacking Limit.

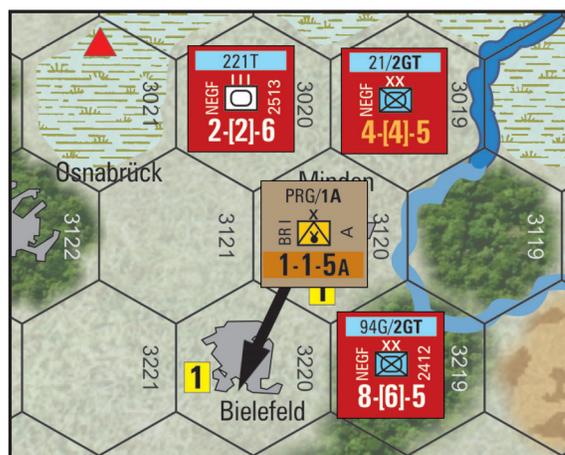
[25.7.7] **A unit that retreats has been Engaged (see 25.6.5) and therefore has no Defense Strength for the remainder of that Combat Phase.** If it retreats into a hex that is subsequently attacked in the same Combat Phase, it adds nothing to the Defense Strength of that hex but is subject to any adverse combat results. However, any Step losses inflicted on the Defender in that second battle must be taken first from the Maneuver units actually contributing their Defense Strengths.

[25.7.8] **Retreat and Restricted Units.** Territorial units (see 3.2.5.1), normally not allowed to leave their Home Country, can retreat out of their Home Country but only if this will avoid a Step loss. Likewise, HQ units with a restricted area of operation (the two NATO Multinational HQs, see 29.7, and the WP BAF and Baltic Corps HQs, see 29.5 and 29.6) may also retreat out of their area of operation but only if this will avoid a Step loss. In both cases, however, if a unit has been pushed out of its Home Country or area of operation, it becomes free to move without regard to its previous restrictions.

### Examples of Retreat:

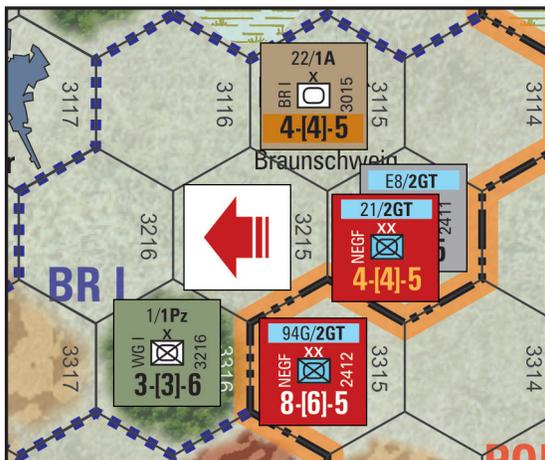
#### Example #1

In Example #1, a WP attack on Minden (hex 3120) has produced a “-D1R2” result. The WP Player has already eliminated the other British brigade that was defending the City with the PRG Brigade. The NATO Player now has to consider his retreat options for the PRG Brigade. The Minor City terrain in the Objective hex reduces the Retreat result by one, changing the “R2” result into an “R1” result. Normally, this would lead to the elimination of the unit because it is completely surrounded by EZOCs. However, the Free City of Bielefeld (hex 3220) negates EZOCs for retreat purposes, allowing the PRG Brigade to retreat into that hex. Alternatively, the NATO Player could exercise the “They shall not pass!” option (see 25.7.1) by eliminating the PRG Brigade to reduce the retreat result to zero, thereby preventing the WP Player from advancing into Minden, taking the City, and eliminating its Organic Defense Strength.

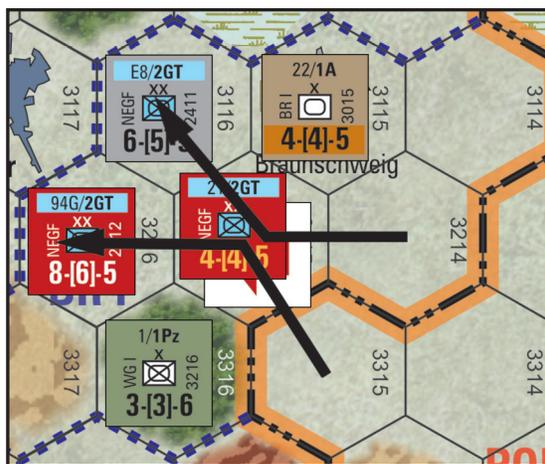




Picture #1  
before  
advance



Picture #2  
after  
advance



[25.9] BREAKTHROUGH ZONES

A Breakthrough Zone exists in the hex occupied by a Breakthrough Marker and each of the six adjacent hexes. A friendly Breakthrough Marker is placed in a hex when it is completely cleared of enemy forces by friendly attacks. This can occur at two points during the game: 1) during the Offensive Strike Phase or 2) during the Combat Phase. A friendly Breakthrough Marker placed during the Strike Phase allows a special form of battle during the ensuing friendly Combat Phase. A friendly Breakthrough Zone allows friendly units using Tactical movement during the Reserve Phase to ignore EZOCs in that zone during their movement.

[25.9.1] **Offensive Strike Phase.** If the Phasing Player completely eliminates all enemy Ground units in a hex during the friendly Offensive Strike Phase, through any combination of Nuclear, Chemical, Air, or Artillery Strikes, and the hex 1) does **not** contain an enemy Free City and 2) **does** contain a Battle Marker (this requirement applies only to the WP Player), he may place a friendly Breakthrough Marker in the target hex. At any point during the ensuing Combat Phase, the Phasing Player may conduct a special Breakthrough Battle Cycle with the hex occupied by the Breakthrough Marker as the Objective hex. He may commit to this battle any friendly Maneuver units adjacent to that Breakthrough Marker that have not yet fought a battle. The only Segment executed in this Breakthrough Battle Cycle is the Advance Segment, which is executed for a combat result of “R2”. As an exception to the normal rules, **no terrain in the**

**Objective hex reduces or negates the “R2” result** (there are no defending units left to take advantage of the next great blocking position). The Breakthrough Zone created by a Breakthrough Marker placed during the Offensive Strike Phase functions normally during the ensuing friendly Reserve Phase, whether or not a Breakthrough Battle Cycle was executed.

[25.9.2] **Combat Phase.** If no Defending units remain in the Objective hex after a friendly ground attack, and the Attacking Player has completed any advance he wishes to make (which may be none), he may place a friendly Breakthrough Marker in the Objective hex. This marker has no further effect until the ensuing friendly Reserve Phase. There are two cases where a Breakthrough Marker cannot be placed during the Combat Phase:

1. The Defender has exercised the They shall not pass! option (see 25.7.1)
2. The Objective hex contains a Free City and the Attacker has cleared the hex but **not** advanced a unit into it to eliminate its Organic Defense Strength (see 30.4.9) and convert it to a friendly-controlled Conquered City.

[25.9.3] During the ensuing friendly Reserve Phase, Hard units executing Tactical movement may ignore EZOCs in the Breakthrough Zone, allowing them to punch through the hole that was created when the Breakthrough Marker was first placed (see Reserve Phase, 28.0). Breakthrough Zones do not negate EZOCs for any purpose except Ground movement (Flak still applies).

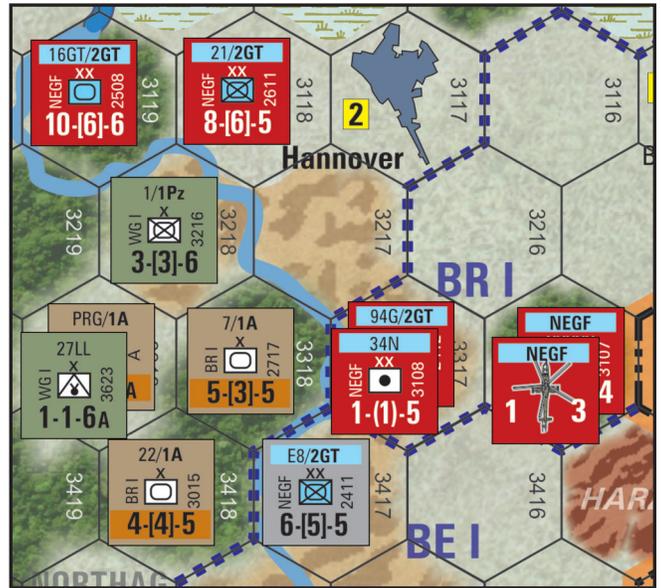
[25.9.4] Friendly Breakthrough Markers are always removed from the map at the end of the Reserve Phase in the same friendly Player Turn they were placed.

**Combat Example #1:**

Picture #1 depicts the situation at the end of the WP Player's Movement Phase. During the ensuing Battle Planning Phase, the WP Player places Battle Markers on hexes 3218 and 3318. We now follow along during his Offensive Strike Phase (see Picture #2). During the Chemical Strike Segment, he expends a Chemical Munitions Point to make a Non-Persistent Chemical Strike against hex 3218. Because this is his second turn of Chemical Warfare, he rolls on the "2nd Turn" column of the Chemical Strike Table. The Chemical Strike allows the WP Player to make a Strike roll against each unit in the hex, but the only unit present is the 1st Panzergrenadier Brigade. The WP Player rolls a "3", which yields a Disruption result on the brigade. During the ensuing Air Strike Segment, the WP Player expends a Tactical Air Point to make an Air Strike against hex 3319. Because there are two Steps in the hex, both brigades are subject to the Strike. He consults the Strike Table and rolls a "5", which produces a "D1" result. The WP Player chooses to eliminate the 27th Luftlande Brigade and Disrupt the PRG Brigade. Finally, during the Artillery Strike Segment, he uses the 34th Artillery Division (North) to make an Artillery Strike against the adjacent 7th Armoured Brigade. He consults the Strike Table and rolls a "2", which is reduced to a 1 because the target occupies a Forest hex. This has no effect on the 7th Armoured.

During his Combat Phase, the WP Player declares that he is initiating the battle against the 1st Panzergrenadier Brigade in hex 3218. He picks this battle first, because he realizes that, if it is successful, he can put the Parachute Regiment Group of the 1st Armoured Division in an EZOC and prevent it from Reacting into the battle against the 7th Armoured Brigade. The WP Player starts the Battle Cycle by committing the 16th Guards Tank Division and the 21st Motor Rifle Division to the attack. The Reaction Segment comes next, but with the 27LL destroyed, the NATO Player now has no units capable of Reacting because none of his adjacent units belong to the same nationality as the Defenders. Moreover, the adjacent 7th Armoured Brigade cannot React because it is the only unit holding a hex in an EZOC. Play proceeds to NATO's Defensive Strike Segment, but the NATO Player declines to expend an Air Point. Play moves to the Attack Helicopter Segment, in which the WP Player does task the NEGF Attack Helicopter brigade into the battle. There is no way for the brigade to get into the Objective hex without passing through two EZOCs, so the WP player routes the brigade into the battle along the path shown by the black arrow in Picture #3. When the Attack Helicopter brigade enters

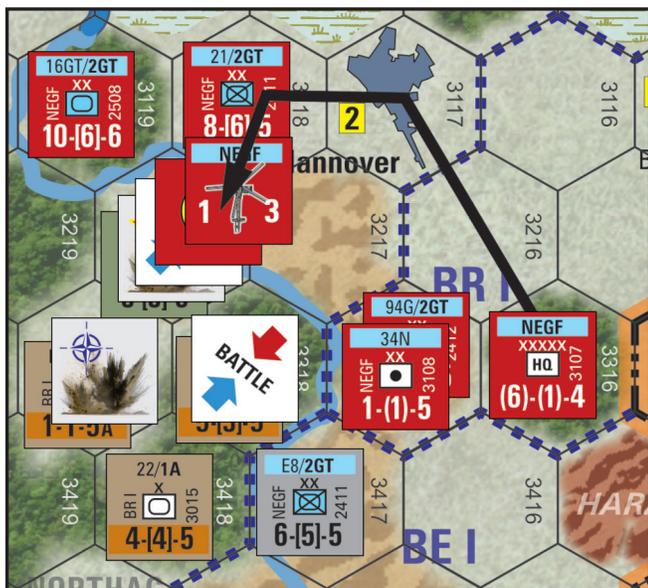
Picture #1 at the end of the WP Movement Phase



Picture #2 during the WP Offensive Strike Phase



Picture #3 just before first battle resolution



Hannover (hex 3117), it suffers a Flak Attack because a Free City always exerts a ZOC in its own hex. And because this is a City hex, the brigade will take a Flak hit on a die roll of "1" or "2" (see 19.1.1), but the WP rolls a "5". The brigade enters the next hex, 3118, which is also in an EZOC, but takes no Flak because the presence of a friendly unit negates the EZOC for Flak purposes. Finally, the brigade enters the Objective hex and takes Flak in that hex. The brigade will take a Flak Hit on a "1", but rolls a "2", which means that no Flak Hit is inflicted, and the brigade will survive to provide a +1 column shift to the attack. This yields the situation depicted in Picture #3, just before the Battle Segment.

Play proceeds to the Battle Segment. First, the WP Player determines the Basic Combat Odds. Because there is a Non-Persistent Chemical Strike Marker in the Objective hex, the Attack Strengths of all Attacking units are halved and the Defense Strengths of all Defending units are halved. Because the effect is equal on both Players, it can be ignored. Note that it would **not** be ignored if the marker was only in a hex occupied one of the Attacking units. The WP

Player's two attacking divisions have a combined Attack Strength of 18, which is reduced by 25% for attacking across a Minor River hexside, yielding a Total Adjusted Attack Strength of 13.5  $((8 + 10) \times .75 = 13.5)$ , which rounds **down** to 13 because the Attacker always rounds his Total Adjusted Attack Strength down. Because the 1<sup>st</sup> Panzergrenadier Brigade is Disrupted, its Defense Strength of 3 is reduced to 1.5  $(3 \times .5 = 1.5)$ , which rounds **up** to 2 because the Defender always rounds his Total Adjusted Defense Strength up. An Attack Strength of 13 divided by a Defense Strength of 2 produces Basic Combat Odds of 6.5:1, which round down to 6:1 because the Basic Combat Odds always round down to the nearest integer. Next the WP Player determines the net column shifts that apply. The WP Attack Helicopter brigade shifts the odds up a column and the Rough terrain in the Objective hex shifts the odds down a column, leaving the Final Combat Odds still at 6:1. The WP Player consults the CRT on the 6:1 Odds Column and rolls the die for a "1", yielding a combat result of "A1/D1R1". In the Defender Results Segment, the 1<sup>st</sup> Panzergrenadier Brigade is eliminated by the D1 result. In the Attacker Results Segment, the NATO Player chooses to take the A1 Step loss from the 21<sup>st</sup> Motor Rifle Division by flipping it over to its Cadre side. Because the Objective hex has been cleared of enemy units, the WP Player may advance. He chooses to advance only the 21<sup>st</sup> Motor Rifle Division into the Objective hex (blue arrow in Picture #4). The advance must be a Consolidation, because 1) the Objective hex is not Clear terrain, 2) it contains a Chemical Strike Marker and 3) the advancing unit is crossing a Minor River hexside. During the Attack Helicopter Return Segment, the NEGF Attack Helicopter brigade executes its return leg back to the NEGF HQ unit (shown by the black line in Picture #4). This time he avoids Hannover, but still takes Flak in hex 3217. The brigade survives to reach the NEGF HQ unit and flips to its Recovery side. Finally, during the Joint Combat Supply Segment, the WP Player checks his units for Combat Supply and determines that they remain in Combat Supply because they can all trace a LOS to the NEGF HQ.

Next the WP Player declares that he is resolving the battle against the 7<sup>th</sup> Armoured Brigade in hex 3318. He commits the 94<sup>th</sup> Guards Motor Rifle Division and the East German 8<sup>th</sup> Panzergrenadier Division to the battle and also commits the NEGF to provide Offensive Support. Picture #4 depicts the situation just after the Commitment Segment for this second battle. Play proceeds to the Reaction Segment. As the WP Player hoped, success in his first battle has put the PRG Brigade in his ZOC, which prevents it from Reacting into the current battle because it is the only unit holding its hex in an EZOC. The 22<sup>nd</sup> Armoured cannot React for the same reason. Note that, if the first battle had only retreated the 1<sup>st</sup> Panzergrenadier Brigade, it would have retreated into the hex with the PRG Brigade and then stopped (because its first hex of retreat was onto a friendly unit) and the PRG brigade could then have Reacted into the current battle (because it would not have been the only unit in an EZOC).

Play proceeds to the Battle Segment. The two attacking WP divisions have a combined Attack Strength of 14, which is reduced by 25% for attacking across a Minor River hexside, for a Total Adjusted Attack Strength of 10.5  $((8 + 6) \times .75 = 10.5)$ , which rounds down to ten. The 7<sup>th</sup> Armoured Brigade retains its normal Defense Strength of 3. An Attack Strength of 10 divided by a Defense Strength of 3 produces a Basic Combat Odds of 3.3:1, which rounds down to 3:1. The advance of the 21<sup>st</sup> Motor Rifle Division into hex 3216 has left the 7<sup>th</sup> Armoured Brigade surrounded by EZOCs. However, because the 7<sup>th</sup> is still adjacent to a friendly unit, this only earns the WP Player a Flank Attack, which shifts the odds up a column. Offensive Support shifts the odds up another column and the Rough terrain in the Objective hex shifts the odds down a column, for a net column shift of +1. Thus, the Final Combat Odds shift from 3:1 up to 4:1. The WP Player consults the CRT on the 4:1 Odds Column and rolls one die for a "4", yielding a combat result of "-/CAD1R1". The Counterattack result is executed immediately. The NATO Player may make one Counterattack against one Attacking enemy unit for each Undisrupted Step in the Objective hex that does not bear an Out of Supply Marker. The 7<sup>th</sup> Armoured Brigade is the only Step in the Objective hex and it is not Disrupted, so the NATO Player executes one Counterattack. He announces that the 7<sup>th</sup> Armoured Brigade is counterattacking the Soviet 94<sup>th</sup> Guards Division. He consults the Counterattack Table, finds the column for "Other NATO" and rolls a "4". The 94<sup>th</sup> Guards Division receives a Disruption result. Play proceeds to the Defender Results Segment and the 7<sup>th</sup> Armoured Brigade is then eliminated by the D1 result. During the Attacker Results Segment, the WP Player advances the 94<sup>th</sup> Guards Division into the Objective hex. This advance has to be a Consolidation, both because of the terrain and the absence of any hex to Exploit into. During the Joint Combat Supply Segment all Attacking units pass their Combat Supply check. This yields the final situation depicted in Picture #5.

Picture #4 just before second battle resolution



Picture #5 at the end of the second battle



## Combat Example #2:

The WP Player has planned an attack on the West German Free City (see 30.1) of Kiel, which has an Organic Defense Strength (see 30.4) of “1” indicated by the yellow box in its hex. The situation at the start of the WP Combat Phase is depicted in Picture #1. When the WP Player declares that he is resolving the battle, he commits both adjacent WP divisions to the attack. Because the 63<sup>rd</sup> Heimatschutz Brigade is a West German unit, it may React into the West German Free City hex. The Attack Strength for the 16<sup>th</sup> Guards Tank Division is halved because it is a Tank unit attacking into a City hex. This yields a total WP Attack Strength of 11 ( $6 + (10 \times .5) = 11$ ). Because the 63<sup>rd</sup> brigade is a Soft unit, its Defense Strength is doubled in a Minor City, so it has a Defense Strength of 2, which is added to the Organic Defense Strength of Kiel for a total Defense Strength of 3. 11 divided by 3 yields a Basic Combat Odds of 3.6:1, which is rounded down to 3:1. The NATO Player receives one column shift in his favor for the Minor City terrain, yielding a Final Combat Odds of 2:1. The WP Player consults the CRT on the 2:1 column and rolls a “6”. This yields a combat result of “-CAD1R1”. The NATO Player immediately executes a Counterattack with the single Step of the 63<sup>rd</sup>, picking the 16<sup>th</sup> Guards as the target. The Organic Defense Strength of Kiel does not count as a Step, and so it gets no Counterattack roll. The NATO Player consults the West German column of the Counterattack Table and rolls a “3”. The 16<sup>th</sup> Guards is Disrupted. The 63<sup>rd</sup> is then eliminated by the D1 result, which clears the hex of Defending units and permits the WP Player to advance both divisions into the hex. The WP Player may not Exploit an additional hex because the Objective hex is not Clear terrain. The WP Player immediately places a WP Conquered Marker in the hex to indicate that Kiel has lost its Organic Defense Strength and is now a Conquered City.

Picture #1 at the start of the battle



Picture #2 at the end of the battle



## [26.0] COORDINATION

**Designer's Note:** The greater the number of independent command structures that participate in an operation, the more complex it becomes to coordinate among them all, and the more likely it becomes that somebody is going to shoot up a friendly unit. During Operation Desert Storm, a Multinational operation if ever there was one, a total of 190 Coalition troops were killed by Iraqi combatants. Friendly fire accounted for another 44, or 19% of all combat deaths. The Warsaw Pact had a very centralized command structure, with a high reliance on detailed planning, and virtually all generals at the division level and above came from the Soviet Army. NATO, on the other hand, had to cope with eight national armies in this Theater alone, none of whom were well-integrated in peacetime. And then there was the even greater challenge of integrating the French, who were not formally part of NATO's military structure at all. Multinational coordination was always going to be NATO's Achilles' heel.

**Veterans' Summary:** The WP is limited to attacking any one Objective hex with the units of one Front, only, plus any Independent units (no Front stripe). Likewise, the WP may defend an Objective hex with the units of one Front, only, plus any Independent units. Finally, a WP unit may React into an Objective hex only if all of

the units already present belong to the same Front or are Independent. Independent units themselves may always React. Any WP unit may React into any friendly Free City under attack if it is unoccupied. NATO may attack any one Objective hex with units of no more than two different nationalities, which must each attack out of separate hexes. NATO may defend a hex with units of no more than two different nationalities. A NATO unit may React into an Objective hex only if all of the units already present belong to the same nationality, or it contains an unoccupied Free City of the same nationality. For both Players, any excess defending units in the Objective hex add nothing to the defense of the hex but do suffer any adverse combat results. **Skip the following section.**

The following rules for Coordination determine how friendly units belonging to different Fronts (WP) or different nationalities (NATO) may cooperate in attack and defense. **Units may not attack the same Objective hex unless they can Coordinate. Units may not defend the same Objective hex unless they can Coordinate.** However, units belonging to the same Alliance may always stack together in the same hex at the end of any friendly Phase, regardless of whether they can Coordinate or not.

## [26.1] WARSAW PACT COORDINATION

**[26.1.1] Front Coordination.** The primary unit of Coordination for the WP Player is the Front. WP units belonging to the same Front (all bearing the same Front Color Stripe on their counters) may all Coordinate. Units belonging to different Fronts may not Coordinate.

**[26.1.2] Independent Units.** Theater-level Independent units (units with no Front Color Stripe on their counter) may Coordinate with each other and with units belonging to **any** Front.

**[26.1.3]** No WP unit may participate in an attack unless it can Coordinate with every other unit that participates. This rule effectively limits the WP Player to attacking an Objective hex with, at most, the units of one Front plus any Independent units.

**[26.1.4]** Units belonging to different WP Fronts stacked in the same hex may freely participate in different attacks launched across different hexsides of that hex in separate Battle Cycles, as long as units of no more than one Front ever attack across the same hexside.

**[26.1.5]** When an Objective hex contains units belonging to multiple WP Fronts, the WP Player may defend that hex with the units of one Front of his choice, only, **plus** any Independent units. The units of any other Front present add nothing to the Defense Strength of the hex but do suffer any adverse combat results. Any Step losses inflicted on the Defender must be taken first from Maneuver units belonging to the Defending Front.

**[26.1.6]** A WP unit of any Front may React into an Objective hex only if all of the units already present belong to the same Front or are Independent. Independent units may always React into a hex, since they can Coordinate with any WP Front. Any WP unit may React into any unoccupied WP Free City under attack, regardless of Front or nationality.

**[26.1.7] Baltic Front.** As an exception to the normal rules, all WP units located in the BALTAP Command Zone can Coordinate, regardless of Front (see 29.5.3 for details).

## [26.2] NATO COORDINATION

**[26.2.1]** NATO units of the same nationality may always Coordinate. NATO units of up to two different nationalities may also Coordinate, subject to certain restrictions.

**[26.2.2]** No one NATO Army may ever participate in more than one multinational attack in a single turn. Thus, the British Army might coordinate with the Belgian Army in one attack, and the West German Army might coordinate with the U.S. Army in another attack, but none of those four armies could participate in any other multinational attacks that turn.

*Designer's Note: Multinational attacks require exponentially more planning and monitoring than a normal national attack. No army would want to undertake more than one a day, and certainly not with more than one other allied army.*

**[26.2.3]** When units of two NATO armies Coordinate to make a multinational attack, only the units of one nationality can ever attack across the same hexside (meaning that the two participating nationalities must each attack the Objective hex from separate hexes).

**[26.2.4]** Units belonging to any number different nationalities that are stacked in the same hex may freely participate in different attacks launched across different hexsides in separate battles, provided that units of no more than one nationality ever attack across the same hexside.

**[26.2.5]** When units belonging to multiple NATO nationalities are stacked in an Objective hex, units belonging to no more than **two** different NATO national armies may ever participate in the defense of that hex. Units belonging to any additional nationalities add nothing to the Defense Strength of the hex but do suffer any adverse combat results. The NATO Player may always pick which two nationalities present will participate in the defense of the hex. The Organic Defense Strength of a NATO Free City in the Objective hex does **not** count against this multinational limit and thus may always be added to the Defense Strength of the hex. There is no limit to the number of multinational defenses that may occur in a turn.

**[26.2.6]** Canadian units are treated as U.S. units for all game purposes and do **not** count as a separate nationality.

*Designer's Note: All Canadian units tasked for West Germany were assigned to the U.S. 7<sup>th</sup> Army.*

**[26.2.7] West Berlin and Coordination.** Normally, only two NATO nationalities may ever Coordinate in attack or defense. However, since the three Berlin brigades had a long history of association, all three units may Coordinate to defend their hex or attack together through the same hexside. This action does **not** count against the national army limit of one multinational attack per turn.

**[26.2.8]** Whenever the NATO Player initiates an Assault (see 27.0), all participating units **must** belong to **one** nationality.

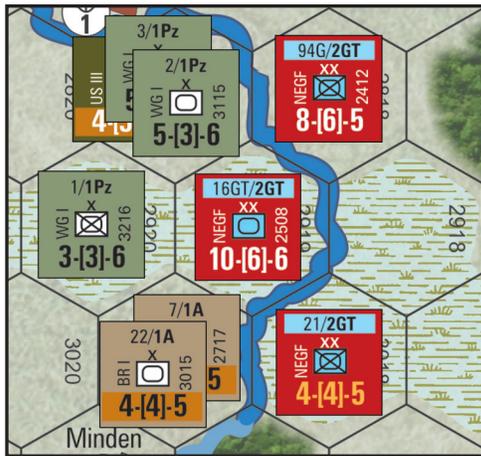
**[26.2.9]** A NATO unit may React into an Objective hex only if all of the units already present in that hex belong to the same nationality as the Reacting unit. A NATO unit may React into an unoccupied NATO Free City under attack only if it belongs to the same nationality as that City.

## Examples of NATO Multinational Coordination

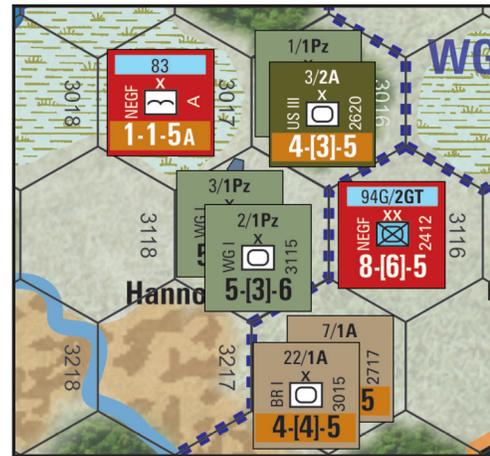
In Example #1, the NATO Player is attacking the 16<sup>th</sup> Guards Tank Division in hex 2919. The NATO Player may only use two of the three nationalities available, so he chooses to attack with the West German and British units. The U.S. 3<sup>rd</sup> Brigade cannot participate both because 1) it is the third nationality and 2) because only units of one nationality may ever attack across the same hexside.

In Example #2, the NATO Player plans to attack both the 94<sup>th</sup> Guards Motor Rifle Division in hex 3116 and the 83<sup>rd</sup> Air Assault Brigade in hex 3017. Since the West German Army can only make one multinational attack each turn, the NATO Player chooses to attack the 94<sup>th</sup> Guards with all British and West German units, meeting the requirement to attack with only two nationalities and that each nationality attacks out of separate hexes (the fact that the West Germans are attacking out of **two** separate hexes is perfectly legal). The U.S. 3<sup>rd</sup> Brigade is assigned to attack the 83<sup>rd</sup> Air Assault Brigade alone because no West German unit could make a second multinational attack to support it. It is perfectly legal to make this attack, despite the fact that the 3<sup>rd</sup> brigade is stacked with a unit of a different nationality, because each nationality in the hex is participating in a different battle and attacking across a different hexside.

Example #1



Example #2



## [27.0] ASSAULTS

**Designer's Note:** Assaults are operations where light units are dropped or landed right into the lap of a defending force, resulting in immediate and close-range fighting. The shock and surprise are a force multiplier for the assaulting units, but if they cannot win quickly, they stand to be overwhelmed.

**Veterans' Summary:** An Assault occurs when units drop into an enemy-occupied hex by Helicopter movement, or a Paratroop or Amphibious Landing operation. Assaulting units have their Attack Strength doubled when the battle is resolved but take casualties first and are eliminated if the hex is not cleared of enemy units. **Skip the following section until you actually contemplate making an Assault.**

An Assault occurs when a Player moves friendly units into a hex containing enemy units during a friendly Movement Phase. The Phasing Player must conduct a battle in that hex in the ensuing friendly Combat Phase. Assaulting units attack with double their normal Attack Strength. However, they are the first to absorb any combat losses and they are entirely eliminated if the hex is not cleared of Defending units.

## [27.1] INITIATING AN ASSAULT

An Assault is initiated during the friendly Movement Phase by placing a Battle Marker in the Objective hex and then moving the Assaulting units into that hex. By definition, the Objective hex must contain enemy units. It must also be a hex that the Assaulting units are otherwise allowed to enter. **It may never contain a City.** Assaulting units may enter the hex by any combination of Paratroop Operation, Amphibious Landing Operation and Helicopter movement, provided that the total number of friendly Maneuver unit Steps in the Objective hex never exceeds the normal Stacking Limit of four Steps (the enemy units in the Objective hex do **not** count against this limit). All WP units that enter the Objective hex must be able to Coordinate. All NATO units that enter the Objective hex must belong to the same nationality.

**Designer's Note:** The much higher probability of fratricide when multiple national commands conduct a multidimensional assault operation rules out this option for NATO.

**[27.1.1]** The Baltic Corps HQ may participate in an Assault if 1) the Objective hex is a Coastal hex that it can reach and 2) at least one WP Marine brigade is also participating. The HQ never counts against the Stacking Limit of four friendly Maneuver unit Steps.

**[27.2] SOFTENING UP AN ASSAULT TARGET**

During a Player's Offensive Strike Phase, he may make Air and Artillery Strikes against enemy units in the Objective hex of any Assault, despite the presence of friendly Assaulting units. However, neither a Chemical nor a Nuclear Strike may ever be launched into the Objective hex.

**[27.3] ASSAULT BATTLE CYCLE**

An Assault must be resolved during the Combat Phase of the same Player Turn in which it is initiated (this is the one case in which the NATO player **must** resolve a battle he has marked). At any time during the Combat Phase, the Phasing Player may announce that he is resolving the Assault, whereupon he conducts a normal Battle Cycle with the following details and exceptions.

**[27.3.1]** During the Commitment Segment, adjacent Maneuver units may be committed to attack the same Objective hex as the Assaulting units, provided that all participating units belong to the same nationality (NATO) or can Coordinate (WP).

**[27.3.2]** As a special rule, any Attacking units in the Objective hex (the Assaulting units) lose their ZOC until the Battle Cycle for that hex has ended. This means that the Defender may always React a unit into the Objective hex as if the Assaulting units were not present (though a unit may remain inhibited from Reaction by any EZOCs projected by enemy units outside of the Objective hex). This also means that the Assaulting units will make no contribution to a Flank or Concentric Attack bonus for their own battle nor to any other battles, except for their presence in the Objective hex (which does count as a hex occupied by the Attacking Player for any other battle). Finally, this rule means that the Assaulting units will not inhibit enemy retreat into an adjacent hex, including the retreat of the Defending units they are Assaulting, because they will not project a ZOC into any adjacent hex until the Battle Cycle is completed. Note, however, that once the Attacking Player has resolved the Assault, any surviving Assaulting units do immediately start to exert a ZOC.

**[27.3.3]** If the NATO Player is defending against an Assault, he may make Air Strikes during the NATO Defensive Strike Segment against WP units in the Objective hex, despite the presence of friendly units.

**[27.3.4]** When the Combat Odds are calculated, all Attacking units in the Objective hex attack with double their normal Attack Strength. Other participating Attacking units in adjacent hexes are not doubled.

**[27.3.5]** If the Objective hex is not cleared of all Defending units, then all Assaulting units in the Objective hex are eliminated during the Attacker Results Segment. As a special rule, the Defender **must** inflict any Step losses called for by the combat results on Assaulting units first before losses can be applied to any adjacent Attacking units.

**[27.3.6]** No friendly units in the Objective hex of an enemy Assault may ever React out of that hex into another battle before their own battle has been resolved. They will be unable to React

after their own battle has been resolved because by then they will have been Engaged.

**Players' Note:** This means that it does not matter in which order the Attacking Player resolves his battles adjacent to an Assault. The Assault will always be effective at pinning the enemy units in the hex and preventing them from Reacting into adjacent battles. Of course, this might prove fatal to the pinning force.

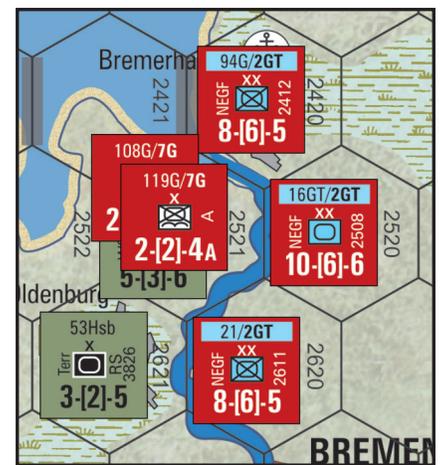
**[27.3.7]** If an Assault clears the Objective hex, the Assaulting units cannot Exploit, they must remain in the Objective hex. Any adjacent units that also participated in the battle may advance normally.

**Designer's Note:** The Assaulting units are spent and not going anywhere.

**Example of an Assault:**

The WP Player is trying to get over the Weser below Bremerhaven on War Turn 3 of the War of Nerves Scenario. During his Air & Sea Movement Segment, he announces a Paratroop Operation with all three regiments of the 7<sup>th</sup> Guards Airborne Division into hex 2521. The WP Player escalated Frontal Aviation once before war broke out, which means that Interception occurs on the "Nerves" columns of the Interception Table (see 39.8.1). The WP Player consults this table and locates the Interception Value for contested Airspace, Nerves column, row "2-7", which provides an Interception Value of "5". Because the WP Player is dropping into an EZOC, he will subtract one from his dice result. He rolls two dice for each regiment. The 97<sup>th</sup> Guards Regiment rolls a "1" and a "3" for a total result of four. This is reduced to a three for the EZOC in the destination hex. Since three is less than or equal to the Interception Value of five, the 97<sup>th</sup> Guards regiment and the Airlift Command transporting it, are both eliminated. The remaining two regiments both roll higher than a "6" (which would reduce to a five and therefore eliminate the unit) and thus make it into their destination hex. The Assault is on!

Picture at end of the Air & Sea Movement Segment



During his Offensive Strike Phase, the WP Player expends a Tactical Air Point to Strike the 3/1Pz Brigade in the Assault hex (2521). The WP Player rolls a "1", which has no effect. During his Combat Phase, the WP Player announces that he is resolving the battle. He commits every adjacent WP division to join the Assault. The NATO Player cannot React the 53rd Hsb into the battle because

it is in an EZOC and the only unit holding that hex (see 25.1.2.5). During the NATO Defensive Strike Phase of the battle, the NATO Player expends one Tactical Air Point to make an Air Strike on the 16<sup>th</sup> Guards Tank Division. He rolls a “3”, which Disrupts the unit. The three divisions on the east bank of the Weser are all halved for attacking across a Major River and the 16<sup>th</sup> Guards Tank Division is halved again for being Disrupted, yielding an Attack Strength of ten  $((8 + 8 + (10 \times .5)) \times .5 = 10.5$ , which rounds down to ten). The two Airborne regiments are doubled for Assaulting, so they contribute an additional Attack Strength of 8  $(2 \times 2 \times 2 = 8)$ . This yields a total Attack Strength of 18. 18 divided by the panzer brigade’s Defense Strength of 3 yields Basic Odds of 6:1. Since the Assaulting units have no ZOC until the battle is resolved, they do not create a Flank Attack (although they would have, had they dropped into hex 2522). The WP Player does not support this attack with Offensive Support, nor an Attack Helicopter brigade, so the Final Combat Odds are also 6:1. The WP Player consults the CRT and rolls a “1” for a result of “A1/D1R1”. The defending WG tank brigade is eliminated. The Step loss to the Attacker must come from the Assaulting units first, so the WP Player eliminates the 119<sup>th</sup> Guards Regiment. Because the Objective hex is now cleared, the WP Player may advance his units into the hex. The surviving Airborne unit cannot advance because no Assaulting unit (a unit that starts the battle actually in the Objective hex) may ever advance out of it. The WP Player cannot Exploit because the rest of his units are advancing across a Major River hexside. Accordingly, he must Consolidate and advances the 94<sup>th</sup> Guards Division into the hex. This puts the total count of Steps in the hex at three. He cannot advance a second division into the hex because this would violate the Stacking Limit of four Maneuver unit Steps in a hex. The battle ends with the situation depicted in the second picture below.



Picture at the end of the Battle Cycle

## [28.0] RESERVE PHASE

**Designer’s Note:** The skillful use of reserves in this game can turn a successful attack into a breakthrough. The failure to employ reserves can leave units that advanced after a successful attack highly vulnerable to enemy counterattack.

**Veterans’ Summary:** Read this section.

During the Movement Phase, the Phasing Player may place an OMG (WP) or Reserve (NATO) Marker on any Maneuver unit that moves half or less of its Movement Allowance. These units may then move the other half of their Movement Allowance during the Reserve Phase.

### [28.1] ENTERING RESERVE STATUS

During the friendly Ground Movement Segment, any Maneuver unit that moves half or less of its available Movement Allowance (**rounding any fraction down**) may have a Reserve/OMG Marker placed on it. It does not matter whether it moves by Tactical or March movement. However, a unit that moves by Minimum movement (see 12.5) is always considered to consume its entire Movement Allowance. In addition, any unit that has not moved at all at the end of the friendly Movement Phase may have a Reserve/OMG Marker placed on it. A unit must also meet all of the following conditions:

1. Not be adjacent to an enemy unit at the end of its movement
2. Not be Disrupted
3. Not bear any type of Out of Supply Marker
4. Not bear a Train Marker
5. Not occupy a hex containing a Chemical or Nuclear Strike Marker at the start or end of its movement.

[28.1.1] For the avoidance of doubt, because a unit cannot be placed in Reserve status if it is adjacent to an enemy unit, it follows that a unit under a Reserve/OMG Marker may never attack an enemy unit in the ensuing Combat Phase.

### [28.2] RESERVE MOVEMENT

[28.2.1] **Reserve Ground Movement.** During the friendly Reserve Phase, a Player may move any Maneuver unit bearing a Reserve/OMG Marker up to half its printed Movement Allowance (**rounding any fractions up**) by Tactical movement or Minimum movement (never March movement). **Hard units using Tactical movement may ignore the extra +1 movement cost to enter or leave any hex in an EZOC in a Breakthrough Zone (see 25.9).**

**Players’ Note:** This last sentence, seemingly innocuous, has enormous implications in this game for exploiting the results of a successful attack.

[28.2.2] **Reserve Helicopter Movement.** During the friendly Reserve Phase, a Player may move any Airborne or Airmobile unit bearing a Reserve/OMG Marker by Helicopter movement.

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He may combine the Helicopter movement and Tactical movement of units in any order he wishes. All normal rules for Helicopter movement apply, except:

1. Only Insertion Operations may be conducted.
2. The range of each leg is reduced to **five** hexes.
3. No unit may initiate an Assault by ending its movement in an enemy-occupied hex.

[28.2.3] Units that move during the Reserve Phase can move in any direction the owning Player chooses. There is no requirement that they move into a Breakthrough Zone and, if they have the Movement Points, they may freely enter EZOCs where no Breakthrough Zone exists.

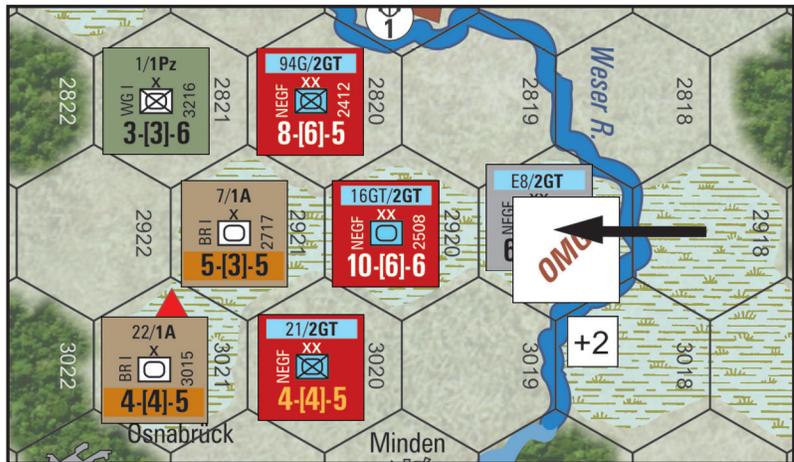
[28.2.4] Units that move during the Reserve Phase are subject to the normal Stacking Limit of four Maneuver unit Steps in a hex. This applies even if they end their movement stacked with units that Exploited in the previous Combat Phase, when the Exploiting units were subject to a Stacking Limit of just two Maneuver Steps.

[28.2.5] At the end of the Reserve Phase, remove all Reserve/OMG Markers and Breakthrough Markers from the map.

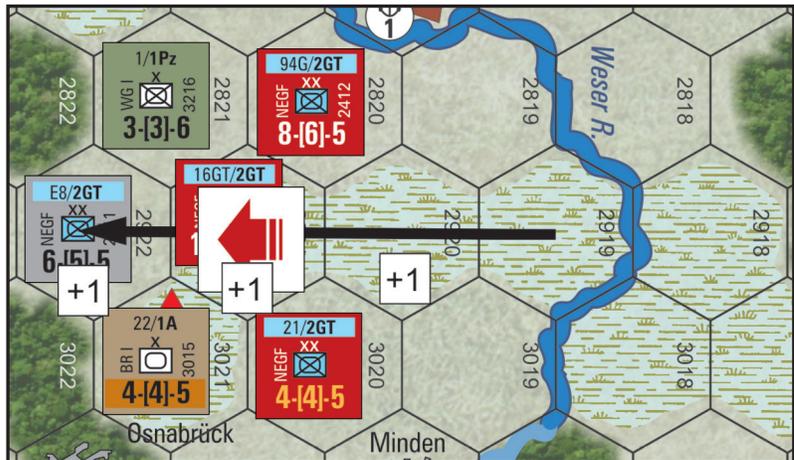
## Example of Reserve movement:

During the WP Movement Phase, the East German 8<sup>th</sup> Panzergrenadier Division uses Tactical movement to move from hex 2918 to hex 2919, expending a total of two Movement Points (one to cross a Major River hexside and one to enter the Clear Terrain in the hex). Because this is just half of its Movement Allowance of five, rounded down, and the unit is Undisrupted, not adjacent to an enemy unit, and in both Movement and Combat Supply, the WP Player may place an OMG Marker on it at the end of its movement. During the ensuing Combat Phase, the WP Player attacks and destroys the 7<sup>th</sup> Armoured Brigade in hex 2921, allowing the WP Player to place a Breakthrough Marker in that hex and thus create a Breakthrough Zone in the hex and the six surrounding hexes. The WP Player advances the 16<sup>th</sup> Guards Tank Division into the Objective hex but cannot Exploit beyond it because it is a Marsh hex. During the ensuing Reserve Phase, the WP Player moves the East German 8<sup>th</sup> Panzergrenadier Division three hexes due west, paying just one Movement Point for the terrain in each hex because the Breakthrough Zone negates the EZOCs in the last two hexes entered (2921 and 2922). The division must end its movement in hex 2922 because it has now expended three Movement Points (half of its Movement Allowance, rounded up).

Picture at the end of the Movement Phase



Picture at the end of the Reserve Phase



## [29.0] HEADQUARTERS UNITS

**Designer's Note:** Corps and Front HQ units in this game represent huge numbers of soldiers manning large fleets of trucks and countless depots and dumps as part of a vast and dispersed logistics network supporting their combat troops up at the front. These networks are too diffuse and too well defended to destroy from the air in a Theater with this much urban and forest cover. On the other hand, these networks do not move quickly.

**Veterans' Summary:** HQ units channel Supply and Offensive Support to friendly Subordinate units within their Support Range. WP HQs can support all units of their Front plus any Independent units. NATO HQs can support any unit of their own nationality. As an exception, the two NATO Multinational HQs (LJ and LZ) may support any West German or Danish unit, plus any other NATO unit with a Subordination Legend of "LJ". However, only WP Front HQs (not the WP Baltic Corps HQ) and certain U.S. Corps HQs (see the Scenario instructions) provide Offensive Support. HQs are subject to all forms of Strikes except Chemical Strikes. However, any "D1" or "4" result from a Strike is treated as a Suppressed result instead. Suppressed HQs may continue to provide Supply, but not Offensive Support. The only forms of movement that HQ units may use are Tactical movement, Rail movement, and Sea Ferry (**exception:** the WP Baltic Corps HQ may use Sea Transport). HQs bearing any type of Train Marker can provide neither Supply nor Offensive Support. **Skip to 29.5.**

### [29.1] HQ MOVEMENT

HQ units are restricted in their movement abilities. The only forms of movement that HQ units may use are Tactical movement, Rail movement, and Sea Ferry. **Exception:** The WP Baltic Corps HQ may use Sea Transport (see 29.6). An HQ unit moving by Sea Ferry or Sea Transport is destroyed if it is successfully Intercepted (see 17.0). HQ units may never use March movement, nor any form of Air or Helicopter movement. Like Soft units, HQ units cannot move directly from one EZOC hex to another unless entering a hex that is already occupied by a friendly unit. HQ units may never voluntarily stack together in the same hex (though they may temporarily over stack if one HQ unit is forced to retreat on top of another, see 25.7.6).

### [29.2] HQ UNITS AND COMBAT

**[29.2.1] HQs and Ground Combat.** HQ units have no Attack Strength, may never directly participate in a ground attack, and may never advance. **Exception:** the WP Baltic Corps HQ may participate in an Assault (see 27.1.1). However, some HQ units may provide Offensive Support (see 25.4), provided that they are in Supply, not Suppressed, and not under a Train Marker. HQ units have a Provisional Defense Strength, only (see 25.2.7). If an HQ is Disrupted as a result of an enemy ground attack, it is Suppressed instead (see 25.6.6.4). The Attacker may select an HQ to absorb a Step loss required of the Defender as a result of a ground attack only if 1) it is alone in the hex, or 2) every other Defending Ground unit has already been eliminated to satisfy those requirements.

**[29.2.2] Strikes on HQs.** An HQ unit may be the target of Air Strikes by enemy Operational Air Points and enemy Nuclear Strikes. **Tactical Air Points and Artillery units may never Strike HQ units.** When an Operational Air Point is assigned to conduct an Air Strike against an HQ, the HQ must be the only target of that Strike. Chemical Strikes may be made into the hexes they occupy, but **HQ units are never subject to a Chemical Attack roll** (they are subject to the movement restrictions imposed by occupying a hex containing a Chemical Strike Marker). Any "D1" or "4" result from a Strike is treated as a Suppressed result instead (see 25.6.6.4). **Exception:** Any Entraining or Entrained HQ is automatically eliminated by a Nuclear Strike.

**Designer's Note:** this is the one time an HQ is concentrated enough to be vulnerable to destruction.

**[29.2.3]** A Suppressed HQ unit loses any Train Marker it may bear and may move just one hex (see Minimum movement, 12.5). Suppressed HQ units can still provide Supply to Subordinate units and task attached Attack Helicopter brigades, but they cannot provide Offensive Support (see 25.4).

### [29.3] HQ SUPPORT RANGE

An HQs Support Range is the maximum distance in hexes between an HQ and a Subordinate Combat unit within which the HQ can provide Movement Supply (10.5), Combat Supply (10.6), or Offensive Support (25.4) to that Combat unit. When determining if a Combat unit is within the Support Range of an HQ, the owning Player must trace a path of connected hexes between the two units. Do not count the hex that the unit occupies but do count the hex that the HQ unit occupies. **The path for tracing Support cannot be traced through any hex that would block a LOS (see 10.2.3).**

### [29.4] HQ UNITS AND SUPPLY

An HQ unit may provide Supply to all Subordinate units (see 10.4.4), provided that:

1. The units are within its Support range
2. The HQ unit itself can trace a Line of Supply to a friendly HQ Supply Source (see 10.3.2)
3. Once Automatic Supply has ended on GT8, the HQ is provided with a Supply Point (WP, only, see 10.8).

HQ units may continue to provide Supply when Suppressed or occupying a Chemical or Nuclear Strike hex. They may never provide Supply when they are Entraining or Entrained.

### [29.5] WARSAW PACT BALTIC FRONT HQ

**Designer's Note:** The Baltic Front was tasked with taking Denmark. Its secondary role was to ensure that no other Front was distracted from its primary mission of crossing the Rhine.

**[29.5.1] Baltic Front HQ Movement Restrictions.** The Baltic Front HQ plays a special role. In all Scenarios, the Baltic Front

is the only Front HQ allowed to enter the BALTAP Command Zone. Moreover, the Baltic Front HQ may not exit WP territory **except** to enter the BALTAP Command Zone and it is restricted to remaining in this Zone unless the HQ returns to East Germany. This restriction is removed if Denmark surrenders (see 32.1.1), after which the Baltic Front HQ can move anywhere on the map.

**[29.5.2] The Baltic Front and Offensive Support.** In all Scenarios **except** the Extended Buildup Scenario, the Baltic Front HQ may never provide Offensive Support. In the Extended Buildup Scenario, only, the Baltic Front provides Offensive Support just like any other Front HQ.

***Designer's Note:** The units assigned to the Baltic Front were all Category II and III formations that would not have been ready in the early stages of a surprise attack. In the Scenarios covering such an attack, the Baltic Front command and a scratch logistics network are rushed forward to support whatever forces can be diverted from the thrust across the North German Plain to attack up the neck of Denmark. Lacking the normal combat assets of a Front HQ, the Baltic Front cannot provide Offensive Support. In the Extended Buildup Scenario, the Front is fully mobilized and capable of operating like any other Front.*

**[29.5.3] Baltic Front Command.** As a special rule, in all Scenarios **except** the Extended Buildup Scenario (see 38.0), the WP Player has the option to treat any unit located in the BALTAP Command Zone (see 2.2.7) as part of the Baltic Front, **regardless of the Front it actually belongs to.** He may exercise this option on a unit by unit basis, meaning that any units in the BALTAP Command Zone may be considered as part of their actual Front when this is convenient. This special rule means that all WP units located in the BALTAP Command Zone will be able to Coordinate with each other and trace Supply to the Baltic Front HQ.

***Designer's Note:** This special rule does not apply in the Extended Buildup Scenario because in that Scenario the job of the Baltic Front is to keep the units of other Fronts **out** of the BALTAP Command Zone and heading west.*

## **[29.6] WARSAW PACT BALTIC CORPS HQ**

***Designer's Note:** The Baltic Corps is a scratch formation assembled in time of war. You won't find it in any formal Order of Battle. Where the Baltic Front is responsible for land operations up the neck of Denmark, the Baltic Corps is responsible for air and marine operations against the Danish Archipelago (Denmark has 443 named islands and 4,544 miles of coastline). Copenhagen would have been the prize.*

The WP Baltic Corps is a sub-command of the Baltic Front. The WP Baltic Corps HQ is considered a Marine unit, which makes it the only HQ in the game that can move by Sea Transport and conduct an Amphibious Operation. Indeed, it may participate in an Assault (see 27.1.1). The WP Baltic Corps HQ is destroyed if it is Intercepted while conducting Sea Ferry or Sea Transport (see 17.0). However, it can reconstitute (see 29.7).

**[29.6.1]** Any **regiments** or **brigades** of the Baltic Front (see 3.2.6.2), plus any Independent units, can be Subordinated to the Baltic Corps HQ and can trace their Supply to that HQ. The Baltic Corps HQ can never Supply any **divisions** belonging to the Baltic Front.

***Designer's Note:** This HQ is simply not large enough to provide that quantity of materiel.*

**[26.6.2] The Baltic Corps HQ is the only HQ that can use Sea Supply (see 10.9).** However, units supplied by the Baltic Corps HQ never count for contesting Airspace if it is using Sea Supply.

**[26.6.3]** The Baltic Corps HQ cannot provide Offensive Support, because it is not a Front-Level HQ.

## **[29.7] NATO LANDJUT AND LANDZEALAND HQ UNITS**

NATO has two Multinational Corps HQ units: LANDJUT (LJ) and LANDZEALAND (LZ). These HQ units start in the BALTAP Command Zone and **may never enter any hex south of the Elbe River**, though they may enter East Germany north of the Elbe River. They may violate this restriction only if they are forced to retreat as a result of combat and would otherwise be eliminated by observing this rule (see 25.7.8). These two Multinational HQ units may Supply any West German units, any Danish units and any other NATO units that have an LJ or LZ designation. The two multinational HQ's are interchangeable: the LJ HQ may Supply units with an LZ Subordination Legend, and the LZ HQ may Supply units with an LJ Subordination Legend.

***Designer's Note:** These two HQs were not part of NORTHAG, but rather part of a separate command called BALTAP (Baltic Approaches), responsible for defending Jutland and Denmark and keeping the Soviet Baltic Fleet bottled up. LANDJUT defended the neck of Denmark and LANDZEALAND defended the Danish Archipelago. Because of the importance of keeping the Soviet Baltic Fleet out of the North Atlantic, and the relative weakness of the Danish Army, quite a few NATO units from other countries were earmarked to go to Denmark as early as possible to help with its defense.*

## **[29.8] HQ RECONSTITUTION**

An HQ may never be permanently eliminated. When an HQ is destroyed, place it on the Turn Track two turns from the current turn. Thus, an HQ destroyed on Game Turn 4 is placed on the Game Turn Track in the box for Game Turn 6. When the Game Turn Marker is moved into the box containing a destroyed HQ, it is automatically returned to play during the Joint Reinforcement Phase. The HQ may be placed in any friendly Free City on the map (see 30.1) that is in Supply and not adjacent to an enemy unit (which means that it must be appear in a friendly country). HQ Reconstitution is not subject to Interception, even if the HQ was destroyed by Interception while trying to arrive on the map.

***Designer's Note:** The primary asset for HQ units is trucks, which are relatively easy to replace.*

[29.8.1] When an HQ unit is eliminated, its attached Attack Helicopter brigade, if any, is not eliminated, but rather remains on the Attack Helicopter Display. However, it cannot be tasked to a battle until its HQ is reconstituted onmap and can serve as its point of deployment.

## [30.0] CITIES

*Designer's Note: Both Alliances maintained large numbers of reserve regiments and battalions dedicated to rear area security. Rather than clutter the map with these units, they have been factored into providing City hexes with an Organic Defense Strength. Accordingly, Cities function like static units in this game.*

**Veterans' Summary:** Free (Unconquered) Cities behave like static units with their own Organic Defense Strengths. A Minor City has an Organic Defense Strength of one and a Major or Key City has an Organic Defense Strength of two, but only for the Player who originally controls it. Conquered cities have no Defense Strength. Enemy units must attack a friendly Free City hex in order to enter it. **Read this section.**

There are three types of City hexes represented in the game, differentiated generally by size and strategic importance:

1. Minor Cities (worth one Victory Point to the WP Player)
2. Major Cities (worth two Victory Points to the WP Player)
3. Key Cities (worth three Victory Points to the WP Player)

In addition, Minor Cities and Major Cities offer different terrain benefits to units defending in the hex. Key Cities are identical to Major Cities in **all** respects, except that they are worth one more Victory Point (see 34.2).

### [30.1] CITY HEX CONTROL

City hexes are always controlled by one Player or the other. City hexes start the game controlled by the Player who controls the forces of that nation. **In this state, they are termed "Free Cities". Once an enemy unit enters a Free City, it becomes a "Conquered City".** Thereafter, control goes to the last Player to move a unit into that City. When a Conquered City is recovered by the Player who originally owned it, it becomes a Free City again. Conquering NATO City hexes is one of the main goals of the WP Player. Preventing this is one of the main goals of the NATO Player.

[30.1.1] Control of a Free City changes only when the enemy Player Conquers it by advancing a Maneuver unit into the City hex after a battle. Control of a Conquered City changes only when a Player moves a unit into that City by Tactical movement (the unit need not stop) or by advance after a battle. During the friendly Movement Phase, a unit may fly over an enemy-controlled City using Air movement or Helicopter movement, or pass through an enemy-controlled City in a Coastal hex using Sea movement, but may never end these types

of movement in an enemy-controlled City hex and its passage through the hex never changes control of that City.

[30.1.2] Friendly-controlled City hexes, whether Free of Conquered, have the following effects:

1. They block an enemy LOS being traced through their hex
2. They block enemy retreat into their hex
3. They may never be the subject of an enemy Assault (see 27.0)
4. They may be used to anchor one end of a LOS link if a LOS chain needs to be traced (see 10.2.2)
5. They contest Airspace within five hexes of their location, provided that they are in Supply (see 10.3.3)

### [30.2] FREE CITIES

[30.2.1] Free Cities function much like static Ground units and have an Organic Defense Strength (see 30.4). A unit may never enter an enemy Free City hex by any form of Ground movement, even if there are no enemy Ground units present in that City hex. **Exception:** A Player may enter an unoccupied enemy Free City by Tactical movement if it bears a Nuclear Strike Marker (which negates its Organic Defense Strength, see 30.2.4). Outside of this exception, the only way that a unit may enter an enemy Free City hex and take control of it is to attack it during the Combat Phase (see 30.4), clear the hex, and then advance into it. When this occurs, place a friendly Conquered Marker in the City hex to indicate that it is no longer a Free City, but rather a Conquered City.

[30.2.2] A Free City exerts a ZOC in its own hex (but not the six surrounding hexes). This means that Helicopter units are subject to a Flak Attack (see 19.0) when they enter an enemy Free City hex. In addition, a Helicopter unit takes a Flak Hit when entering a Free City on a die roll of "1" or "2", rather than the normal "1".

*Designer's Note: Experience has shown that helicopters operating in an urban environment are extremely vulnerable.*

[30.2.3] A Free City negates EZOCs in its own hex in all the ways that a friendly Ground unit does, even if no friendly Ground unit is present (see ZOC Negation, 8.5).

[30.2.4] A Free City under a Nuclear Strike Marker ceases to function as a static friendly unit. It loses its Organic Defense Strength, exerts no ZOC in its own hex, and does not negate enemy ZOCs for any purpose. Enemy units may move through the City by Tactical movement.

### [30.3] CONQUERED CITIES

[30.3.1] **Conquered Cities do not have an Organic Defense Strength, do not exert a ZOC in their own hex, and do not negate EZOCs in any way.** Friendly units do not have to attack an enemy Conquered City to enter it. The only special effects of an enemy-controlled Conquered City are that friendly units 1) may never enter an unoccupied enemy-controlled Conquered

City during the Movement Phase **except** by Tactical movement and 2) may never retreat after a battle into an unoccupied enemy-controlled Conquered City. An occupied enemy-controlled Conquered City may always be entered by advance after a battle if the hex is cleared.

**[30.3.2] Liberation.** Whenever a friendly unit enters an enemy-controlled Conquered City hex, whether by Tactical movement or advance, remove the enemy Conquered Marker from the City hex. It immediately becomes a friendly Free City hex again and recovers all normal Free City attributes (meaning that it recovers a ZOC in its own hex and its Organic Defense Strength, see 30.4.1).

## [30.4] CITY HEX COMBAT

**[30.4.1] Organic Defense Strength.** All Free City hexes have an Organic Defense Strength that prevents enemy units from entering the hex until it is eliminated. Minor Cities have an Organic Defense Strength of one and Major and Key Cities have an Organic Defense Strength of two. These values are printed on the map inside each City hex. A Free City's Organic Defense Strength is always added to the Total Defense Strength of the hex when it is attacked. A Free City's Organic Defense Strength is **never** modified. It ignores Supply and the effects of any Chemical Strike Marker in the hex. Moreover, it is never affected by any form of Strike and therefore cannot be Disrupted or eliminated during the enemy Offensive Strike Phase. **Exception:** A Free City bearing a Nuclear Strike Marker loses its Organic Defense Strength completely and permanently (see 30.2.4). Conquered Cities have no Organic Defense Strength.

**[30.4.2] Minor City Defense Benefits.** Any Defending force, including the City's own Organic Defense Strength when defending alone, receives a Combat Odds Modifier of one column shift in its favor for occupying a Minor City hex. In addition, it may ignore the first hex of a retreat result, meaning that an "R2" result becomes an "R1" result, and an "R1" result becomes a "no effect". Finally, Air & Artillery Strikes against a Ground unit occupying a Minor City subtract one from the die roll. Nuclear and Chemical Strikes are not affected by Minor City terrain.

**[30.4.3] Major and Key City Defense Benefits.** Any Defending force, including the City's own Organic Defense Strength when defending alone, receives a Combat Odds Modifier of two column shifts in its favor for occupying a Major or Key City hex. In addition, all retreat results are reduced by two hexes, meaning that even an "R2" result becomes no effect. Air & Artillery Strikes against a Ground unit occupying a Major or Key City subtract two from the die roll. Chemical Strikes are not affected by Major City terrain. Nuclear Strikes subtract one from the die roll.

**[30.4.4]** The Defense benefits for defending in a City hex apply equally, whether the City is Free or Conquered. The only difference between the two is that a Conquered City has no Organic Defense Strength to add to the defense of its hex.

**[30.4.5] WP Free City Reaction.** When an unoccupied WP Free City is attacked, one adjacent WP Maneuver unit may React into that hex, without regard to its Front or nationality.

**[30.4.6] NATO Free City Reaction.** When an unoccupied NATO Free City is attacked, one adjacent NATO Maneuver unit may React into that hex only if it belongs to the same nationality as the City itself.

**[30.4.7] Free Cities Defending Alone.** If a Free City is defending itself **without** any other friendly Ground units present in the hex, then its Organic Defense Strength is the Total Defense Strength for the hex and combat results are applied according to the following special rules:

- "r#" results are ignored (because a Minor City always ignores "R1" results and will succumb to a "D1" result before an "R2" result ever matters, while a Major City always ignores any retreat results).
- "CA" results are ignored (the City's organic defenders lack the mobility to conduct them).
- Any "D#" result allows the Attacker to advance Attacking units into the City.
- Any "\*" result to the Defender is ignored (because it always occurs with a D# result that is the operative result).
- Any "\*" or "A1" results to the Attacker are applied normally, except that if the Attacker inflicts a "D2" result, he may ignore any "A1" result.

**[30.4.7.1]** The NATO Player can make Defensive Air Strikes during a battle in which a NATO Free City is defending alone.

**[30.4.8] Free Cities Defending with Friendly Units.** If a Free City is defending itself **with** other friendly Ground units present in the hex, then its Organic Defense Strength is added to the Total Defense Strength for the hex and all combat results are applied normally. Any Step losses inflicted on the Defender must be applied to the Ground units present in the Objective hex (no Step loss can ever be applied to the Organic Defense Strength itself). If the combat result retreats or eliminates all Defending Ground units, then the Attacker may advance into the hex. Note, however, that if the Defender eliminates the last Ground unit in the hex to exercise the "They shall not pass!" option, then the Attacker **cannot** advance (see 25.7.1). See "Combat Example #2" at the end of Case 25.9 for an example of a battle involving a Free City.

**[30.4.9] Organic Defense Strength Elimination.** The Organic Defense Strength of a Free City is never eliminated, and a Free City is never Conquered, unless the Attacker **actually** advances into the hex. As soon as such an advance occurs, the Attacker places a friendly Conquered Marker in the City hex to indicate that it has lost its Organic Defense Strength. If the Attacker does not advance into a Free City hex after a battle, then the City remains Free and retains its Organic Defense Strength.

## [31.0] WEST BERLIN

**Designer's Note:** *West Berlin was garrisoned by three weak NATO infantry brigades, one U.S., one British, and one French. The nearest friendly unit was 100 miles to the west. If the balloon went up, help was not coming.*

**Veterans' Summary:** *West Berlin is worth two Victory Points to whoever holds it at the end of the game. The City supplies the NATO units that start there, but no other units, and neither the City nor the NATO units stationed there ever count for contesting Airspace. NATO wins a Decisive Victory if he can relieve West Berlin (see 34.1.2.2). Skip the following section.*

### [31.1] WEST BERLIN SPECIAL RULES

Because West Berlin (hex 3007) is a NATO-controlled West German Free City in the heart of East Germany, various special rules apply to it.

**[31.1.1] West Berlin and Supply.** See 10.3.3.4.

**[31.1.2] West Berlin and Coordination.** See 26.2.7.

**[31.1.3] West Berlin and Airspace.** See 11.5.

**[31.1.4] West Berlin and Victory.** The NATO Player can win a Decisive Victory if he can relieve West Berlin (see 34.1.2.2). If he fails to accomplish this, he can still earn two Victory Points for holding it at the end of the game (see 34.3.2).

**[31.1.5] West Berlin and Forward Defense.** If Conquered by the WP, West Berlin does **not** count as a WP controlled City hex in West Germany for purposes of the NATO Forward Defense Victory Point Award in the Strategic Surprise (see 37.6.1) and War of Nerves (see 40.6.1) Scenarios.

**[31.1.6] West Berlin and Fortification.** For the avoidance of Doubt, West Berlin is a Fortified hex in the Extended Buildup Scenario (see 38.4.3.4), but because a Major City already provides terrain benefits that equal or exceed those of a Fortified hex, this status is not material.

## [32.0] NATIONAL SURRENDER

**Veterans' Summary:** *Read this section.*

Certain countries in each Alliance will automatically surrender to the opposing Alliance if enough of their cities are Conquered.

### [32.1] SURRENDER REQUIREMENTS

**[32.1.1] Denmark.** Denmark automatically surrenders to the Warsaw Pact if any combination of City hexes collectively worth four or more Victory Points (for example, four Minor Cities, or two Minor Cities and one Major City, see 34.2) is Warsaw Pact-controlled at the end of any Game Turn.

**[32.1.2] The Netherlands.** The Netherlands automatically surrenders if any combination of City hexes collectively worth five or more Victory Points (see 34.2) is Warsaw Pact-controlled at the end of any Game Turn.

**[32.1.3] Czechoslovakia.** Czechoslovakia surrenders if Prague (hex 4203) is occupied by a NATO unit at the end of any Game Turn, provided that the unit is not an Airborne or Airmobile unit and can trace a LOS. If Czechoslovakia surrenders, the game ends immediately and the NATO Player wins Decisive Victory (see 34.1.2.3).

**[32.1.4] Other Countries.** No other countries have surrender conditions because one side or the other will win an Automatic Victory (see 34.1) before such a surrender is possible.

### [32.2] EFFECTS OF NATIONAL SURRENDER.

**[32.2.1]** If Denmark or the Netherlands surrenders, then during the Joint Status Phase of the following turn, all units of that nation are removed from play permanently. All Free Cities in that country become Conquered Cities (place a WP Conquered Marker on them if they do not already bear one). However, if a City hex in that country is occupied by a NATO unit of a different nationality, then the Conquered Marker that is placed is a NATO Conquered Marker. From then on, all City hexes in that country are always treated a Conquered Cities belonging to one Alliance or the other (**exception:** see 32.3)

**[32.2.2]** Once surrendered, a country is enemy territory to both Players for Supply purposes for the remainder of the game (meaning that Combat units in that country belonging to **both** Players must trace Supply to a Superior HQ unit).

**[32.2.3]** If both Denmark and the Netherlands have surrendered, the number of Tactical Air Points that NATO receives in all subsequent turns is reduced by one.

### [32.3] RECONQUERING A COUNTRY

The NATO Player may reconquer Denmark or the Netherlands by controlling every City hex in that country at the end of any Game Turn. When a country is reconquered, it becomes friendly territory again and all of its Cities are restored to Free City status, but its Ground units and air power (see 32.2.3) do not come back again beyond the restored Organic Defense Strengths of its Free Cities.

## [33.0] REINFORCEMENTS

**Veterans' Summary:** *There are seven different types of reinforcement units in this game, each arriving on the map by different methods. Read this section.*

Reinforcements are units that enter play after the start of the game. The Reinforcement Schedule Cards contains the Reinforcement Schedules for each Scenario, with a unique Schedule provided for each Player and each Year (1983 or 1988). Note that there are no WP Reinforcement Schedules for the BALTAP or Extended Buildup Scenarios. Reinforcement Schedules show a picture of

each unit that arrives and the Game Turn of its arrival. Before the start of play, Players should consult their respective Reinforcement Schedule Cards and place each unit called for in the box for that unit shown on that card. During the Joint Reinforcement Phase of each Game Turn, both Players consult their respective Reinforcement Schedules to determine if any reinforcement units arrive that turn, and then place any such units on the map, in a Reinforcement Box, or in the friendly Strategic Reserve box, as appropriate. Players also consult the Scenario instructions to determine what reinforcement Chemical Munitions Points (both Players) and Supply Points (WP Player only) are due to arrive that turn and adjust their Game Point Markers on the appropriate Tracks to reflect new arrivals.

## [33.1] REINFORCEMENT SECTORS AND BOXES

Reinforcement Sectors are the Sectors found ringing the edges of the game map and numbered “1” through “5”. Sectors 1 and 2 are friendly to the NATO Player. Sectors 3-5 are friendly to the WP Player. Rail and Ground reinforcements appear by moving onto the map from one of these Sectors. Each Sector has a corresponding Reinforcement Box where units due to arrive along that Sector are placed during the Joint Reinforcement Phase and held until the actual Movement Segment when they may move onto the map. No unit located in a Reinforcement Box is subject to any form of enemy attack. Units in a Reinforcement Box are always in Movement and Combat Supply.

## [33.2] REINFORCEMENT ENTRY

Every reinforcement unit bears an Entry Code that governs where it first appears and how it enters the map. See 3.2.9 for a summary description of these codes.

**[33.2.1] Reserve Reinforcements.** Reserve reinforcements have an Entry Code of “RS” followed by a hex number. A Reserve reinforcement unit must be placed in the hex corresponding to the hex number in its Entry Code. The hex a Reserve reinforcement appears in will contain a solid red triangle and is termed a “Reserve Site”.

**[33.2.1.1]** Unlike a Reforger reinforcement, a Reserve reinforcement is not placed on the map until the turn it is scheduled to arrive and the Reserve Site in the hex of its appearance is not vulnerable to enemy Strikes.

**Exception:** A Reserve Reinforcement due to arrive at a Reserve Site that bears a Nuclear Strike Marker is eliminated instead.

*Designer’s Note: The equipment for most reserve units was too dispersed to effectively take out with conventional strikes, but a nuclear strike is another matter.*

**[33.2.1.2]** Reserve reinforcements **may** appear in a hex containing an EZOC or Chemical Strike Marker. However, if an enemy unit using Ground movement enters or moves through a hex containing a Reserve Site or ends a Paratroop Operation (see 16.1.3) or Helicopter Insertion Operation (see 18.1.3) in a hex containing a Reserve Site, place an enemy Conquered Marker in

that hex. A Reserve reinforcement unit due to arrive at a Reserve Site that bears an enemy Conquered Marker is eliminated instead.

**[33.2.1.3] U.S. III Corps HQ.** The U.S. III Corps HQ appears on the map as a Reserve reinforcement.

*Designer’s Note: In 1983, the U.S. III Corps maintained a skeleton staff in Europe. By 1988, this presence had been upgraded to a full Reforger (POMCUS) Site. Regardless, no amount of warehouse destruction could have prevented this unit from becoming operational. Its primary equipment need was for trucks, and these could have been readily requisitioned from local civilian fleets. Accordingly, for game purposes, it is always treated as a Reserve Reinforcement, meaning that it cannot be destroyed by enemy Strikes before it appears.*

**[33.2.2] Ground Reinforcements.** Ground reinforcements have an Entry Code of “G” followed by a Reinforcement Sector number. These units are placed in the Reinforcement Box for the Reinforcement Sector with the matching number and may enter the map via any map edge hex along that Reinforcement Sector during the ensuing friendly Ground Movement Segment by Tactical or March movement. For the avoidance of doubt, units always pay the movement cost of the first map edge hex they enter. Alternatively, a Ground reinforcement in the Reinforcement Box may take a turn to Entrain (not moving) and then enter the map the following Player Turn by Rail movement. If it is an Airmobile or Airborne unit, it may also enter the map using Helicopter or Air movement (note that Helicopter movement onto the map is only possible from a Reinforcement Box, **never** from the SRB).

**[33.2.3] Rail Reinforcements.** Rail reinforcements have an Entry Code of “RR”. Rail reinforcements are placed in the Reinforcement Box of **any** friendly Reinforcement Sector **already** bearing an Entrained Marker and may be moved 20 hexes onto the map during the ensuing friendly Rail Movement Segment. Alternatively, a Rail reinforcement may Detrain in the Reinforcement Box and enter the map during the ensuing friendly Ground Movement Segment by Tactical or March movement.

**[33.2.4] Air Reinforcements.** Airborne and Airmobile units have an Entry Code of “A”. Air reinforcements are placed in the friendly Strategic Reserve Box. During any ensuing Air & Sea Movement Segment, they may exit the SRB and enter the map directly from any friendly Reinforcement Sector map edge hex by Air Ferry or Air Transport and move to any eligible destination hex on the map. They are subject to Interception in their destination hex. Air reinforcements in the SRB may also be delayed and instead enter the map by Rail using the procedure described in 13.7.

**[33.2.5] Sea Reinforcements.** Sea reinforcements have an Entry Code of “S”. Sea reinforcements are placed in the friendly Strategic Reserve Box. During any ensuing friendly Air & Sea Movement Segment, they may enter the map by Sea Ferry or Sea Transport from any All-Sea or Coastal hex along the friendly map edge and move to any eligible destination hex on the map. They are subject to Interception upon arrival. Alternatively, Sea reinforcements in the SRB may be delayed and instead enter the map by Rail using the procedure described in 13.7.

**[33.2.6] CONUS Interception.** During the Joint Reinforcement Phase, the NATO Player must roll for a special Interception Attempt against each arriving U.S. and Canadian reinforcement unit with an Entry Code of “S” (for Sea reinforcement) **before placing it in the Strategic Reserve Box.** **Exception:** No such Interception Attempt applies during Peace Turns of the War of Nerves Scenario (see 39.0). This special Interception Attempt is **always** resolved on the Strategic Surprise column of the “NATO Ferry In Friendly Airspace” section of the NATO Interception Table (marked in yellow on the table), **regardless of the Scenario actually being played.** U.S. Sea reinforcements only appear in the Extended Buildup (38.0) and possibly in the War of Nerves (40.0) Scenarios. A Canadian Sea reinforcement might appear in the War of Nerves Scenario if played in 1988. If a Sea reinforcement survives the CONUS Interception Attempt, then it is again subject to a normal Interception Attempt if it is moved out of the Strategic Reserve Box and onto the map by Sea movement. A Sea reinforcement can avoid this second Interception Attempt by entering by Rail instead (see 13.7) but there is no way to avoid the CONUS Interception Attempt.

***Designer’s Note:** CONUS was a U.S. military acronym for “Continental U.S.,” the location where most the reinforcements subject to this rule start out. The first Interception Attempt for entering the SRB represents the efforts of Soviet submarines to sink the unit’s transport as it crosses the Atlantic. The second Interception Attempt for leaving the SRB represents the efforts of both Soviet subs and aircraft to sink the unit’s transport as it crosses the North Sea to reach its destination. A unit that is delayed in order to enter by Rail has made port in France and thus skipped the North Sea transit, but it is still subject to the CONUS Interception Attempt for crossing the Atlantic.*

**[33.2.7] Reinforcements and Activation.** In the War of Nerves Scenario, only, it is possible for a reinforcement unit to arrive before it is Activated (see 39.8.1 and 39.8.2). In this case it remains in the box or hex where it was first placed until the Scenario instructions indicate it is Activated. Once Activated, it may enter the map normally, or, if already on-map, move normally.

**[33.2.8] Extended Buildup.** Any unit bearing an Entry Code of “EB” appears only in the Extended Buildup Scenario and is never placed in play in any other Scenario. These units are reinforcements in name only, since they have arrived in theater before the start of the Scenario and thus start already deployed on the map.

**[33.2.9] Lift Commands.** Any Lift Commands arriving as reinforcements are placed in the appropriate Ready Box on the friendly Lift Command Display printed on the map.

## [33.3] REFORGER REINFORCEMENTS

***Designer’s Note:** The U.S. Army prepositioned equipment in Europe for a number of its regular Army brigades and even some of its National Guard brigades. In the event of war, the plan was to have those units abandon their equipment in the U.S., board air transports (including normal commercial airliners) and fly over to Europe en masse. Once there, they would marry up with their prepositioned equipment and head out for the front, weeks ahead of their arrival time had they needed to ship their equipment across the Atlantic. The name of this program was Reforger (Return of Forces to Germany), based on the*

*fact that many of these units had once been stationed in Germany. In the early ‘80s, enough equipment had been prepositioned for three divisions. By the late 80’s this number had grown to six divisions, with the entire U.S. III Corps able to fly over and reinforce the North German Plain. The plan was to get all six divisions over to Europe in just ten days. However, the locations of these sites were well known to the Soviets and would have been priority targets for strikes.*

Reforger reinforcements have an Entry Code of “RF” followed by a hex number. Only the NATO Player receives Reforger reinforcements and then only in the Strategic Surprise (37.0) and War of Nerves (40.0) Scenarios. In these two Scenarios, all Reforger units as placed on the map at the start of the game (**not** on the Reinforcement Schedule Card) in the hex indicated by the number in their Entry Code, but flipped over to their back side, which bears a Reforger Site symbol. While in this state, these units represent Reforger Sites (static military warehouses storing the prepositioned equipment for these units).

**[33.3.1] Reforger Steps.** During the Joint Reinforcement Phase, the NATO Player consults the appropriate Reinforcement Schedule to determine if it calls for the arrival of any Reforger Steps that turn. Each arriving Reforger Step is shown on the Reinforcement Schedule Card as an olive drab Reforger Step Counter. These Counters are just memo items. There are no actual Reforger Step Counters in the game to place on the card. For each Reforger Step Counter due to arrive, the NATO Player picks one Reforger Site anywhere on the map and flips it over to its Active side (**exception:** see 33.3.5). Reforger Sites may be flipped to their Active side even when in an EZOC. Once flipped, a Reforger unit behaves like any normal unit, projecting a ZOC, able to defend itself and able to move and attack in the current NATO Player Turn. Note that no Reforger Steps appear in the Extended Buildup Scenario because all Reforger reinforcements have already arrived (these units start on the map). Reforger Steps are never subject to Interception upon arrival.

***Designer’s Note:** Reforger units are not subject to Interception because their personnel are presumed to fly in one day earlier to safe areas in the rear and use local ground transport to move up to their warehouse sites. Either Player may do the same for any other units due to arrive by air or sea (and therefore subject to Interception) by instead entering them by Rail (see 13.7).*

**[33.3.2] Reforger Sites.** Until they are Activated by the expenditure of a Reforger Step, Reforger units remain on the map on their Reforger Site side. Reforger Sites have no intrinsic Defense Strength and are **not** Ground units until they are Activated. A WP unit may always move into a hex containing a Reforger Site or enter it by advance if it was being defended by other NATO Ground units. If a WP unit occupies a hex containing a Reforger Site during the Joint Status Phase, then all Reforger Sites in that hex are eliminated. Note that this timing gives the NATO Player one Player Turn to rescue the Reforger Site.

**[33.3.3] Strikes on Reforger Sites.** Reforger Sites may be hit by every form of WP Strike, though sometimes with unique effects.

**[33.3.3.1] Air & Artillery Strikes.** An Air or Artillery Strike on a Reforger Site is executed normally, except as follows:

1. Each Strike may target only **one** Reforger Site, which must be the sole target of the Strike.
2. If a hex contains more than one Reforger Site, it may be targeted by up to two enemy Air Strikes, but each one must target a different Site.
3. Reforger Sites never receive a DRM for the terrain in the hex they occupy (buildings can't hide). They are subject to all other applicable DRMs (for being in enemy Airspace and for Surprise).
4. A result of "D1" means that the Reforger Site is eliminated and removed from the map (**exception:** see 33.3.5).
5. A "\*" result is treated uniquely. Place a Damaged Marker on the Reforger Site. A Damaged Marker is only removed if the unit is Activated or eliminated. If a Damaged Reforger Site receives a second "\*" result from another Strike, it is eliminated. If a Reforger Site bears a Damaged Marker when a Reforger Step is allocated to Activating it, the unit flips to its Active side and the Damaged Marker is removed and replaced with a Disrupted Marker (which will be removed normally during the ensuing Recovery Phase).

**[33.3.3.2] Chemical Strikes.** A hex containing a Reforger Site may be targeted by a WP Chemical Strike, but it will have no effect on the Reforger Site itself (see 22.2.8). No Reforger unit that Activates in a Chemical Strike hex ever suffers a Chemical Strike attack, but it is subject to all of the remaining effects on its movement and combat (see 22.3.1).

**[33.3.3.3] Nuclear Strikes.** A Nuclear Strike automatically eliminates all Reforger Sites in the target hex.

**[33.3.4]** Once no more Reforger Sites remain on the map, ignore any further Reforger Steps due to arrive. There is no more prepositioned equipment left for them to man.

**[33.3.5] U.S. 3<sup>rd</sup> Armored Cavalry Regiment.** The U.S. 3<sup>rd</sup> Armored Cavalry Regiment (3ACR) of the U.S. III Corps is the only Reforger reinforcement that contains two Steps. To Activate this unit, the NATO Player must expend two Reforger Steps in the same Joint Reinforcement Phase. Also, because it is a two-Step unit, it does not have a Reforger Site side on the back of the counter (it has its Cadre unit values instead). To deal with this exception, a special blue Reforger Site Marker has been provided, bearing a Reforger Site symbol. At the start of the game, place the 3ACR unit on the map in its designated hex on its full-strength side and then place this special Reforger Site Marker on top of it. The pair will remain as a Reforger Site until the NATO Player chooses to use two available Reforger Steps to Activate it. If subject to WP Air Strikes while still a Reforger Site, each Step of this unit must be eliminated separately. Thus, if the site is Damaged (see 33.3.3.1), and then Damaged again, instead of eliminating it, remove the Damaged Marker and flip the 3ACR unit over to its Cadre side underneath its Reforger Site Marker. If Activated as a Cadre, it will cost just one Reforger Step.

If it is Damaged twice more before the Cadre is Activated, the Cadre and the special Reforger Site Marker are both removed from the map.

## [33.4] REINFORCEMENT DELAY

Any reinforcement unit due to arrive in the current turn may be delayed in the SRB or Reinforcement Box where it appears and entered onto the map in any future Game Turn.

## [33.5] REINFORCEMENTS AND SUPPLY

All reinforcement units enter the map fully in Supply. They may become Out of Movement Supply or Out of Combat Supply later in the Game according to all normal rules.

## [33.6] REINFORCEMENTS AND THE STRATEGIC RESERVE BOX

Some units start each Scenario in the Strategic Reserve Box for their Alliance. The only way any other unit enters to this box is by being placed there during the Joint Reinforcement Phase. Once a unit exits the SRB, it may never return. No unit located in the SRB is subject to any form of enemy attack. For movement purposes, all units that exit the SRB are considered to start in a friendly City hex collocated with a Port of unlimited capacity and they are always in both Movement and Combat Supply.

***Designer's Note:** The Warsaw Pact SRB represents the Soviet Western Military Districts and the NATO SRB represents England and western France.*

## [34.0] VICTORY

***Veterans' Summary:** Read this Section.*

Victory in the game is based on the accumulation of Victory Points, which are awarded to each Player for capturing enemy City hexes, for certain choices Players may make, and for meeting various other conditions. At the end of the game, both Players total their Victory Points. The NATO Player's total is subtracted from the Warsaw Pact Player's total. The difference is then located inside a Victory Point range found on the appropriate column of the Victory Conditions Chart for the Scenario and Year played, and the Victory Level for the winning Player is determined according to the result. A game can result in a Draw, or a Marginal, Tactical, or Decisive Victory for one side. In addition, certain achievements or events result in the game ending immediately and one side automatically winning a Decisive Victory without reference to Victory Points.

## [34.1] AUTOMATIC VICTORY

**[34.1.1] WP Automatic Victory.** The game ends and the WP Player automatically wins a Decisive Victory at the end of any Game Turn in which he has a Maneuver unit that is all of the following:

1. Located in any hex west of the Rhein (Rhine) River and south of the Waal River

2. Not an Airmobile, Airborne, or Marine unit
3. Able to trace a LOS to a Superior HQ unit that can itself trace a LOS to any valid HQ Supply Source

## [34.1.2] NATO Automatic Victory

**[34.1.2.1] Turning the Tide.** The game ends, and the NATO Player automatically wins a Decisive Victory, at the end of any Game Turn in which the NATO Player currently controls two or more WP cities.

**[34.1.2.2] Relieving West Berlin.** The game ends, and the NATO Player automatically wins a Decisive Victory, at the end of any Game Turn in which he has a Maneuver unit in West Berlin (hex 3007) that can trace a LOS link (see 10.2.1) to any NATO HQ unit that can itself trace a LOS to any valid HQ Supply Source that is not West Berlin. For the avoidance of doubt, this Maneuver unit may be one of the brigades that starts the game in West Berlin and the NATO HQ need **not** be Superior to the Maneuver unit (this is the only case in the game where a unit can trace a LOS to an HQ that not Superior to it, and this exception applies only to this Victory condition, not to actual Supply).

**[34.1.2.3] Czech Surrender.** The game ends and the NATO Player automatically wins a Decisive Victory at the end of any Game Turn in which Czechoslovakia has surrendered (see 32.1.3).

**[34.1.3] Armageddon.** Either Player may win the game Decisively if his opponent fails an Armageddon die roll (see 21.2).

## [34.2] WARSAW PACT VICTORY POINTS

If the game does not end with one Player winning an Automatic Victory, then at the end of the game the Warsaw Pact Player receives one Victory Point for each NATO Minor City hex, two Victory Points for each NATO Major City hex (including West Berlin), and three Victory Points for each NATO Key City hex that either 1) has a Warsaw Pact Conquered Marker on it, or 2) cannot trace a LOS off the western map edge (in standard ten hex LOS links). **Exception:** Cities in Denmark and the City of West Berlin (hex 3007) do **not** provide WP Victory Points unless actually Conquered.

*Designer's Note: None of these cities excepted are likely to trace a LOS off the western map edge under any circumstances. The WP Player has to do more than just cut them off to claim them.*

## [34.3] NATO VICTORY POINTS

**[34.3.1] NATO Conquered Cities.** During the Joint Status Phase of **each Game Turn**, the NATO Player receives one Victory Point for each Warsaw Pact Minor City hex and two Victory Points for each Warsaw Pact Major City hex that has a NATO Conquered Marker on it (note that there are no WP Key Cities on the map). The NATO Player records these points on his Victory Point Track printed on the map.

**[34.3.2] West Berlin Victory Points.** The NATO Player receives two Victory Points if he controls West Berlin (hex 3007) at the end of the game (**not** at the end of each Game Turn).

**[34.3.3] Chemical Warfare Victory Points.** If the WP Player declares Chemical Warfare, the First Use Marker is placed on the Game Turn Track in the box for the current Turn. The NATO Player receives one Victory Point for each Game Turn from First Use through GT14.

**[34.3.4] Movement to GDP Victory Points.** If the NATO Player is required to execute Movement to GDP, then he may receive Victory Points from that procedure (see 35.3.7).

## [34.4] WAR CRIMES

When a Player executes a Nuclear or Chemical Strike against an enemy-controlled City hex, his opponent immediately receives a number of Victory Points equal to the Victory Point Value of that hex (one VP for a Minor City, two VPs for a Major City and three VPs for a Key City). After a specific City hex has been Struck once by either type of strike, no additional Strikes against it by either player count for a War Crimes award (the City will be a ghost town at that point). However, each City hex on the map can provide a War Crimes award once. Player should track these awards on their Victory Point Tracks during play.

## [34.5] SCENARIO SPECIFIC AWARDS

Each Scenario may have additional Victory Point awards or conditions specific to that Scenario.

## [35.0] GENERAL SCENARIO RULES

*Veterans' Summary: Read this Section.*

The general rules that apply to how a Scenario is played are detailed below. Specific rules that apply to an individual Scenario are listed in the Scenario instructions under the heading "Variable Rules."

## [35.1] GAME LENGTH

The game is normally played for fourteen turns of war, with both the victor and victory level determined at the end of the 14<sup>th</sup> turn. As an exception, the BALTAP Scenario ends in just seven turns. The game may end sooner if either Player earns an Automatic Victory (see 34.1). However, the game may also end sooner according to the following rules.

**[35.1.1] Surrender.** Either Player may declare that he is surrendering at any time. Victory Points are not calculated. The opposing Player automatically wins a Decisive Victory.

**[35.1.2] Armistice.** Either Player may propose an Armistice at any time. The terms of the Armistice are negotiable. The default is that Victory is determined at the instant the Armistice is agreed upon, based upon the Victory Points each side has accumulated up to that moment plus all VPs each Player would be normally awarded at the end of the game. However, either side can claim additional Victory Points that they think they would have gained had the war continued (including, for instance, VPs for Cities that a Player might reasonably have captured). If the two

Players can negotiate what these additional Victory Points are, if any, and come to an agreement, then the Armistice is concluded, and the Victory Level is determined according to the agreement. Alternatively, the two Players may simply agree to a Level of Victory one side achieves and stop there. If the two Players cannot reach an agreement, then the Armistice is rejected, play continues, and Victory is determined per the normal rules.

## [35.2] ACTIVATION

No unit that starts the game on the map can move or attack until it has been Activated. A unit is Activated according to the schedule in the Variable Rules for each Scenario. A unit that is not Activated can defend itself but may never React. Once Activated, a unit can perform all normal game functions. A Reforger unit is Activated on the turn that the NATO Player allocates a Reforger Step to it (see 33.3.1).

**[35.2.1] Activation by Attack.** All units belonging to a particular country that are not yet Activated are immediately Activated at the start of any friendly Player Turn following an enemy ground attack or Strike on a unit located **inside** that country or the movement of an enemy unit into that country. This means, for example, that an attack on the French Berlin Brigade will not Activate French units (because the brigade is not inside France), but a WP paradrop into France would.

## [35.3] MOVEMENT TO GDP

*Designer's Note: "GDP" was the acronym for General Defense Plan, the NATO plan that outlined each unit's assigned position along the border. However, many soldiers used the acronym to refer to their actual defense position, as in 'We're moving up to the GDP.'*

Movement to GDP is a special process that can occur on the first turn that the NATO Player gets to move his units out of their barracks positions. In the Strategic Surprise Scenario (37.0), it automatically occurs during the pre-war GT0. In the War of Nerves Scenario, it may be triggered in the turn just before war breaks out, or in the first turn of war (see 39.5.4.1). When Movement to GDP is required, the following rules are in effect for one NATO Player Turn. None of these restrictions apply in any following turns.

**[35.3.1] Activation.** The NATO Player Activates all non-French units in West Germany (this does **not** include West Berlin, hex 3007). In the War of Nerves Scenario, it is also possible for units in other countries to be Activated by WP movement or attack (see 35.2.1).

**[35.3.2] Permitted Movement.** The **only** form of movement that the NATO Player can use on the Player Turn that Movement to GDP is required is **Tactical movement**. Unless 1) playing the War of Nerves Scenario and 2) Movement to GDP is occurring on War Turn 1, no NATO unit may enter any hex in WP territory.

**[35.3.3] Movement Allowance.** Instead of each unit moving its full Tactical (printed) Movement Allowance this turn, the NATO Player makes a die roll for each NATO national army. Each unit of that nation moves using a number of Movement Points equal to the **lower** of its Tactical Movement Allowance, or its National

Army die roll. So, for example, if the West German Army rolls a "4", all of its units move with a Movement Allowance of four. If the British Army rolls a "6", all of its units move with a Movement Allowance of five (their printed Movement Allowance, which is also their Tactical Movement Allowance). **Note that a unit can always move at least one hex**, regardless of the die roll (see Minimum movement, 12.5).

**[35.3.4] Order of Movement.** The NATO Player must roll for the movement of each national army in the following order:

1. West German
2. U.S. (includes the Canadian 4/1 Brigade)
3. British
4. Dutch (only units in West Germany)
5. Belgian (only units in West Germany)
6. Danish (only in the War of Nerves Scenario, if Activated by WP incursion, see 35.2.1)

The NATO Player will want to record his first three National Army die rolls (for the West German, U.S., and British armies) because these results may award him Victory Points (see 35.3.7). Note that no French units are Activated this turn, which is why the French Army is not on the list above.

**[35.3.5] Separate Movement.** The NATO Player must complete the movement of **all** of the units of a given nationality **before** he rolls for the next nationality on the priority list. Thus, after rolling for the West German Army, the NATO Player must move all West German units before rolling for the U.S. Army, then move all U.S. units before he rolls for the British Army, etc.

**[35.3.6] Forward Defense.** On the turn that Movement to GDP applies, no NATO unit may end its movement further from an Iron Curtain hexside than it started (though it need not be the same Iron Curtain hexside). If war has started (only possible in the War of Nerves Scenario), this rule does not apply to NATO units that cross the Iron Curtain into WP territory.

**[35.3.7] Movement to GDP Victory Points.** If the NATO Player must execute Movement to GDP, then he may be awarded Victory Points according to the following procedure. First, he adds together the three National Army die rolls for the GDP movement of the West German, U.S., and British armies, **only**. Then he divides this total by three and rounds the result down. Finally, he subtracts this number from five. The result is the number of Victory Points the NATO Player immediately records on his Victory Point Track. In the unlikely event that the NATO Player rolls a "6" all three times for his first three National Army die rolls, the result will be negative, in which case the NATO Player simply receives zero Victory Points.

*Designer's Note: How quickly NATO armies could have reacted to a surprise attack is one of those questions that has been debated endlessly. These rules mean that some national armies will react faster than others, but that NATO is still likely to be caught flat-footed. It is a nightmare for the NATO Player because he has to move units towards the border with no idea if their flank support is going to materialize or not. The requirement that no NATO unit may end its movement*

*further from the border than it started reflects the firmly established NATO doctrine of Forward Defense. Finally, the award of Victory Points for National Army die rolls is purely a game balance mechanic. This award enables the Movement to GDP procedure to make each play of a Scenario unique, without seriously distorting the Victory Condition balance.*

## [35.4] REFUGEES

**Designer's Note:** *If history is any guide, the opening days of a Warsaw Pact invasion of Western Europe would have been characterized by a tremendous flow of refugees heading west. This flow would have clogged road systems and greatly hampered the movement of NATO units.*

No NATO unit can use March movement during Game Turns 1, 2, and 3 of the BALTAP, Strategic Surprise, and Extended Buildup Scenarios and during the first three turns of war in the War of Nerves Scenario if any hex it enters is located in West Germany.

## [35.5] CROSS BORDER ZONES OF CONTROL

When playing the Strategic Surprise Scenario, neither Player's ZOCs extend across Iron Curtain hexsides during Game Turn 0. When playing the War of Nerves Scenario, neither Player's ZOCs extend across Iron Curtain hexsides during Peace Turns. In all Scenarios, NATO Zones of Control do not extend across Iron Curtain hexsides during the WP Player Turn of the first turn of war. Thereafter, Iron Curtain hexsides have no effect on either Player's ZOCs.

## [35.6] NATO BORDER TROOPS

**Designer's Note:** *The Iron Curtain was manned by 20,000 West German border guards, backed up by the Reconnaissance battalions of most NATO divisions. These troops constituted an initial delaying force whose mission was to buy time for the rest of NATO to deploy. Their effect is represented by the following rule.*

During the Movement Phase of Game Turn 1, or, in the War of Nerves Scenario, on War Turn 1, WP Player pays one extra Movement Point to cross an Iron Curtain hexside, over and above the normal cost to enter the hex on the other side. For the avoidance of doubt, this extra Movement Point is in addition to the extra Movement Point required to enter any NATO ZOC. This Iron Curtain penalty does not apply to movement during the Reserve Phase of GT1, nor to any following turn.

## [35.7] SURPRISE

On Game Turn 1 of the BALTAP and Strategic Surprise Scenarios, and also possibly on War Turn 1 of the War of Nerves Scenario, depending upon NATO's Alert Level, NATO is Surprised. The following effects apply on the Game Turn of Surprise, only:

1. All WP ground attacks receive one column shift to the right on the CRT.
2. All WP Strikes (Air, Artillery, Chemical and Nuclear)

add one to the die roll.

3. The limit on the number of net column shifts from the Basic Combat Odds to the Final Combat Odds, which is normally a maximum of two column shifts, does not apply to the WP Player this turn. There is no limit to the number of net column shifts that the WP Player may receive for an attack this turn.
4. The NATO Player may not trace Combat Supply during his Recovery Phase and also during the Joint Combat Supply Segment of any battle fought this turn. **This means that any NATO units that fight a battle (attacking or defending) on the turn that Surprise applies will be out of Combat Supply until the Recovery Phase of the following NATO Player Turn.**  
**Exception:** All NATO units in West Berlin (hex 3007) can draw Combat Supply when Surprise is in effect.

**Designer's Note:** *The effects of Surprise reflect the high probability that the WP's initial air strikes and leading troops will catch many NATO formations still in road column. The restriction on NATO's Combat Supply also deserves an explanation. With terrorist groups like the Red Army Faction and the Baader–Meinhof Gang running around, NATO munitions in West Germany were kept in guarded depots under lock and key. One of the main impacts of a surprise attack would have been that ammo trucks would have had to drive to those depots, load up, and then try to get through to front-line units amidst the chaos of air strikes, refugees, clogged road and blown bridges. On the first day of war, once a unit had shot off its basic load of ammunition, resupply was going to be hard to come by until the supply net caught up.*

## [35.8] MULTI-PLAYER RULES

The game can accommodate two, three, or four Players. If more than two Players wish to play, then Players pair up to play an Alliance together. Cooperation is the name of the game: the pair wins as a team, there are no individual Victory Conditions.

**[35.8.1] WP Multi-Player Control.** If two Players play the WP side, then one becomes the Northern Player and the other becomes the Southern Player, with WP forces controlled as follows:

The Northern Player controls all units of these Fronts (see 3.2.6):

1. North East German Front (NEGF), light blue Front Color Stripe
2. Polish Front (POF), white Front Color Stripe
3. Baltic Front (BAF), maroon Front Color Stripe (not fully deployed except in the Extended Buildup Scenario)
4. Belorussian Front (BEF), lavender Front Color Stripe (not deployed except in the Extended Buildup Scenario)

The Southern Player controls all units of these Fronts:

1. South East German Front (SEGF), black Front Color Stripe
2. Czech Front (CZF), orange Front Color Stripe
3. Carpathian Front (CAF), dark gray Front Color Stripe (not deployed except in the Extended Buildup Scenario)

The Northern Player also controls all Independent units (units with no Front Color Stripe) except for the three regiments of the 76<sup>th</sup> Guards Airborne Division, which are controlled by the Southern Player. The Southern Player controls all East German Territorial units and all Czech Territorial units (see Territorial Units, 3.2.5.1). Each Player gets to utilize half of the available Game Points and Lift Commands, with any odd point or Command going to the Northern Player.

**[35.8.2] NATO Multi-Player Control.** If two Players play the NATO side, then the Northern Player controls all units belonging to the Baltic Approaches Command (BALTAP) and the Northern Army Group (NORTHAG). The Southern Player controls all units belonging to the Central Army Group (CENTAG).

**[35.8.2.1] BALTAP** consist of Danish Territorial units and all other NATO units Subordinate to the following Corps HQs:

1. LJ (LANDJUT)
2. LZ (LANDZEALAND)

**[35.8.2.2] NORTHAG** consist of:

1. All West German Territorial units with a setup hex that is north of the NORTHAG/CENTAG Command Zone Boundary line
2. All Dutch and Belgian Territorial units
3. All other NATO units Subordinate to the following Corps HQs:
  - WG I Corps
  - NE I Corps
  - BR I Corps
  - BE I Corps
  - US III Corps

**[35.8.2.3] CENTAG** consist of:

1. All West German Territorial units with a setup hex that is south of the NORTHAG/CENTAG Command Zone Boundary line
2. All French Territorial units
3. All other NATO units Subordinate to the following Corps HQs:
  - US V
  - US VII
  - WG II
  - WG III
  - FR I
  - French FAR (1988 Scenarios, only).

**[35.8.2.4]** The Northern Player controls which Player receives all U.S. ARNG reinforcements. The Southern Player controls which Player receives all U.S. CENTAG (CEN) reinforcements. Otherwise, reinforcements automatically go to the Player who controls the Corps HQ indicated by the Subordination Legend

printed on the reinforcement unit. Each Player gets to utilize half of the available Game Points and Lift Commands, with any odd point or Command going to the Northern Player.

**[35.8.3] Command Zones.** The historical Command Zone Boundary separating NORTHAG and CENTAG printed on the map is provided as a possible operational boundary between the two Players of either Alliance. However, Players of either Alliance may treat it as an actual operational boundary between their respective forces, or not, as they see fit.

*Designer's Note: The line was certain to be adjusted as any conflict developed.*

**[35.8.4] Transfers.** Any Player may voluntarily transfer units, Lift Commands, and Game Points to the control of his partner. The WP Players may easily transfer Independent units (units bearing no Front Color Stripe). If they want to do more, it is recommended that they transfer a whole Front, because the Supply and Coordination rules make transferring a partial Front impractical. The transferring Player may set whatever conditions on such transfers as he desires (such as, "I am lending you two Tactical Air Points, but only for this turn," or "I will give you control over the WG III Corps until I ask for it back"). His partner must honor these conditions.

## [35.9] SCENARIO SETUP

Player first assemble the pool of units that will appear in the Scenario. For 1983, that will be units in the Common Pool (no stripe) and units in the 1983 Pool (gray stripe). For 1988, that will be units in the Common Pool (no stripe) and units in the 1988 Pool (orange stripe). Note that virtually all WP units are in the Common Pool. Generally, Players will place all units that have an Entry Code of exactly four numbers on the Game Map at the start of the game, either in the hex bearing the same four numbers, or somewhere else on the map indicated in the Scenario instructions. In addition, per the Scenario instructions, certain units that can appear as reinforcements (units whose Entry Code begins with a letter) may start already on the map or in the friendly Strategic Reserve Box. In addition to setting up their starting units on the map, Players will:

1. place all starting Lift Commands in the friendly Lift Command Display printed on the map.
2. place all starting Attack Helicopter brigades in the friendly Attack Helicopter Display printed on the map.
3. place all Game Point Markers in the appropriate boxes on their respective Game Point Tracks to reflect each Player's starting balance of Game Points.
4. consult the Reinforcement Schedule Card for that Scenario and place each reinforcement unit shown on the Card in the box bearing its picture.
5. place the Game Turn Marker on the Game Turn Track, flipped to its WP Turn side, and then proceed to execute the Sequence of Play for the first Game Turn.

**SEE THE PLAY BOOKLET FOR GAME SCENARIOS AND ADDITIONAL INFORMATION.**

