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CREDITS

Design: Joseph Miranda

Development: Ty Bomba

Playtesters: Ty Bomba, Dr. Christopher Cummins, Dana Ellis, Mike Feeney, Rick Hautala, Joseph Miranda, James Nolan & Chris Perello

Counters: Larry Hoffman

Map: Joe Youst

Production: Callie Cummins

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1.0 INTRODUCTION

Cold War Battles 2 (CWB2) presents an operational simulation of campaigns that were fought—or that could have been fought—during that long period of military history, 1946-1989. The playing pieces represent the actual units that participated, or could have participated, in those fights. The maps represent the terrain over which those units fought or could have fought. Two games are included in this issue: *Kabul '79 (K'79)*, covering the Soviet seizure of the Afghan capital in that year; and *Wurzburg Pentomic (WP)*, the Soviet army versus the US in Germany in the mid-to-late 1950s. There are two players in each game. In *K'79* one player controls the Soviets and the other commands the Afghans

plus optional 'what-if' US reinforcements. In *WP* one player controls the Soviets, the other runs the US and West German forces. Both games use a main body of shared rules, and each also has its own special instructions (see sections 16.0 and 17.0). Certain rules are designated as optional. That means the players may use them, or not, at their discretion. Optional rules add complexity, realism and playing time.

2.0 COMPONENTS

2.1 *The Map*

Shows the battle area. A hexagonal grid has been superimposed over the terrain features on the mapsheet in order to regularize the movement and positioning of the playing pieces. The hexagons are called "hexes" in the game rules.

2.2 *Charts & Tables*

The Terrain Effects Chart, printed on the mapsheet, provides information about the effects of terrain on movement and combat. There are two combat results tables (CRT), Mobile & Assault, which are also printed on the mapsheet (but see p. R16), used to resolve combat. The Turn Record Track, also printed on the mapsheet, indicates the current game turn.

2.3 *Playing Pieces*

The numbers and symbols on the unit-counters quantify combat strengths and movement capabilities, and also indicate unit-types. The playing pieces are referred to as "units" or "unit-counters" for military forces, and "markers" for informational pieces.

2.4 *How to Read Units*

Sample Maneuver Ground Unit

Sample Artillery Unit

Note: A "U" range means unlimited range; it may fire anywhere on the map.

2.5 *Untried Unit Status*

Most ground units are backprinted with a "?" and their movement allowance, which is explained in rules section 14.0.

2.6 *Unit Types*

There are two general types of units: maneuver (non-artillery) and artillery. Maneuver units are those with attack-defense-movement factors. Artillery units are those with barrage-FPF-range/defense-movement factors. In addition, certain units are mechanized. All units that have the oval armor symbol by itself, or overlaid on another unit-type symbol, (for example, self-propelled artillery) are considered mechanized.

Maneuver Units

Any unit with this symbol , in addition to any other, is considered to be "mechanized."

Any unit with this symbol , in addition to other is considered "airborne."

It's possible for a unit to be mechanized and airborne.

Artillery Units

2.7 *Unit Sizes*

•• = platoon or section

X = brigade

I = company or troop/battery

XX = division headquarters

II = battalion or squadron

[] = task force or battlegroup

III = regiment

2.8 *Unit Designations*

Units may be identified by a single number or a two-part designation. In two part designations, the number to the left is the unit's superior formation. That superior formation may be either a battalion for companies, or a regiment, brigade or division for battalions.

2.9 *Nationalities & Unit Colors*

Kabul '79: Afghan Side

Afghan: white on leaf-green

US: white on olive-drab

Kabul '79: Soviet Side

All units: black on red

Wurzburg Pentomic: US Side

3rd Armored Div.: white on olive-drab

3rd Infantry Div.: black on medium-blue

8th Infantry Div.: black on leaf-green

14th Armored Cavalry Regiment: black on sky-blue

V Corps: black on tan

West German Jaeger Regiment: black on gray

Wurzburg Pentomic: Soviet Side

8th Guards Army: white on red

20th Motorized Rifle Division: black on orange

39th Motorized Rifle Division: black on yellow

57th Motorized Rifle Division: black on white

79th Tank Division: black on red

103rd Airborne Division: white on black

2.10 Air Units

Air Units have no strengths printed on them. They are each worth one point for combat or transport, depending on how they're used.

TAC tactical airstrike

SAC strategic air command airstrike

Helicopter gunship

Helicopter transport

2.11 Markers

Artillery Impact

Atomic Weapon (only in *WP*)

Rubble

Suppressed

2.12 Parts Inventory

A complete game of *CWB2* should include the following parts: a 34x22" mapsheet, this rules folder and a set of 280 die-cut unit-counters. Players will need to provide themselves with a six-sided die.

2.13 Wurzburg Pentomic Unit Abbreviations

GA: Guards Army

J: Jaeger

2.14 Kabul '79 Unit Abbreviations

A: Airborne

MB: Muslim Spetsnaz Bn

Adv: Advisors

PG: Presidential Guard

AG: Alpha Group

SF: Special Forces

C: Commando

SP: Spetsnaz

CIA: Central Intelligence Agency

Z: Zenith

D: Delta Force

M: Mountain

KGB: Russian-language abbreviation for "Commissariat for State Security"

3.0 SETTING UP

3.1

The map should be set up between the players. Players then determine which side each will command. Next, if the game hasn't been played before, they should punch out the counters from the unit-counter sheet.

3.2

The players consult their initial deployment instructions in the scenario rules sections. Those

instructions explain which units are deployed on the map at the start of play. Units may be assigned specific set up hexes, or the players may be instructed to choose set up hexes for their units within certain areas of the maps. After all units in the initial deployment have been set up, remaining units should be placed aside and brought into play according to the reinforcement schedules.

3.3

The scenario rules indicate which player is the first player, that is, the one who moves first each turn. The scenario victory conditions also tell how each game is won. Play proceeds according to the sequence of play (see section 4.0) for the number of game turns specified by the scenario rules or until one player capitulates, whichever comes first.

4.0 SEQUENCE OF PLAY

4.1

CWB2 is played in successive game turns, each composed of alternating player turns. During each game turn the players maneuver their units and resolve combat in sequence, according to the following outline and within the limits provided by the rules that follow. At the conclusion of the last game turn, the victory conditions are consulted and the winner determined.

4.2 Game Turns

Game Turns are divided into a "First Player Turn" and a "Second Player Turn." Each player turn is further divided into a series of segments called "phases." The player whose turn is currently in progress is termed the "phasing player"; the other player is the "non-phasing player." The scenario rules designate who's the first player and who's the second player.

4.3 Game Turn Outline

I. RANDOM EVENTS PHASE.

Roll on the scenario Random Event Table (see 5.4 & 5.5) once each complete game turn after the first and immediately apply the result. Skip this phase on Game Turn 1 of both games.

II. SPECIAL WEAPONS INTER-PHASE

In *WP* this phase is used to implement the nuclear weapons rule. Always skip it in *K'79*.

III. FIRST PLAYER TURN

A. Reinforcement Phase.

The first player places any of his side's reinforcements due to appear on the map this turn.

B. Movement Phase.

The first player may move all, some, or none of his units, as he desires, within the limits of the rules.

C. Combat Phase.

The first player uses his units to attack the non-phasing player's units.

D. Recovery Phase.

The first player removes all suppressed markers from his units.

IV. SECOND PLAYER TURN

A. Reinforcement Phase.

The first player places any of his side's reinforcements due to appear on the map this turn.

B. Movement Phase.

The first player may move all, some or none of his units, as he desires, within the limits of the rules.

C. Combat Phase.

The first player uses his units to attack the non-phasing player's units.

D. Recovery Phase.

The first player removes all suppressed markers from his units.

V. GAME TURN RECORD INTER-PHASE.

Advance the turn marker to the next box on the track. If this is the last turn of the scenario, the game comes to an end and the victor is determined.

4.4

Note that during every "First Player Turn," the "first player" is the "phasing player" and the "second player" is the "non-phasing player." Conversely, during the "Second Player Turn," the "second player" is the "phasing player" and the "first player" is the "non-phasing player."

5.0 RANDOM EVENTS

5.1

Random events incorporate into play the numerous friction elements of war that chaotically work to degrade or enhance an army's capabilities, as well as political events that impact the battlefield. Each

scenario has its own random events. During the Random Events Phase of Game Turn 2 and each game turn after, the players must check their game's particular Random Events Table.

5.2

Roll a die, and read the corresponding result from the appropriate Random Events Table. It doesn't matter which player rolls the die; results may apply to one or both players, regardless of who rolled. Note that random events are checked only once per game turn, not once per player turn.

5.3

Unless otherwise specified, an individual event may take place more than once per game (that is, each time it's rolled).

5.4 Wurzburg Pentomic Random Events Table

DIE ROLL	EVENT
----------	-------

1-2 No Event

3 Morale Break: If one side currently has 10 or more VP than the other, all adjacent attacks made this turn by the side with more VP receive a bonus 1R shift. That's so even if the VP difference goes below 10 during the turn.

4 Refugees Clog Roads: For this turn treat all roads as the other terrain in the hex for movement. This doesn't affect VP for occupying roads, tracing LOC or the status of bridges.

5-6 EMP: If on the game turn prior to this one any nuclear weapons were used, roll on the EMP Table (see 18.13). If the atomic weapons rules are not being used, treat this as "No Event."

5.5 Kabul '79 Random Events Table

DIE ROLL	EVENT
----------	-------

1 Soviet Reinforcements. Roll a die. On a 1-3, if any Soviet reinforcements are due this turn, they are delayed one turn. On a 4-6, if any Soviet reinforcements are due on the following turn, they're received this turn. This event may not go into effect until Turn 3 or later; treat it as "No Event" if rolled on Game Turns 1 or 2. This event never affects optional reinforcements.

2 Pro-Soviet Defection. The Soviet player may remove from the map any one Afghan unit of his choice.

3 No Event

4 Morale Break. If one side currently has 10 or more VP than the other, all adjacent attacks made this turn by the side with more VP receive a bonus 1R shift. That's true even if the VP difference goes below 10 during the turn.

5 Uprising. The Afghan player rolls a die and receives that number of guerrilla units this turn, picked at random. They're placed on any hexes on the map not containing Soviet units or ZOC.

6 Afghan Government Reinforcements. The Afghan player rolls a die and receives that number of units from his regular reinforcement pool, picked at random. They enter this turn. At the start of the Afghan Reinforcement Phase, roll another die to determine on which map edge road they arrive: 1= West; 2-4 = South; 5 = East; 6 = North. Consider the south edge to run jaggedly from 3202 to 5432.

6.0 REINFORCEMENTS

6.1

Players may receive additional units during the course of a game. Those units are called reinforcements. Reinforcements appear in the owning player's reinforcement phase on the game turn indicated in the scenario instructions.

6.2

During your reinforcement phases, you may place on the map any reinforcements indicated as arriving for your side. Units are usually placed in map edge hexes. Placing units on the map doesn't cost any movement points.

6.21 Roads

In certain cases units may enter via a road or autobahn hex. In such instances the first unit would

be placed on the map edge hex, and every subsequent unit would be lined up on the road/autobahn off-map, within stacking restrictions. Those off-map units would pay whatever additional movement points it would require to get them onto the first map edge hex. If all units in the column can't make it onto the map in a single movement phase, they would be received on the following turn. Off map units have no effect on play. They may not attack or be attacked, etc.

6.3

Reinforcements must be entered in accordance with normal stacking restrictions. They may not be entered in a hex containing enemy units, though they may be entered in enemy zones of control. Once on the map, reinforcements are treated exactly as the other previously deployed units in your army.

6.4 Airmobile & Airborne Entry

Airmobile and airborne units may enter the map using airmobile and airborne movement. In those cases, don't place them during the reinforcement phase. Instead, wait until the movement phase of that same player turn and then move them onto the map using the appropriate form of aerial movement. Alternatively, such units may enter during the reinforcement phase by being placed in regular overland-entry hexes.

6.5

Air-point counters should be placed off to the side, but within easy reach, when generated (see section 12.0).

6.6 Restrictions

If, and only if, all listed entry hexes are blocked by the occupation of enemy units, blocked reinforcements may enter via the unblocked map edge hex nearest to the scheduled hex. A player may deliberately withhold reinforcements from game turn to game turn, bringing them into play on some later turn(s). Note, however, the opposite usually isn't true. That is, the arrival of reinforcements may generally not be accelerated ahead of their scheduled turn (but see 5.5, events 1 and 6).

6.7 Contingency Reinforcements

Scenario instructions may state that a unit may arrive as a "contingency reinforcement." Contingency reinforcements are units that either cost the player victory points to bring into play on the map or that appear as the result of some triggering game event.

7.0 MOVEMENT & STACKING

7.1

During your movement phases, you may move as many or as few of your units as you desire and as battlefield circumstances permit. Units may be moved in any direction or combination of directions within the overall pattern of the hex-field overprinted across the map.

7.2

Units are moved one at a time, tracing a path of contiguous hexes across the hex grid. As each unit enters a hex, it pays one or more movement points (MP) from its movement factor (MF).

7.3 Restrictions & Prohibitions

Movement may never take place out of sequence. A player's units may generally be moved only during his own side's movement phases. Advances and retreats after combat aren't considered part of regular movement and therefore don't consume MP. A unit may never expend more MP during a given movement phase than it has available. Note, however, that road and autobahn movement may effectively double or quadruple a unit's MF.

A unit may expend all, some, or none of its movement points in any one movement phase, but unused movement points may not be accumulated from turn to turn or phase to phase, nor may they be transferred, loaned, or given from one unit to another. Once a unit has been moved and the player's hand taken from the piece, it may not be moved again during that phase unless the opposing player graciously permits it.

7.4 Minimum Movement Guarantee

All units may generally move a minimum of one hex per movement phase by expending all their MF to do so, no matter the exact number of MP that would otherwise be required to make that move. Exceptions: units may never move directly from one enemy zone of control to another, nor may they enter an enemy occupied hex, nor may they enter terrain forbidden to them.

7.5 Enemy Zones of Control (EZOC)

EZOC affect movement;
see rules section 8.0 for details.

7.6 Terrain Effects on Movement

A unit must expend one movement point to enter a clear terrain hex. To enter some other types of hexes, a unit must expend more than one movement point. When the TEC calls for a movement point expenditure to cross a hexside terrain or water barrier, that cost is in addition to the terrain cost for entering the hex.

7.7 Road & Autobahn Movement

A unit that moves from a road or autobahn hex directly into an adjacent road or autobahn hex via a hexside crossed by that road or autobahn expends only half or quarter of a movement point (0.5 for roads, 0.25 for autobahn) to do so, respectively, regardless of other terrains involved. If combined road-and-autobahn movement takes place in the same hex, the moving unit pays the road rate.

7.8 Stacking

Stacking is the term used to describe having more than one friendly unit in the same hex at the same time. Each game has its own stacking limits. That limit is the maximum number of units you may have in a hex at the end of any phase and at the end of any combat. Friendly units may move through hexes occupied by other friendly units at no extra movement point cost; they may not end any phase or combat over-stacked or illegally stacked. If for any reason the stacking limit is violated in any hexes at the end of any phase, the player owning the violating units must eliminate the excess (which do count for victory points).

7.9 Kabul '79 Stacking

Both players may stack units only one-high. That is, there actually is no real 'stacking' in *K'79*.

7.10 Wurzburg Pentomic Stacking

Both players may generally stack units two-high. The exception is there may never be more than one US infantry unit in a given hex. When moving stacked units, always move them one at a time.

7.11

Stacking limits don't apply to air units and game markers.

7.12

Friendly ground units may never enter hexes containing an enemy ground unit.

8.0 ZONES OF CONTROL

8.1

The six hexes immediately surrounding a unit's hex constitute that unit's "zone of control" (ZOC). Units must cease movement for that phase when they first enter an enemy ZOC. They are then further obliged to attack one or more adjacent enemy-occupied hexes during the subsequent combat phase.

8.2 Extent of ZOC

All combat land units exert a ZOC at all times, regardless of the phase, player turn or game turn being played. The projection of ZOC is never negated by other units, enemy or friendly. Air units and suppressed units don't exert ZOC.

8.3

In general, ZOC extend into and out of all types of terrain and across all types of hexsides. The only exception in these two games is that in *Kabul '79* ZOC don't extend into objective, critical objective, special objective, and mosque hexes (out of, yes, just not into).

8.4 Multiple ZOC

Both friendly and enemy units may simultaneously project ZOC into the same hex. There's no additional effect if more than one unit projects a ZOC into the same hex.

8.5 Effect on Movement

Units must halt their movement for that phase when first entering any enemy ZOC; otherwise, there is no additional MP cost that need be paid in order to enter an EZOC.

8.6 Effects on Combat

You must attack all enemy units that exert ZOC on your units during the combat phase of each of your player turns. All friendly units in enemy ZOC must attack some adjacent enemy unit; all enemy units adjacent to one or more of your units must be attacked.

8.7

Units that retreat after combat into an EZOC are eliminated (see 9.16 & 9.17).

8.8

Units may advance after combat into and/or through EZOC. Enemy ZOC never affect advances after combat; see 9.19 & 9.20.

8.9 Exiting Enemy ZOC

Units may move out of EZOC only if they: 1) make a retreat or advance after combat; or 2) if they disengage.

8.10 Disengagement

All units that start their move already in one or more EZOC may employ "disengagement" to move out of that EZOC. To disengage, a unit that starts its move in an EZOC moves normally, with the following prohibitions: 1) the disengaging unit's movement allowance is cut in half that phase; 2) disengaging units may not move directly from one EZOC to another; and 3) a disengaging unit may not enter another EZOC in the same movement phase, though it may do so in later phases. When halving movement factors, round down any remainder.

9.0 ADJACENT COMBAT

9.1

There are two types of combat in *CWB2*, Adjacent and Ranged. Adjacent combat is between opposing units in adjacent hexes and is usually mandatory. Ranged combat occurs when artillery and/or air units attack units that aren't directly adjacent to them, and such ranged combat is always conducted at the attacker's option. The phasing player is termed the "attacker"; the non-phasing player is the "defender," regardless of the general situation across the map. Ranged combat is explained in section 10.0.

9.2 Adjacent Combat Procedure

For each attack go through the following nine steps.

- 1) The phasing player chooses the CRT on which the combat will be resolved, either Mobile or Assault.
- 2) The phasing player states the number and strength of his attacking ground units.
- 3) The phasing player allocates any barrage strength from artillery units and/or airstrike markers.
- 4) The non-phasing player allocates any final protective fire strength from non-adjacent artillery units and/or airstrikes, but this may be done only if the defending force is being attacked by at least one adjacent enemy unit.
- 5) Players calculate the "combat differential," which is the total attacking strength minus the total defending strength. That result is expressed as either a positive (+) or negative number (-) or zero. Note that units with attack strengths of zero may, using this process, attack.
- 6) Consult the previously chosen CRT under the appropriate differential column. Make any adjustments for terrain and suppression.
- 7) The attacker rolls a die and cross-indexes that result within the appropriate differential column. The indicated combat result is immediately applied.
- 8) Conduct any retreats.
- 9) Conduct any advances.

9.3 Restrictions & Requirements

The attacker may resolve his combats in any order he desires. All phasing units in an EZOC must attack. All enemy units in the ZOC of one or more friendly units must be attacked. The phasing player may choose which attacking units will attack which defending units as long as the previous stricture is observed.

A defending unit may be attacked from as many as six adjacent hexes, with possible artillery support and airstrikes added. No unit may attack or be attacked more than once per combat phase.

Units with a range allowance may attack non-adjacent units; see section 10.0.

The phasing player should declare which of his units adjacent to enemy units will be attacking which defending units at the beginning of each combat to ensure all adjacent units are in fact being attacked. Close support and final protective fires should also be declared at the start of each attack, the attacking player always declaring first.

9.4 Zero Combat Factor Units

Units with an attack factor of zero attack normally, using a strength of zero. In the event of "Ex" or "Ax" results, all involved adjacent-attacking units with an attack factor of zero are eliminated. For example, a unit with an attack factor of "0" attacks a unit with a defense factor of "3." The combat differential would be "-3." This rule doesn't apply to artillery and helicopter units, which attack

adjacent units with their barrage strength. Units with a zero defense factor are automatically removed from play whenever they're revealed.

9.5 Multi-Unit & Multi-Hex Combat

If a phasing unit is in the ZOC of more than one enemy unit, it must attack all those enemy units that aren't engaged by some other attacking unit. Units in two or more different hexes may combine their combat strengths and attack a single hex provided all the attacking units are adjacent to all the defending units. Attacks may potentially involve any number of attacking or defending units. For an attack to be resolved as a single combat, however, all the attacking units must be adjacent to all the defending units, with the possible further addition of ranged barraging artillery and airstrikes.

9.6 Diversionary Attacks

In making a series of attacks, a player may allocate his attacking units so some attacks are made at poor differentials while other attacks are made at more advantageous differentials.

9.7

The phasing player may never choose to reduce the differential of any given attack. That is, he may never make an attack at a lower differential than was determined by following the sequence given in rule 9.2.

9.8

A bombardment counts as an attack; see section 10.0. A player may bombard an enemy unit that's adjacent to other friendly units in order to free those friendly units from the obligation of attacking the bombarded enemy unit, providing those freed friendly units then do attack at least one other adjacent enemy unit.

9.9 Combat Strength Unity

A given unit's attack and defense strengths are always unitary. No single unit's strength may be divided among different combats on attack or defense.

9.10 Stacking & Combat

If more than one unit is allowed to stack in the same hex in a given scenario, the following applies to hexes containing more than one unit.

Attacking: units in the same hex may be combined in a single adjacent attack, or they may attack separately into different adjacent enemy occupied hexes.

Defending: units defending the same hex must be attacked as a single combined total; they may not be attacked separately.

9.11 In-Hex Terrain Effects on Combat

Defending units benefit from the terrain in the hex they occupy and/or that hex's sides. Terrain in hexes occupied by the attacker have no effect on combat. The effect of terrain on combat is reflected by shifting the combat differential to be used to resolve each battle. Terrain and/or water-barrier shifts for combat are not cumulative. A defending unit benefits from the single most advantageous terrain and/or water-barrier shift available to it. When two or more defending units are being attacked in a single combat and they are on two different types of terrain, each having a different combat shift, the entire attack is modified by the terrain in the hex that gives the single most favorable benefit to the defender.

9.12 Hexside Effects on Combat

A defending force may receive a shift for defending behind a hexside only if all attacking units are attacking across such a hexside. And the stricture given above limiting terrain shifts to the single best available to the defenders still applies here. That is, the defender doesn't get one best in-hex terrain shift and one best hexside terrain shift, he gets one or the other, whichever is best.

9.13 CRT Choices

There are two CRTs in *CWB2*, Mobile and Assault. In general, the attacker chooses which CRT will be used in each battle, announcing that choice at the start of each individual attack's resolution. In general, in both games, units defending in city, industrial, suburban, town, objective, critical objective, special objective or mosque hexes may not be attacked by enemy units from adjacent hexes using the Mobile CRT (p.R16). Pure bombardment attacks are always resolved on the Mobile CRT.

9.14 Adjacent Combat Results.

A1 = All involved attacking units are retreated one hex. The attacking player retreats his units in accordance with the retreat rules. The defender may advance after combat into the hex(es) vacated by the defeated attacker(s).

- A2** = The attacker must first eliminate any one of his involved adjacent units. Any remaining units are then retreated two hexes. The attacker retreats his units in accordance with the retreat rules. The defender may choose to advance after combat along the retreat path.
- AE = Attacker Eliminated.** Eliminate all involved adjacent attacking units. The defender may advance into the attacker's hex.
- BR** = Both attacker and defender retreat one hex. The defender retreats first, followed by the attacker. There's no advance after combat. A BR retreat is otherwise treated like a normal retreat result. Note that if a defending unit is surrounded by enemy units and/or EZOC, it's eliminated, even if the surrounding enemy units then retreat due to the same result. The defender may, at his option, instead declare "stand fast" when a BR result occurs. In that case, treat the outcome as EX. If the defender is entirely surrounded by enemy units and/or EZOC and/or prohibited terrain and has nowhere to retreat, treat the outcome as an EX.
- D1, D2, D3, D4** = Defender retreats the indicated number of hexes. The defender retreats his units in accordance with the retreat rules. The attacker may advance after combat along the retreat path.
- DE = Defender Eliminated.** Eliminate all involved adjacent defending units. The attacker may advance into the defender's hex.
- EX = Exchange.** All of the defender's involved adjacent units are eliminated, then an equal or greater number of the attacker's involved adjacent strength points are eliminated. (Match attacker strength points to eliminated defender strength points.) The attacker may advance after combat into the defender's hex. Non-adjacent artillery or and airstrikes aren't affected, nor are their strengths added to the total to be lost.
- AX = Attacker Exchange.** All involved defending units are retreated one hex, then a number of involved adjacent attacking strength points equal to or greater than the defense strength of the defending force are eliminated. The attacker may then advance into the defender's hex.

9.15 Artillery & Air Bombardment Combat Results Explanations

The result-explanations below are used when artillery and/or air points attack by themselves.

DE, D4: eliminate one defending unit; suppress all others in that hex (see section 11.0).

D2, D3: suppress all defending units. Already suppressed units retreat one hex.

D1: all defending units retreat one hex.

All other results are treated as having no effect. Units with a "0" movement factor never retreat due to bombardment results (that is, they remain in place; they're not eliminated).

Remember Bombardment uses the Mobile CRT (see 10.9)

9.16 Retreat After Combat

When the combat result requires a player's unit(s) be retreated, the owning player must immediately move those units the indicated number of hexes away from their position. Retreat after combat is not normal movement; retreating units don't pay any movement point costs from their MF in order to make retreats.

9.17 Retreat Strictures

Retreat is subject to the following strictures, and if a unit is unable to retreat within their limits it's eliminated. If a unit is forced to retreat into an EZOC or enemy occupied hex, it's eliminated in that hex. Units may, however, retreat into hexes containing enemy air point markers. Units may not retreat off the map, nor may retreating units cross prohibited hexsides (see the TEC). Note that friendly units don't negate EZOC projected into their hex for any purposes.

Whenever possible, retreating units must retreat into and through vacant hexes. If no other route is available, retreating units may move through friendly occupied hexes. If the final hex in the retreat path is occupied to the level the retreating unit's arrival would cause it to be over-stacked, the retreating unit retreats additional hexes until it reaches a hex in which it can stack within limits.

Within those strictures it's not necessary for a player to favor any given compass direction over any other when making his retreats after combat.

In all cases, retreating units must end their retreat the indicated number of hexes away from their former combat position (or farther if the last hex would be overstacked). No given hex may be entered more than once during any given retreat after combat. Retreats should be conducted in as straight a line of hexes as possible. If more than one retreat path is available that seemingly equally satisfy the strictures given above, the player who owns the retreating units may choose between/among them.

If a retreating unit can't retreat the called for number of hexes, and can retreat only a portion of the number of the called for hexes, it's eliminated in the last hex into which it was able to retreat. In such cases the retreat path terminates in the hex in which the unit was eliminated.

Units may retreat into and through friendly units in excess of the stacking limit; however, a unit may

not end its retreat in excess of the stacking limit. If that happens, the retreating unit is eliminated in the last hex into which it could retreat.

9.18 Zero Movement Factor Units

Units with a movement factors of zero (0) may never retreat or advance after combat. They're eliminated in place if forced to retreat owing to an adjacent attack. Non-adjacent attacks by pure bombardment don't generate retreat results.

9.19 Advance After Combat

All maneuver units may advance after combat if called for by the combat result. Note that may be either the attacker or the defender. Whenever an enemy unit is forced to retreat as a result of combat, it will usually leave a path of vacant hexes behind it called the "retreat path."

9.20 Retreat Paths

Any or all friendly victorious units that participated in the combat and were adjacent to the retreated unit are allowed to advance along the enemy retreat path. If a unit is eliminated in a hex, the victorious units may advance into the hex it formerly occupied (within stacking limits). Artillery units and units with MF of zero may never advance. Also, note air points are removed the instant their battle is resolved; so they don't advance.

If a unit is eliminated while retreating, the hex it last occupied is the termination point for its retreat Path.

Advancing victorious units may cease advancing in any hex along a retreat path. They may not violate stacking restrictions at the end of their advance. Advancing victorious units may ignore enemy zones of control.

If a unit retreats into a hex containing a friendly unit, the retreat path terminates in the last hex the retreating unit entered prior to entering the hex with that unit. In relation to this, also note the second paragraph of rule 9.17 above.

9.21

The option to advance after combat must be exercised immediately before any other combat's resolution is begun. Units are never forced to advance after combat. Advancing units may neither attack nor be attacked again in that phase, even if their advance places them next to enemy units whose battles are yet to be resolved or that weren't involved in combat.

10.0 RANGED (BOMBARDMENT) COMBAT

10.1.

Artillery units may participate in combat from both adjacent and non-adjacent hexes. Each artillery unit may fire once per player turn. That is, each may fire once during the friendly player turn for bombardment or close support, and once in the enemy player turn for final protective fire.

10.2

Artillery units may employ their strength in three ways:

"Bombardment" takes place when an artillery unit attacks an enemy occupied hex, but not in conjunction with any friendly maneuver units adjacent to that hex. Bombardment uses the firing artilleries' "barrage strength."

"Close Support" takes place when an artillery unit adds its barrage strength to the attack strength of friendly maneuver units making an adjacent attack. This also uses the firing artillery unit's "barrage strength."

"Final Protective Fire" (FPF) takes place when an artillery unit adds its final protective strength to the defense of other friendly units that are themselves defending against an adjacent attack (which attack may also have enemy close support added).

Unlike other units, artillery units have no printed attack factor. Artillery units use their barrage strength when attacking adjacent enemy units. When defending, they use their defense strength.

10.3 Range

Range is counted in hexes. Range from a firing artillery unit to a targeted hex is counted by including the target hex but not the hex of the firing artillery unit.

10.4

Artillery units are not subject to "line of sight" requirements; they may fire into and/or over any types of terrain, as well as into and through hexes containing friendly or enemy units.

10.5

There needn't be any friendly units adjacent to an enemy unit being targeted by a ranged artillery barrage.

10.6 Which Artillery Units May Attack

Artillery units are not required to attack simply because an enemy unit is within their range. Each artillery unit may only attack a single enemy occupied hex when conducting a bombardment.

Bombardment attacks count for purposes of determining which enemy units are attacked in a single combat phase. (So you can use artillery bombardment as “diversionary attacks” against enemy units.) Note, too, you can fire bombardments against enemy units that are adjacent to friendly units without those adjacent friendly units being involved.

Unless otherwise stated in the scenario rules, there’s no limit on the number of artillery units that may fire into a hex. Artillery may also be combined with all types of air strikes, and vice versa; see section 12.0.

10.7 Bombardment

takes place when artillery and/or air points attack non-adjacent enemy units and there are no other friendly units adjacent to the enemy occupied hex that are involved in that combat. There may be friendly units adjacent to the enemy, they just can’t be involved in the bombardment. Bombardment only takes place in friendly combat phases.

10.8 Bombardment Procedure

The procedure for resolving bombardments is similar to that for ground combat.

- 1) Designate the bombarding artillery units and their target hex, which must be within the ranges of all the involved artillery units.
- 2) Total the number of bombarding strength points.
- 3) Subtract from this the defense strength of the force being attacked.
- 4) Make any one normal shift for in-hex terrain if any apply.
- 5) Resolve the bombardment on the Mobile CRT. Apply the modified results given in 9.15.

10.9

Bombardment is always resolved on the Mobile CRT (p.R16), even if the terrain in the targeted hex normally precludes mobile attacks or if the attacking force normally cannot use the Mobile CRT.

10.10

When bombarding a hex containing more than one defending unit, resolve the attack individually for each unit. For example, if three bombardment factors are attacking two units defending in clear terrain, the attacker would resolve the combat as two bombardments, one against each unit, computing the combat differential for each unit and rolling one die separately for each unit being attacked. Each involved bombarding artillery unit fully participates in the attack on both units defending in that hex.

10.11 Close Support

Artillery units may attack in concert with friendly units making adjacent attacks against enemy units. To do so, simply add the barrage strength of the artillery to the attack. Close support may take place only in the friendly combat phase. When friendly units are attacking adjacent enemy units in more than one hex, the supporting artillery units need be within range of only one of the defending hexes in order to be able to add their barrage strength to the attack.

10.12 Adjacent Attacks

When an artillery unit is directly adjacent to one or more enemy units, it must participate in an attack against at least one of those adjacent enemy units; it may not use any type of ranged fire. In making such attacks artillery units use their barrage strength as their attack factor.

10.13 Final Protective Fire (FPF)

Non-phasing artillery units may use their FPF Strength to supplement the defense strength of friendly units undergoing adjacent attack by enemy ground units. FPF points are added to the defense strength of the unit(s) receiving the FPF before the combat differential is calculated. Your own side’s FPF may take place only in the enemy combat phase. Note FPF may only be used to support friendly units being attacked by adjacent enemy units (which themselves may be receiving close support from artillery and/or airstrikes of their side). FPF points may not in any way be used to bombard a hex.

10.14 FPF Restrictions

An artillery unit may not fire FPF if:

- 1) it’s adjacent to one or more enemy units;
and/or

2) if it's been subjected to a combat result that caused it to retreat or be suppressed earlier in that same combat phase. At the same time, though, the fact a combat-effective artillery unit had itself been the target of an enemy bombardment doesn't negate its ability to use FPF.

A defending unit receiving FPF must be within range of the artillery unit firing the FPF. Range is counted to the hex occupied by at least one of the involved defending units. FPF may not be used to supplement the defense strength of friendly units being subjected to pure bombardment.

10.15 Artillery Units Defending

When an artillery unit is attacked, it uses its defense strength, not its FPF strength. Other artillery units may contribute their FPF to the defense of an artillery unit being attacked by adjacent combat.

10.16 Terrain Effects on Bombardment

Defending units may still receive a defensive terrain shift when being attacked by enemy bombardment. Artillery fire doesn't negate the effects of hexsides when applied as FPF; however, hexsides shifts don't apply when a defending unit is being attacked by bombardment alone. Note that terrain shifts are always given in terms of combat differential columns. For example, if five factors are attacking two factors defending on a hilltop ("+2,3" column) it is shifted to the "+1" column.

10.17 Combat Results & Artillery

Artillery involved in making or and/or supporting any kind of non-adjacent attacks aren't effected by adverse combat results. Artillery attacking enemy units from adjacent hexes, or that being attacked by one or more adjacent enemy units, are treated as normal maneuver units in such combats and are effected by adverse combat results. Use their barrage strength as their attack factor and for computing EX or AX results. Use their defense strength when defending and for computing EX or AX results.

10.18

The artillery impact markers included in the counter-mix (see 2.11) may be used as memory aids to make it easier to recall which artillery units were allocated to which battles. They have no other impact on play.

10.19

There are generally no restrictions on the number of artillery units and/or airstrikes that may be used in any given combat; any exceptions will be stated in the scenario rules.

11.0 SUPPRESSION

11.1

Units are in one of two states; they're either "combat effective" or "suppressed." Combat effective units become suppressed due to certain combat results. Suppressed units regain combat effectiveness via "recovery." All units of both sides always start every scenario in combat effective status unless otherwise specified.

11.2

Certain bombardment results cause suppression; see 9.15. Place a suppression marker atop affected units. Suppression only occurs in bombardment, not in adjacent combat, not even if it includes close support by artillery and/or airstrikes.

11.3 Suppression Effects

All suppressed units lose their ZOC while suppressed. A suppressed unit has its movement reduced to half its printed allowance (round down all remainders). They retreat normally, but they may never advance after combat. A unit's movement may be halved only once; so a suppressed unit that's disengaging would have its MF halved, not quartered.

A suppressed unit engages in combat normally, but any combat in which there are one or more suppressed units is shifted one in the enemy's favor (left if you're attacking, right if defending). If both sides have suppressed units, the effect is mutually negated. A suppressed artillery unit may not conduct any kind of ranged combat; it may attack into an adjacent hex. If an already suppressed unit receives another suppression, it conducts a normal D1 retreat. Suppressed HQ and communications units can't provide any bonuses (see scenario rules). Units with printed movement factors of zero never retreat due to suppression results; they remain in place.

11.4 Recovery

A player restores all his suppressed units to combat effective status during his own side's recovery phase. Simply remove all suppressed markers from all friendly units at those times; no die rolling is involved.

12.0 AIRPOWER

12.1

Airpower is represented in the game by markers. There are four types of air markers: TAC (tactical), SAC (strategic), helicopter gunship and helicopter transport.

12.2

Air markers are kept off to the side of the mapsheet until called into play. Each air marker may be used for one mission per game turn. Each air marker may potentially be reused each turn according to the scenario rules.

12.3 Airstrikes

TAC, SAC and helicopter gunship markers are used in the same general manner as artillery. They may function as bombardment, close support or FPF within the restrictions given below. Each airpower counter is worth one barrage, close support or FPF point. The following restrictions apply.

TAC may generally function as bombardment, close support and FPF. In *WP*, Soviet TAC may only conduct bombardment. SAC may function only as bombardment, but see 12.5. Helicopter gunships may be used as bombardment, close support and FPF. Helicopter transports have no combat strength. They are used to lend air mobility to certain types of ground units as explained in rules section 13.0.

12.4 Close Support & FPF

Simply add the air points to the ground strength of friendly units as if they were artillery. Both sides may add close support and FPF to the same combat (attacker declares first). In such cases, the air units don't "dogfight" each other; just add in their strength points. Note that each air point counts as one combat factor, not as one shift to the combat differential column.

12.5 Aerial Bombardment

Air units may attack enemy occupied hexes by themselves in the same manner as bombarding artillery. If TAC or helicopter gunship units are attacking, use the Mobile CRT. If SAC units are attacking, use the Assault CRT. SAC may not combine in the same attack with the other air or artillery types.

12.6 Limits

A player may generally combine any number and type of airstrikes against the same hex during the same phase. They may also be combined with artillery fire, except as limited above. Further *WP* exception: the Soviet player may use no more than three airstrikes against a single hex each game turn.

12.7 Range

Airstrikes may be used anywhere on the map; they have unlimited range.

12.8

Airstrike markers may be reused each turn; however, unused airstrikes may not be accumulated from turn to turn. For example, a scenario might allocate six TAC airstrikes per turn. The player could therefore use up to a total of six airstrikes over the course of each game turn. If he used five in one turn, though, he couldn't then use seven in the next turn. He still could, however, reuse all six in that next turn.

12.9

Each air point may be utilized only once per complete game turn, as either bombardment, close support or FPF, within the restrictions given above. That is, if you use an airstrike in the friendly player turn, you may not use that same point again in the enemy player turn as FPF, and vice versa.

12.10

Airstrike markers are never affected by the outcomes of ground combat.

12.11

Airstrikes are not units. They have no zones of control, don't block the movement or retreat of enemy units, and may not advance after combat.

12.12 Air Defense

This rule applies only to ground units identified with the actual air defense symbol (see 2.6). TAC conducting any mission within air defense range of an enemy air defense unit are affected as follows: their strength is cut in half, rounding down any remainder. That is, two TAC would equal one TAC; one TAC would equal zero TAC. SAC are never affected by air defense units. Helicopter gunships

may not be used within air defense range of air defense units. Transport helicopters may not land in hexes within air defense range of enemy air defense units. Suppressed air defense units don't count for any of the above.

12.13 Air Defense Ranges

In *WP* the range is always two hexes. In *K'79* the range is always four hexes.

12.14 Helicopter Interdiction

At the end of any friendly combat phase, a player may place any helicopter gunship units he has available on any hexes on the map. They remain in place until the beginning of the enemy movement phase. Those helicopter gunships have the following effects.

- 1) If any enemy units enter their hex, or an adjacent hex, the interdicting helicopters may immediately attack those enemy units using the bombardment procedure. The player may combine gunships from more than one hex in this form of "interdiction attack."
- 2) Once used to perform an interdiction attack, a helicopter is removed from the map, though it may be regenerated normally for use during later game turns.
- 3) Interdicting helicopter gunships may not be placed within range of enemy air defense units, nor may such attacks be made into hexes within range of enemy air defense units. That's calculated at the instant each such attack is made.
- 4) Interdicting gunships may not combine their strength with other artillery or other types of air points.

13.0 AIR MOBILITY

13.1 Airmobile Movement Procedure

Each transport helicopter marker may move one friendly airmobile-qualified ground unit per friendly movement phase. To indicate which airmobile-qualified unit is to be moved, anywhere on the map, place the helicopter transport on it. Pick up both units and move them to the desired hex. At the completion of the move, place the helicopter transport off to the side.

13.2

Only certain units may use airmobile movement. They are indicated in each scenario's special rules.

13.3

Airmobile moves may be made into and across all types of terrain, enemy units and ZOC. Units may not, however, land in an enemy occupied hex or forbidden terrain. Further, the starting and ending hexes of an airmobile move may not be within the air defense range of one or more unsuppressed enemy air defense units. The moving unit may not otherwise move that turn, though it may perform all other functions normally, including attacking (and possibly retreating or advancing after combat) from its landing hex.

13.4 Airmobile Evacuation & Advance After Combat

If an airmobile-qualified ground unit receives a retreat result of D1, D2, D3, D4, A1 or A2 (but not BR) on the CRT in adjacent combat, the owning player may choose to use an available helicopter transport marker to evacuate it. Pick up the retreating unit and make an airmobile move to any hex on the map in the same manner as regular airmobile movement, with the following additional restriction: the unit may not land in a hex in any enemy ZOC. Similarly, a player may do the same for any airmobile-qualified unit that's received a result allowing it to advance after combat.

13.5

Each helicopter transport may be used only once per complete game turn.

14.0 UNTRIED UNITS

14.1

Certain units are "untried." They are indicated by a question mark printed on their reverse sides in place of combat factors. When initially deployed on the map, they're placed with their untried side showing and neither player knowing exactly what factors are on their front sides.

14.2

Units remain in untried status until the first time they engage in combat, either offensively or defensively. They're flipped (untried attacking units first) once all units involved in their combat have been declared and committed to combat. That also applies to untried artillery units engaging in any kind of ranged or adjacent combat, as well as to units being targeted by ranged combat and/or

airstrikes.

14.3

Neither player may examine the hidden side of untried units. Once an untried unit has been revealed, it remains face up for the remainder of the game.

14.4

Zero defense factor units are eliminated when revealed. Zero attack factor units remain in play.

15.0 VICTORY CONDITIONS

15.1

Each scenario has its own victory conditions. In general, players accumulate victory points (VP) for fulfilling certain objectives and/or for occupying certain hexes. The player who has more VP at the end of play usually wins. Players should keep track of their VP on a separate sheet of paper.

15.2

At the end of the game, the player whose side has fewer VP subtracts his total from his opponent's total to determine the extent of his opponent's victory (if any). In the table below, tactical victories are the least, and strategic victories are the greatest, kind of victory.

DIFFERENCE IN VP AMOUNTS	OUTCOME
0-9	Draw
10-19	Tactical Victory
20-29	Operational Victory
30	Strategic Victory

15.3

"Occupation" of objective hexes means the player has a unit physically in the hex at the time called for. Air points and/or markers don't count for occupation.

16.0 WURZBURG PENTOMIC SET UP & SPECIAL RULES

16.1 Players & Sides

There are two players, Soviet and US/West German. The US/West German player sets up first; the Soviet player sets up second. The Soviet player is the first player in every game turn.

16.2 Game Length

Play stops at the end of Game Turn 9 or when one player capitulates, whichever comes first.

16.3 Game Scales

Each hex represents one mile from side to opposite side. Each turn represents 12 hours.

16.4 US/West German Victory Points

EVENT	VP
Each Soviet unit eliminated.	1
Each friendly ground unit exited off the map from a north edge road hex.	2
Each north edge road hex occupied at end of game by a friendly ground unit.	3
Each hex of Wurzburg occupied at end of game by a friendly ground unit.	2

16.5 Soviet Victory Points

EVENT	VP
Each US/West German unit eliminated	3
Each Soviet ground unit exited off the map from 1002 and/or 3004.	2
Each south edge road hex occupied at end of game by a Soviet ground unit.	2
Each hex of Wurzburg occupied at end of game by a Soviet ground unit.	2

16.6 Exit VP

Units that exit the map count for VP only if they exit via ground movement (road-bonus movement is OK). No unit of either side may exit the map using airborne or airmobile movement. Exit VP are scored once per eligible unit the instant each exit occurs. Exited units may never reenter play on the map.

16.7 Occupation VP

To receive the VP for occupying a map edge hex, you must have at least one friendly unit in it—and there may be no enemy ZOC being projected into that hex—at the end of the game. Würzburg hexes count as occupied if you were the last player to have one or more of your units enter and/or pass through such hexes and no enemy ground unit or EZOC has entered or been projected into the hex since then.

16.8 US/West German Command Relationship

US and West German forces are friendly in all respects except they may not attack or stack together. That is, the West German Jaeger regiment is a separate command from all US commands in the game. The stacking restriction applies only at the end of every phase and the end of every advance and retreat after combat. West German and US units may freely move into and through each others' hexes at other times.

16.9 US Command Structure

The US force structure consists of five individual commands plus a sixth command, the West German Jaeger regiment. Those US commands are: V Corps, 3rd Armored Division, 3rd Infantry Division, 8th Infantry Division, and the 14th Armored Cavalry Regiment. In general, units from different US/West German command may not stack together. The exception is, V Corps units may freely stack with units from any other US commands (but not with the West German Jaegers). Further, that V Corps cross-command ability is not restricted to mixing with just one US command at a time; they may mix with any number of other US commands at any and all times.

16.10 US/West German Initial Deployment 14th Armored Cavalry Regiment:

On any road hexes on the map lying between the two deployment lines. That is, between the deployment line running from 1030/1031 to 3830/3831 and the one running from 1025/1026 to 3825/3826. No more than one unit may be set up per hex.

3rd Infantry Division: on any road and/or autobahn hexes of the map south of the deployment line running from 1025/1026 to 3825/3826. No more than one unit may be set up per hex.

No West German units start play on the map.

16.11 US/West German Reinforcements

At the start of each of his own side's reinforcement phases in every game turn (including Game Turn 1) the US player should openly roll a die and the divide that result in half, rounding down any remainder. That roll and rounding will result in a final number between zero and three. That number is the number of times the US player then rolls on the table below. If the result was zero, the US player may not consult the table that game turn.

DIE ROLL REINFORCEMENT RECEIVED

1	V Corps
2	3 rd Armored Division
3	8 th Infantry Division
4	Jaeger Regiment
5	No Arrival
6	No Arrival

When a roll on the table above calls for the units of a US or West German command to enter play, all the units of that particular command are eligible to enter play as described in section 6.0. For example, on a roll of "3," all units of the US 8th Infantry Division would become eligible to enter as reinforcements that turn. If a given command formation is once entered and its number is rolled again on the table, that die roll is considered to be "No Arrival" and it isn't re-rolled.

16.12 US/West German Reinforcement Arrival Hexes

As soon as a US or West German command formation has been triggered for entry on the table above, the US player should roll a second die for it and consult the table below.

DIE ROLL	ENTRY HEX
1	1020
2	1014
3	1002
4	3004
5	3811
6	3819

If a command formation's rolled entry hex is occupied by one or more Soviet ground units at that time, don't reroll. Such blocked reinforcements are simply held off the map until such time as their rolled for hex is empty of Soviet units. Reinforcements may enter into a hex containing an EZOC, but must then stop their movement there for that phase.

16.13 US Airpower

Starting with his own side's reinforcement phase of Game Turn 1, the US player rolls on the Airpower Generation Table below to receive his air points for that turn. The rolled number may be taken in any combination of air points, as that player chooses. Air points have no nationality and may be used in support of any and all US and/or West German command formations, decided on that player on a turn by turn and point by point basis. On Game Turns 1 through 4, always subtract one from the die roll.

DIE ROLL	≤ 2	3	4	5	6
Points Received	0	1	3	5	7

16.14 US Air Mobility

During the game the US player may use helicopter transport only for non-mechanized infantry and airborne infantry units.

16.15 Soviet Command Structure

The Soviet force structure consists of six individual commands. Those commands are: 8th Guards Army, 20 Motorized Rifle Division (MRD); 39th MRD, 57th MRD, 79th Tank Division (TD), and one regiment from the 103rd Airborne Division. In general, units from different Soviet commands may not stack together. The exception is, 8th Guards Army units may freely stack with units from any other Soviet commands. Further, that 8th Guards Army cross-command ability is not restricted to mixing with just one Soviet command at a time; they may mix with any number of other Soviet commands at any and all times.

16.19 Soviet Initial Forces

The Soviet player should set up second, after the US player has completed that side's set up. To complete his set up, the Soviet player should take all the units of the 79th TD and place them, no more than one per hex, on any road hexes between the north edge of the map and the deployment line that runs from 1030/1031 to 3830/3831. Within those restrictions, Soviet units may set up in US control.

16.20 Soviet Reinforcements

At the start of each of his own side's reinforcement phases in every game turn (including Game Turn 1) the Soviet player should openly roll a die and divide that result in half, rounding down any remainder. That roll and rounding will result in a final number between zero and three. That number is the number of times the Soviet player then rolls on the table below. If the result was zero, the Soviet player may not consult the table that game turn.

DIE ROLL	REINFORCEMENT RECEIVED
1	8 th Guards Army
2	20 th Motorized Rifle Division
3	39 th Motorized Rifle Division
4	57 th Motorized Rifle Division
5	103 rd Airborne Division or No Arrival
6	No Arrival

When a roll on the table above calls for the units of a Soviet command to enter play, all the units of that particular command are eligible to enter play as described in section 6.0. For example, on a roll of "3," all units of the 39th MRD would become eligible to enter as reinforcements that turn. If a given command formation is once entered and its number is rolled again on the table, that die roll is considered to be "No Arrival" and it isn't re-rolled. If optional rules section 19.0 isn't being used, treat a roll of "5" on the table above as "No Arrival."

16.21 Soviet Reinforcement Arrival Hexes

As soon as a Soviet command formation has been triggered for entry on the table above, that player should roll a second die for it and consult the following table.

DIE ROLL	ENTRY HEX
1-2	1834
3-4	2034
5-6	3434

If a command formation's rolled entry hex is occupied by one or more enemy ground units at that time, don't reroll. Such blocked reinforcements are simply held off the map until such time as their rolled for hex is empty of enemy units. Reinforcements may enter into a hex containing an EZOC, but must then stop their movement there for that phase Exception: if players have agreed to use option rules section 19.0, the units of the 103rd Airborne Division must always be entered by airdrop.

16.22 Soviet Airpower

Starting with his own side's reinforcement phase of Game Turn 1, the Soviet player rolls on the Airpower Generation Table below to receive his air points for that turn. The rolled number may be taken in any combination of air points, as that player chooses. Air points may be used in support of any and all Soviet command formations, decided on that player on a turn by turn and point by point basis. Starting with Game Turn 5, always subtract one from the die roll.

DIE ROLL ≤	3	4	5	6
Points Received	0	1	2	3

16.23 Soviet Helicopter Transport

The Soviet player may use helicopter transport for the single 8th Guards Army special operations unit.

16.24 Fire Coordination

The Soviet player may never use more than two artillery units in any particular combat, and even that is subject to the further strictures set by rule 16.15. He may also use no more than two air points against a single hex. Those two limits are figured separated, though; so he could use two air points and two artillery points in a given combat. The US player may use an unlimited number of available artillery and/or air points in any particular combat, subject only to the strictures set out in rule 16.9.

16.25 River Crossings

There are no bridges across the rivers in *WP*. All bridges are considered to have been destroyed prior to the start of the scenario. The Terrain Effects Chart explains the effects of rivers.

16.26 Engineers

The engineer units of both sides have the following special characteristics. If a combat effective engineer unit starts its movement phase adjacent to a river hexside and doesn't move during that phase, all friendly units may cross all river hexsides within one hex of those engineers at no additional movement point cost. Such "temporary bridges" remain in place, judged on a movement phase by phase basis, as long as the combat effective engineer unit remains in place. When the engineers move, they take their bridging equipment with them (for possible later reuse).

16.27 Exiting the Map

Both players may exit their own side's units from the *WP* map. To do so, the unit must be on a designated map edge hex and then move off as if entering an imaginary hex adjacent to the map edge. The terrain in that off-map hex is presumed to be the same as that in the hex from which the unit exited, including roads. A unit may start its move in, or move to, an eligible map edge hex and

then move off as long as it has sufficient movement points. A unit may not exit if its exit hex contains an EZOC. Units may exit the map only during their own side's movement phases and via the hexes designated above for their own side in rules 16.4 and 16.5. Units may not exit the map as a result of advance or retreat after combat. Units forced to retreat off-map are eliminated instead. Once a unit exits the map it may not return. Exited units are not considered eliminated. Note that in some circumstances exited units will give the owning player VP. Units may not use airborne or airmobile movement to exit the map.

16.28 US Pentomic Artillery

US 5-5-7 artillery groups are an exception to the normal artillery rules in that they may split their total barrage and FPF strengths into as many different battles as the owning player desires, as long as they're in whole-number increments. For example, a 5-5-7 artillery unit could make a single five-strength bombardment, or five one-factor bombardments, or any other combination up to five.

16.29 US Pentomic Infantry

All US infantry units of the 3rd and 8th Infantry Divisions receive an additional favorable one column shift when defending against atomic attacks (see 18.7).

16.30 US 8th Infantry Division Airborne Capability

In the late 1950s, the US Army replaced two of the 8th Infantry Division's infantry battlegroups with airborne battlegroups. To determine if a particular *WP* game is occurring late enough in the decade to allow for the participation of these units, at the start of the set up process the US player should openly roll a die. On a result of 4-6, that war is assumed to have erupted late enough in the decade. In that case, remove two of the 8th Infantry Division infantry battlegroups, chosen at random, and replace them with the two airborne battlegroups.

Those alternative units are treated as Pentomic infantry, with the following exception. Both airborne battlegroups, to enter play, make an airborne landing, and it may only occur during the turn the 8th Infantry Division is entered as a reinforcement (if it is entered) and optional rules section 19.0 is being used. If the Airborne rule is not being used, make the unit substitutions but then enter the airborne battlegroups as regular infantry.

16.31 Rubble in WP

Whenever either player conducts any kind of attack using artillery or airpower against a Wurzburg or town hex, there is a possibility of rubble. On completion of every such combat, the attacker rolls a die. On a six, rubble occurs: place a rubble marker in the hex. If more than one hex was involved (in the case of close support or FPF), roll once for each hex. The effects of rubble are shown on the TEC; rubble effects are calculated in addition to the normal movement costs and combat effects of the terrain in a hex. Once a rubble marker is placed in a hex, it may not be removed, but no further effects for more rubble are checked against it; no more than one rubble marker is ever placed in a given hex. A rubble VP hex is still a VP hex.

17.0 KABUL '79 SET UP & SPECIAL RULES

17.1 Players & Sides

There are two players: Soviet (first player), and Afghan (second player). The Afghan player sets up first; the Soviet player sets up second. Players will find it useful to keep track of the number of objective hexes they occupy on a piece of paper.

17.2 Game Length:

Seven game turns

(27 December 1979 to 2 January 1980).

17.3 Game Scales

Each hex represents 273.5 yards

(250 meters) from side to opposite side.

Each full turn represents one day. Soviet units are battalions (maneuver units) and regiments (artillery); Afghan units are regiments, brigades and *ad hoc* groups. American units are mostly battalions, along with some companies and special forces detachments.

17.4 Winning With No US Intervention

In games in which there is no level of US intervention, the Soviet player wins if, prior to the end of Game Turn 7, he succeeds in accruing 25 or more victory points. Play stops the instant he reaches that level of VP. If he hasn't reached it by the end of Game Turn 7, the Afghan player is declared to have won the game. VP are generated by Soviet control of objective hexes and/or critical objective hexes and/or the single "special objective" hex:

the US embassy in hex 6724. Note, though, the US embassy hex is entirely out of play in games in which there is no level of US intervention (see below, 17.15). Each objective hex generates one VP for the Soviet side when/while it's controlled by that side. Each critical/special objective hex generates two VP for the Soviet side when/while its controlled by that side.

At the start of play, all VP hexes on the map are considered controlled by the Afghan player's forces except the Soviet embassy (hex 4610). So the Soviet player starts each game with two VP. For the Soviet player to gain control of other VP hexes, he must move one of his ground units into and/or through it, instantly scoring the appropriate VP as soon as he does so. Of course, if the Afghan player similarly regains control of a Soviet-controlled VP hex, that same amount of VP is then lost to the Soviet player. Control of VP hexes, and their corresponding addition/debit to the Soviet VP total, may go on, judged on a per-hex and instant-by-instant basis, all throughout the game any number of times. Note that the mere projection of a ZOC into a VP hex is insufficient to gain, regain, or retain control of VP hex, actual unit-entry is necessary (though permanent garrisons aren't).

17.5 Winning With US Intervention

If the game is played with covert US intervention (see below, 17.15), the same victory conditions given above in 17.4 are still used, except the VP total needed by the Soviet player to win is lowered to 20.

If the game is played with covert and aerial US intervention (see below, 17.15), the same victory conditions given above in 17.4 are still used, except the VP total needed by the Soviet player to win is lowered to 15.

If the game is played with full US intervention (see below, 17.15), the same victory conditions given above in 17.4 are still used, except the VP total needed by the Soviet player to win is lowered to 15.

17.6 Mosques & VP

No matter the level of US intervention (or non-intervention) each time the Soviet player attacks either of the two major mosques shown on the map—the Idqah Mosque in 5925 or the Blue Mosque in 6718—with artillery or airstrikes, either as pure bombardment or in the form of combat support, or calls in FPF when defending in them, his VP total is decreased by one no matter the actual outcome of those battles. In that way it is possible to drive the Soviet VP total to less than zero.

17.7 Afghan Commands & Strictures

Forces on the Afghan side consist of two commands: the Afghan Armed Forces and (optionally) US forces. Both commands are controlled by the Afghan player and are friendly for all game purposes, with the following exceptions. Afghan units may not stack or attack in conjunction with US units. US artillery and air units may not be used to provide close support or FPF to any Afghan units and vice versa.

17.8 Afghan Initial Forces

Place the 5 x headquarters units, one each in any five critical objective hexes other than the Soviet embassy. Place the following units on or adjacent to any objective, critical objective, mosque or city square hexes:

- 2 x tank brigades
- 2 x air defense units
- 6 x infantry regiments 6 x security units
- 3 x elite infantry brigades:
one of these must start in the 3203
- 1 x artillery unit

Units are drawn randomly and deployed in untried status. Place aside all remaining units aside; they're potential reinforcements. Afghan units may not be initially placed in the Soviet or US embassy hexes.

Also note: the "To Airport" hex is not an eligible set up hex; no Afghan units may be placed there or adjacent to there.

17.9 Afghan Reinforcements

The Random Events Table (see 5.5) may generate reinforcements for the Afghan player. The following units are potential Afghan reinforcements.

Regular reinforcements:

- 1 x tank brigade
- 2 x elite infantry brigades
- 9 x infantry regiments
- 1 x artillery unit

Guerrilla reinforcements:

6 x guerrilla groups

Place each of these two groups (regulars and guerrillas) in separate "pools" (coffee mugs) from which they can be drawn at random if an event calls for it. If for any reason there are not enough potential reinforcement units available as called for by an event, then no units are taken.

17.10 Afghan Reinforcement Entry

All units other than guerrillas and optional US reinforcements move onto the map via road hexes as if they were lined up off the map on a road leading to their entry hex. If for some reason a scheduled entry hex is blocked, the units are placed on any hex of the same map edge as the road, within normal stacking restrictions, but they may then move no farther that phase. Guerrillas are placed on any hexes on the map not containing an enemy unit or ZOC. US reinforcements are explained below.

17.11 Afghan Guerrilla Replacements

Generally, when an Afghan unit is eliminated it's permanently removed from play. The exception is guerrilla units. If eliminated, they may be returned to play if an event calls for more guerrilla reinforcements. So put each newly eliminated guerrilla unit back into that unit-type's pool.

17.12 Afghan Headquarters Units

Any Afghan units within three hexes of a combat effective Afghan HQ at the instant of combat receive a one column shift to the right (1R) when attacking and to left (1L) when defending. No more than one shift per combat may be received in this way no matter how many HQ may be within range. If some units in a given battle are within HQ radius and others are not, the bonus is received. The three-hex range may be traced through any kinds of terrain, enemy units and EZOC. Both untried and revealed HQ may be used to provide this kind of support, and an enabling untried HQ isn't revealed simply by providing this support. US units can't receive this shift. Afghan HQ also provide the shifts to themselves.

17.13 Combat Results Tables

All units of both sides may use the Assault CRT within the terrain strictures described in 9.13. In addition to those strictures, only the following units may ever use the Mobile CRT: all US and Soviet units plus Afghan guerrilla units.

17.14 Soviet Command Structure

All Soviet forces in this game consist of one unitary command, the Red Army.

17.15 Optional US Intervention

Prior to start of play, players can agree as to explore the 'what-if' possibilities of direct US intervention. There are three possible levels of US intervention, each of which has an effect on the game's victory adjudication (see 17.5).

- 1) Covert, in which the Afghan player receives two US special operations units.
- 2) Covert & Air, in which the Afghan player receives two US special operations units and US airpower (see 17.18).
- 3) Full, in which the Afghan player receives two US special operations units, the units of the US *82nd Airborne Division* (see 17.17), and US airpower (see 17.18).

If any level of US intervention is chosen, place the US embassy security unit in hex 6724, and also see 17.16.

17.16 US Intervention Reinforcements

All US ground units enter play via airborne landing. See rules 19.0 for details. US special forces units enter play during any Afghan Reinforcement Phase of any turn of the game starting with Turn 2, at the choice of the Afghan player, both at the same time. The units of the *82nd Airborne Division* enter as follows: during any Afghan Reinforcement Phase starting with that of Game Turn 2, the Afghan player declares the *82nd* is entering play. On that turn, one airborne infantry battalion is received. On each turn following, one more US airborne unit is received (any type, drawn randomly). That continues until all US airborne units are received. It is possible for the two special forces units and a unit of the *82nd* to arrive during the same game turn.

17.17 Airborne Entry Restriction

Each US ground unit brought into play may make only one airborne landing per game, and that's done to deploy on the map.

17.18 US Airpower

If using a level of intervention that allows for the participation of US airpower, starting with his reinforcement phase of Game Turn 2, the Afghan player rolls on the Airpower Generation Table

below to see how many US air points he receives. He may select any combination of SAC, TAC, helicopter gunships and helicopter transports available in the counter-mix.

DIE ROLL	≤ 2	3	4	5	6
US Air Points	0	1	2	2	3

17.19 Air Mobility

The Afghan player use helicopter transport only for US airborne infantry, artillery and special forces units.

17.20 Afghan HQ

Any Afghan units within three hexes of an Afghan HQ at the instant of combat receive a one column shift to the right (1R) when attacking and to left (1L) when defending . No more than one shift per combat may be received in this way no matter how many HQ may be within. If some units in a given battle are within HQ radius and others are not, the bonus is still received. The three hex radius may be traced through any kinds of terrain, enemy units and ZOC. Both untried and revealed HQ may be used to provide this kind of support, and an enabling untried HQ is not revealed by providing support. Untried Afghan HQ may be used for support until such time as they are revealed and removed from play. US units do not receive the shift. Afghan HQs provide the shifts to themselves, also.

17.21 Combat Results Tables

All units of both sides may use the Assault CRT within the terrain strictures described in 9.13. Only the following units may use the Mobile CRT: all US and Soviet units plus Afghan guerilla units.

17.22 Soviet Command Structure

All Soviet forces in this game consist of one unitary command, the Red Army.

17.23 Soviet Initial Forces

Soviet embassy: 1 x security unit.

Any hexes other than those occupied by Afghan units: 3 x special operations battalions, 2 x advisor units.

17.24 Soviet Reinforcements

Turn 1 (27 December)

To Airport (7027) hex:

- 3 x airborne mechanized battalions
- 1 x airborne recon battalion
- 1 x special operations battalion

Turn 2 (28 December)

To Airport (7027) hex:

- 9 x airborne mechanized battalion
- 2 x airborne recon units
- 1 x airborne assault gun battalion
- 2 x airborne artillery battalions
- 1 x airborne air defense battalion

Turn 3 (29 December)

Any north map edge road hexes:

- 1 x recon battalion
- 3 x mechanized infantry battalions
- 1 x armored battalion
- 1 x security battalion

Turn 4 (30 December)

Any north map edge road hexes:

- 1 x recon battalion
- 6 x mechanized infantry battalions
- 3 x armored battalions
- 2 x artillery battalions
- 1 x air defense battalion

CWB2 OPTIONAL RULES

18.0 ATOMIC WEAPONS

18.1

This optional rules section is only for use in *WP*, not *K'79*.

18.2 Nukes or No Nukes

In games featuring atomic weapons, wargamers are often quicker to reach for those weapons of Armageddon more quickly than real-world leaders. The ghoulish pleasure of deploying mushroom cloud markers onto the map, in conjunction with what's often the wholesale destruction of enemy forces, is too seductive for many to resist. Accordingly, to instill in players the true stakes involved in the use of atomic weaponry, we invite you to use the following rule (18.3) as a kind of option within an option.

18.3 Table Stakes

If both players agree to the possibility of atomic weapons use in their match of *WP*, both should then further agree to place on the table some equal and personally meaningful amount of money as "table stakes" in the atomic war (say some amount like USD \$2,000). Both should then take a piece of paper and on it secretly write "Nukes" or "No Nukes." As soon as that's done, both sheets are simultaneously revealed by both players.

If both players have written "No Nukes," the atomic weapons rules are not used and the table stakes are put away.

If one player wrote "Nukes," atomic weapons are available for use by both players during the game. If that game ends with the player who wrote "Nukes" losing or achieving only a draw, the player who wrote "No Nukes" takes home both table stakes. If the "Nukes" player wins the game, he takes home both table stakes. And all that remains true no matter the number of atomic weapons actually detonated by both players during the course of the game.

If both players wrote "Nukes," atomic weapons are again available for use by both players. The player who wins takes home both table stakes. If the game ends in a draw, give both table stakes to any mutually agreed on charity. And all that remains true no matter the number of atomic weapons actually detonated by both players during the course of the game.

18.4 Procedure

The use of atomic weapons is a two game turn procedure involving secret plotting and then open detonation. During the Special Weapons Phase of each game turn, players first simultaneously write down (plot) the hex numbers and weapons sizes of nuclear attacks to be made in the next game turn's Special Weapons Phase. After plotting, players reveal and resolve all the atomic strikes they plotted the previous game turn.

All such plotted attacks are made in any order each player wishes, one at a time. If both players reveal they have atomic weapons strikes to resolve that phase, the first player detonates his first strike, then the second player detonates his first strike, then they alternate back and forth until all plotted strikes have been detonated. If one player runs out of plots before the other, the player with remaining strikes then sequentially completes all his remaining plotted strikes.

All effects of one atomic strike are applied before proceeding to the resolution of next nuclear attack.

18.5 Game Turn Zero

In order for there to be atomic weapons strikes starting with Game Turn 1, players should go through a "Game Turn Zero" plot phase, then execute those attacks normally during the first game turn.

18.6 Mushroom Cloud Markers

Players place these on the map in hexes that have been struck with an atomic attack in order to indicate that "impact hex" status. The effect of each such marker is to render a hex entirely unplayable for the rest of the game for all purposes, including VP generation. That is, a nuked hex can't generate VP for either side.

18.7 Atomic Weapons Table

In the table below, "Weapon Types" identifies the yield of the atomic weapon types available in terms of their explosive yield in Kilotons (Kt), each of which is equal to 1,000 tons of TNT. The "US Available" and "Soviet Available" rows indicate the total number of each type of weapon each player may use throughout the game. For example, during the course of any one game, the US player may detonate a total of no more than five weapons of 20 Kt size, while the Soviet player may detonate no more than two. An asterisk (*) denotes weapons of a size that aren't actually tactical, but that still may be used by players willing to yield

to their opponent five VP, per use, for doing so.

In order to detonate a plotted atomic strike, find the proper weapon type. Indicate the hex in which the weapon is to be detonated (the impact hex). Each unit within range of that hex, counted in hexagons, is subject to attack on the Atomic CRT below. Find the distances in hexes from the impact hex to the unit in question and cross-reference that to find the column on which the unit is attacked. When counting, the impact hex is “zero,” then count outward from it to each unit within either range category.

On the table below, infantry units of the US 3rd and 8th Infantry Divisions (including airborne infantry; see section 24.0) are always attacked using the “Pentomic” columns. Also note, one is subtracted from the die roll result of all units struck in hexes containing only clear terrain and/or roads and/or autobahns.

Die

Roll Pentomic

Minimum

Effect

Radius Minimum

Effect

Radius Pentomic

Maximum

Effect

Radius Maximum

Effect

Radius

0	DR2	DR3	DE	DE		
1	DR1	DR2	DE	DE		
2	DR1	DR2	DE	DE		
3	DR1	DR1	DR4	DE		
4	DR1	DR1	DR3	DR4		
5	No Effect		DR1	DR3	DR3	
6	No Effect		No Effect	DR2	DR3	

18.8 Targeting Restrictions & Explanations

Neither player may detonate an atomic weapon in a hex if there are any friendly units within the “maximum effect radius” of that weapon.

A player still must detonate a plotted atomic strike if there are friendly units within the “minimum effect radius” of that weapon. Such friendly units are rolled for and are affected normally by the attack.

If either player plots an atomic strike that subsequently may not be detonated due to the restrictions above – for example, due to the fact a friendly unit has moved within the minimum effect radius – that weapon isn’t detonated, but it is nevertheless considered to have been expended. It may not be re-plotted or reused. Aside from that kind of circumstance, atomic weapon strikes may not be aborted once plotted.

In general, once any atomic weapon has been plotted and/or detonated, it may not be used again. US Davey Crockett’s are the exception (see 18.12 below).

18.9 Effects of Atomic Weapons.

Units that receive a DE result are immediately removed from the map. Units that receive a retreat result (DR#) are moved by the owning player the number of hexes indicated by that result, according to the normal rules of retreat. Such retreated units are also suppressed; place a suppressed marker on them.

If an enemy unit is retreated into the blast radius of an atomic attack that’s yet to be resolved, it goes through whatever attack process is called for in its new hex. Also note retreats by friendly units into such blast radii may trigger the strike prohibition given above in the first paragraph of rule 18.8.

18.10 Further Restrictions

The Soviet player may never plot or detonate more than two atomic strikes per game turn. The US player may never plot or detonate more than three atomic strikes of 5 Kt size or higher per game turn, but he may also plot and detonate up to three Davey Crocketts per game turn.

18.11 Ranges

In general, atomic strikes have unlimited ranges. They may be plotted and detonated anywhere on the map within the restrictions given above. See the Davey Crockett rule below for the exception.

18.12 US Davey Crocketts

The "Davey Crockett" was a tactical atomic weapon launcher designed for use at battalion level and lower. It was basically a modified recoilless rifle that could fire a small atomic warhead out to several kilometers. Each US division on the map may fire one Davey Crockett per game turn. Each such strike may be fired by any single combat effective unit within each division, and it needn't be the same unit for every firing. (Each Davey Crockett plot should, however, identify the division and specific unit within it that will be firing it.) Davey Crocketts have a range of three hexes and use the "Sub-Kt" column on the table. If a division has no units on the map, then its Davey Crockett may not be fired. US V Corps, 14th Armored Cavalry and West German Jaeger units may not fire Davey Crocketts.

18.13 Electro Magnetic Pulse (EMP)

In the 1950s the US planned to use several hundred tactical nuclear weapons each day in the event of a shooting war with the Warsaw Pact, and the Soviets weren't far behind that in their own planning. Those detonations would've had many effects beyond the mere destruction of units in the field. If a random event calls for "EMP" (see rule 5.4), roll an additional die on the table below.

DIE ROLL EMP EFFECT

- 1 No effect**
- 2 Reinforcements Delayed. Any reinforcements for both sides scheduled for this game turn are received on the following game turn. The same force may be delayed by more than one turn if this is rolled twice or more in a row.**
- 3-4 Command Control Breakdown: Units of both sides may not enter EZOC this game turn, and units already in EZOC must remain in place. Neither side's artillery may fire at more than one-hex range. Neither side may use air points. No airborne drops may be made.**
- 5 Pentomic Organization Triumphs. Same as 3-4 except all units of US infantry divisions are unaffected.**
- 6 Duck & Cover. Both sides ignore EZOC this turn.**

19.0 PARATROOPER OPERATIONS

19.1

Some scenarios allow certain units to enter the map via airborne landings. Only units described as eligible in the scenario rules may conduct airborne landings. Eligible units may make airborne landings only as part of their initial move onto the map as reinforcements. Other than eligibility to make airborne landings, airborne units function as normal infantry.

19.2 Procedure

Place the airborne units on any desired landing hexes on the map, then roll a die for each one on the Airborne Landing Table below and apply all applicable die roll modifiers.

19.3 Timing & Restrictions

Airborne landings are made during the friendly movement phase. Units making airborne landings may not perform normal movement during the player turn of landing. They perform all other game functions normally, including attacking and any called for retreats or advances after combat. Airborne units may not land atop enemy units, though they may land in EZOC. Note: airborne landings don't require use of air points. They're considered to be jumping from additional transport aircraft.

19.4 Airborne Landing Table

DIE ROLL	OUTCOME
≤ 1	AL
2	AL
3	AL
4	AL
5	AL
6	SC
7	SC
≥ 8	EL

19.5 Airborne Landing Table Die Roll Modifiers (use all that apply)

-1: unit is landing in clear terrain, including road and or autobahn.

+1: unit is landing in any other type of terrain.

+1: unit is landing in the ZOC of one or more enemy units other than anti-aircraft.

(Maximum of +1 regardless of number of EZOC.)

+2: unit is landing in range of one or more combat effective enemy antiaircraft units.

(Maximum of +2 regardless of number of such units.)

+1: All Soviet units in the *WP* game.

19.6 Airborne Landing Table Results

AL: unit lands without adverse affect.

EL: unit is eliminated and counts for VP.

SC: unit scatters. Roll another die: a result of one means the unit is placed one hex north of the intended landing hex; a two means it's placed one hex northeast of the intended landing hex, etc. If the scattered unit lands atop an enemy unit, off the map, or overstacked, it's eliminated and generates VP.

20.0 RECON

20.1

Certain units may perform "recon" at the end of their movement or, if they don't move, at any one time in their player turn. The player declares "recon," and may then examine all untried enemy units in adjacent hexes. The enemy units are not flipped face up, and the owning player is not informed of their strengths. Note that recon is executed at the end of a unit's move, not the end of the movement phase; so you can bring in other units to exploit the reconnoitered situation. You may not recon your own untried units.

20.2

The following units can perform recon: 1) special forces; and 2) armored cavalry.

20.3 Aerial Recon.

Air points may also perform recon. Simply place the marker on top of an enemy occupied hex at any time during movement and then examine the untried enemy units beneath it. The air point can perform no other function that game turn. Air recon may not be conducted in hexes containing or adjacent to any combat effect enemy antiaircraft unit. In *WP* and *K'79* only US TAC and both sides helicopters (both types) may perform recon.

21.0 SCREENING

21.1

If the only defending units in a combat are a combination of armored cavalry and/or special forces and/or guerrillas (plus any FPF), the defending player chooses which CRT will be used rather than the attacker. Terrain restrictions may still not be overridden by this rule, and it applies only to adjacent combat, not bombardment defense.

22.0 SPECIAL FORCES & GUERRILLAS

22.1 Movement

Special forces and guerillas always pay only one movement point to enter a hex, regardless of terrain. Hexside costs are paid normally, but also can't use the road or autobahn movement bonuses.

22.2 ZOC & EZOC

In general, special forces and guerilla units:

- 1) don't exert ZOC; and
- 2) are never affected in any way by EZOC.

22.3 Security Forces Exception

Special forces and guerillas are affected normally by the ZOC of enemy special forces and security units.

22.4 Combat

Attacking is always optional for special forces and guerilla units. They may attack (or not) each combat phase they're adjacent to an enemy unit(s). They're never affected by any kind of artillery fire or air points firing bombardment into their hex. They are affected by close support and FPF when they engage in

adjacent combat as attacker or defender.

23.0 FIRE CONTROL

23.1

Certain armies had poor fire control systems. In *K'79* this rule applies to all Afghan (but not US or Soviet) artillery units. In *WP* this rule applies to all Soviet artillery and air points.

23.2 Procedure

A force effected by this rule must allocate all its air and artillery attacks at the start of each combat phase. That's done as follows.

- 1) An affected attacking player places all air points and artillery impact markers that he will be committing for any bombardment or close support missions.
- 2) An affected defender then places all air points and artillery impact markers he will be committing for FPF missions.
- 3) Resolve combat normally.

Once placed, air and artillery markers may not be switched to other targets. They do not block retreat, etc.

Remember, this is all done at the start of every combat phase, not at the start of each individual combat.

24.0 OPTIONAL WP UNITS

US 3rd & 8th Infantry Divisions Late-Decade Reinforcements

In the late 1950s, the US Army replaced two of the 8th Infantry Division's infantry battlegroups with airborne infantry battlegroups. Similarly, mechanized infantry battalions were added, one each, to that division as well as to the 3rd Infantry Division. To determine if a particular *WP* game is occurring late enough in the decade to allow for the participation of those units, at the start of the set up process the US player should openly roll a die. On a result of 4-6, the war is assumed to have erupted late in the decade. In that case, remove two of the 8th Infantry Division infantry battlegroups, chosen at random, and replace them with the two airborne battlegroups. Likewise, add the 2-3-12 mechanized infantry battalions to each division. (No other units are withdrawn to make up for the mech's entry.)

Those alternative airborne units (but not the mechanized infantry) are treated as Pentomic infantry, with the following exception. Both airborne battlegroups, to enter play, make an airborne landing, and it may only occur during the turn the 8th Infantry Division is entered as a reinforcement (if it is entered) and optional rules section 19.0 is being used. If rule section 19.0 isn't being used, make the unit substitutions but then enter the airborne battlegroups as regular infantry.

All four of these late-decade reinforcements are marked with asterisks in their upper-right corners (both sides) as a reminder of their special status.

25.0 OPTIONAL K'79 UNITS

25.1 US Intervention

Prior to start of play, players can agree to explore the 'what-if' possibilities inherent in direct US intervention. There are three possible levels of US intervention, each of which has an effect on the game's victory adjudication (see 17.5).

- 1) Covert, in which the Afghan player receives two US special operations units.
- 2) Covert & Air Power, in which the Afghan player receives two US special operations units and US air points.
- 3) Full, in which the Afghan player receives two US special operations units, the units of the US *82nd Airborne Division* and US air points.

If any level of US intervention is chosen, place the US embassy security unit in hex 6724.

25.2 US Intervention Reinforcements

All US ground units enter play via airborne landing. See optional rule section 19.0 for details. US special forces units enter play during any Afghan Reinforcement Phase of any turn of the game starting with Game Turn 2, at the choice of the Afghan player, both at the same time. The *82nd Airborne Division* enters as follows: during any Afghan Reinforcement Phase starting with that of Game Turn 2, the Afghan player declares the *82nd* is entering play. On that turn, one randomly chosen airborne infantry battalion is received. On each turn following, one more US airborne unit is received (any type, drawn randomly). That continues until all US airborne units of the division are received. It's possible for the two special forces units and a unit of the *82nd* to arrive during the same game turn.

25.3 Airborne Entry Restriction

Each US ground unit brought into play may make only one airborne landing per game, and that's done to deploy onto the map.

25.4 US Airpower

If using a level of intervention that allows for US air points, starting with his reinforcement phase of Game Turn 2, the Afghan player rolls on the Airpower Generation Table below to see how many US air points he receives. He may select any combination of SAC, TAC, helicopter gunships and helicopter transports available in the counter-mix.

Die Roll	≤ 2	3	4	5	6
US Air Points	0	1	2	2	3

25.5 US Helicopter Transport

The Afghan player may use helicopter transport only for US airborne infantry, artillery and special forces units.