RED STORM
The Air War Over Central Germany, 1987

Scenario Book

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SCENARIOS

RS1: Morning Recon

This is a solo introductory scenario to help familiarize players with the basics of setup, raid planning, aircraft movement, SAM acquisition, and air-to-air combat.

Background

After months of increasing tension along the inner-German border, Warsaw Pact commanders expect to receive the word to start combat operations at any time. WP air commanders authorize high speed reconnaissance flights across the border. Pilots are ordered to get in quickly, gather the required intelligence, and return.

Targets

The reconnaissance objectives for this mission are rear area units of the Belgian 16th Armored Division. The WP recon flight must attempt to collect intelligence on all four targets:

Recon Target	Hex
HAWK Battery	5303
HQ	5404
Supply	4904
HAWK Battery	5308

Scenario Conditions

- **Date:** 12 May 1987
- **Time of Day:** 1030 (Day)
- **Detection Level:** NATO: A WP: A
- **Weather:** Clear. Do not roll on the Weather Table.
- **Map:** Only hexes on/north of hexrow xx10 and on/east of hex column 39xx are in play.
- **The Front:** NATO side is on/west of 6302-6309-6010.
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** None
- **ISR:** Neither player

- **SEAD:** Neither player
- **Early Warning:** Neither player rolls. All flights set up undetected.
- **NATO Air Defense Zone:** 2ATAF
- **NATO Restriction:** The NATO CAP flight must remain within one hex of the Orbit Point unless a WP flight has been detected [10.1] and is in a hex on the NATO side of the Front.
- **NATO Zone Limit:** The NATO flight may not voluntarily move within two hexes of the Front.
- **WP Zone Limit:** The WP flight may not voluntarily move west of hex column 43xx.
- **Rules of Engagement:** The NATO side may not attack the WP Recon flight in this scenario in any way. Instead, they have a list of other tasks to complete to try to chase away the WP flight (see Victory Conditions).
- **Setup Order:** NATO is first.

NATO Order of Battle

Air Setup
Air Units and Markers:
- 1 x {2} FGR2, CAP. Aggression Value +1. Set up adjacent to the NATO Orbit Point at Deck altitude.
- 1 x Orbit Point in 4307

Ground Setup
Army Ground Units:
(15-17 May locations, roll for Gepard capability)
- BE 16th Armored Division

Air Defense Units:
- 2 x HAWK C, one each in 5303, 5308. Set up located.
- 1 x EWR unit in 4706. Set up located.

NATO Pilot Quality
NA

Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:
- 1 x {2} Su-24MR, Recon. Aggression Value +2. Enter within one hex of 7706 on Turn 1.
- 2 x Dummy Flights

Ground Setup
Air Defense Units:
- 1 x EWR in 6502. Set up located.

WP Pilot Quality
NA

Scenario Special Rules

1. This scenario ends at the end of Turn 15. At that point, roll for recovery for all flights that have not yet recovered.

2. **WP Photo and Electronic Recon.** The WP Recon flight must follow a flight path [8.31]. This path must allow the WP Recon flight to fly within one hex of each of the four target hexes at Medium or lower altitude to collect the required photographic/electronic intelligence. Note that the flight does not have to conduct actual Recon Runs [24.1], it just needs to move within one hex of each recon target.

3. Ignore the following Random Events [21], if rolled: NATO QRA, NATO Flight in Trouble, WP QRA, WP Flight in Trouble, MANPAD Ambush, SEAD Strike.

4. The printed AAA concentrations at Hoxter (4505), Ballenstedt (7306), and Cochstedt (7503) must remain inactive during the scenario.

Victory Conditions

There are no victory points in this scenario. Instead, the NATO side wins if it accomplishes the following four tasks:

1. Detection [10.1] and Visual Identification [10.4] of the WP Recon flight.

2. Achieve Full SAM Acquisition [15.21] on the WP flight at the end of two Admin Phases.

3. Conduct a successful BVR air-to-air engagement [11.2] of the WP flight. If the engagement occurs, resolve it as if it were normal BVR air-to-air combat, but the NATO player may not fire any shots.

4. Conduct a successful standard air-to-air combat engagement [11.2] of the WP flight. If the engagement occurs, resolve it as if it were a normal air-to-air combat, but neither player may fire any shots. Treat "Abort" Morale Check results as "Disordered" instead.

If the NATO side accomplishes these four tasks, NATO wins. Otherwise, the WP side wins.

> *Note: Players should try this scenario at least twice, once with the WP flight at Medium or High altitude (and faster speed) and once at Deck (lower speed, harder to detect). That will give a feel for the difference between "going high" and "going low" when trying to both get to a target and intercepting flights doing so. In addition, during the second playing of the scenario, players should let the NATO side attack the WP flight in order to further learn the combat rules.*

RS2: Operation Boloski

Background

On the afternoon of 15 May 1987, hundreds of Soviet and East German aircraft takeoff in rapid succession and push toward the border at supersonic speeds. With NATO expecting an opening attack on its airbases, the Warsaw Pact planners instead plan to surprise NATO with a mass fighter sweep in an effort to knock out as many NATO fighters as possible on the opening day of the war. All across central and western Germany, NATO airfields scramble every available fighter aircraft. Massive exchanges of long-range missiles begin as the WP pilots push over the border. As the huge and confused air battle rages, SAM gunners on the ground must sit and wait to see who survives.

Scenario Conditions

- **Date:** 15 May 1987
- **Time of Day:** 1300 (Day)
- **Detection Level:** NATO: C WP: B
- **Weather:** Clear. Do not roll on the Weather Table.
- **Map:** The entire map is in play.
- **The Front:** NATO side is on/west of 6302-6309-5314-5316-5718-5721-5522-5531-5631-5633-6940-6935-7538-7737.
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** None
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** Neither side. Surprise Attack condition for both sides.
- **NATO Air Defense Zone:** 2ATAF/4ATAF
- **NATO Restriction:** NATO CAP flights must remain within two hexes of an Orbit Point until a WP flight has been detected and is in a hex on the NATO side of the Front. NATO QRA flights may not takeoff or enter from off-map until this same condition is met.
- **NATO Zone Limit:** NATO flights may not voluntarily move within five hexes of the Front.
- **WP Restriction:** Once on the NATO side of the Front, each WP flight must maintain a heading of due west at High altitude until the instant the flight is within ten hexes of a

detected NATO flight, or they are engaged themselves in air-to-air combat (including BVR combat [11]). If neither of these conditions occur, once the WP flight moves on/west of hex column 44xx this restriction is lifted and the flight may move freely.

● Setup Order: NATO is first.

⬛ NATO Order of Battle

Air Setup
2ATAF Zone:
● 2 x OOB Table A (QRA). Set up Ready at Dortmund (FRG) or Gutersloh (UK). BE/NE flights enter at 0116 once the NATO Restriction is lifted.
● 2 x OOB Table B (CAP)

4ATAF Zone:
● 2 x OOB Table A (QRA). Set up Ready at Buchel/Pferdsfeld (FRG) or Hahn (US). Canadian flights enter at 3253 once the NATO Restriction is lifted.
● 2 x OOB Table B (CAP)

Other:
● 3 x Dummy Flights
● 4 x Orbit Points on/west of hex column 35xx (two in 2ATAF zone, two in 4ATAF zone)

Ground Setup
Air Defense Units:
● 3 x Gepard, one each at Hoxter (4505), Kassel (4514), Fritzlar (4521)
● 4 x Vulcan, one each at Bad Hersfeld (5126), Fulda (5032), Wildflecken (5536), Schweinfurt (5943)
● 6 x EWR, one each in 4706, 4413, 4224, 4235, 4544, 5449

NATO Pilot Quality
US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

☭ *Warsaw Pact Order of Battle*

Air Setup
Air Units and Markers:
● 4 x OOB Table H (Fighter Sweep). All flights set up at High altitude within two hexes of one of the WP Orbit Points (not more than 3 non-dummy flights within two hexes of any one Orbit Point). They may egress from any east map edge hex.
● 4 x Dummy Flights
● 4 x Orbit Points, one each in: 7005, 7014, 7020, 7028
● 2 x Rally Points on/west of the Front

Ground Setup
Air Defense Units:
● 4 x EWR, one each in 6602, 6214, 6124, 6732

WP Pilot Quality
USSR MiG-29/Su-25/Su-27 = Veteran, Other USSR = Regular, GDR = Trained

Scenario Special Rules

1. This scenario ends at the end of Turn 15. At that point, roll for recovery for all flights that have not yet recovered.

Victory Conditions

Standard Victory Points [32.1] are in effect. In addition, the WP player receives 20VP if, at the end of Turn 15, all NATO flights are Disordered, Aborted, Landed, or Recovered off-map prior to the Recovery Phase. Also, if the NATO player shoots down at least four WP aircraft and has a 3:1 or better kill ratio, the NATO player receives an additional 10VP. Use the WP Victory Level Table [32.2].
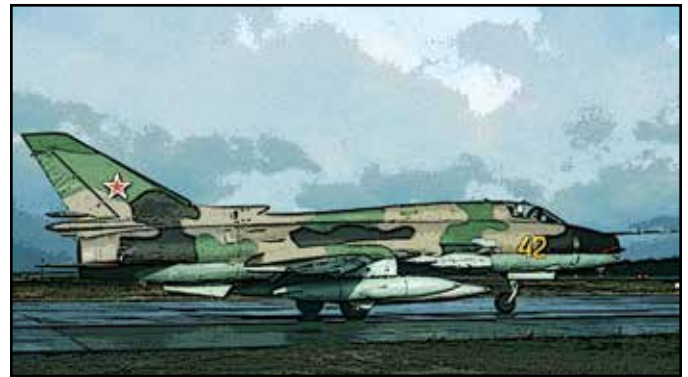
RS3: First Strike

Background

Right behind the mass fighter sweep to open the war, Warsaw Pact commanders send in a massive wave of ground attack missions striking critical targets to take advantage of the fading daylight before the ground war kicks off. With WP artillery already pounding front line units, the targets are rear area reserves, headquarters, artillery, and supply centers.

Targets

The WP primary targets for this raid are rear area units of West Germany's army in the 2nd Panzer-Grenadier Division sector of the front. The WP player rolls on the Target Table below until until four different raid targets are designated. At least one Bombing flight must be allocated to each target.

Roll	Target	Hex	Profile
1	FRG Artillery	4712	C
2	FRG Artillery	4818	C
3	FRG Artillery	5218	C
4	FRG HQ	4915	D
5	FRG HQ	4417	D
6	FRG Supply	4512	D
7	FRG Supply	4619	D
8	FRG Supply	4616	D
9	FRG Mech	5014	B
10	FRG Armor	5119	B

Scenario Conditions

- **Date:** 15 May 1987
- **Time of Day:** 1500 (Day)
- **Detection Level:** NATO: D WP: B
- **Weather:** Clear. Do not roll on the Weather Table.
- **Map:** Only hexes on/east of hex column 25xx, on/south of hexrow xx10, and on/north of hexrow xx22 are in play.
- **The Front:** NATO side is on/west of 6010-5314-5316-5718-5721-5422.
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** WP side within five hexes of the Front.
- **ISR:** WP
- **SEAD:** WP
- **Early Warning:** Neither side. Surprise Attack condition for both sides.
- **NATO Air Defense Zone:** 2ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move more than two hexes east of the Front.
- **WP Zone Limit:** WP flights may not voluntarily move west of hex column 34xx.
- **Setup Order:** NATO is first.

NATO Order of Battle

Air Defense Status

Prior to setup, the NATO player secretly chooses the scenario Air Defense Status and adjusts the NATO air or ground Order of Battle for the scenario as follows:

- *Fighter Engagement Zone.* Add one CAP flight, remove two HAWK C.
- *Missile Engagement Zone.* Remove one CAP flight, add two HAWK C.
- *Joint Engagement Zone.* No effect.

Air Setup
Air Units and Markers:

- 2 x OOB Table B (CAP)
- 3 x Dummy Flights
- 2 x Orbit Points on/west of hex column 33xx

Ground Setup
Army Ground Units:

(15-17 May locations, roll for Gepard capability)

- FRG 2nd Panzer-Grenadier Division
- Also set up the following:
- 1 x Mech in 5014
- 1 x Armor in 5119
- 2 x Artillery, one each in 4712, 4818
- 1 x HQ in 4417
- 2 x Supply, one each in 4619, 4512

Air Defense Units:

- 2 x Nike-Hercules, one each in 2612, 2619. Set up located.
- 3 x Roland 2 at least one hex from the Front
- 2 x HAWK C and 2 x HAWK D at least seven hexes from the Front
- 1 x EWR at least ten hexes from the Front
- 1 x Dummy Radar and 1 x Dummy SAM at least seven hexes from the Front
- 2 x Light AAA at least seven hexes from the Front
- 2 x Gepard within two hexes of NATO Army Ground units

NATO Pilot Quality

US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:

- 1 x OOB Table I (Bombing Raid). USSR raid only. Designate ingress/egress hexes on the east edge.
- 2 x {1} Mi-8PP, Standoff Jamming. Set up at least five hexes east of the Front.
- 3 x Dummy Flights
- 2 x Orbit Points on/east of hexrow 69xx
- 1 x Rally Point within five hexes of the Front

Ground Setup
Air Defense Units:

- 4 x SA-8 at least one hex from the Front
- 2 x SA-11 at least five hexes from the Front
- 1 x EWR at least six hexes from the Front

WP Pilot Quality

USSR MiG-29/Su-25/Su-27 = Veteran, Other USSR = Regular, GDR = Trained

Scenario Special Rules

1. *Safe Passage Corridors.* The NATO and WP players may each plot one Safe Passage Corridor [15.43].
2. All WP printed AAA is inactive for the duration of the scenario.

Victory Conditions

Standard Victory Points [32.1] are in effect. Use the WP Victory Level Table [32.2].

Roll	Target	Hex	Profile
1	WP Mech	5723	B
2	WP Mech	5725	B
3	WP Armor	6025	B
4	WP Artillery	5924	C
5	WP Artillery	6225	B
6	WP Mech	5729	B
7	WP Mech	5832	B
8	WP Armor	6129	B
9	WP Artillery	6229	C
10	WP Artillery	5930	C

RS4: Opening Rounds

Background

The battle plan for the 8th Guards Army attack toward Frankfurt requires eliminating the United States 11th Armored Cavalry Regiment (ACR) in 24 hours. After raids against SAM sites in the early morning darkness meet with mixed results, numerous daylight raid packages attacking 11th ACR frontline units are scheduled to go in at first light. NATO air forces have spent the night preparing to support the forward ground troops, launching strike missions at daybreak seeking to catch the advancing Soviet troops on the move.

Targets

The first wave of daylight bombing raids for 16 May target frontline NATO ground units in the Fulda gap area. The WP player rolls on the Target Table below until four different raid targets are designated. At least one Bombing flight must be allocated to each target.

Roll	Target	Hex	Profile
1	US Mech	5423	B
2	US Mech	5427	B
3	US Armor	5225	B
4	US Artillery	5026	C
5	US Mech	5431	B
6	US Mech	5534	B
7	US Armor	5329	B
8	US Artillery	5034	C
9	US HQ	5031	D
10	US Supply	4731	D

NATO targets are the lead elements of the 39th and 57th Guards Motor Rifle Divisions. The NATO player rolls on the Target Table above until four different raid targets are designated. At least one Bombing flight must be allocated to each target.

Scenario Conditions

- **Date:** 16 May 1987
- **Time of Day:** 0600 (Day)
- **Detection Level:** NATO: D WP: B
- **Weather:** Roll on the "Good Weather" Table.
- **Map:** Only hexes on/south of hexrow xx22, on/north of hexrow xx35, and on/east of hex column 35xx are in play.
- **The Front:** NATO side is on/west of 5522-5531-5631-5633-5935.
- **Closed Airfields:** Bad Hersfeld (5126), Fulda (5032)
- **Inherent AAA/IR SAM Coverage:** None
- **ISR:** NATO & WP
- **SEAD:** NATO & WP
- **Early Warning:** NATO & WP
- **NATO Air Defense Zone:** 4ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move more than eight hexes east of the Front.
- **WP Zone Limit:** WP flights may not voluntarily move west of hex column 45xx.
- **Setup Order:** NATO is first.

🧭 NATO Order of Battle

Air Setup

Air Units and Markers:
- 1 x OOB Table C (Bombing Raid). Designate ingress/egress hexes on the west edge. See SSR 2 for entry.
- 3 x Dummy Flights
- 3 x Rally Points on/west of the Front

Ground Setup

Army Ground Units:
(15-17 May locations, roll for Vulcan capability)
- US 11th Armored Cavalry Regiment

Air Defense Units:
- 4 x Chaparral within one hex of 11th ACR units
- 3 x HAWK D and 1 x Dummy Radar at least five hexes from the Front

- 2 x Patriot and 1 x Dummy SAM at least twelve hexes from the Front
- 1 x EWR at least twelve hexes from the Front
- 3 x Vulcan within one hex of any NATO Artillery, HQ, Supply, or airfield, and at least two hexes from the Front

NATO Pilot Quality
US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

☭ Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:
- 1 x OOB Table I (Bombing Raid). Designate ingress/egress hexes on the east edge. See SSR 2 for entry.
- 2 x Dummy Flights
- 3 x Rally Points on/east of the Front

Ground Setup
Army Ground Units:
(15-17 May locations, roll for 2K22 capability)
- 39th Guards Motor Rifle Division
  - Do not set up the Mech unit in 6020 or the Artillery unit in 6320
- 57th Guards Motor Rifle Division

Air Defense Units:
- 2 x SA-15 and 2 x SA-13 within one hex of 39th Guards units
- 2 x SA-15 and 2 x SA-13 within one hex of 57th Guards units
- 1 x SA-2 in 6923. Set up located.
- 2 x SA-11 at least five hexes from the Front
- 1 x EWR in 6124
- 2 x Light AAA and 2 x Fire Can within one hex of any WP Artillery unit, and at least two hexes from the Front.

WP Pilot Quality
USSR MiG-29/Su-25/Su-27 = Veteran, Other USSR = Regular, GDR = Trained

Scenario Special Rules
1. *Safe Passage Corridors.* The NATO and WP players may each plot one Safe Passage Corridor [15.43].
2. At the start of the Raid Planning Phase, roll a die. On a 1-5, NATO flights enter on Turn 1, 2 or 3, and WP flights enter on Turn 8, 9, or 10. On a 6-10, WP flights enter on Turn 1, 2, or 3 and NATO flights enter on Turn 8, 9, or 10. No flights start on-map. All flights must enter on the designated turns.

Victory Conditions
Standard Victory Points [32.1] are in effect. Do not use the WP or NATO Victory Level Tables [32.2]. Instead, at the end of the scenario, compare both sides' VP counts. If one side's total exceeds the other by 10+ VP, that side wins. Otherwise, the scenario is a draw.

RS5: Vertical Envelopment

Background
Soviet airmobile forces are tasked with vertical envelopment of NATO frontline units. Their objective is to get behind the front and disrupt NATO command and logistics nodes. Warsaw Pact commanders order a daytime massed helicopter raid intended to get behind and isolate the US Army's 11th Armored Cavalry Regiment in the Fulda Gap. WP SEAD aircraft must knock down NATO defenses near the front long enough for the slow-moving helicopters to reach their landing zones.

Targets
The WP player must attempt to land flights of Mi-8 helicopters at two Landing Zones. The WP player rolls once on the Landing Zone Table to determine the two Landing Zones. Three flights of Mi-8 transport helicopters must be allocated to each zone.

Roll	Landing Zone	Hexes
1-2	Landing Zones 1 & 2	5024, 5124
3-4	Landing Zones 3 & 4	4927, 5027
5-6	Landing Zones 5 & 6	5029, 5130
7-8	Landing Zones 7 & 8	4931, 4932
9-10	Landing Zones 9 & 10	5133, 5134

Scenario Conditions
- **Date:** 16 May 1987
- **Time of Day:** 1000 (Day)
- **Detection Level:** NATO: D WP: B
- **Weather:** Roll on the "Good Weather" Table.
- **Map:** Only hexes on/south of hexrow xx22, on/north of hexrow xx35, and on/east of hex column 35xx are in play.
- **The Front:** NATO side is on/west of 5522-5531-5630-5633-5935.
- **Closed Airfields:** Bad Hersfeld (5126), Fulda (5032)
- **Inherent AAA/IR SAM Coverage:** None

- **ISR:** NATO & WP
- **SEAD:** WP
- **Early Warning:** NATO
- **NATO Air Defense Zone:** 4ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move east of the Front.
- **WP Zone Limit:** WP flights may not voluntarily move west of hex column 45xx.
- **Setup Order:** NATO is first.

NATO Order of Battle

Air Defense Status

Prior to setup, the NATO player secretly chooses the scenario Air Defense Status and adjusts the NATO air or ground Order of Battle for the scenario as follows:

- *Fighter Engagement Zone.* Add two CAP flights, remove one Patriot and one HAWK D.
- *Missile Engagement Zone.* Remove two CAP flights, add two HAWK D.
- *Joint Engagement Zone.* No effect.

Air Setup
Air Units and Markers:

- 3 x OOB Table B (CAP)
- 2 x Dummy Flights
- 2 x Orbit Points on/west of hex column 38xx

Ground Setup
Army Ground Units:

(15-17 May locations, roll for Vulcan capability)

- US 11th Armored Cavalry Regiment

Air Defense Units:

- 3 x Chaparral within one hex of 11th ACR units and at least one hex from the Front
- 2 x HAWK D and 1 Dummy Radar at least five hexes from the Front
- 1 x Patriot and 1 Dummy SAM at least twelve hexes from the Front
- 1 x EWR at least twelve hexes from the Front
- 3 x Vulcan within one hex of any NATO Artillery, HQ, Supply unit, or airfield

> **Important:** No NATO ground units of any kind may set up in any of the Landing Zone hexes listed on the table above.

NATO Pilot Quality

US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:

- 2 x OOB Table H (Fighter Sweep)

- 4 x {4} [SEAD], SEAD. USSR flights only. Determine aircraft type by rolling once on the SEAD task line of OOB Table I.
- Helicopter Assault Raid. 6 x {4} Mi-8, Transport; 2 x {1} Mi-8PP, Escort Jamming. Helicopter flights set up at Low or Deck altitude at least two hexes east of the Front. See SSR 1.
- 4 x Dummy Flights
- 2 x Orbit Points on/east of hex column 65xx
- 2 x Rally Points on/east of the Front

Ground Setup
Air Defense Units:

- 2 x SA-15 within one hex of 39th Guards Motor Rifle Division locations
- 2 x SA-15 within one hex of 57th Guards Motor Rifle Division locations
- 1 x SA-4 at least eight hexes from the Front
- 2 x SA-11 at least five hexes from the Front
- 1 x EWR in 6124

WP Pilot Quality

USSR MiG-29/Su-25/Su-27 = Veteran, Other USSR = Regular, GDR = Trained

Scenario Special Rules

1. *Helicopter Assault Raid Flights.* In an exception to [25.1], the WP player must plot a flight path [8.31] for each Mi-8 flight assigned to a Transport task. This flight path starts in the flight's setup hex and must end at the designated Landing Zone hex at Deck altitude. Mi-8 flights tasked with Transport must move to follow this path each turn until they reach their Landing Zone hexes. To successfully unload the helicopter assault troops requires an Mi-8 to land [25.1] and remain on the ground, without being destroyed, in its designated Landing Zone hex for two consecutive Movement Phases (including the turn it lands). After unloading, helicopter flights must remain on the ground in the Landing Zone hex. They may not take off.
2. NATO flights get a +10 on their Morale Check rolls for any engagements against Mi-8s.
3. NATO flights tasked with CAP may conduct Strafe Profile [17.39] air-to-ground attacks on landed Mi-8 helicopter flights. Only one landed flight in a hex may be targeted during each strafing attack. Landed Mi-8 helicopters are Target Profile D.
4. *Safe Passage Corridors.* The NATO and WP players may each plot one Safe Passage Corridor [15.43].
5. This scenario ends at the end of Turn 20. At that point, roll for recovery for all flights that have not yet recovered. Helicopters that have not yet unloaded are considered to have returned to the WP side of the Front and recovered safely. Do not roll for recovery for helicopters that have landed and unloaded.

Victory Conditions

Standard Victory Points [32.1] are in effect. In addition, the WP player receives 2VP for every Mi-8 helicopter that lands and successfully unloads at its target Landing Zone hex. Helicopters destroyed on the ground after unloading count for 2VP for NATO, so the WP player must continue to protect the Landing Zone hexes as long as possible. Use the WP Victory Level Table [32.2].

RS6: Sanitized Corridors

Background

Rather than NATO's "precision" SEAD concept, WP plans require a "mass" approach that includes extensive chaff laying and jamming efforts combined with artillery and anti-radiation missile barrages. The goal of the WP air forces is to create "sanitized corridors" approximately 50 km wide and 200 km deep to allow follow-up deep strikes into NATO's rear areas. On the first full day of the war, Soviet commanders put these plans in motion. The early morning wave of fighter-bombers took down numerous HAWK and Patriot sites. A second wave at midday targets Nike-Hercules SAMs deep in NATO's rear areas to deepen the corridor.

Targets

The WP primary targets for this mission are fixed NATO Nike-Hercules SAMs and their supporting radars in the southern part of the NATO 2ATAF zone. The WP player rolls on the Target Table below until four different raid targets are designated. Each target hex includes multiple sub-targets (see below) that may be attacked.

Roll	Target	Hex
1	Nike-Hercules	1605
2	Nike-Hercules	2503
3	Nike-Hercules	1913
4	Nike-Hercules	2612
5	Nike-Hercules	1919
6	Nike-Hercules	2619
7-10	Roll Again	

Nike-Hercules target hexes include the following sub-targets [15.16], which must be targeted separately. Also see SSR 2:

Target	Profile
Command Bunker	A
Launchers	C
Fire Control Radar	D

Scenario Conditions

- **Date:** 16 May 1987
- **Time of Day:** 1200 (Day)
- **Detection Level:** NATO: D WP: C
- **Weather:** Roll on the "Good Weather" Table.
- **Map:** Hexes on/north of hexrow xx21 are in play.
- **The Front:** NATO side is on/west of 6302-6309-5413-5416-5818-5821.
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** NATO side within seven hexes of the Front.
- **ISR:** WP.
- **SEAD:** Neither player.
- **Early Warning:** Neither side. Surprise Attack condition for both sides.
- **NATO Air Defense Zone:** 2ATAF
- **NATO Restriction:** NATO QRA flights that start on the ground must remain on the ground in Ready status until a WP flight has been detected [10.1] and is in a hex on/west of the Front.
- **NATO Zone Limit:** NATO flights may not voluntarily move within seven hexes of the Front.
- **WP Flight Restriction:** WP flights tasked with Bombing, Escort Jamming, or Chaff Laying may not fly at Low or Deck altitude unless they are within five hexes of a raid target. Any flights forced to do so must climb to Medium altitude as soon as possible.
- **Setup Order:** NATO is first.

⊕ NATO Order of Battle

Air Defense Status

Prior to setup, the NATO player secretly chooses the scenario Air Defense Status and adjusts the NATO air or ground Order of Battle for the scenario as follows:

- *Fighter Engagement Zone.* Add one CAP flight, remove two HAWK C.
- *Missile Engagement Zone.* Remove one CAP flight, add one HAWK C.
- *Joint Engagement Zone.* No effect.

Air Setup
Air Units and Markers:

- 2 x OOB Table A (QRA). UK and FRG flights only. Set up Ready at Gutersloh/Paderborn (UK) or Dortmund/Dusseldorf (FRG).

- 2 x OOB Table B (CAP)
- 3 x Dummy Flights
- 3 x Orbit Points on/west of hex column 28xx

Ground Setup

Air Defense Units:

- 3 x HAWK C on/east of hex column 37xx, at least five hexes from the Front, and five hexes from another HAWK C
- 6 x Nike-Hercules, one each in 1605, 2503, 1913, 2612, 1919, 2619. Set up located.
- 2 x EWR on/east of hex column 36xx and at least twelve hexes from the Front
- 3 x Dummy Radars
- 5 x Light AAA and 2 x Gepard, each within two hexes of a Nike-Hercules site or NATO airfield

NATO Pilot Quality

US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

Warsaw Pact Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table H (Fighter Sweep). USSR flights only.
- 1 x OOB Table J (Deep Strike Raid). USSR raid only. Designate ingress/egress hexes on the east edge.
- 2 x {4} Tu-16K, SEAD. See SSR 3.
- 1 x {1} An-12PP, Standoff Jamming. Set up within five hexes of any WP Orbit Point.
- 1 x Chaff corridor [19.4]. See SSR 4.
- 3 x Dummy Flights
- 3 x Orbit Points on/east of hex column 70xx
- 2 x Rally Points on/east of hex column 45xx

Ground Setup

Air Defense Units:

- 2 x SA-12 at least eight hexes from the Front. Set up located.
- 2 x EWR at least four hexes from the Front

WP Pilot Quality

USSR MiG-29/Su-25/Su-27 = Veteran, Other USSR = Regular, GDR = Trained

Scenario Special Rules

1. **Nike-Hercules Radar Status.** All Nike-Hercules SAMs with radars must turn their radars on in the Radar Phase [31.9]. During the scenario, Nike-Hercules SAMs must turn their radars on, or keep their radars on, in the Admin Phase if able to do so.

2. **Nike-Hercules Sites as targets.**
   - Damage from ARM attacks on Nike-Hercules SAM sites are applied only to the Fire Control Radar sub-target in the hex. Other sub-targets (Launchers, etc.) are not affected by ARM attacks.

- If an Attack Success marker is placed on any sub-target in the hex, check for target damage [18.1] immediately. A Slight damage result on any of the sub-targets suppresses the SAM [18.2]. A Heavy or Total Destruction damage result on any of the three sub-targets in the hex requires the SAM to shutdown for the remainder of the scenario.
- AP/AT Cluster Bomb Units [17.61] and Rockets [17.63] attack the launcher and fire control radar at double strength and the command bunker at one-quarter strength. KMGU [17.66] attack the launcher and fire control radar at triple strength and the command bunker at half strength. Other ordnance types attack sub-targets at normal strength.

3. Tu-16K flights may only carry Kh-28M ARMs. No other ordnance allowed.

4. **Pre-Game Chaff Laying.** As part of Air Deployment Phase, the WP player may place one bloomed chaff corridor [19.4], on/east of hex column 50xx, it may be up to twenty hexes in length with no more than one 30° "turn." It remains bloomed throughout the scenario.

5. **Safe Passage Corridors.** The NATO player may plot two Safe Passage Corridors [15.43].

Victory Conditions

Standard Victory Points [32.1] are in effect. See [32.11] for Nike-Hercules SAM target VP. Use the WP Victory Level Table [32.2].

RS7: Aerial Blockade

Background

Taking advantage of good weather and earlier efforts by Warsaw Pact SEAD strikes to suppress NATO SAMs, two large fighter-bomber raids designed to "pin" NATO fighters on the ground go in on the afternoon of the second day of the war. With the initial shock to NATO air defenses that accompanied the start of the war fading, the WP pilots must first fly through heavily defended airspace just to reach the targets.

Targets

NATO airfields and air defense sites are the targets of this scenario. The WP player rolls on the Target Table below until four different raid targets are designated. Two are allocated to each Deep Strike Raid. Each target hex includes multiple sub-targets that may be attacked.

Roll	Target	Hex
1	Gutersloh	2903
2	Paderborn	3409
3	Dortmund	2313
4	Norvenich	0527
5	Siegerland	2628
6	Mendig	1437
7	Buchel	1241
8	Rhein-Main	3444
9	Hahn	1546
10	Pferdsfeld	1949

Airfield targets in each location include each of the following sub-targets [9.17]:

Target	Profile
Runway	A
Hardened Aircraft Shelters	A
Hangars	C
Fuel Storage	B

Scenario Conditions

- **Date:** 17 May 1987
- **Time of Day:** 1500 (Day)
- **Detection Level:** NATO: D WP: C
- **Weather:** Roll on the "Good Weather" Table.
- **Map:** The entire map is in play.
- **The Front:** NATO side is on/west of 6302-6309-5314-5316-5718-5721-5522-5531-5631-5633-6940-6935-7538-7737.
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** NATO side within seven hexes of the Front
- **ISR:** NATO & WP
- **SEAD:** WP
- **Early Warning:** NATO
- **NATO Air Defense Zone:** 2ATAF/4ATAF
- **NATO Flight Restriction:** NATO flights must remain within one hex of an Orbit Point unless a WP flight has been detected and is in a hex on the NATO side of the Front.
- **NATO Zone Limit:** NATO flights may not voluntarily move east of hex column 53xx.
- **WP Flight Restriction:** WP flights tasked with Bombing, Escort Jamming, or Chaff Laying may not fly at Low or Deck altitude unless they are within five hexes of a raid target. Any

flights forced to do so must climb to Medium altitude as soon as possible.
- **Setup Order:** NATO is first.

NATO Order of Battle

Air Setup
2ATAF
- OOB Table A (QRA) x 2. Set up Ready at Dortmund (FRG) or Gutersloh (UK). Any BE/NE flights generated enter at 0115 on Turn 1.
- OOB Table B (CAP) x 2

4ATAF
- OOB Table A (QRA) x 2. Set up Ready at Buchel/Cologne-Bonn (FRG) or Hahn/Bitburg (US). Canadian flights enter at 3253 on Turn 1.
- OOB Table B (CAP) x 2

Other:
- 3 x Dummy Flights
- 4 x Orbit Points on/west of hex column 30xx

Ground Setup
Air Defense Units:
- 2 x HAWK C, one within three hexes of each of the following locations: 4404, 4318
- 3 x HAWK D, one within three hexes of each of the following locations: 4325, 4937, 6345
- 4 x HAWK D, each within five hexes of Hahn (1546) or Finthen (2746) airfields
- 2 x Patriot, one within three hexes of each of the following locations: 3526, 5447
- 2 x Nike-Hercules, one each in 2503, 2619. Set up located.
- 2 x Rapier, each one within two hexes of Gutersloh or Paderborn airfields
- 6 x Roland 2, each one within two hexes of Dortmund, Norvenich, Siegerland, Mendig, Buchel, or Pferdsfeld airfields
- 3 x Chaparral, each one within two hexes of Hahn or Rhein-Main airfields
- 3 x Dummy SAMs and 2 x Dummy Radars, each at least eight hexes from the Front
- 3 x EWR, one within three hexes of each of the following locations: 4009, 3624, 3739
- 6 x Light AAA, each one within two hexes of a NATO airfield
- 4 x Gepard and 4 x Vulcan within one hex of a NATO airfield or SAM. No more than one per hex.

NATO Pilot Quality
US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

Warsaw Pact Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table H (Fighter Sweep)
- 2 x OOB Table J (Deep Strike Raid). For each raid, designate ingress/egress hexes on/north of hexrow xx30
- 2 x {4} Tu-16K, SEAD. See SSR 3. Each sets up within five hexes of any WP Orbit Point.
- 2 x Chaff corridors [19.4]. See SSR 1.
- 4 x Dummy Flights
- 3 x Orbit Points on/east of hex column 66xx, at least five hexes from the Front
- 4 x Rally Points on/west of the Front

Ground Setup

Air Defense Units:

- 2 x SA-12 at least seven hexes from the Front
- 3 x EWR at least seven hexes from the Front

WP Pilot Quality

USSR MiG-29/Su-25/Su-27 = Veteran, Other USSR = Regular, GDR = Trained

Scenario Special Rules

1. **Pre-Game Chaff Laying.** As part of the Air Deployment Phase, the WP player may place two bloomed chaff corridors [19.4], on/east of hex column 50xx, each one twenty hexes in length with no more than one 30° "turn." They remain bloomed throughout the scenario.

2. **Safe Passage Corridors.** The NATO player may plot two Safe Passage Corridors [15.43].

3. Tu-16K flights may only carry Kh-28M ARMs. No other ordnance allowed.

Victory Conditions

Standard Victory Points [32.1] are in effect. See [32.11] for airfield target VP. Use the WP Victory Level Table [32.2].

RS8: Runway Busting

Background

After multiple raids earlier in the day to suppress NATO air defenses and fighter cover, the final piece of the initial WP air operation sees large bomber aircraft sweep into West Germany to pound NATO bases. However, earlier efforts to suppress SAMs and fighters have not exactly gone to plan, so the Tu-16 Badger and Tu-22 Blinder bombers can expect a warm reception from NATO.

Targets

NATO airfields and air defense sites are the targets of this scenario. The WP player rolls on the Target Table below until two different raid targets are designated. One is allocated to each Long Range Aviation Raid. Each target hex includes multiple sub-targets that may be attacked.

Roll	Target	Hex
1	Paderborn	3409
2	Dortmund	2313
3	Dusseldorf	0716
4	Cologne-Bonn	1226
5	Meinerzhagen	1920
6	Mendig	1437
7	Wiesbaden	3144
8	Rhein-Main	3444
9	Hahn	1546
10	Pferdsfeld	1949

Airfield targets in each location include each of the following sub-targets [9.17]:

Target	Profile
Runway	A
Hardened Aircraft Shelters	A
Hangars	C
Fuel Storage	B

Scenario Conditions

- **Date:** 17 May 1987
- **Time of Day:** 1500 (Day)
- **Detection Level:** NATO: D WP: C
- **Weather:** Roll on the "Good Weather" Table.
- **Map:** The entire map is in play.
- **The Front:** NATO side is on/west of 6302-6309-5314-5316-5718-5721-5522-5531-5631-5633-6940-6935-7538-7737.
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** NATO side within seven hexes of Front
- **ISR:** NATO & WP
- **SEAD:** WP
- **Early Warning:** NATO
- **NATO Air Defense Zone:** 2ATAF/4ATAF
- **NATO Flight Restriction:** NATO flights must remain within one hex of an Orbit Point unless a WP flight has been detected and is in a hex on the NATO side of the Front.
- **NATO Zone Limit:** NATO flights may not voluntarily move east of hex column 53xx.
- **WP Flight Restriction:** WP flights tasked with Bombing, Escort Jamming, or Chaff Laying may not fly at Low or Deck altitude unless they are within five hexes of a raid target. Any flights forced to do so must climb to Medium altitude as soon as possible.
- **Setup Order:** NATO is first.

⬙ NATO Order of Battle

Air Setup
2ATAF
- OOB Table B (CAP) x 2

4ATAF
- OOB Table B (CAP) x 2

Other:
- 3 x Dummy Flights
- 4 x Orbit Points on/west of hex column 30xx

Ground Setup
Air Defense Units:
- 2 x HAWK C on/north of hexrow xx20 and between six to ten hexes from the Front
- 3 x HAWK D on/south of hexrow xx21 and between six to ten hexes from the Front
- 2 x HAWK D, each within five hexes of 1244
- 2 x HAWK D, each within five hexes of 1321
- 1 x Patriot on/south of hexrow xx21 and between eleven to fifteen hexes from the Front
- 2 x Nike-Hercules, one each in 2503, 2619. Set up located
- 2 x Rapier, each one within two hexes of Paderborn airfield
- 6 x Roland 2, each one within two hexes of Dortmund, Dusseldorf, Cologne-Bonn, Meinerzhagen, Mendig, or Pferdsfeld airfields

- 3 x Chaparral, each one within two hexes of Hahn, Wiesbaden, or Rhein-Main airfields
- 1 x Dummy SAM and 1 x Dummy Radar, each at least eight hexes from the Front
- 3 x EWR, one within three hexes of each of the following locations: 4009, 3624, 3739

NATO Pilot Quality
US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

☭ Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:
- Long Range Aviation Raid 1. 2 x {1} MiG-25PD, Escort Jamming; 2 x {1} MiG-23M, Chaff Laying; 3 x {4} Su-27S, CAP; 3 x {4} Tu-16K, Bombing; 2 x {2} MiG-25RB, Recon. Designate ingress/egress hexes on the east edge on/north of hexrow xx31.
- Long Range Aviation Raid 2. 2 x {1} MiG-25PD, Escort Jamming; 2 x {1} MiG-23M, Chaff Laying; 3 x {4} Su-27S, CAP; 3 x {4} Tu-22KPD, Bombing; 2 x {2} MiG-25RB, Recon. Designate ingress/egress hexes on the east edge on/north of hexrow xx31.
- 2 x {1} [Standoff Jamming], Standoff Jamming. Use OOB Table L to determine aircraft type. Each sets up within five hexes of any WP Orbit Point.
- 2 x Chaff corridors [19.4]. See SSR 1.
- 4 x Dummy Flights
- 3 x Orbit Points at least eight hexes from the Front
- 4 x Rally Points on/west of the Front

Ground Setup
Air Defense Units:
- 2 x SA-12 at least seven hexes from the Front
- 3 x EWR at least seven hexes from the Front

WP Pilot Quality
USSR MiG-29/Su-25/Su-27 = Veteran, Other USSR = Regular, GDR = Trained

Scenario Special Rules

1. *Pre-Game Chaff Laying.* As part of the Air Deployment Phase, the WP player may place two bloomed chaff corridors [19.4], on/east of hex column 50xx, each one twenty hexes in length with no more than one 30° "turn." They remain bloomed throughout the scenario.
2. *Safe Passage Corridors.* The NATO player may plot two Safe Passage Corridors [15.43].
3. Both WP Long Range Aviation Raids are considered Deep Strike Raids for all purposes.

Victory Conditions
Standard Victory Points [32.1] are in effect, except do not use [32.11] to assess airfield damage VP. Instead, raid target VP are assessed as follows:

Airfield Sub-Target	VP Slight/Heavy/Destroyed
Runway	4 / 5 / 7
Hardened Aircraft Shelters	4 / 5 / 7
Hangars	3 / 4 / 5
Fuel Storage	3 / 4 / 5

Use the WP Victory Level Table [32.2].

RS9: Nighthawks

Background

NATO commanders count on the highly classified F-117A Nighthawk stealth fighter to take down critical elements of the Warsaw Pact air defense network early in the conflict. On the third night of the war, the men of the shadowy 4450th Tactical Group are ordered to penetrate WP lines and take out SAM sites, radars, and air defense command centers. They get some help in the form of a fighter sweep to attract the attention of WP combat air patrols, but otherwise fly alone into the most dangerous air defense network in the world.

Targets

Critical nodes of the WP integrated air defense network in southwestern East Germany are targets for this mission. The NATO player rolls on the Target Table below until six different raid targets are designated. Each F-117 flight must be assigned two of these targets.

Roll	Target	Hex	Profile
1	SA-12	7113	D
2	SA-12	7026	D
3	EWR	6214	D
4	EWR	6732	D
5	HQ Bunker	7414	A
6	HQ Bunker	7223	A
7	HQ Bunker	7028	A
8	SA-2	7210	D
9	SA-2	6923	D
10	SA-2	7428	D

Scenario Conditions

- **Date:** 17 May 1987
- **Time of Day:** 2330 (Night, Full Moon)
- **Detection Level:** NATO: C WP: F
- **Weather:** Clear. Do not roll on the Weather Table.
- **Map:** Only hexes on/east of hex column 41xx are in play.
- **The Front:** NATO side is on/west of 6302-6309-5314-5316-5718-5721-5522-5531-5631-5633-6940-6935-7538-7737.
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** WP side within seven hexes of the Front
- **ISR:** Neither side. See SSR 2.
- **SEAD:** NATO 2 rolls. No SEAD attacks on raid targets allowed.
- **Early Warning:** Neither side. Surprise Attack condition for both sides.
- **NATO Air Defense Zone:** 4ATAF
- **WP Zone Limit:** WP flights may not voluntarily move west of the Front.
- **Setup Order:** WP is first.

✴ NATO Order of Battle

Air Setup

Air Units and Markers:

- 2 x {2} F-15C, CAP
- 2 x {2} F-4E, CAP
- Stealth Fighter Raid. 3 x {4} F-117, Bombing; 3 x {2} F-4G, SEAD. F-117 flights enter on/after Turn 2 on the west edge on/north of hexrow xx40. See SSR 3.
- 4 x {2} BQM-74C flights. Each sets up within two hexes of any NATO Orbit Point or enters on the west edge on/after Turn 2.
- 1 x {1} EC-130H, Standoff Jamming. Set up within three hexes of any NATO Orbit Point.
- 6 x Dummy Flights. See SSR 4.
- 3 x Orbit Points on/west of hex column 45xx
- 2 x Rally Points on/east of the Front

NATO Pilot Quality

US F-15/F-16/F-117 = Ace, Other US/UK = Veteran, Other NATO = Regular

☭ Warsaw Pact Order of Battle

Air Setup

Air Units and Markers:

- 3 x OOB Table G (QRA). Set up Ready with one each at Cochstedt (7503), Allstedt (7612), and Erfurt (7022).
- 2 x Dummy Flights

Ground Setup

Army Ground Units:

(roll for 2K22 capability)

- 3 x HQ, one each in 7223, 7414, 7028

Air Defense Units:

- 2 x SA-11 on/between hexrows xx01/xx06, four to seven hexes from the Front
- 3 x SA-8 on/between hexrows xx07/xx12, two to five hexes from the Front
- 3 x SA-8 on/between hexrows xx13/xx18, two to five hexes from the Front
- 3 x SA-15 on/between hexrows xx19/xx25, two to five hexes from the Front
- 3 x SA-15 on/between hexrows xx26/xx32, two to five hexes from the Front
- 3 x SA-6 on/between hexrows xx33/xx35, three to seven hexes from the Front
- 3 x SA-4 on/north of hexrow xx20, at least eight hexes from the Front
- 3 x SA-11 on/south of hexrow xx21, at least eight hexes from the Front
- 2 x SA-12, one each in 7113, 7026. Set up located.
- 3 x SA-2, one each in 7210, 6923, 7428. Set up located.
- 4 x EWR, one each in: 6602, 6214, 6124, 6732
- 2 x Dummy Radars and 2 x Dummy SAMs
- 6 x Med AAA and 6 x Fire Can at least two hexes from the Front

WP Pilot Quality

USSR MiG-29/Su-25/Su-27 = Veteran, Other USSR = Regular, GDR = Trained

Scenario Special Rules

1. Night Rules [23] are in effect.
2. The ISR condition is automatically Exceptional for the NATO player.
3. **F-117 Flights.** F-117 flights are treated normally, with the following exceptions:
   - Each F-117 flight is considered a separate "mini-raid" and plots its own flight path [8.31] that allows attacks on each flight's two target hexes.
   - If detected, F-117 flights automatically flip to undetected at the start of the Track Phase.
   - SAMs may never obtain Full Acquisition on F-117 flights. Only Partial Acquisition allowed.
   - All WP normal and EWR detection attempts on F-117 flights apply a -2 DRM.
   - All WP aircraft radar search attempts on F-117 flights apply a -6 DRM.
   - All WP IRST search attempts on F-117 flights apply a -4 DRM.
   - All undetected F-117 flights using generic flight counters may generate two dummies (instead of the normal one) in each Admin Phase.

4. All dummy flights in this scenario are considered F-117 flights for detection purposes. Only F-117 flights and dummies may generate dummies in the Admin Phase.
5. The Random Event "Weather Change" is ignored in this scenario.
6. **Safe Passage Corridors.** The WP player may plot two Safe Passage Corridors [15.43].

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VP are assessed as follows: Slight Damage (3VP), Heavy Damage (5VP), Destroyed (8VP). In addition, WP VP are doubled for any damage/cripple/shot down result on an F-117 and no WP VP are awarded for failure to recon the targets. Use the NATO Victory Level Table [32.2].

RS10: Frontal Aviation

Background

Unlike NATO's more agile close air support doctrine requiring tight and constant coordination between air and ground forces, Warsaw Pact doctrine for support of ground troops largely requires artillery and attack helicopters to strike the enemy's front line. Fixed wing aircraft of Soviet Frontal Aviation are instead intended to hit rear area NATO units, such as headquarters, artillery, and supply depots. Eager to continue the rapid progress made in the first few days of the war in the Belgian I Corps and German III Corps sectors, WP command sends two large bombing raids to hammer the rear areas in this vital sector in support of a dawn ground attack.

Targets

The WP primary targets for this mission are West German and Belgian headquarters, supply depots, missile, and reserve units behind the front. For each Bombing Raid, the WP player selects four targets. They must be HQ, Supply, Missile, and/or Armor units, as found in NATO Ground Setup. At least one Bombing flight must be allocated to each target.

Scenario Conditions

- **Date:** 18 May 1987
- **Time of Day:** 0600 (Day)
- **Detection Level:** NATO: C WP: C
- **Weather:** Roll on the "Good Weather" Table.
- **Map:** Only hexes on/east of hex column 23xx and on/north of hexrow xx24 are in play.
- **The Front:** NATO side is on/west of 5102-5107-5308-5315-4917-4923-5124.
- **Closed Airfields:** Hoxter (4505), Fritzlar (4521), Kassel (4514). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO side within five hexes of Front
- **ISR:** WP
- **SEAD:** WP
- **Early Warning:** NATO
- **NATO Air Defense Zone:** 2ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move east of the Front.
- **WP Zone Limit:** WP flights may not voluntarily move west of hex column 28xx.
- **Setup Order:** NATO is first.

NATO Order of Battle

Air Defense Status

Prior to setup, the NATO player secretly chooses the scenario Air Defense Status and adjusts the NATO air or ground Order of Battle for the scenario as follows:

- *Fighter Engagement Zone.* Add one CAP flight, remove two HAWK C.
- *Missile Engagement Zone.* Remove one CAP flight, add two HAWK C.
- *Joint Engagement Zone.* No effect.

Air Setup
Air Units and Markers:

- 4 x OOB Table B (CAP)
- 3 x Dummy Flights
- 2 x Orbit Points on/west of hex column 30xx

Ground Setup
Army Ground Units:

(roll for Gepard capability)

- 3 x HQ, one each in 4406, 4512, 4420
- 3 x Supply, one each in 4106, 4212, 4221
- 3 x Missile, one each in 3907, 3812, 3818
- 3 x Armor, one each in 4203, 4014, 4118

Air Defense Units:

- 6 x Roland 2 on/south of hexrow xx09 and at least four hexes from the Front

- 3 x HAWK C and 3 x HAWK D, one of either type within two hexes of each of the following: 4404, 4309, 4011, 4315, 3819, 4323
- 1 x Nike-Hercules in 2612. Set up located.
- 1 x Patriot within two hexes of 3905 or 3618
- 2 x EWR at least ten hexes from the Front
- 1 x Dummy Radar and 1 x Dummy SAM at least seven hexes from the Front
- 3 x Gepard and 3 x Light AAA within one hex of Armor, HQ, Missile, or Supply units

NATO Pilot Quality

US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:

- 2 x OOB Table I (Bombing Raid). For each raid, designate ingress/egress hexes on the east edge.
- 3 x {1} Mi-8PP, Standoff Jamming. Set up at least five hexes east of the Front.
- 3 x Dummy Flights
- 3 x Orbit Points on/east of hex column 61xx
- 2 x Rally Points

Ground Setup
Air Defense Units:

- 2 x SA-11 on/south of hexrow xx16, at least six hexes from the Front
- 2 x SA-4 on/north of hexrow xx15, at least eight hexes from the Front
- 1 x EWR at least ten hexes from the Front

WP Pilot Quality

USSR MiG-29/Su-25/Su-27 = Veteran, Other USSR = Regular, GDR = Trained

Scenario Special Rules

1. *Safe Passage Corridors.* The NATO player may plot one Safe Passage Corridor [15.43].

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VP are assessed as follows: Slight Damage (2VP), Heavy Damage (4VP), Destroyed (6VP). Add 1VP per damage level for Armor targets. Use the WP Victory Level Table [32.2].

RS11: Red Flag

Background

NATO air commanders are eager to hit back against the Warsaw Pact onslaught, including going deep into East Germany to hit rear area WP airfields, command and control nodes, and second echelon forces. However, they know they first have to significantly degrade the WP integrated air defense network. US forces in particular have trained this exact mission over and over again at "Red Flag" exercises in the Nevada desert. US F-117A Nighthawk stealth fighters flew the night before and took down some of the most dangerous SAM sites, and now additional strike aircraft roll in near midnight to hit more air defense network targets.

Targets

The WP integrated air defense network in southwestern East Germany is NATO's target for this mission. The NATO player rolls on the Target Table below until six different raid targets are designated. At least one Bombing flight must be allocated to each target.

Roll	Target	Hex	Profile
1	SA-4	6103	D
2	SA-4	6310	D
3	SA-4	6114	D
4	SA-11	6218	D
5	SA-11	6223	D
6	SA-11	6530	D
7	SA-2	7210	C
8	SA-2	6923	C
9	EWR	6214	D
10	EWR	6733	D

Scenario Conditions

- **Date:** 18 May 1987
- **Time of Day:** 2345 (Night, Full Moon)
- **Detection Level:** NATO: C WP: D
- **Weather:** Roll on the "Good Weather" Table.

- **Map:** Only hexes on/east of hex column 33xx are in play.
- **The Front:** NATO side is on/west of 5102-5107-5308-5315-4917-4924-5225-5235-6843-7739.
- **Closed Airfields:** Hoxter (4505), Kassel (4514), Fritzlar (4521), Bad Hersfeld (5126), Fulda (5032), Wildflecken (5536), Schweinfurt (5943), and Bamberg (7044). Their inherent AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** WP side within seven hexes of the Front
- **ISR:** NATO. See SSR 2.
- **SEAD:** NATO 2 rolls. See SSR 3.
- **Early Warning:** WP
- **WP Flight Restriction:** WP flights must remain on the ground unless a NATO flight has been detected and is in a hex on the WP side of the Front.
- **WP Zone Limit:** WP flights may not voluntarily move west of the Front.
- **Setup Order:** WP is first.

NATO Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table D (Deep Strike Raid). For each raid, designate ingress/egress hexes on the west edge on/north of hexrow xx40.
- 6 x {4} BQM-74C flights. Each sets up within two hexes of a NATO Orbit Point or enters on/after Turn 1.
- 1 x {1} EC-130H, Standoff Jamming. Set up within three hexes of any NATO Orbit Point.
- 4 x Dummy Flights
- 3 x Orbit Points on/west of hex column 39xx
- 2 x Rally Points on/east of the Front

Ground Setup

Air Defense Units:

- 4 x HAWK C, on/north of hexrow xx24 and at least five hexes from the Front. Set up located.
- 3 x Patriot, on/south of hexrow xx25 and at least ten hexes from the Front. Set up located.
- 4 x EWR at least twelve hexes from the Front

NATO Pilot Quality

US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

Warsaw Pact Order of Battle

Air Setup

Air Units and Markers:

- 4 x OOB Table G (QRA). Set up Ready at airfields in East Germany.
- 2 x Dummy units

Ground Setup

Air Defense Units:

- 2 x SA-8 on/between hexrows xx01/xx09, two to five hexes from the Front
- 2 x SA-11 on/between hexrows xx10/xx16, four to seven hexes from the Front
- 2 x SA-8 on/between hexrows xx17/xx23, two to five hexes from the Front
- 2 x SA-11 on/between hexrows xx24/xx29, four to seven hexes from the Front
- 2 x SA-15 on/between hexrows xx30/xx36, two to five hexes from the Front
- 4 x SA-6 on/east of hex column 64xx, three to five hexes from the Front
- 3 x SA-4, one each in 6103, 6310, 6114. Set up located.
- 3 x SA-11, one each in 6218, 6223, 6530. Set up located.
- 2 x SA-2, one each in 7210, 6923. Set up located.
- 3 x EWR, one each in 6214, 6023, 6733
- 2 x Dummy Radars and 2 x Dummy SAMs
- 10 x AAA Points, 5 x Fire Can, and 6 x SA-13 within two hexes of any WP EWRs, SAMs, or airfields

WP Pilot Quality

USSR MiG-29/Su-25/Su-27 = Veteran, Other USSR = Regular, GDR = Trained

Scenario Special Rules

1. Night Rules [23] are in effect.
2. The NATO ISR condition is automatically Exceptional.
3. During the SEAD Phase, treat any "SAM/EWR/Radar AAA Destroyed, AAA Suppress 3" results as the next lower result of "SAM/EWR/Radar AAA Suppressed 1d10+5 turns, AAA Suppress 2."
4. *Safe Passage Corridors.* The NATO and WP player may each plot two Safe Passage Corridors [15.43].
5. The Random Event "Weather Change" is ignored in this scenario.

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VP are assessed as follows: Slight Damage (3VP), Heavy Damage (5VP), Destroyed (8VP). Use the NATO Victory Level Table [32.2].

RS12: Second Echelon Forces

Background

A major element of NATO doctrine in the 1980s was the use of airpower to disrupt and degrade Warsaw Pact second and third echelon forces before they could reach the front line and deploy. After taking serious losses stopping the initial WP attacks, NATO commanders want to mass airpower against one of the second echelon divisions of the 1st Guards Tank Army as it approaches the front line. After overnight raids to weaken the WP air defense network in this sector, the complex strike package of escorts, jammers, SEAD, strike, and recon aircraft forms up as bad weather rolls in and heads into what will be a storm of AAA and SAMs.

Targets

Elements of the 11th Guards Tank Division are the targets of this scenario. The NATO player rolls on the Target Table below until four different raid targets are designated. At least one Bombing flight must be allocated to each target.

Roll	Target	Hex	Profile
1	Armor	6413	B
2	Armor	6512	B
3	Armor	6612	B
4	Armor	6911	B
5	Mech	6711	B
6	Mech	6810	B
7	Artillery	6812	C
8	Artillery	7211	C
9	HQ	7011	D
10	Supply	7111	D

Scenario Conditions

- **Date:** 19 May 1987
- **Time of Day:** 0700 (Day)
- **Detection Level:** NATO: C WP: D
- **Weather:** Roll on the "Poor Weather" Table.
- **Map:** Only hexes on/east of hex column 35xx and on/north of hexrow xx23 are in play.
- **The Front:** NATO side is on/west of 5102-5107-5308-5315-4917-4923.
- **Closed Airfields:** Hoxter (4505), Kassel (4514), Fritzlar (4521). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** WP side within seven hexes of the Front
- **ISR:** NATO & WP
- **SEAD:** NATO
- **Early Warning:** WP
- **NATO Air Defense Zone:** 2ATAF
- **WP Flight Restriction:** WP flights must remain within two hexes of their airfield unless a non-dummy NATO flight has been detected and is in a hex on the WP side of the Front.
- **WP Zone Limit:** WP flights may not voluntarily move west of the Front.
- **Setup Order:** WP is first.

NATO Order of Battle

Air Setup
Air Units and Markers:
- 2 x OOB Table B (CAP)
- 1 x OOB Table D (Deep Strike Raid). Designate ingress/egress hexes on the west edge. All flights ingress on/after Turn 3.
- 4 x {4} BQM-74C flights. Each sets up within two hexes of a NATO Orbit Point or enters on/after Turn 3.
- 1 x {1} EC-130H, Standoff Jamming. Set up within three hexes of any NATO Orbit Point.
- 4 x Dummy Flights
- 2 x Orbit Points on/west of hex column 36xx
- 2 x Rally Points on/east of the Front

Ground Setup
Air Defense Units:
- 3 x HAWK C at least four hexes from the Front and four hexes from each other
- 2 x EWR at least ten hexes from the Front

NATO Pilot Quality
US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:
- 3 x OOB Table G (QRA). Set up Ready at airfields in East Germany.
- 2 x Dummy Flights

Ground Setup
Army Ground Units:
(18-27 May locations, roll for 2K22 capability)
- 11th Guards Tank Division

Air Defense Units:
- 2 x SA-8, 2 x SA-13 on/between hexrows xx01/xx09, one to five hexes from the Front
- 2 x SA-11, 2 x SA-13 on/between hexrows xx10/xx16, two to seven hexes from the Front
- 2 x SA-8, 2 x SA-13 on/between hexrows xx17/xx23, one to five hexes from the Front
- 2 x SA-11, 2 x SA-13 within one hex of 11th Guards units
- 2 x SA-4 on/north of hexrow xx16, at least eight hexes from the Front
- 1 x SA-11 on/south of hexrow xx17, at least six hexes from the Front
- 1 x EWR at least ten hexes from the Front
- 6 x AAA Points, 3 x Fire Can, and 2 x 2K22 within one hex of any WP HQ, Supply, Artillery, SA-4, or airfield

WP Pilot Quality
USSR MiG-29/Su-25/Su-27 = Veteran, Other USSR = Regular, GDR = Trained

Scenario Special Rules

1. *Safe Passage Corridors.* The WP player may plot one Safe Passage Corridor [15.43].

Victory Conditions

Standard Victory Points [32.1] are in effect. Use the NATO Victory Level Table [32.2].

RS13: Night Shift

Background

NATO tries to take advantage of its more numerous fleet of night-capable aircraft by conducting most of its deep strikes in darkness. Key targets include fuel logistics units in Warsaw Pact rear areas. With advancing WP supply lines getting longer every day, NATO air planners hope that by hitting fuel depots, the entire advance could be stopped. This scenario depicts NATO night raids against supply dumps and HQs for two divisions of the East German 3rd Army that are in contact with elements of the US VII Corps.

Targets

WP supply dumps are the targets of the raids for this scenario. The NATO player rolls on the Target Table below until four different raid targets are designated. At least one Bombing flight must be allocated to each target.

Roll	Target	Hex	Profile
1	Supply	6124	D
2	Supply	6231	D
3	Supply	6734	D
4	Supply	7034	D
5	Supply	6128	D
6	Supply	6625	D
7	Supply	6826	D
8	Supply	7128	D
9+	Roll again		

Scenario Conditions

- **Date:** 19 May 1987
- **Time of Day:** 2330 (Night, Full Moon)
- **Detection Level:** NATO: C WP: D
- **Weather:** Roll on the "Poor Weather" Table.
- **Map:** Only hexes on/south of hexrow xx23 and on/east of hex column 41xx are in play.

- **The Front:** NATO side is on/west/south of 4923-4924-5225-5235-6843-7739.
- **Closed Airfields:** Bad Hersfeld (5126), Fulda (5032), Wildflecken (5536), Schweinfurt (5943), Bamberg (7044). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** WP side within seven hexes of the Front
- **ISR:** NATO & WP
- **SEAD:** NATO
- **Early Warning:** WP
- **NATO Air Defense Zone:** 4ATAF
- **WP Zone Limit:** WP flights may not voluntarily move within two hexes of the Front.
- **Setup Order:** WP is first.

NATO Order of Battle

Air Setup
Air Units and Markers:

- 1 x OOB Table D (Deep Strike Raid). Bombing flights are automatically 4 x {4} Tornado IDS, Bombing. Designate ingress/egress hexes on the south edge.
- 4 x {4} BQM-74C flights. Each sets up within two hexes of a NATO Orbit Point or enters on the south edge on/after Turn 1.
- 1 x {1} EC-130H, Standoff Jamming.
- 4 x Dummy Flights
- 2 x Orbit Points on the NATO side of the Front and at least eight hexes from the Front
- 2 x Rally Points

Ground Setup
Air Defense Units:

- 2 x Patriot at least eight hexes from the Front and five hexes from each other
- 2 x EWR at least ten hexes from the Front

NATO Pilot Quality
US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

Warsaw Pact Order of Battle

Air Defense Status
Prior to setup, the WP player secretly chooses the scenario Air Defense Status and adjusts the WP air or ground Order of Battle for the scenario as follows:

- *Fighter Engagement Zone.* Add one CAP flight, remove two SA-11s.
- *Missile Engagement Zone.* Remove one CAP flight, add two SA-11s.
- *Joint Engagement Zone.* No effect.

Air Setup

Air Units and Markers:

- 2 x OOB Table G (QRA). GDR flights only. Set up Ready at Waltersleben (7124).
- 2 x Dummy Flights
- 1 x Orbit Point at least ten hexes from the Front

Ground Setup

Army Ground Units:

(roll for 2K22 capability)

- 8 x Supply units, one each in: 6024, 6231, 6734, 7034, 6128, 6625, 6826, 7128

Air Defense Units:

- 2 x SA-11, 2 x SA-13 within one hex of 79th Guards Tank locations
- 2 x SA-15, 2 x SA-13 within one hex of 57th Guards Motor Rifle Division locations
- 2 x SA-6, 2 x SA-13 within one hex of GDR 4th Mechanized Division locations
- 2 x SA-6, 2 x SA-13 within one hex of GDR 11th Mechanized Division locations
- 1 x SA-2 in 6923. Set up located.
- 2 x SA-11 at least eight hexes from the Front
- 2 x EWR at least ten hexes from the Front
- 1 x Dummy Radar and 1 x Dummy SAM
- 8 x AAA Points, 3 x Fire Can and 3 x 2K22 within one hex of WP Supply units

WP Pilot Quality

USSR MiG-29/Su-25/Su-27 = Veteran, Other USSR = Regular, GDR = Trained

Scenario Special Rules

1. Night Rules [23] are in effect.
2. *Safe Passage Corridors.* The NATO and WP players may each plot one Safe Passage Corridor [15.43].
3. The Random Event "Weather Change" is ignored in this scenario.

Victory Conditions

Standard Victory Points [32.1] are in effect. Use the NATO Victory Level Table [32.2].

RS14: Offensive Counter-Air

Background

A critical element of NATO's plan to win the air war is going on the offensive against Warsaw Pact airfields using low-level raids by packages of CAP, SEAD, and strike aircraft. WP commanders anticipate this approach and disperse many aircraft to remote locations. After weakening the SAM defense network over the first few days of the war, NATO commanders send in two big daylight raids against airfields in the 8th Guards Army sector of East Germany. The NATO commanders hope to knock out critical airfields and several dispersed operating facilities in one lightning-quick strike.

Targets

WP airfields and aircraft dispersal sites are the targets of this scenario. The NATO player rolls on the Target Table below until four different raid targets are designated. Two are allocated to each Deep Strike Raid. Each target hex includes multiple sub-targets that may be attacked.

Roll	Target	Hex
1	Cochstedt	7503
2	Ballenstedt	7306
3	Nordhausen	6811
4	Muhlhausen	6318
5	Haina	6422
6	Erfurt	7022
7	Waltersleben	7124
8	Temp Airfield 1	7211
9	Temp Airfield 2	6916
10	Temp Airfield 3	6520

All target airfields other than temporary airfields and Waltersleben include one of each of the following sub-targets [9.17]:

Target	Profile
Runway	A
Aircraft Revetments	B
Aircraft Parking Area	D
Fuel Storage	B

The three temporary airfields and Waltersleben have only three sub-targets:

Target	Profile
Runway	A
Aircraft Parking Area 1	D
Aircraft Parking Area 2	D

Scenario Conditions

- **Date:** 20 May 1987
- **Time of Day:** 0800 (Day)
- **Detection Level:** NATO: C WP: C
- **Weather:** Roll on the "Poor Weather" Table.
- **Map:** Only hexes on/east of hex column 30xx and on/north of hexrow xx30 are in play.
- **The Front:** NATO side is on/west of 5102-5107-5308-5315-4917-4924-5225-5230.
- **Closed Airfields:** Hoxter (4505), Kassel (4514), Fritzlar (4521, Bad Hersfeld (5126)). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** WP side within seven hexes of the Front
- **ISR:** NATO & WP
- **SEAD:** NATO
- **Early Warning:** WP
- **NATO Air Defense Zone:** 2ATAF/4ATAF
- **WP Zone Limit:** WP flights may not voluntarily move within two hexes of the Front. They may not initiate combat within two or fewer hexes of the Front.
- **WP Flight Restriction:** WP flights must remain within two hexes of their airfield unless a NATO flight has been detected and is in a hex on the WP side of the Front. The instant that occurs, this restriction is lifted.
- **Setup Order:** WP is first.

NATO Order of Battle

Air Setup
Air Units and Markers:

- 2 x OOB Table D (Deep Strike Raid). For each raid, designate ingress/egress hexes on the west edge.
- 6 x {4} BQM-74C flights. Each sets up within two hexes of any NATO Orbit Point or enters on/after Turn 1.
- 1 x {1} Falcon 20F, Standoff Jamming. Set up within three hexes of any NATO Orbit Point.
- 4 x Dummy Flights
- 2 x Orbit Points on/west of hex column 36xx
- 2 x Rally Points on/east of the Front

Ground Setup
Air Defense Units:

- 5 x HAWK C at least four hexes from the Front and four hexes from each other
- 2 x EWR at least eight hexes from the Front

NATO Pilot Quality

US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

Warsaw Pact Order of Battle

Air Defense Status

Prior to setup, the WP player secretly chooses the scenario Air Defense Status and adjusts the WP air or ground Order of Battle for the scenario as follows:

- **Fighter Engagement Zone.** Add one CAP flight, remove two SA-11s.
- **Missile Engagement Zone.** Remove one CAP flight, add two SA-11s.
- **Joint Engagement Zone.** No effect.

Air Setup
Air Units and Markers:

- 4 x OOB Table G (QRA). Set up Ready at airfields in East Germany.
- 2 x Dummy Flights

Ground Setup
Air Defense Units:

- 2 x SA-8 on/between hexrows xx01/xx09, two to five hexes from the Front
- 2 x SA-11 on/between hexrows xx10/xx16, four to seven hexes from the Front
- 2 x SA-8 on/between hexrows xx17/xx23, two to five hexes from the Front
- 2 x SA-11 on/between hexrows xx24/xx30, four to seven hexes from the Front
- 2 x SA-4 on/north of hexrow xx17, at least eight hexes from the Front
- 2 x SA-11 on/south of hexrow xx18, at least eight hexes from the Front
- 2 x SA-2, one each in 7210, 6923. Set up located.
- 2 x EWR at least ten hexes from the Front
- 2 x Dummy Radars and 2 x Dummy SAMs
- 6 x AAA Points, 10 x Fire Can, and 6 x SA-13 within one hex of any airfields or temporary airfields

WP Pilot Quality

USSR MiG-29/Su-25/Su-27 = Veteran, Other USSR = Regular, GDR = Trained

Scenario Special Rules

1. **Safe Passage Corridors.** The WP player may plot two Safe Passage Corridors [15.43].
2. Place three temporary airfields, one each in 7211, 6916, and 6520. They are Class 2 airfields for all purposes with a NE/SW runway orientation.
3. Aircraft Parking Areas are treated as Runways for the purpose of attacks using Anti-Runway, MW-1A, or JP233 munitions.

Victory Conditions

Standard Victory Points [32.1] are in effect. See [32.11] for airfield target VP. Use the NATO Victory Level Table [32.2].

RS15: Search and Destroy

Background

After earlier raids failed to inflict as much damage as hoped to NATO SAM defenses, Warsaw Pact commanders decide to take a different approach. As a result, the WP pilots must fly the mission just like US pilots did in Vietnam, with lead flights deliberately drawing fire from hidden SAMs so follow-on flights can hit the now-exposed SAM locations.

Targets

The WP primary targets for this SEAD mission are the "Hawk Belt" of HAWK missile batteries, and supporting Patriot batteries and radars, that make up the bulk of NATO SAM defenses near the front. The WP player rolls on the Kill Box Table below until two different boxes are determined. Each WP SEAD Raid is assigned one of those Kill Boxes. See SSR 1.

Roll	Kill Box
1-2	Kill Box 1
3-4	Kill Box 2
5-6	Kill Box 3
7-8	Kill Box 4
9-10	Roll Again

Scenario Conditions

- **Date:** 21 May 1987
- **Time of Day:** 1600 (Day)
- **Detection Level:** NATO: C WP: C
- **Weather:** Clear. Do not roll on the Weather Table.
- **Map:** Only hexes on/north of hex row xx41 and on/west of hex column 65xx are in play.
- **The Front:** NATO side is on/west of 5102-5107-5308-5315-4917-4924-5225-5235-6341.

- **Closed Airfields:** Hoxter (4505), Kassel (4514), Fritzlar (4521), Bad Hersfeld (5126), Fulda (5032), and Wildflecken (5536). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** NATO side within seven hexes of the Front.
- **ISR:** WP
- **SEAD:** WP
- **Early Warning:** NATO
- **NATO Air Defense Zone:** 2ATAF/4ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move within five hexes of the Front.
- **WP Zone Limit:** WP flights may not voluntarily move on/west of hex column 27xx.
- **Setup Order:** NATO is first.

⊕ NATO Order of Battle

Air Setup
2ATAF:
- 2 x OOB Table B (CAP). Each sets up within two hexes of any NATO Orbit Point in the 2ATAF Zone.

4ATAF:
- 2 x OOB Table B (CAP). Each sets up within two hexes of any NATO Orbit Point in the 4ATAF Zone.

Other:
- 3 x Dummy Flights
- 3 x Orbit Points on/west of hex column 25xx. At least one Orbit Point must be in each Air Defense Zone.

Ground Setup
Air Defense Units:
- Kill Box 1: 3 x HAWK C, 1 x Patriot, 1 x EWR, 2 x Gepard, 2 x Light AAA. See SSR 1.
- Kill Box 2: 2 x HAWK D, 2 x Roland 2, 1 x EWR, 2 x Gepard, 2 x Light AAA. See SSR 1.
- Kill Box 3: 3 x HAWK D, 1 x Patriot, 1 x EWR, 2 x Chaparral. See SSR 1.
- Kill Box 4: 2 x HAWK D, 2 x Patriot, 1 x EWR, 2 x Chaparral. See SSR 1.
- Anywhere in the Kill Boxes: 5 x Dummy Radars
- 2 x Nike-Hercules, one each in 2612, 2619. Set up located.
- All HAWK and Roland 2 units must set up five to eight hexes from the Front and at least two hexes away from any other non-IR SAM in their Kill Box. Patriot units must setup ten to twelve hexes from the Front. EWRs units must setup located and ten to twelve hexes from the Front.
- All Chaparrals, Gepards, and Light AAA must be placed within two hexes of a NATO non-IR SAM unit in their Kill Box, and at least two hexes from the Front.

NATO Pilot Quality
US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

🚩 *Warsaw Pact Order of Battle*

Air Setup

Air Units and Markers:

- 1 x OOB Table H (Fighter Sweep)
- SEAD Raid #1. 4 x {4} [SEAD], SEAD; 2 x {4} [CAP], CAP. USSR flights only. See SSR 7.
- SEAD Raid #2. 4 x {4} [SEAD], SEAD; 2 x {4} [CAP], CAP. USSR flights only. See SSR 7.
- 2 x {1} [Standoff Jamming], Standoff Jamming. Use OOB Table L to determine aircraft type.
- 2 x Chaff corridors [19.4]. See SSR 3.
- 3 x Dummy Flights
- 3 x Orbit Points on/east of hex column 60xx
- 2 x Rally Points on/east of hex column 55xx

Ground Setup

Air Defense Units:

- 2 x SA-12 units set up located at least seven hexes from the Front
- 2 x EWR at least seven hexes from the Front

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. *WP Kill Boxes.* Due to the unknown location of many NATO SAMs, WP SEAD Raids are assigned Kill Boxes in which they must search for, and attack, SAM, AAA, and EWR units. Within the assigned Kill Box, WP SEAD flights may target as many SAM, AAA, or EWR units as desired but must abort when all air-to-ground and gun ordnance for the flight is expended. SEAD flights may only target SAMs, AAA, and EWR in their raid's assigned Kill Box and may not attack any other targets on the map (Exception: ARMs may be used to attack SAMs outside assigned Kill Boxes). The four Kill Boxes for the scenario consist of all full hexes within the designated Kill Box corners (inclusive).

   - Kill Box 1: 3502-4902-4910-3510
   - Kill Box 2: 3511-4911-4920-3520
   - Kill Box 3: 3521-4921-4931-3531
   - Kill Box 4: 3532-4932-4941-3541

2. This scenario ends at the end of Turn 15. At that point, roll for recovery for all flights that have not yet recovered.

3. *Pre-Game Chaff Laying.* As part of the Air Deployment Phase, the WP player may place two bloomed chaff corridors [19.4] on/east of hex column 50xx.

4. *NATO SAM Radar Status.* All NATO SAMs with radars must turn their radars on in the Radar Phase [31.9] if able to do so. During the scenario, NATO SAMs must turn their radars on, or keep their radars on, in the Admin Phase if able to do so.

5. *NATO IR SAM/AAA Status.* In addition to being placed on the map per [15.44] and [14.62], all NATO IR SAMs and Gepard AAA are placed on the map when a WP flight is within one hex, at Low or Deck altitude, and has a line of sight.

6. *Safe Passage Corridors.* The NATO player may plot two Safe Passage Corridors [15.43].

7. *SEAD Raids.* For each raid, determine SEAD aircraft type by rolling once on the USSR SEAD task line on OOB Table I. Roll for ordnance available using OOB Table I. Determine CAP aircraft type by rolling once on the USSR line on OOB Table H. Designate ingress/egress hexes on the east edge. All flights in the raid ingress from the east edge on Turn 1.

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VP are assessed as follows:

SAM/AAA	VP H/D
Patriot/HAWK/Roland 2	3/4
Chaparral/Gepard/EWR	2/3
Undamaged SAM/EWR in target Kill Box marked Shutdown or Suppressed at scenario end.	1

SAMs in any targeted Kill Box destroyed during the SEAD Phase or SEAD Strike random event count normally. Damaged/destroyed NATO SAMs, not in one of the targeted Kill Boxes, do not count for VP. Use the WP Victory Level Table [32.2].

RS16: Hitting Back Hard

Background

With repeated nighttime US attack helicopter strikes chewing up Warsaw Pact ground reinforcements, WP commanders order a deep strike raid to try and destroy the helicopters on the ground during daylight hours. NATO air defenses remain dangerous, so a full package of electronic warfare, SEAD, and escort aircraft is allocated to the mission.

Targets

NATO airfields and temporary airfields where attack helicopters are deployed are the targets for this raid. The WP player rolls on the Target Table below until four different raid targets are designated. Each target hex includes multiple sub-targets that may be attacked.

Roll	Target	Hex
1	Temp Airfield 1	3728
2	Temp Airfield 2	3935
3	Temp Airfield 3	4543
4	Temp Airfield 4	4847
5	Friedberg	3538
6	Giessen	3533
7	Emery	5547
8	Hanau	4140
9+	WP Player Choice	

All target airfields have four sub-targets:

Target	Profile
Ammo Storage Bunker	A
AH-64 Revetment	C
Fuel Storage	D
Parking Area	D

Scenario Conditions

- **Date:** 22 May 1987
- **Time of Day:** 0700 (Day)
- **Detection Level:** NATO: C WP: C
- **Weather:** Roll on the "Good Weather" Table.
- **Map:** Only hexes on/south of hexrow xx24 are in play.
- **The Front:** NATO side is on/west of 5224-5235-6843-7739.
- **Closed Airfields:** Bad Hersfeld (5126), Fulda (5032), Wildflecken (5536), Wildflecken (5536), Schweinfurt (5943), Bamberg (7044). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** NATO side within seven hexes of Front
- **ISR:** NATO & WP
- **SEAD:** WP
- **Early Warning:** NATO
- **NATO Air Defense Zone:** 4ATAF
- **NATO Flight Restriction:** NATO flights must remain within two hexes of an Orbit Point unless a WP flight has been detected and is in a hex on the NATO side of the Front.
- **NATO Zone Limit:** NATO flights may not voluntarily move east of the Front.
- **WP Flight Restriction:** WP flights tasked with Bombing, Escort Jamming, or Chaff Laying may not fly at Low or Deck altitude unless they are within five hexes of a raid target. Any flights forced to so must climb to Medium altitude as soon as possible.
- **Setup Order:** NATO is first.

✠ NATO Order of Battle

Air Defense Status

Prior to setup, the NATO player secretly chooses the scenario Air Defense Status and adjusts the NATO air or ground Order of Battle for the scenario as follows:

- *Fighter Engagement Zone.* Add one CAP flight, remove two HAWK D.
- *Missile Engagement Zone.* Remove one CAP flight, add two HAWK D.
- *Joint Engagement Zone.* No effect.

Air Setup
Air Units and Markers:

- 1 x OOB Table A (QRA). Set up Ready at Buchel (FRG) or Hahn (US). Canadian flights enter at 3253 on Turn 1.
- 2 x OOB Table B (CAP)
- 2 x Dummy Flights
- 2 x Orbit Points on/west of hex column 30xx

Ground Setup
Air Defense Units:

- 4 x HAWK D, each one six to ten hexes from the Front
- 2 x HAWK D, each within two hexes of a NATO airfield or temporary airfield

- 2 x Patriot, at least ten hexes from the Front
- 4 x Chaparral, each within two hexes of a NATO airfield or temporary airfield
- 2 x Dummy SAMs and 1 x Dummy Radar at least six hexes from the Front
- 2 x EWR, at least twelve hexes from the Front
- 4 x Light AAA, one at each of the temporary airfields
- 4 x Vulcan, each within two hexes of a NATO airfield or temporary airfield

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:

- 1 x OOB Table J (Deep Strike Raid). Designate ingress/egress hexes on/north of hexrow xx31.
- 1 x {1} An-12PP, Standoff Jamming. Set up within five hexes of any WP Orbit Point.
- 4 x Dummy Flights
- 2 x Orbit Points on/east of hex column 63xx, each at least five hexes from the Front
- 2 x Rally Points on/west of the Front

Ground Setup
Air Defense Setup:

- 1 x SA-12 at least ten hexes from the Front
- 3 x SA-11 at least six hexes from the Front
- 2 x EWR at least eight hexes from the Front

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. *Safe Passage Corridors.* The NATO player may plot two Safe Passage Corridors [15.43].

Victory Conditions

Standard Victory Points [32.1] are in effect. See [32.11] for airfield target VP. Use the WP Victory Level Table [32.2].

RS17: Desantniki

Background

Soviet war plans emphasize disruption of NATO rear area units and infrastructure through aggressive use of airmobile and airborne operations. Frustrated with the stalemate in the West German III Corps sector, Warsaw Pact commanders order the insertion of a regiment of the elite 76th Guards Airborne Division behind the 2nd Panzer-Grenadier Division area of operations. In order to get the slow-moving IL-76 transports to the target and back, WP tactical aviation units provide a large support force with fighters, defense suppression, and electronic warfare aircraft. These forces will try to create and hold open an air corridor for the paratroopers to traverse.

Targets

The WP player rolls on the Drop Zone Table below. The WP player then selects a hex within two hexes of the hex rolled. This hex is the "target" hex for the IL-76 transports carrying the 76th Guards Airborne Division. The Drop Zone is considered a target hex for the purposes of Raid/Task Planning [8.0]. Also see SSR 3.

Roll	Hex
1-2	4107
3-4	4011
5-6	4116
7-8	4020
9-10	Roll Again

Scenario Conditions

- **Date:** 23 May 1987
- **Time of Day:** 0600 (Day)
- **Detection Level:** NATO: C WP: C
- **Weather:** Clear. Do not roll on the Weather Table.

- **Map:** Only hexes on/north of hexrow xx24 are in play.
- **The Front:** NATO side is on/west of 5102-5107-5308-5315-4917-4924.
- **Closed Airfields:** Hoxter (4505), Kassel (4514), Fritzlar (4521). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO side within seven hexes of the Front.
- **ISR:** NATO & WP
- **SEAD:** WP
- **Early Warning:** NATO
- **NATO Air Defense Zone:** 2ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move within two hexes of the Front.
- **Setup Order:** NATO is first.

NATO Order of Battle

Air Setup

Air Units and Markers:

- 4 x OOB Table B (CAP)
- 2 x Dummy Flights
- 2 x Orbit Points on/west of hex column 28xx

Ground Setup
Air Defense Units:

- 4 x Roland 2 on/between hexrows xx09/xx15, two to five hexes from the Front
- 4 x Roland 2 on/between hexrows xx16/xx24, two to five hexes from the Front
- 2 x HAWK C, 2 x HAWK D six to ten hexes from the Front
- 2 x Nike-Hercules, one each in 2612, 1921. Set up located.
- 1 x Patriot within three hexes of 3806
- 2 x Rapier within two hexes of Paderborn (3409)
- 2 x EWR at least fifteen hexes from the Front
- 2 x Dummy Radars and 2 x Dummy SAMs

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

Warsaw Pact Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table H (Fighter Sweep)
- SEAD Raid. 4 x {4} [SEAD], SEAD; 2 x {4} [Close Escort], Close Escort. USSR flights only. Determine SEAD aircraft type by rolling once on the SEAD task line on OOB Table I. Determine CAP aircraft type by rolling once on the Close Escort task line on OOB Table I. Each flight sets up within three hexes of any WP Orbit Point.
- Paradrop Raid. 6 x {4} IL-76MD, Transport; 3 x {1} [Escort Jamming], Escort Jamming. Roll for the Escort Jamming aircraft type using OOB Table J. Designate ingress/egress hexes on the east edge. IL-76 flights enter on/after Turn 2. See SSR 3.
- 1 x {1} An-12PP, Standoff Jamming
- 3 x Dummy Flights
- 1 x Chaff corridor [19.4]. See SSR 4.
- 3 x Orbit Points on/east of hex column 64xx
- 2 x Rally Points within five hexes of the Front

Ground Setup
Air Defense Units:

- 3 x SA-4 at least eight hexes from the Front
- 1 x SA-12 at least ten hexes from the Front
- 2 x EWR at least eight hexes from the Front

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. For the purposes of Escort Jamming [8.341] and Close Escort [8.343] restrictions, WP Paradrop Raid IL-76 flights are considered Bombing flights.

2. NATO flights get a +10 on their Morale Check rolls for any air-to-air combats with IL-76 flights.

3. *Paradrop Raid Flights.* The WP player must plot a flight path [8.31] for the IL-76 flights. However, all IL-76 flights must use the same middle section of the flight path. This flight path must pass through the Drop Zone hex. To successfully drop the paratroops, each IL-76 flight must pass through the Drop Zone hex at Deck altitude and at speed 2. The IL-76 flights are restricted to this flight path as if they were Bombing flights. IL-76 aircraft only Abort [8.4] if Crippled [12.22]. They may continue with their mission if Damaged or Disordered [13.11]. If engaged in Standard air-to-air combat, they must try to disengage [11.41].

4. *Pre-Game Chaff Laying.* As part of the Air Deployment Phase, the WP player may place two bloomed chaff corridors [19.4], on/east of hex column 50xx.

5. *Safe Passage Corridors.* The NATO player may plot one Safe Passage Corridor [15.43].

Victory Conditions

Standard Victory Points [32.1] are in effect. Also, any IL-76 aircraft shot down prior to dropping its paratroopers is automatically worth 6VP. Those shot down after dropping paratroopers are worth 3VP. In either case, do not roll for crew bailout. In addition, the WP player receives 1VP for each individual IL-76 aircraft that successfully drops its paratroopers. The WP player earns an additional 1VP for each IL-76 aircraft that successfully drops its paratroopers and recovers safely. Use the WP Victory Level Table [32.2].

RS18: Dance of the Vampires

Background

Frustrated by NATO's continued generation of aircraft sorties at a fairly high rate after more than a week of combat, Warsaw Pact commanders order another all-out effort to damage NATO airfields in the central front sector. The WP receives special reinforcements from USSR-based long-range bomber assets, including Tu-16K Badger bombers armed with supersonic AS-6 Kingfish missiles. The WP planners hope that a barrage of these missiles, supported by jammers and SEAD aircraft, will overcome NATO's defenses and put several bases out of operation.

Targets

The WP player rolls on the Target Table below until three different raid targets are designated. Three AS-6 flights must be allocated to each target. Each AS-6 missile will randomly attack a sub-target in its target hex. See SSR 2.

Roll	Target	Hex
1	Gutersloh	2903
2	Dortmund	2313
3	Dusseldorf	0716
4	Norvenich	0527
5	Cologne-Bonn	1226
6	Siegerland	2628
7	Mendig	1437
8	Buchel	1241
9	Hahn	1546
10	Pferdsfeld	1949

Airfield targets each include the following sub-targets:

Target	Profile
Runway	A
Hardened Aircraft Shelters	A
Hangars	C
Fuel Storage	B

Scenario Conditions

- **Date:** 25 May 1987
- **Time of Day:** 0830 (Day)
- **Detection Level:** NATO: C WP: C
- **Weather:** Roll on the "Poor Weather" Table.
- **Map:** The entire map is in play.
- **The Front:** NATO side is on/west of 5102-5107-5308-5315-4917-4924-5225-5235-6843-7739.
- **Closed Airfields:** Airfields within five hexes of the Front. Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO side within seven hexes of the Front
- **ISR:** WP
- **SEAD:** WP
- **Early Warning:** NATO
- **NATO Air Defense Zone:** 2ATAF/4ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move within five hexes of the Front.
- **WP Flight Restriction:** WP SEAD flights may not voluntarily move on/west of hex column 49xx.
- **Setup Order:** NATO is first.

NATO Order of Battle

Air Setup
2ATAF:
- 1 x OOB Table A (QRA). Set up Ready at Dusseldorf/Norvenich (FRG) or Gutersloh (UK). BE/NE flights enter at 0016 on Turn 1.
- 2 x OOB Table B (CAP)

4ATAF:
- 1 x OOB Table A (QRA). Set up Ready at Buchel/Mendig (FRG) or Hahn/Bitburg (US). Canadian flights enter at 3253 on Turn 1.
- 2 x OOB Table B (CAP)

Other:
- 3 x Dummy Flights.
- 4 x Orbit Points on/west of hex column 25xx

Ground Setup
Air Defense Units:

- 2 x HAWK C on/north of hexrow xx10, six to ten hexes from the Front
- 1 x Patriot on/north of hexrow xx10, twelve to fifteen hexes from the Front
- 2 x HAWK C on/south of hexrow xx11, on/north of hexrow xx24, six to ten hexes from the Front
- 3 x HAWK D on/south of hexrow xx25, six to ten hexes from the Front
- 3 x HAWK D within ten hexes of Hahn (1546)
- 3 x Patriot, one each within three hexes of 3528, 3537, 4246.
- 2 x Nike-Hercules, one each in: 1921, 2533. Set up located.
- 3 x EWR at least twelve hexes from the Front
- 1 x Rapier at Gutersloh (2903). Set up located.
- 7 x Roland 2 and 7 x Gepard, one of each at Dortmund (2313), Dusseldorf (0716), Norvenich (0527), Cologne-Bonn (1226), Siegerland (2628), Mendig (1437), and Buchel (1241). Set up located.
- 2 x Chaparral and 2 x Vulcan, one of each at Hahn (1546) and Pferdsfeld (1949). Set up located.
- 2 x Dummy Radars and 2 x Dummy SAMs

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

☭ Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:

- 2 x OOB Table H (Fighter Sweep)
- 2 x {4} Tu-16K, SEAD. Each sets up within five hexes of any WP Orbit Point. See SSR 3.
- Cruise Missile Raid. 9 x {4} AS-6, Bombing. Designate ingress hexes within five hexes of 7718. Flights ingress any turn on/after Turn 5. See SSR 1.
- 2 x {1} [Standoff Jamming], Standoff Jamming. Roll once on OOB Table L to determine aircraft type. Set up at least ten hexes east of the Front.
- 2 x Chaff corridors [19.4]. See SSR 4.
- 4 x Dummy Flights
- 4 x Orbit Points on/east of hex column 63xx and at least ten hexes from the Front
- 2 x Rally Points on/west of the Front

Ground Setup
Air Defense Units:

- 2 x SA-12 at least ten hexes from the Front. Set up located.

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. The AS-6 flights enter the map at High altitude, having been launched off-map by Tu-16 aircraft. They enter visually identified [10.4] and do not use generic flight counters. Plot a full flight path [8.31] for each individual flight as if they were separate raids, except that there is no return from the target and they are limited to two waypoints on the way to the target.

2. For resolving the air-to-ground attack for an AS-6 missile flight, each missile in the flight attacks separately. When an AS-6 flight enters the target hex, randomly select the specific targets by rolling 1d10 for each AS-6 missile: 1-3 Runway, 4-6 Hardened Aircraft Shelters, 7-8 Hangars, 9+ Fuel Storage. The same target may be selected more than once.

3. Tu-16K SEAD flights may only carry Kh-28M ARMs. No other ordnance allowed.

4. *Pre-Game Chaff Laying.* As part of the Air Deployment Phase, the WP player may place 2 bloomed chaff corridors [19.4], on/east of hex column 50xx.

5. *Safe Passage Corridors.* The NATO player may plot two Safe Passage Corridors [15.43].

6. NATO flights get a +10 on their Morale Check rolls for any air-to-air combats with AS-6 flights.

Victory Conditions

Standard Victory Points [32.1] are in effect, except do not use [32.11] to assess airfield damage VP. Instead, raid target VP are assessed as follows:

Airfield Sub-Target	VP for S/H/D
Runway	2/4/6
Hardened Aircraft Shelters	2/4/6
Hangars	1/3/5
Fuel Storage	1/3/5

Use the WP Victory Level Table [32.2].
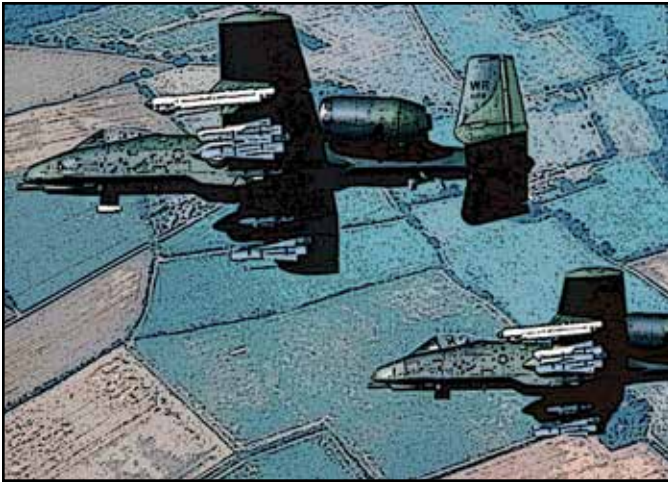
RS19: Air Interdiction

Background

NATO commanders receive intelligence on a major Warsaw Pact ground offensive by the lead divisions of the powerful 1st Guards Tank Army. To disrupt the attack preparations, they plan a battlefield air interdiction (BAI) raid into the rear areas of the gathering Soviet forces intended to target ammunition stores, fuel depots, and reserve units.

Targets

Rear areas units of the 20th Guards Motor Rifle Division and 9th Tank Division are the targets of this scenario. The NATO player rolls on the Target Table below until four different raid targets are designated. At least one Bombing flight must be allocated to each target.

Roll	Target	Hex	Profile
1	HQ	5705	D
2	HQ	5910	D
3	Supply	6007	D
4	Supply	6211	D
5	Armor	5504	B
6	Armor	5612	B
7	Artillery	5602	C
8	Artillery	5813	C
9	Missile	5904	D
10	Missile	6013	D

Scenario Conditions

- **Date:** 26 May 1987
- **Time of Day:** 1300 (Day)
- **Detection Level:** NATO: C WP: C
- **Weather:** Roll on the "Poor Weather" Table.
- **Map:** Only hexes on/north of hexrow xx17 and on/east of hex column 27xx are in play.
- **The Front:** NATO side is on/west of 5102-5107-5308-5315-4917.
- **Closed Airfields:** Hoxter (4505), Kassel (4514). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** WP side within seven hexes of the Front
- **ISR:** NATO
- **SEAD:** NATO
- **Early Warning:** WP
- **NATO Air Defense Zone:** 2ATAF
- **WP Zone Limit:** WP flights may not voluntarily move west of the Front.
- **Setup Order:** WP is first.

NATO Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table B (CAP)
- 1 x OOB Table C (Bombing Raid). Designate ingress/egress hexes on the west edge.
- 1 x {1} HFB-320, Standoff Jamming. Set up within three hexes of any NATO Orbit Point.
- 4 x Dummy Flights
- 2 x Orbit Points on/west of hex column 38xx
- 2 x Rally Points within five hexes of the Front

Ground Setup

Air Defense Units:

- 3 x HAWK C, five to eight hexes from the Front
- 1 x EWR at least ten hexes from the Front

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

☭ *Warsaw Pact Order of Battle*

Air Defense Status

Prior to setup, the WP player secretly chooses the scenario Air Defense Status and adjusts the WP air or ground Order of Battle for the scenario as follows:

- *Fighter Engagement Zone.* Add one QRA flight, remove one SA-11 and one SA-4.
- *Missile Engagement Zone.* Remove one QRA flight, add one SA-11 and one SA-4.
- *Joint Engagement Zone.* No effect.

Air Setup

Air Units and Markers:

- 3 x OOB Table G (QRA). Each sets up within two hexes of any WP Orbit Point.
- 2 x Dummy Flights
- 2 x Orbit Points on/east of hex column 68xx

Ground Setup

Army Ground Units:

(roll for 2K22 capability)

- 2 x HQ, one each in 5705, 5910
- 2 x Supply, one each in 6007, 6211
- 2 x Armor, one each in 5504, 5612
- 2 x Artillery, one each in 5602, 5813
- 2 x Missile, one each in 5904, 6013

Air Defense Units:

- 3 x SA-8, 2 x SA-13 on/north of hexrow xx08, two to six hexes from the Front
- 3 x SA-11, 2 x SA-13 on/south of hexrow xx09, two to six hexes from the Front
- 1 x SA-12 at least twelve hexes from the Front
- 2 x SA-4 at least eight hexes from the Front
- 1 x EWR at least ten hexes from the Front
- 1 x Dummy Radar and 1 x Dummy SAM
- 6 x AAA Points and 3 x Fire Can within one hex of any WP Army Ground units

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. *Safe Passage Corridors.* The WP player may plot one Safe Passage Corridor [15.43].

Victory Conditions

Standard Victory Points [32.1] are in effect. Use the NATO Victory Level Table [32.2].

RS20: Birds of Prey

Background

The Soviet Union pioneered the idea of armored close air support aircraft, such as the famous IL-2 "Sturmovik" ("Bird of Prey"). The successor to the IL-2, the Su-25—nicknamed the "Grach" ("Rook") by Soviet aviators—saw heavy use in Afghanistan. In an effort to break the stalemate developing in the Fulda Gap, Soviet commanders commit two squadrons of Su-25s to support a morning attack by the 79th Guards Tank and 57th Guards Motor Rifle Divisions.

Targets

The WP primary targets for this raid are US Army 3rd Armored Division frontline units holding back the WP 8th Guards Army in the Fulda Gap. The WP player rolls on the Target Table below until four different raid targets are designated. At least one Bombing flight must be allocated to each target.

Roll	Target	Hex	Profile
1	US Armor	5127	B
2	US Mech	5129	B
3	US Armor	5131	B
4	US Armor	5133	B
5	US Armor	5135	B
6	US Artillery	4626	C
7	US Artillery	4729	C
8	US Artillery	4733	C
9	US Artillery	4937	C
10	Roll Again		

Scenario Conditions

- **Date:** 27 May 1987
- **Time of Day:** 1400 (Day)
- **Detection Level:** NATO: C WP: C
- **Weather:** Roll on the "Poor Weather" Table.
- **Map:** Only hexes on/south of hexrow xx25, and on/north of hexrow xx39 are in play.
- **The Front:** NATO side is on/west of 5225-5235-5939.
- **Closed Airfields:** Bad Hersfeld (5126), Fulda (5032), Wildflecken (5536). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** WP side within seven hexes of the Front
- **ISR:** NATO & WP
- **SEAD:** WP
- **Early Warning:** NATO
- **NATO Air Defense Zone:** 4ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move on/east of hex column 60xx.
- **WP Zone Limit:** WP flights may not voluntarily move on/west of hex column 42xx.
- **Setup Order:** NATO is first.

✈ NATO Order of Battle

Air Defense Status

Prior to setup, the NATO player secretly chooses the scenario Air Defense Status and adjusts the NATO air or ground Order of Battle for the scenario as follows:

- *Fighter Engagement Zone.* Add one CAP flight, remove two HAWK D.
- *Missile Engagement Zone.* Remove one CAP flight, add two HAWK D.
- *Joint Engagement Zone.* No effect.

Air Setup

Air Units and Markers:

- 3 x OOB Table B (CAP)
- 3 x Dummy Flights
- 2 x Orbit Points on/west of hex column 33xx

Ground Setup

Army Ground Units:

(18-27 May locations, roll for Vulcan capability)

- US 3rd Armored Division (do not setup the Supply units)

Air Defense Units:

- 6 x Chaparral within one hex of 3rd Armored Division units
- 3 x HAWK D at least six hexes from the Front
- 2 x Patriot at least ten hexes from the Front
- 1 x EWR at least ten hexes from the Front
- 1 x Dummy Radar and 1 x Dummy SAM at least five hexes from the Front
- 3 x Vulcan within two hexes of NATO Army Ground units

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

🚩 Warsaw Pact Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table H (Fighter Sweep)
- 1 x OOB Table I (Bombing Raid). USSR Raid only. For Bombing flights, instead of rolling, use 5 x {4} Su-25, Bombing. Designate ingress/egress hexes on the east edge.
- 2 x {1} Mi-8PP, Standoff Jamming. They may setup in any hex at least five hexes east of the Front.
- 3 x Dummy Flights
- 2 x Orbit Points on/east of hex column 67xx
- 1 x Rally Point within five hexes of the Front

Ground Setup

Air Defense Units:

- 3 x SA-11 units at least five hexes from the Front
- 3 x SA-15 units at least two hexes from the Front
- 1 x EWR at least ten hexes from the Front

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. *Safe Passage Corridors.* The NATO and WP players may each plot one Safe Passage Corridor [15.43].

Victory Conditions

Standard Victory Points [28.10] are in effect. Use the WP Victory Level Table [32.2].

RS21: Breakthrough

Background

After almost two weeks of fighting, the NATO front in central Germany begins to crack. Soviet second echelon forces pour through the gaps in several sectors. In an effort to give ground troops time to retreat and regroup, NATO air forces launch massed strike raids into "kill boxes" where Soviet tanks are running wild. Soviet air defense troops desperately try to keep up with the advancing forces but there are critical gaps in the SAM and AAA coverage.

Targets

For each NATO Bombing Raid, roll to determine which Soviet division will be its target. No more than one raid per division. Raid flights must target armor and mech units of their assigned division target. See SSR1.

Roll	Target Division
1-2	20th Guards Motor Rifle Division
3-5	9th Tank Division
6-8	11th Guards Tank Division
9-10	6th Guards Tank Division

Scenario Conditions

- **Date:** 28 May 1987
- **Time of Day:** 1100 (Day)
- **Detection Level:** NATO: B WP: D
- **Weather:** Roll on the "Good Weather" Table.
- **Map:** Only hexes on/north of hexrow xx30 are in play.
- **The Front:** NATO side is on/west of 4502-4507-4308-4321-4723-4728-4529-4530.
- **Closed Airfields:** Hoxter (4505), Kassel (4514), Fritzlar (4521), Bad Hersfeld (5126). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** WP and NATO sides within five hexes of the Front
- **ISR:** NATO & WP
- **SEAD:** NATO

- **Early Warning:** WP
- **NATO Air Defense Zone:** 2ATAF/4ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move more than ten hexes east of the Front.
- **WP Zone Limit:** WP flights may not voluntarily move west of hex column 40xx.
- **Setup Order:** WP is first.

NATO Order of Battle

Air Setup
Air Units and Markers:

- 2 x OOB Table C (Bombing Raid). Add 1 x {2} [Fast FAC], Fast FAC to each raid using OOB Table F and the same nationality as the Bombing flights in each raid. Designate ingress/egress hexes for each raid on the west edge.
- 1 x {1} EF-111A, Standoff Jamming
- 6 x Dummy Flights
- 3 x Orbit Points on/west of hex column 30xx
- 2 x Rally Points on/west of the Front

Ground Setup
Air Defense Units:

- 3 x HAWK C on/north of hexrow xx20, five to eight hexes from the Front
- 1 x Patriot on/north of hexrow xx08, ten to twelve hexes from the Front
- 4 x Roland 2 on/north of hexrow xx20, at least two hexes from the Front
- 2 x HAWK D on/south of hexrow xx21, five to eight hexes from the Front
- 1 x Patriot on/south of hexrow xx21, ten to twelve hexes from the Front
- 3 x Chaparral on/south of hexrow xx21, at least two hexes from the Front
- 2 x EWR at least ten hexes from the Front

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:

- 4 x OOB Table G (QRA). Each sets up within two hexes of any WP Orbit Point.
- 2 x Dummy Flights
- 2 x Orbit Points on/East of hex column 60xx

Ground Setup
Army Ground Units:

(28 May - 15 June locations, Armor and Mech units only, roll for 2K22 capability)
- 20th Guards Motor Rifle Division

- 9th Tank Division
- 11th Guards Tank Division
- 6th Guards Tank Division

Air Defense Units:

- 2 x SA-8, 2 x SA-13 within one hex of 20th Guards Motor Rifle Division units
- 2 x SA-11, 2 x SA-13 within one hex of 9th Tank Division units
- 2 x SA-11, 2 x SA-13 within one hex of 11th Guards Tank Division units
- 2 x SA-6, 2 x SA-13 within one hex of 6th Guards Tank Division units
- 2 x SA-4 at least eight hexes from the Front
- 1 x SA-12 at least twelve hexes from the Front
- 6 x AAA Points at least two hexes from the Front
- 4 x 2K22, each within one hex of any WP Armor or Mech unit.

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. NATO Bombing flights do not follow a flight path in this scenario. Instead, each Bombing flight must move so it can attack two identified (see SSR 2) WP Armor or Mech units in its assigned target division. Each flight may make as many bombing runs as desired on the two target units, but no other ground targets may be attacked. Bombing flights must abort after all air-to-ground ordnance is expended.

2. Bombing flights may only conduct an air-to-ground attack on a WP Armor or Mech unit of their target division that has been "identified" by a NATO Fast FAC flight. All WP Army Ground units begin "unidentified."

3. During each SAM Location Phase, a non-disordered Fast FAC flight may attempt to identify two WP Armor or Mech units in the flight's forward or beam arcs. The attempt requires the flight to be within two hexes and have a line of sight to the ground unit. It succeeds on a roll of 5 or less (+1 DRM in Rough, +1 DRM LOS through Broken Cloud or Mist/Haze, +1 DRM if FAC aircraft has crew of one). Once identified, a WP Army Ground unit remains identified for the remainder of the scenario. Make a side note of identified WP Army Ground units, rotate them, or mark them with an unused counter.

4. Fast FAC flights are immune from Aborts due to random events. They automatically have an Aggression Value of +2. They may only carry IRM and Gun air-to-air weapons if otherwise allowed.

5. *Safe Passage Corridors.* The NATO and WP players may each plot one Safe Passage Corridor [15.43].

6. If it does not finish earlier, the scenario ends after Turn 20. At that point, roll for recovery for all flights that have not yet recovered.

Victory Conditions

Standard Victory Points [32.1] are in effect, except the NATO player scores raid target VP as follows: Destroyed (6VP), Heavy Damage (4VP), Slight Damage (5VP). Use the NATO Victory Level Table [32.2].

RS22: BUFFs

Background

West German and American ground troops try to stabilize the line after the breakthrough by 1st Guards Tank Army. Meanwhile, intelligence assets start to track another echelon of Soviet divisions from the 11th Guards Army moving toward the front. With bad weather closing in, NATO commanders decide to commit their massive B-52 bombers to hammer the advancing Soviet units. The BUFFs and a large group of SEAD, jamming, and escort fighters form up in the inky darkness over the Ruhr Valley and head toward the front in a desperate effort to knock out the advancing Soviet reinforcements.

Targets

The NATO player selects six units from the 15th Guards Tank Division and six units from the 1st Guards Motor Rifle Division. Each B-52 flight must be allocated to attack two of these targets.

Scenario Conditions

- **Date:** 1 June 1987
- **Time of Day:** 2330 (Night, No Moon)
- **Detection Level:** NATO: B WP: E
- **Weather:** Roll on the "Poor Weather" Table.
- **Map:** Only hexes on/east of hex column 31xx and on/north of hexrow xx23 are in play.
- **The Front:** NATO side is on/west of 4502-4507-4308-4321-4723.
- **Closed Airfields:** Hoxter (4505), Kassel (4514), Fritzlar (4521). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** WP side within seven hexes of the Front
- **ISR:** NATO & WP
- **SEAD:** NATO
- **Early Warning:** WP

- **NATO Air Defense Zone:** 2ATAF
- **WP Flight Restriction:** WP flights must remain within one hex of an Orbit Point, or on the ground in Ready status, until a detected NATO flight is in a hex on the WP side of the Front.
- **WP Zone Limit:** WP flights may not voluntarily move west of the Front.
- **Setup Order:** WP is first.

⬥ NATO Order of Battle

Air Setup
Air Units and Markers:
- 2 x OOB Table B (CAP)
- 1 x OOB Table D (Deep Strike). Instead of rolling for Bombing flights, use 6 x {1} B-52G, Bombing. Designate ingress/egress hexes on the west edge.
- 2 x {1} EF-111A, Standoff Jamming
- 6 x Dummy Flights
- 2 x Orbit Points on/west of hex column 28xx
- 2 x Rally Points on/west of the Front

Ground Setup
Air Defense Units:
- 2 x HAWK C and 2 x HAWK D, five to eight hexes from the Front
- 1 x EWR unit at least ten hexes from the Front

NATO Pilot Quality
US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

☭ Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:
- 3 x OOB Table G (QRA). Set up Ready at airfields in East Germany.
- 2 x Dummy Flights

Ground Setup
Army Ground Units:
(roll for 2K22 capability)
- 15th Guards Tank
  - 3 x Mech, one each in 6410, 6610, 6611
  - 5 x Armor, one each in 6210, 6310, 6510, 6711, 6810
  - 2 x Artillery, one each in 6411, 6911
- 1st Guards Motor Rifle
  - 5 x Mech, one each in 6317, 6417, 6518, 6719, 6817
  - 3 x Armor, one each in 6418, 6718, 6918
  - 2 x Artillery, one each in 6618, 6919

Air Defense Units:
- 2 x SA-8, 2 x SA-13 on/north of hexrow xx08, two to six hexes from the Front
- 2 x SA-11, 2 x SA-13 on/between hexrows xx09/xx14, two to six hexes from the Front
- 2 x SA-11, 2 x SA-13 on/south of hexrow xx15, two to six hexes from the Front
- 4 x SA-4 at least ten hexes from the Front
- 2 x EWR at least twelve hexes from the Front
- 2 x SA-6, 2 x SA-13 within one hex of 15th Guards Tank Division locations
- 2 x SA-8, 2 x SA-13 within one hex of 1st Guards Motor Rifle Division locations
- 4 x Light AAA and 4 x Fire Can at least two hexes from the Front

WP Pilot Quality
USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. *Safe Passage Corridors.* The NATO and WP players may each plot one Safe Passage Corridor [15.43].
2. B-52 flights must plot a flight path [8.31] that allows them to attack both their targets. Each flight may use two additional waypoints.
3. When conducting a bombing run [17.2], B-52s may conduct a level or radar bombing profile [17.32, 17.33] run against two adjacent target hexes in a single run. The B-52 may not turn or change altitude when moving from the first target hex to the second. In addition, the B-52s must split their bomb load evenly between the two target hexes. The air-to-ground attack on each target hex is resolved separately.
4. Each Recon flight may conduct Recon or SAR runs [24.1, 24.2] on six target hexes.
5. The Random Event "Weather Change" is ignored in this scenario. If it is rolled, the result is "No Event."

Victory Conditions

Standard Victory Points [32.1] are in effect, except B-52s are worth 8VP if shot down (do not roll for crew losses) and 4VP if they recover damaged or crippled. Raid target VP are assessed as follows: Slight Damage (2VP), Heavy Damage (3VP), Destroyed (4VP). Use the NATO Victory Level Table [32.2].

RS23: Bridge Busting

Background

After the Warsaw Pact breakthrough on May 18th, NATO ground units are still attempting to form a solid defensive line but need time. WP supply lines depend on a few highway bridges and numerous temporary bridges over the Werra, Fulda, and Leine rivers to support their exploiting troops. NATO planners want these bridges taken out whatever the cost, leading NATO air commanders to decide that a night attack has the highest chance of success against these heavily defended targets.

Targets

The NATO player rolls on the Target Table below until four different raid targets are designated. Two are allocated to each Deep Strike Raid. Each target hex includes two bridge spans [18.23] that must be attacked separately.

Roll	Target	Hex	Profile
1	Stone Bridge	5410	B
2	Highway Bridge	5114	A
3	Highway Bridge	4816	A
4	Masonry Bridge	5514	B
5	Tactical Ferry	5222	C
6	Masonry Bridge	5126	B
7	Ribbon Bridge	5230	C
8	Highway Bridge	5233	A
9-10	Roll Again		

Scenario Conditions

- **Date:** 4 June 1987
- **Time of Day:** 0200 (Night, No Moon)
- **Detection Level:** NATO: B WP: E
- **Weather:** Roll on the "Poor Weather" Table.
- **Map:** Only hexes on/east of hex column 22xx, on/south of hexrow xx08, and on/north of hexrow xx35 are in play.
- **The Front:** NATO side is on/west of 4308-4321-4723-4728-4529-4534-4835.
- **Closed Airfields:** Kassel (4514), Fritzlar (4521), Bad Hersfeld (5126), Fulda (5032). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** WP and NATO sides within seven hexes of the Front
- **ISR:** NATO & WP
- **SEAD:** NATO 2 rolls.
- **Early Warning:** WP
- **NATO Air Defense Zone:** 2ATAF/4ATAF
- **WP Zone Limit:** WP flights may not voluntarily move west of hex column 37xx.
- **Setup Order:** WP is first.

NATO Order of Battle

Air Setup
Air Units and Markers:

- 2 x OOB Table D (Deep Strike). Designate ingress/egress hexes on the west edge. In exception to [16.12], Bombing and SEAD flights may use their highest bomb point ratings.
- 4 x {4} BQM-74C flights. Enter on/after Turn 1.
- 1 x {1} EC-130H, Standoff Jamming
- 6 x Dummy Flights
- 3 x Orbit Points on/west of hex column 28xx
- 2 x Rally Points on/west of the Front

Ground Setup
Air Defense Units:

- 3 x HAWK C on/north of hexrow xx20 and at least five hexes from the Front
- 2 x HAWK D on/south of hexrow xx21 and at least five hexes from the Front
- 1 x Patriot on/south of hexrow xx21 and at least ten hexes from the Front
- 2 x EWR at least ten hexes from the Front

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

⬤ Warsaw Pact Order of Battle

Air Defense Status

Prior to setup, the WP player secretly chooses the scenario Air Defense Status and adjusts the WP air or ground Order of Battle for the scenario as follows:

- *Fighter Engagement Zone.* Add one QRA flight, remove one SA-11 and one SA-4.
- *Missile Engagement Zone.* Remove one QRA flight, add one SA-11 and one SA-4.
- *Joint Engagement Zone.* No effect.

Air Setup
Air Units and Markers:

- 3 x OOB Table G (QRA). Set up Ready, one each at Allstedt (7612), Erfurt (7022), and Haina (6422).
- 2 x Dummy Flights

Ground Setup
Army Ground Units:

- 8 x Bridges, one in each Target Table hex

Air Defense Units:

- 2 x SA-11 on/north of hexrow xx15, four to seven hexes from the Front
- 2 x SA-11 on/between hexrows xx16/xx22, four to seven hexes from the Front
- 2 x SA-6 on/between hexrows xx23/xx28, three to six hexes from the Front
- 2 x SA-8 on/south of hexrow xx29, two to five hexes from the Front
- 3 x SA-4 at least eight hexes from the Front
- 1 x SA-12 at least twelve hexes from the Front
- 2 x EWR at least twelve hexes from the Front
- 1 x Dummy Radar and 1 x Dummy SAM
- 6 x AAA Points, 6 x SA-13 and 4 x Fire Can each within one hex of a bridge target
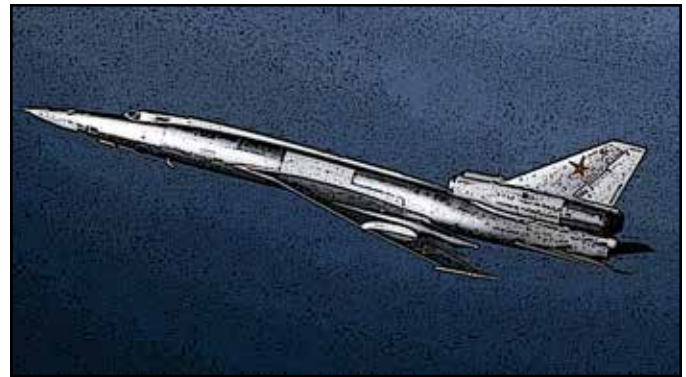
WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. Night Rules [23] are in effect.
2. The Random Event "Weather Change" is ignored in this scenario.

Victory Conditions

Standard Victory Points [32.1] are in effect. See [32.12] for Bridge target VP. Use the NATO Victory Level Table [32.2].

RS24: I Must Break You

Background

After two weeks of combat, Warsaw Pact air commanders receive air reinforcements from the western Soviet Union and reserve units. With NATO forces stabilizing the line again, the WP mounts massive aerial assaults using Long Range Aviation assets from the Soviet Union in an attempt to take out the remaining major NATO bases and push NATO air units further to the west.

Targets

The WP player rolls on the Target Table below until two raid targets are generated. Each target must be allocated three Tu-16K or Tu-22KPD Bombing flights. Each target hex includes multiple sub-targets that may be attacked.

Roll	Target	Hex
1	Mendig	1437
2	Buchel	1241
3	Spangdahlem	0545
4	Bitburg	0347
5	Hahn	1546
6	Pferdsfeld	1949
7+	Roll Again	

Each airfield target includes the following sub-targets [9.17]:

Target	Profile
Runway	A
Hardened Aircraft Shelters	A
Hangars	C
Fuel Storage	B

Scenario Conditions

- **Date:** 5 June 1987
- **Time of Day:** 1300 (Day)
- **Detection Level:** NATO: B WP: D
- **Weather:** Roll on the "Good Weather" Table.
- **Map:** Only hexes on/west of hex column 69xx and on/south of hexrow xx28 are in play.

- **The Front:** NATO side is on/west of 4728-4529-4535-5640-5939-6944.
- **Closed Airfields:** Fulda (5032), Wildflecken (5536), Schweinfurt (5943). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** NATO side within seven hexes of the Front
- **ISR:** WP
- **SEAD:** WP
- **Early Warning:** NATO
- **NATO Air Defense Zone:** 4ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move east of the Front.
- **Setup Order:** WP is first.

NATO Order of Battle

Air Setup
Air Units and Markers:
4ATAF
- OOB Table A (QRA) x 2. US and FRG flights only. Set up Ready at Buchel/Pferdsfeld (FRG) or Hahn/Bitburg (US).
- OOB Table B (CAP) x 2

Other:
- 3 x Dummy Flights
- 2 x Orbit Points on/west of hex column 30xx

Ground Setup
Air Defense Units:
- 4 x HAWK D, five to eight hexes from the Front
- 4 x HAWK D within two hexes of NATO airfields west of the Rhine
- 3 x Patriot, nine to twelve hexes from the Front
- 1 x Nike-Hercules in 2533. Set up located
- 3 x EWR at least twelve hexes from the Front
- 3 x Roland 2, each one within two hexes of Mendig (1437), Buchel (1241), or Pferdsfeld (1949)
- 3 x Chaparral, each one within two hexes of Hahn (1546), Bitburg (0347), or Spangdahlem (0545)
- 2 x Dummy SAMs and 1 x Dummy Radar at least five hexes from the Front
- 3 x Gepard and 3 x Vulcan within one hex of a NATO airfield.

NATO Pilot Quality
US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:
- 1 x OOB Table H (Fighter Sweep)
- Long Range Aviation Raid. 4 x {4} Su-24M, SEAD; 4 x {4} Su-27S, CAP; 3 x {4} Tu-16K, Bombing; 3 x {4} Tu-22KPD, Bombing; 3 x {1} Su-24MP, Escort Jamming; 2 x {2} MiG-25RB, Recon. Designate ingress/egress hexes on/north of hexrow xx38. See SSR 3.
- 1 x {1} An-12PP, Standoff Jamming. Set up within five hexes of any WP Orbit Point
- 3 x Dummy Flights
- 2 x Orbit Points on/east of hex column 60xx, at least five hexes from the Front
- 2 x Rally Points on/west of the Front

Ground Setup
Air Defense Units:
- 1 x SA-12 at least eight hexes from the Front. Set up located
- 2 x EWR at least eight hexes from the Front

WP Pilot Quality
USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. *Pre-Game Chaff Laying.* As part of the Air Deployment Phase, the WP player may place two bloomed chaff corridors [19.4], on/east of hex column 45xx, each one twenty hexes in length with no more than one 30° "turn." They remain bloomed throughout the scenario.

2. *Safe Passage Corridors.* The NATO player may plot two Safe Passage Corridors [15.43].

3. The Long Range Aviation Raid is considered a Deep Strike Raid for all purposes. Tu-16K and Tu-22KPD flights may only carry regular bombs. Su-24M flights may carry any allowed ordnance. In addition to normally allowed SEAD targets, Su-24M flights may also attack sub-targets at the raid's target airfields.

Victory Conditions

Standard Victory Points [32.1] are in effect, except do not use [32.11] to assess airfield damage VP. Instead, raid target VP are assessed as follows:

Airfield Sub-Target	VP for S/H/D
Runway	4/6/8
Hardened Aircraft Shelters	4/6/8
Hangars	2/3/4
Fuel Storage	2/3/4

Use the WP Victory Level Table [32.2].

RS25: Day of Days

Background

After weeks of non-stop combat, Warsaw Pact ground forces pause to consolidate gains and to prepare for resuming the offensive. On the 43rd anniversary of the D-Day landings, NATO tries to take advantage of this pause to fly in desperately needed reinforcements in the form of the US 82nd Airborne Division. Tipped off by intelligence sources, WP commanders attempt to "ambush" the lumbering transports on their way to airfields in and around Frankfurt using a mass raid of fighter aircraft. A confused night melee ensues, with NATO fighter aircraft and SAMs trying to keep a surge of WP fighters at bay long enough to get the transports on the ground.

Targets

The NATO player rolls for each of the six C-141 flights to determine its destination airfield. No more than 2 flights may have the same destination.

Roll	Airfield	Hex
1-2	Wiesbaden	3144
3-4	Rhein-Main	3444
5-6	Finthen	2746
7-8	Friedberg	3538
9-10	Giessen	3533

Scenario Conditions

- **Date:** 6 June 1987
- **Time of Day:** 2300 (Night, Full Moon)
- **Detection Level:** NATO: B WP: D
- **Weather:** Roll on the "Good Weather" Table.
- **Map:** Only hexes on/south of hexrow xx30 are in play.
- **The Front:** NATO side is on/west of 4530-4535-5640-5939-7145-7742.
- **Closed Airfields:** Fulda (5032), Wildflecken (5536), Schweinfurt (5943), Bamberg (7044). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** WP and NATO within seven hexes of the Front

- **ISR:** WP
- **SEAD:** WP
- **Early Warning:** NATO
- **NATO Air Defense Zone:** 4ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move more than five hexes east of the Front.
- **Setup Order:** NATO is first.

🛡 NATO Order of Battle

Air Setup
Air Units and Markers:

- 3 x OOB Table A (QRA). Set up Ready at NATO airfields. Canadian flights enter at 3253 on Turn 1.
- 3 x OOB Table B (CAP)
- Air Transport Raid. 6 x {4} C-141, Transport and 2 x {4} F-15A, CAP. Designate an ingress hex on the west edge. For egress, see SSR 3.
- 8 x Dummy Flights
- 3 x Orbit Points on/west of hex column 25xx

Ground Setup
Air Defense Units:

- 2 x HAWK D on/north of hexrow xx39, five to ten hexes from the Front
- 2 x HAWK D on/south of hexrow xx40, five and ten hexes from the Front
- 2 x HAWK D within five hexes of 2846
- 2 x Patriots, ten to twelve hexes from the Front
- 2 x EWR at least twelve hexes from the Front
- 6 x Chaparral and 6 x Vulcan, with one of each in Giessen (3533), Hanau (4140), Friedberg (3538), Rhein-Main (3444), Wiesbaden (3144), and Finthen (2746)
- 2 x Dummy Radars and 2 x Dummy SAMs

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

☭ Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:

- 3 x OOB Table H (Fighter Sweep)
- 3 x {4} [SEAD], SEAD. USSR flights only. Determine aircraft type by rolling once on the SEAD task line of OOB Table I. Each sets up within three hexes of any WP Orbit Point.
- 1 x {1} An-12PP, Standoff Jamming
- 2 x Dummy Flights
- 4 x Orbit Points on/east of hex column 60xx, each at least five hexes from the Front

Ground Setup

Air Defense Units:

- 4 x SA-11, four to seven hexes from the Front
- 1 x SA-12 at least eight hexes from the Front
- 2 x EWR at least six hexes from the Front

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. Night Rules [23] are in effect.

2. WP flights get a +10 on their Morale Check rolls for any air-to-air combats with C-141 flights.

3. *Air Transport Raids.* The NATO player must create a flight path [8.31] for each C-141 flight. C-141 flights follow their flight path to their target airfield as if they were Bombing flights. This flight path must include the designated airfield where the flight must land (at Wiesbaden or Rhein-Main) or drop paratroopers (at Finthen, Friedberg, or Giessen).

   - C-141 flights may land normally [9.14] at Wiesbaden and Rhein-Main. Once landed they may not be attacked in any way. To successfully drop paratroopers at Finthen, Friedberg, or Giessen, each C-141 flight must pass through the airfield hex at Low altitude at speed 2. Damaged aircraft may still drop paratroopers; Crippled aircraft may not. C-141 flights that dropped paratroopers may egress from the west, north or south edge and automatically recover successfully (even if Damaged or Crippled).

   - C-141 flights ignore Abort [8.4] Morale Check or random event results and instead become Disordered. A C-141 flight with a Crippled aircraft may split the flight [4.14] so that the Crippled aircraft is alone in the new flight (a second non-Crippled aircraft is not required to join it). C-141 flights may continue with their mission if Disordered [13.11]. If engaged in air-to-air combat, they must try to disengage [11.41].

4. *Safe Passage Corridors.* The NATO player may plot two Safe Passage Corridors [15.43].

5. The Random Event "Weather Change" is ignored in this scenario.

6. *Inactive AAA.* The Light AAA at Finthen, Friedberg, and Giessen is inactive for the duration of the scenario.

Victory Conditions

Standard Victory Points [32.1] are in effect. However, the WP player receives 6VP for each C-141 aircraft shot down (do not roll for crew bailout). In addition, the NATO player receives 2VP for each individual C-141 aircraft that lands or successfully drops paratroopers at its target airfield. Use the NATO Victory Level Table [32.2].

RS26: Belgian Barrage

Background

A month of high-intensity air combat has worn down the air forces on both sides. The Belgian Air Force, whose bases have not been attacked by Warsaw Pact strikes, is becoming an increasingly important part of NATO's efforts to maintain sortie rates high enough to deal with the surge of WP reserve aircraft squadrons that begin operating several weeks into the conflict. This scenario features Belgian Air Force aircraft providing air support to NATO ground troops.

Targets

The NATO player rolls on the Target Table below until three different raid targets are designated. At least one Bombing flight must be allocated to each target.

Roll	Target	Hex	Profile
1	WP Mech	4606	B
2	WP Artillery	4805	C
3	WP Armor	4409	B
4	WP Artillery	4711	C
5	WP Armor	4411	B
6	WP HQ	5013	D
7+	Roll Again		

The WP player rolls on the Target Table below until three different raid targets are designated. At least one Bombing flight must be allocated to each target.

Roll	Target	Hex	Profile
1	BE Artillery	4206	C
2	BE HQ	3905	D
3	BE Armor	4404	B
4	FRG Artillery	3908	C
5	FRG HQ	3610	D
6	FRG Mech	4210	B
7+	Roll Again		

Scenario Conditions

- **Date:** 8 June 1987
- **Time of Day:** 0630 (Day)
- **Detection Level:** NATO: B WP: D
- **Weather:** Roll on the "Good Weather" Table.
- **Map:** Only hexes on/east of hex column 25xx, on/west of hex column 65xx, and on/north of hexrow xx15 are in play.
- **The Front:** NATO side is on/west of 4502-4507-4308-4315.
- **Closed Airfields:** Hoxter (4505) and Kassel (4514). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** None
- **ISR:** NATO & WP
- **SEAD:** NATO & WP
- **Early Warning:** NATO & WP
- **NATO Air Defense Zone:** 2ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move more than ten hexes east of the Front.
- **WP Zone Limit:** WP flights may not voluntarily move more than twelve hexes west of the Front.
- **Setup Order:** WP is first.

🧭 NATO Order of Battle

Air Setup
Air Units and Markers:

- 1 x OOB Table C (Bombing Raid). Roll normally for CAP task, Belgian flights only for SEAD and Bombing tasks. Designate ingress/egress hexes on the west edge. See SSR 3 for entry.
- 1 x {1} HFB-320, Standoff Jamming. See SSR 3 for entry.
- 3 x Dummy Flights
- 2 x Rally Points on/west of the Front

Ground Setup
Army Ground Units:

(28 May - 15 June locations, roll for Gepard capability)
- BE 16th Armored Division
- FRG 2nd Panzer-Grenadier Division
- Also set up the following:
- 1 x Mech in 4214
- 1 x Artillery in 4013

Air Defense Units:

- 3 x HAWK C, five to eight hexes from the Front
- 1 x Patriot, ten to twelve hexes from the Front
- 3 x Roland 2 on/south of hexrow xx07, one to five hexes from the Front
- 1 x EWR at least ten hexes from the the Front
- 2 x Light AAA at least two hexes from the Front
- 3 x Gepard, each within two hexes of a NATO HQ or Artillery unit

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

🚩 Warsaw Pact Order of Battle

Air Setup

- 1 x OOB Table I (Bombing Raid). Designate ingress/egress hexes on the east edge. See SSR 3 for entry.
- 1 x {1} Su-24MP, Escort Jamming. See SSR 3 for entry.
- 2 x Dummy Flights
- 2 x Rally Points on/east of the Front

Ground Setup
Army Ground Units:

(28 May - 15 June locations, roll for 2K22 capability)
- 20th Guards Motor Rifle Division
- 9th Tank Division

Air Defense Units:

- 2 x SA-8, 2 x SA-13 on/north of hexrow xx08, one to five hexes from the Front
- 2 x SA-11, 2 x SA-13 on/south of hexrow xx09, one to six hexes from the Front
- 2 x SA-4 at least eight hexes of the Front
- 1 x EWR at least twelve hexes of the Front
- 6 x AAA Points and 4 x Fire Can, each within one hex of a WP HQ or Artillery unit

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. *Ordnance Loads.* Due to dwindling stocks of precision weapons, non-ARM PGMs [16.14] are not allowed.
2. *Safe Passage Corridors.* Each player may plot one Safe Passage Corridor [15.43].
3. At the start of the Raid Planning Phase, roll a die. On a 1-5, all NATO flights enter on Turn 1 and the WP flights enter on Turn 10. On a 6-10, all WP flights enter on Turn 1 and the NATO flights enter on Turn 10. No flights set up on map for either side. All flights must enter on the designated turn.

Victory Conditions

Standard Victory Points [32.1] are in effect. Do not use the WP or NATO Victory Level Tables [32.2]. Instead, at the end of the scenario, compare both sides' VP counts. If one side's total exceeds the other by 10+ VP, that side wins. Otherwise, the scenario is a draw.

RS27: High Speed Recon

Background

As both sides begin preparations for possible nuclear escalation, reconnaissance of the enemy's nuclear storage sites and launchers becomes ever more critical. With many space systems taken offline by anti-satellite weapons, Warsaw Pact commanders risk high-value intelligence collection aircraft deeper and deeper into NATO controlled airspace. Taking advantage of a break in the weather, they assemble a select force of MiG-25 Foxbat aircraft in the hopes that the high speeds and high altitudes where they operate will allow them to collect the intelligence they need on American Pershing II missiles, nuclear weapon storage sites, and critical headquarters.

Targets

The reconnaissance targets for this mission are Pershing II (Missile units) and warhead storage facilities/HQs (HQ units) in NATO rear areas. The WP player rolls on the Target Table below until six different recon targets are designated. These are the primary raid recon targets.

Roll	Target	Hex
1	Missile	1515
2	Missile	0722
3	Missile	1031
4	Missile	0838
5	Missile	1446
6	HQ/Storage Site	1609
7	HQ/Storage Site	1520
8	HQ/Storage Site	1627
9	HQ/Storage Site	1535
10	HQ/Storage Site	1742

Scenario Conditions

- **Date:** 10 June 1987
- **Time of Day:** 0800 (Day)
- **Detection Level:** NATO: B WP: D
- **Weather:** Clear. Do not roll on the Weather Table.
- **Map:** The entire map is in play.
- **The Front:** The NATO side is on/west/south of 4502-4507-4308-4321-4723-4728-4529-4535-5640-5939-7145-7742.
- **Closed Airfields:** Airfields within five hexes of the Front are closed. Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** NATO side, all hexes
- **ISR:** WP
- **SEAD:** WP
- **Early Warning:** NATO
- **NATO Air Defense Zone:** 2ATAF/4ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move within five hexes of the Front.
- **Setup Order:** NATO is first.

⬛ NATO Order of Battle

Air Setup
2ATAF:
- 1 x OOB Table A (QRA). Set up Ready at Dusseldorf (FRG). UK, BE, or NE flights enter at 0118 on Turn 1.
- 2 x OOB Table B (CAP)

4ATAF:
- 1 x OOB Table A (QRA). Set up Ready at Buchel (FRG) or Hahn (US). Canadian flights enter at 3253 on Turn 1.
- 2 x OOB Table B (CAP)

Other:
- 3 x Dummy Flights
- 2 x Orbit Points on/west of hex column 22xx

Ground Setup
Army Ground Units:
- 5 x Missile units, one each in 1515, 0722, 1031, 0838, 1446
- 5 x HQ units, one each in 1609, 1520, 1627, 1535, 1742

Air Defense Units:
- 3 x HAWK C on/north of hexrow xx21 and between five to ten hexes of the Front
- 3 x HAWK D on/south of hexrow xx22 and between five to ten hexes of the Front
- 3 x HAWK D within two hexes of a NATO airfield from the Rhine
- 3 x Patriot on/south of hexrow xx22 and between eleven to fifteen hexes of the Front
- 2 x Nike-Hercules, one each in 1605, 2533. Set up located.
- 4 x EWR at least twelve hexes from the Front and five hexes from each other.
- 2 x Dummy Radars and 2 x Dummy SAMs

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

☭ Warsaw Pact Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table H (Fighter Sweep). USSR flights only. No MiG-25 flights allowed.
- Special Recon Raid. 3 x {1} Tu-22PD, Escort Jamming; 2 x {4} MiG-25PD, CAP; 2 x {4} MiG-25BM, SEAD; 6 x {2} MiG-25RB, Recon. Designate ingress/egress hexes within five hexes of 7720. Escort Jamming and SEAD flights set up within 2 hexes of WP Orbit Points. All other flights in the raid ingress on/after Turn 1.
- 4 x Dummy Flights
- 3 x Orbit Points on/east of hex column xx55, at least five hexes from the Front
- 2 x Rally Points on/west of the Front

Ground Setup

None

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. *Recon Targets.* Each WP flight must be assigned one of the primary raid recon targets. Each one is also assigned a secondary recon target from the Target Table of the WP player's choice.
2. WP Recon flights may plot individual flight paths [8.31].
3. For the purposes of Escort Jamming [8.341] restrictions, WP MiG-25RB flights are considered Bombing flights.
4. *Safe Passage Corridors.* The NATO may plot two Safe Passage Corridors [15.43].

Victory Conditions

Standard Victory Points [32.1] are in effect, except instead of normal raid target VP the WP player receives 6VP for each primary target hex that a) is reconnoitered using photo reconnaissance and b) has one of the MiG-25RB aircraft that conducted the reconnaissance for that target recover safely. The WP player receives 2VP for each of the secondary recon target hexes meeting the same conditions. Use the WP Victory Level Table [32.2].

RS28: Special Weapons

Background

After almost a month of combat, NATO has finally been able to stabilize the front in West Germany. Frustrated Warsaw Pact commanders ask for the release of tactical nuclear weapons to break the stalemate. In an effort to limit escalation, WP commanders plan strikes with air-delivered low-yield weapons against NATO support unit targets near the front. RN-40 tactical nuclear bombs are quietly removed from special storage bunkers across East Germany. However, NATO detects the WP preparations and puts up a strong line of American and Canadian Combat Air Patrol and SEAD flights with jamming support. They have orders to cross the front and engage the WP raid as far east as possible.

Targets

The WP player selects eight raid targets. Each target must be an HQ, Supply, or Missile unit. Each target must be assigned to one WP Bombing flight.

Scenario Conditions

- **Date:** 11 June 1987
- **Time of Day:** 1300 (Day)
- **Detection Level:** NATO: B WP: D
- **Weather:** Roll on the "Poor Weather" Table.
- **Map:** Only hexes on/south of hexrow xx21 and on/west of hex column 70xx are in play.
- **The Front:** NATO side is on/west of 4321-4723-4728-4529-4535-5640-5939-7044.
- **Closed Airfields:** Fritzlar (4521), Bad Hersfeld (5126), Fulda (5032), Wildflecken (5536), Schweinfurt (5943), Bamberg (7044). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP sides within seven hexes of the Front.
- **ISR:** NATO & WP
- **SEAD:** WP
- **Early Warning:** NATO
- **NATO Air Defense Zone:** 4ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move more than ten hexes north/east of the Front.
- **Setup Order:** NATO is first.

⊕ *NATO Order of Battle*

Air Setup

Air Units and Markers:

- 3 x {2} F-15C, CAP and 3 x {2} CF-18A, CAP
- 3 x {2} F-4G, SEAD
- 1 x {1} EF-111A, Escort Jamming
- 4 x Dummy Flights
- 3 x Orbit Points on/west of hex column 28xx
- 2 x Rally Points on/west of the Front

Ground Setup

Army Ground Units:

(roll for Vulcan capability)

- 5 x Missile units, one each in 3723, 3729, 3837, 4443, 4748
- 4 x Supply units, one each in 3625, 3635, 4242, 4646
- 3 x HQ units, one each in 4026, 4440, 4947

Air Defense Units:

- 5 x HAWK D, five to eight hexes from the Front
- 3 x Patriot, ten to twelve hexes from the Front
- 2 x EWR at least twelve hexes from the Front
- 2 x Dummy Radars and 2 x Dummy SAMs

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

☭ *Warsaw Pact Order of Battle*

Air Setup

Air Units and Markers:

- 2 x OOB Table H (Fighter Sweep)
- Nuke Bombing Raid. 8 x {1} Su-24M, Bombing (armed with 1 Nuke per aircraft), 4 x {4} Su-24M, SEAD, and 3 x {4} Su-27S, Close Escort. Designate ingress hexes on the east edge on on/north of hexrow xx35. See SSR 1.
- 1 x {1} AN-12PP, Standoff Jamming
- 3 x Dummy Flights
- 3 x Orbit Points on/east of hex column 60xx and at least ten hexes from the Front
- 2 x Rally Points

Ground Setup

Air Defense Units:

- 2 x SA-11 on/north of hexrow xx28, four to seven hexes from the Front
- 3 x SA-8 on/between hexrows xx29/xx35, two to five hexes from the Front
- 2 x SA-11 on/between hexrows xx36/xx39, four to seven hexes from the Front
- 2 x SA-6 on/south of hexrow xx39, three to six hexes from the Front
- 1 x SA-12 at least ten hexes from the Front
- 2 x SA-11 at least eight hexes from the Front
- 1 x EWR at least ten hexes from the Front

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. WP Su-24 flights tasked with Bombing may only carry 1 Nuke point, IRM, and Guns. Plot a full flight path [8.31] for each individual flight as if they were separate raids. Each flight may only attack its assigned target hex. The four WP Su-24 flights tasked with SEAD may carry a maximum of eight total Kh-58 shots between them.

2. In an exception to [12.21], WP aircraft carrying Nuke ordnance are not required to jettison their bomb load if Damaged (they still must if they are Crippled). They may still conduct air-to-ground attacks with Nuke ordnance if Damaged. They are immune from Aborts due to random events or Morale Checks from SAM/AAA attacks.

3. *Safe Passage Corridors.* The NATO and WP players may each plot two Safe Passage Corridors [15.43].

4. All Nuke points are RN-40 bombs that were only 30 kilotons in size. In an exception to [17.67], they do not damage ground units or aircraft in hexes adjacent to the target hex. Units/flights in the target hex are affected normally.

5. All Kh-58 ARMs [17.57] have small nuclear warheads. Apply a +8 modifier on the Air-to-Ground Damage Table. However, do not place a Nuke Attack marker or apply any other Nuke [17.67] effects.

Victory Conditions

Standard Victory Points [32.1] are in effect. Instead of normal raid target VP, the WP player receives 5VP for each target hex with a Nuclear Attack marker at the end of the scenario. Regardless of the VP totals, the NATO side wins an automatic Decisive Victory if no Su-24s are able to successfully deliver their Nuke points on target.

RS29: 99 Red Balloons

Background

After the initial exchange of tactical nuclear weapons near the front does little to change the bloody stalemate, Warsaw Pact commanders secure permission to hit bigger targets deep in West Germany. Planners target dozens of air-delivered nuclear weapons at critical airfields, logistics nodes, and HQs in the German III Corps and US V Corps sectors of the front. NATO air defenses have been slowly ground down over the last month, but NATO air commanders send up everything they have left.

Targets

The raid targets for this scenario are the five Pershing Missile units, the five HQ units, and ten of the NATO airfields (WP player's choice) on/west of hex column 19xx (twenty targets total). At least one flight armed with Nuke points must be assigned to each target. In addition to the raid targets, AS-6 and AS-15 flights may target located Nike-Hercules or Patriot SAM units.

Scenario Conditions

- **Date:** 14 June 1987
- **Time of Day:** 1330 (Day)
- **Detection Level:** NATO: C WP: D
- **Weather:** Roll on the "Good Weather" Table.
- **Map:** The entire map is in play.
- **The Front:** The NATO side is on/west/south of 4502-4507-4308-4321-4723-4728-4529-4535-5640-5939-7145-7742.
- **Closed Airfields:** Airfields within five hexes of the Front are closed. Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** NATO side within seven hexes of the Front
- **ISR:** NATO & WP
- **SEAD:** WP 2 rolls
- **Early Warning:** NATO
- **NATO Air Defense Zones:** 2ATAF/4ATAF
- **NATO Zone Limit:** NATO flights may not voluntarily move within three hexes of the Front.
- **Setup Order:** NATO is first.

NATO Order of Battle

Air Setup
2ATAF:
- 4 x OOB Table B (CAP)

4ATAF:
- 4 x OOB Table B (CAP)

Other:
- 4 x Dummy Flights
- 4 x Orbit Points on/west of hex column 25xx
- 2 x Rally Points on/west of the Front

Ground Setup
Army Ground Units:

(roll for Gepard capability)

- 5 x Missile units, one each in 1515, 0722, 1031, 0838, 1446
- 5 x HQ units, one each in 1609, 1520, 1627, 1535, 1742

Air Defense Units:
- 2 x HAWK C on/north of hexrow xx21, five to ten hexes from the Front
- 3 x HAWK C within five hexes of 1118
- 2 x HAWK D on/south of hexrow xx22, five to ten hexes from the Front
- 3 x HAWK D within five hexes of 1345
- 2 x Patriot on/south of hexrow xx22, eleven to fifteen hexes from the Front. Set up located.
- 2 x Nike-Hercules, one each in 1605, 2533. Set up located.
- 4 x EWR at least twelve hexes from the Front and five hexes from each other
- 5 x Roland 2 and 5 x Gepard, one of each within one hex of Buldern (1704), Dusseldorf (0716), Meinerzhagen (1920), Norvenich (0527), and Cologne-Bonn (1226)
- 7 x Chaparral and 7 x Vulcan, one of each within one hex of Bad Neuenahr (1232), Mendig (1437), Buchel (1241), Hahn (1546), Pferdsfeld (1949), Bitburg (0347), and Spangdahlem (0545)
- 2 x Dummy Radars and 2 x Dummy SAMs
- 3 x Gepard and 6 x Light AAA at least two hexes from the Front

NATO Pilot Quality
US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

☭ *Warsaw Pact Order of Battle*

Air Setup

Air Units and Markers:

- 2 x OOB Table H (Fighter Sweep)
- SEAD Raid. 2 x {4} Tu-16K, SEAD and 3 x {4} Su-24M, SEAD. See SSR 9.
- Nuke Bombing Raid 1. 9 x {1} AS-6, Bombing (armed with 1 Nuke point per missile). Each sets up within three hexes of any WP Orbit Point. See SSR 2.
- Nuke Bombing Raid 2. 6 x {1} AS-15, Bombing (armed with 1 Nuke per missile). Each sets up within three hexes of any WP Orbit Point. See SSR 2.
- Nuke Bombing Raid 3. 6 x {1} MiG-25RB, Bombing (armed with 1 Nuke per aircraft) and 2 x {4} MiG-25PD, CAP. Ingress from the east edge on/north of hexrow xx40 on/after Turn 2. See SSR 3.
- Nuke Bombing Raid 4. 6 x {1} Su-24M, Bombing (armed with 1 Nuke per aircraft) and 2 x {4} Su-27S, CAP. Ingress from the east edge on/north of hexrow xx40 on/after Turn 2. See SSR 3.
- 2 x {1} AN-12PP, Standoff Jamming
- 3 x {1} Tu-22PD, Escort Jamming
- 3 x Dummy Flights
- 5 x Orbit Points on/east of hex column 55xx and at least eight hexes from the Front
- 4 x Rally Points on/west of the Front

Note: This OOB pushes the counter mix to the limit. After taking into account the flights with predetermined aircraft types, continue rolling on the OOB/Aircraft tables until the remaining flights generated are possible given the counter mix.

Ground Setup

Air Defense Units:

- 1 x SA-12 on/north of hexrow xx25, at least ten hexes from the Front
- 1 x SA-12 on/south of hexrow xx26, at least ten hexes from the Front
- 4 x EWR at least ten hexes from the Front

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. AS-6 flights are considered to have been visually identified [10.4] at all times (do not use generic flight counters).

2. AS-6 and AS-15 flights start in the air (at High and Deck altitude, respectively), having been launched earlier. Each flight of AS-6/AS-15 missiles may target one hex. Each AS-6/AS-15 flight plots its own flight path [8.31], limited to two waypoints between its start hex and the target.

3. MiG-25 and Su-24 flights tasked with Bombing may only carry Nuke ordnance, IRM, and Guns. Plot a flight path [8.31] for each individual flight as if they were separate raids. After delivering their Nuke points, these flights Abort.

4. *Pre-Game Chaff Laying.* As part of the Air Deployment Phase, the WP player may place four bloomed chaff corridors [19.4], on/east of hex column 45xx, each one twenty hexes in length with no more than one 30° "turn."

5. In an exception to [12.21], WP aircraft carrying Nuke ordnance are not required to jettison their bomb load if Damaged (they still must if they are Crippled). They may still conduct air-to-ground attacks with Nuke ordnance if Damaged. They are immune from Aborts due to random events or Morale Checks from SAM/AAA attacks.

6. *Safe Passage Corridors.* The NATO player may plot two Safe Passage Corridors [15.43].

7. If the primary target hex for a WP MiG-25 or Su-24 flight has a Nuclear Attack marker placed in it before the flight can attack the target, the flight may choose a secondary target hex (Missile, HQ, or airfield) within five hexes and attack that target instead.

8. Nuclear Kh-28M and Kh-58 ARMs. All Kh-28M and Kh-58 ARMs [17.57] have nuclear warheads. Apply a +8 modifier on the Air-to-Ground Damage Table. However, do not place a Nuclear Attack marker or apply any other Nuke [17.67] effects.

9. Tu-16K and Su-24M flights tasked with SEAD may only carry ARMs. No other ordnance allowed.

10. NATO flights get a +10 on their Morale Check rolls for any air-to-air combats with AS-6 or AS-15 flights.

Victory Conditions

Standard Victory Points [32.1] are in effect, except instead of normal VP for raid targets the WP player receives 2.5VP for each of the twenty target hexes with a Nuclear Attack marker at the end of the scenario. Use the WP Victory Level Table [32.2].

RS30: The Final Countdown

Background

NATO absorbs a devastating barrage of nuclear weapons across West Germany. However, NATO commanders dispersed sufficient aircraft and weapons to hit back that same night against WP third echelon units and logistics infrastructure in East Germany and Poland. Will the barrage of nukes be enough to stop the Warsaw Pact advance once and for all?

Targets

During the Raid Planning Phase, the NATO player selects twenty-four targets. Allowed targets include airfields, HQ, Missile, Supply, and Armor units in East Germany. The NATO player must plan to attack each target chosen with at least one Nuke point. In addition, the NATO player selects six "target" hexes on the east edge on/north of hexrow xx30 for the GLCM flights (one per flight). See SSR 1.

Scenario Conditions

- **Date:** 15 June 1987
- **Time of Day:** 0200 (Night, Full Moon)
- **Detection Level:** NATO: D WP: D
- **Weather:** Roll on the "Poor Weather" Table.
- **Map:** Only hexes on/east of hex column 20xx are in play.
- **The Front:** The NATO side is on/west/south of 4502-4507-4308-4321-4723-4728-4529-4535-5640-5939-7145-7742.
- **Closed Airfields:** Airfields within five hexes of the Front are closed. Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** WP side within seven hexes of the Front
- **ISR:** NATO & WP
- **SEAD:** NATO
- **Early Warning:** WP
- **NATO Air Defense Zones:** 2ATAF/4ATAF
- **WP Zone Limit:** WP flights may not voluntarily move within three hexes of the Front.
- **Setup Order:** WP is first.

NATO Order of Battle

Air Setup
2ATAF:
- 5 x OOB Table B (CAP)

4ATAF:
- 5 x OOB Table B (CAP)

Other:
- Nuke Bombing Raid 1. 6 x {2} GLCM, Bombing (armed with 1 x Nuke per missile). Each sets up within five hexes of any NATO Orbit Point. See SSR 1.
- Nuke Bombing Raid 2. 6 x {1} F-111D/E, Bombing (armed with 2 x Nuke per aircraft). Each sets up within five hexes of any NATO Orbit Point. See SSR 3.
- Nuke Bombing Raid 3. 6 x {1} Tornado GR.1, Bombing (armed with 1 x Nuke per aircraft). Each sets up within five hexes of any NATO Orbit Point. See SSR 3.
- Nuke Bombing Raid 4. 6 x {1} B-52G, Bombing (armed with 4 x AGM-69 SRAM and 3 x Nuke per aircraft). Each sets up within five hexes of any NATO Orbit Point. See SSR 4.
- 4 x {1} EF-111A, Escort Jamming and 1 x {1} EC-130H, Standoff Jamming. Each sets up within three hexes of any NATO Orbit Point.
- 3 x {2} F-4G, SEAD; 3 x {2} F-16C, SEAD; 3 x {2} Tornado IDS, SEAD.
- 2 x Dummy Flights
- 5 x Orbit Points on/west of hex column 30xx
- 3 x Rally Points on/east of the Front

Ground Setup
Air Defense Units.
- 3 x EWR at least twelve hexes from the Front and five hexes from each other

NATO Pilot Quality
US/UK: 1-2 Ace, 3-7 Veteran, 8-10 Regular; Other NATO: 1 Ace, 2-4 Veteran, 5-10 Regular

☭ *Warsaw Pact Order of Battle*

Air Setup

Air Units and Markers:

- 2 x OOB Table H (Fighter Sweep)
- 2 x Dummy units
- 3 x Orbit Points on/East of hex column 70xx and at least eight hexes from the Front

Ground Setup

Army Ground Units:

(roll for 2K22 capability):

- 6 x Missile units, one each in 6005, 6211, 6015, 6319, 6024, 6833
- 5 x HQ units, one each in 6607, 6314, 6222, 6729, 7134
- 5 x Supply units, one each in 5808, 5715, 5823, 5931, 6534
- 6 x Armor units, one each in 6209, 6410, 6618, 6720, 7227, 7426

Air Defense Units:

- 5 x SA-4 on/north of hexrow xx18, at least eight hexes from the Front
- 1 x SA-12 on/north of hexrow xx18, at least twelve hexes from the Front
- 5 x SA-11 on/south of hexrow xx19, at least eight hexes from the Front
- 1 x SA-12 on/south of hexrow xx19, at least twelve hexes from the Front
- 4 x EWR at least twelve hexes from the Front
- 2 x Dummy Radars and 2 x Dummy SAMs
- 12 x AAA Points, 8 x Fire Can, 4 x 2K22 at least two hexes from the Front
- 6 x SA-13 within two hexes of WP airfields, HQ, Supply, Missile, or Armor units

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5-10 Regular; GDR: 1 Veteran, 2-4 Regular, 5-10 Trained

Scenario Special Rules

1. The six GLCM flights start in the air at Deck altitude. Each flight of two GLCMs may only target one east map edge hex on/north of hexrow xx32. No more than one GLCM flight may target a specific map edge hex. Each GLCM flight plots its own flight path to this hex, limited to four waypoints between their setup hex and the target. Once they reach their target map edge hex, resolve any AAA or SAM attacks in that hex, and then remove the flight from the map (it is on its way to targets in Poland).

2. WP flights get a +10 on their Morale Check rolls for any air-to-air combats with GLCM or SRAM flights.

3. F-111D/E flights tasked with Bombing may only carry Nuke ordnance. F-111D/E may use clean values while laden (internal bay). Tornado GR.1 flights tasked with Bombing may only carry Nuke ordnance, AIM-9L {6}, and 27mm Gun {4}. Plot a flight path [8.31] for each individual flight as if they were separate raids. After delivering their Nuke points, these flights Abort.

4. B-52G flights must be loaded with 3 Nuke points and 4 SRAMs. Plot a flight path [8.31] for each individual flight as if they were separate raids. Each B-52G flight must be allocated three target hexes to attack with the Nuke points. They must use radar bombing profile from Medium or High altitude. SRAM missiles must be fired in pairs to create SRAM flights. They may only target WP SAMs, including unlocated SAMs. After firing the SRAM missiles and delivering their Nuke points, the B-52 flights Abort.

5. GLCM and SRAM flights are considered to have been visually identified [10.4] at all times (do not use generic flight counters).

6. In an exception to [12.21], NATO aircraft carrying Nuke ordnance are not required to jettison their bomb load if Damaged (they still must if they are Crippled). They may still conduct air-to-ground attacks with Nuke ordnance if Damaged. They are immune from Aborts due to random events or Morale Checks from SAM/AAA attacks.

7. *Safe Passage Corridors.* The WP and NATO players may each plot two Safe Passage Corridors [15.43].

Victory Conditions

Standard Victory Points [32.1] are in effect. Instead of normal VP for raid targets the NATO player receives 2VP for each of the twenty-four target hexes with a Nuclear Attack marker at the end of the scenario. In addition, the NATO player receives 1VP for each GLCM missile that exits the map at its target exit hex. Use the NATO Victory Level Table [32.2].

RSC1: Bombs on Target

Background

Soviet doctrine tasks Frontal Aviation regiments with control of the air over the front and delivery of large amounts of ordnance on NATO support forces, primarily targeting artillery, air defense, command and control, supply, and airfields. Early in the war, Soviet air command organizes elements of several regiments into an Air Division to support the 8th Guards Army attack against the US 3rd Armored and 3rd Infantry Divisions.

Targets (Bombing Campaign)

The following Target Table lists the WP targets for the campaign:

Target	Hex	Profile	Campaign VP
Giessen airfield runway	3533	A	6/9/12
Giessen fuel storage	3533	B	3/6/9
Hanau airfield runway	4140	A	6/9/12
Hanau fuel storage	4140	B	3/6/9
Kitzingen airfield runway	5950	A	6/9/12
Kitzingen fuel storage	5950	B	3/6/9
Highway Bridge (1 Span)	3726	A	6/9/12
Highway Bridge (1 Span)	4137	A	6/9/12
Highway Bridge (1 Span)	4244	A	6/9/12
Armor	3934	B	6/9/12
Armor	3936	B	6/9/12
Artillery	4626	C	3/6/9
Artillery	4733	C	3/6/9
Artillery	4937	C	3/6/9
Artillery	5843	C	3/6/9
Artillery	6145	C	3/6/9
HQ	4528	D	6/9/12
HQ	4738	D	6/9/12
HQ	5746	D	6/9/12
Supply	4130	D	3/6/9
Supply	4540	D	3/6/9
Supply	5848	D	3/6/9

Scenario Conditions

- **Sides:** WP (Offensive), NATO (Defensive)
- **Dates:** 18-20 May 1987
- **Campaign Length:** 3 days
- **Detection Level:** NATO: C WP: C
- **Weather:** At the start of each campaign day, roll for the general weather condition: 1-6 Good Weather; 7-10 Poor Weather. Then roll for weather normally. At the start of each afternoon raid scenario, roll to see if any existing mist is removed: 1-6 remove mist; 7-10 no effect.
- **Map:** Only hexes on/south of hexrow xx21 are in play.
- **The Front:** NATO side is on/south/west of 4921-4924-5225-5235-6843-7739. The WP side is north/east of that line.
- **Closed Airfields:** Fritzlar (4521), Bad Hersfeld (5126), Fulda (5032), Wildflecken (5536), Schweinfurt (5943), Bamberg (7044). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP sides within five hexes of the Front
- **ISR:** WP
- **SEAD:** WP
- **Early Warning:** NATO
- **NATO Air Defense Zones:** 4ATAF
- **WP Zone Limit:** WP flights may not voluntarily move west of hex column 26xx.
- **NATO Zone Limit:** NATO flights may not voluntarily move east of the Front.
- **Setup Order:** NATO is first.

☭ WP Order of Battle

Raid Planning

The WP player must plan at least one morning Bombing raid (OOB Table I) per day but may plan two Bombing raids on two of the campaign days (one raid in the morning, one in the afternoon). Morning raids take place at 0700 and afternoon raids at 1500. Night raids are not allowed.

A planned Bombing raid may also have a Fighter Sweep (OOB H) planned to accompany it. No other types of raids may be planned. Each Bombing raid must have aircraft and flights assigned to conduct all the tasks listed on OOB Table I. The WP player is free to assign any aircraft type to the various tasks. However, each task in the raid must be conducted by one type of aircraft. Each individual flight in the raid must consist of aircraft from the same squadron.

Raid targets are limited to targets on the campaign Target Table and located Patriot and/or HAWK SAMs on/east of hex column 26xx. Recon targets are limited to raid targets for the current raid or targets from previous raids still marked with an Attack Success marker. Each raid may have up to four raid targets.

For each Bombing raid add, the WP player must add, if possible: 2 x {2} Su-17M3, Recon. The WP player may choose to add 1 x {1} Yak-28PP, Escort Jamming and/or 1 x {1} An-12PP, Standoff Jamming to each raid. In all cases, these flights may not be added if there are not sufficient Combat Ready aircraft

to create them. Escort Jamming flights enter normally. Standoff Jamming flights may set up on-map at start, at least ten hexes from the Front.

Do not roll for ordnance availability. Instead, draw PGMs from the PGM stocks from the flight's base.

All raids ingress/egress from east edge hexes on/north of hexrow xx32. For each raid, the WP player may designate two Rally Points within five hexes of the Front.

Air Units:

- 1/85 Guards Fighter Squadron: 12 x MiG-29A (Merseburg); Maintenance 6
- 1/73 Guards Fighter Squadron: 16 x MiG-23MLD (Kothen); Maintenance 7
- 2/73 Guards Fighter Squadron: 16 x MiG-23MLD (Kothen); Maintenance 7
- 1/559 Fighter-Bomber Squadron: 16 x MiG-27K (Finsterwalde); Maintenance 6
- 2/559 Fighter-Bomber Squadron: 16 x MiG-27K (Finsterwalde); Maintenance 7
- 3/559 Fighter-Bomber Squadron: 16 x MiG-27K (Finsterwalde); Maintenance 7
- 1/497 Fighter-Bomber Squadron: 16 x Su-24M (Grossenhain); Maintenance 6
- 1/294 Reconnaissance Squadron: 16 x Su-17M3 (Allstedt); Maintenance 7
- Electronic Warfare Detachment: 3 x Yak-28PP, 1 x An-12PP (Grossenhain); Maintenance 7
- Dummy Flights: 3

WP Pilot Quality

MiG-29/Su-24M = Veteran, Other = Regular

Precision Weapon Stocks

- Kothen - EOGM (20)
- Finsterwalde - EOGM (30), Kh-25MP (30), LGB (10)
- Grossenhain - EOGM (20), Kh-25MP (20), Kh-58 (20), LGB (10), EOGB (10)

Maintenance Table (1d10)

Roll	Results
≤ Rating	Ready
> Rating	Down

Modifiers:
–2   No Raids Previous Day
+1   Flew 2 Raids Previous Day
+1   Damaged
+2   Recovered at on-map airfield during previous raid
+3   Crippled

Replacement Aircraft Available

- 5 x MiG-29A, VP Cost –3 each
- 10 x MiG-23MLD, VP Cost –2 each
- 10 x MiG-27K, VP Cost –3 each
- 3 x Su-24M, VP Cost –4 each
- 3 x Su-17M3, VP Cost –4 each

✦ NATO Order of Battle

Raid Planning

For each raid scenario, in the Raid Planning Phase, the NATO player secretly spends Aircraft Availability Points (AAP) from the NATO AAP pool to purchase between zero and four CAP flights, each one 1 x {2}, [CAP], CAP. These flights and any dummies set up within two hexes of any NATO Orbit Point. For each raid, the NATO player must designate two Orbit Points at least fifteen hexes west of the Front and may plot one Safe Passage Corridor [15.43].

Air Units:

- AAP Pool: 100
- Dummy Flights: 3
- Aircraft (AAP Value): F-15C (6), F-4D (3), F-4E (4), F-16A (3), F-16C (3), CF-18 (4), F-4F (2)

Ground Units:

- 5 x Artillery, 3 x HQ, 3 x Supply, 2 x Armor, 3 x Bridge. Set up in hexes listed on the Target Table. Roll for Vulcan capability.
- 4 x Patriot, ten to fifteen hexes from the Front, and at least five hexes from other Patriots
- 8 x HAWK D, five to eight hexes from the Front
- 1 x Nike-Hercules in 2533. Set up located. May not move during campaign.
- 3 x EWR at least twelve hexes from the Front
- 10 x Vulcan, 8 x Chaparral, each within three hexes of targets listed on the Target Table
- 2 x Dummy Radars, 2 x Dummy SAM, each at least five hexes from the Front

NATO Pilot Quality

US F15/F16 = Ace, Other US = Veteran, Other NATO = Regular

Special Rules

1. The NATO player may not repair damage to airfield runways during the campaign.

Campaign Random Events

Roll	Event
1	*NATO Reinforcements.* The NATO player adds 10 AAP to the NATO AAP total.
2	*WP Reinforcements.* The WP player may draw 5 aircraft from the replacement pool at no VP cost.
3	*NATO SAM Shortage.* For all raids for the next day, all NATO SAMs have their ammo reduced by 3 shots at the start of each raid.
4	*Weather Deteriorates.* For all raids for the next day, roll on the Poor Weather Table.
5	*NATO Counter-Air Success.* Randomly select one WP squadron. Aircraft from that squadron may not participate in any raids the next day.
6	*WP Breakthrough.* Rapid WP progress around Hannover pulls away NATO air cover. Reduce NATO AAP by 15.
7+	*No Event.*

Victory Conditions

Standard CVP awards for campaign scenarios apply. Subtract total NATO VP from WP VP to determine the final victory total:

VP Diff	Victory Level
88+	Decisive Victory. NATO rear areas in V Corps are severely damaged and NATO fighter cover is greatly weakened. Soviet ground forces rapidly advance toward Frankfurt.
80-87	Victory. Attacks have reduced NATO support assets significantly. NATO fighter cover degraded.
64-79	Inconclusive Operations. Overall WP objectives were not achieved. New units will have to be rotated in to hit the same target area.
43-63	Defeat. NATO air defense operations are a success. The WP air offensive does not significantly hurt NATO ground or air capabilities.
< 43	Significant Defeat. NATO defense holds. Minimal impact on NATO operations. NATO declares they "own the skies" over central Germany.

RSC2: Eyes on Target

Background

Soviet operational doctrine requires a constant flow of new units into the front to grind down and break through NATO defenses. Tactical reconnaissance operations are a critical element of NATO's plans to identify, attack, and stop these second and third echelon WP ground forces. After two weeks of fighting, initial WP forces have largely been stopped. However, Category B reserve troops are moving to the front in order to regain the initiative and break through NATO lines. Several squadrons of NATO reconnaissance aircraft are tasked with finding and tracking their movements to enable deep strikes by other units.

Targets (Recon Campaign)

Units of the 7th Guards Tank Army (Armor, Mech, Artillery, HQ, and Supply units) are the recon targets for the campaign. For Recon raids, the NATO player may select any units from these formations as recon targets. Each individual unit may only be successfully reconnoitered (i.e., scored for VP) once during the campaign.

Scenario Conditions

- **Sides:** NATO (Offensive), WP (Defensive)
- **Dates:** 21-23 May 1987
- **Campaign Length:** 3 days
- **Detection Level:** NATO: C WP: C
- **Weather:** At the start of each campaign day, roll for the general weather condition: 1-4 Good Weather; 5-10 Poor Weather. Then roll for weather normally. At the start of each afternoon or night raid scenario, roll to see if any existing mist is removed: 1-6 remove mist; 7-10 no effect.
- **Map:** Only hexes on/north of hexrow xx29 and on/east of hex column 29xx are in play.
- **The Front:** NATO side is on/west of 5102-5107-5308-5315-4917-4924-5225-5229. The WP side is east of that line.
- **Closed Airfields:** Fritzlar (4521), Bad Hersfeld (5126). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP sides within seven hexes of the Front

- **ISR:** NATO
- **SEAD:** NATO
- **Early Warning:** WP
- **NATO Air Defense Zone:** 2ATAF
- **WP Zone Limit:** WP flights may not voluntarily move more than three hexes west of the Front.
- **Setup Order:** WP is first.

🧭 NATO Order of Battle

Raid Planning

The NATO player must complete a total of five raids in the campaign: two SEAD raids and three Recon raids. Two of these five raids may be conducted at night. On two days of the campaign, two raids may be conducted. On the other day, only one may be conducted. Morning raids take place at 0800, afternoon raids at 1400, and night raids at 2300.

SEAD Raids include the following: 8 x {2} [SEAD], SEAD; 4 x {2} [CAP], CAP; 1 x {1} [Standoff Jamming], Standoff Jamming; 3 x Dummy Flights. The NATO player may assign any available aircraft for these tasks, except SEAD flights in a particular raid must come from two or fewer different squadrons. The targets for a SEAD Raid are not fixed in advance. Each flight tasked with SEAD may attack SAM, EWR, or AAA targets. All flights in SEAD Raids may set up on-map within two hexes of an Orbit Point. Flights may egress anywhere on the west edge. SEAD Raids automatically end after 15 turns. At the end of Turn 15, roll to recover all flights.

Recon Raids include the following: 4 x {2} [Recon], Recon; 2 x {2} [SEAD], SEAD; 4 x {2} [CAP], CAP; 1 x {1} [Standoff Jamming], Standoff Jamming; 3 x Dummy Flights. The NATO player may assign any available aircraft for these tasks, except that all flights tasked with Recon in a particular raid must be from the same squadron. Designate ingress/egress hexes for the Recon Raid on the west edge.

For both types of raids, the NATO player may designate two Orbit Points at least ten hexes west of the Front, two Rally Points within five hexes of the Front, and two Safe Passage Corridors [15.43].

Air Units:

- UK No. 2 Squadron: 12 x Tornado GR.1A (Laarbruch); Maintenance 8
- UK No. 15 Squadron: 12 x Tornado GR.1 (Laarbruch); Maintenance 7
- US 32nd Tactical Fighter Squadron: 12 x F-15C (Soesterberg); Maintenance 7
- US 334th Tactical Fighter Squadron: 12 x F-4E (Florennes); Maintenance 7
- US 561st Tactical Fighter Squadron: 12 x F-4G (Spangdahlem); Maintenance 7
- US 338th Electronic Combat Squadron: 3 x EF-111A (Lakenheath); Maintenance 6
- FRG 51st Reconnaissance Squadron: 12 x RF-4E (Bremgarten); Maintenance 8
- BE No. 42 Squadron: 12 x Mirage 5BR (Liege); Maintenance 8

NATO Pilot Quality

US F-15 = Ace, Other US/UK = Veteran, Other NATO = Regular

Precision Weapon Stocks

- Laarbruch - LGB (15)
- Florennes - LGB (15), EOGM (25), EOGB (10)
- Spangdahlem - HARM (30), EOGM (25), Shrike (30)

Maintenance Table (1d10)

Roll	Results
≤ Rating	Ready
> Rating	Down

Modifiers:
–2   No Raids Previous Day
+1   Flew 2 Raids Previous Day
+1   Damaged
+2   Recovered at on-map airfield during previous raid
+3   Crippled

Replacement Aircraft Available

- 4 x F-15C, VP Cost –4 each
- 4 x Tornado GR.1A, VP Cost –3 each
- 4 x RF-4E, VP Cost –3 each
- 2 x Mirage 5BR, VP Cost –2 each
- 6 x F-4E, VP Cost –2 each

Ground Units:

- 1 x Patriot in 4006. Set up located.
- 4 x HAWK C, at least five hexes from the Front. Set up located.

Special Rules

1. NATO flights tasked with Recon must conduct Recon Runs [24.1] on assigned targets. Any one Recon flight may conduct Recon Runs on one or two targets per raid. They may use normal Recon Runs, side-looking camera runs [24.11], or synthetic aperture radar runs [24.2]. However, raid target VP vary by the type of Recon Run conducted and the type of unit:

Unit	Recon VP
Armor or Mech	3 (Normal), 2 (Side Looking), 1 (SAR)
Artillery	3 (Normal), 2 (Side Looking), 1 (SAR)
HQ or Supply	6 (Normal), 4 (Side Looking), 3 (SAR)

🚩 *WP Order of Battle*

Raid Planning

For each raid scenario, in the Raid Planning Phase, the WP player secretly spends AAP from the WP AAP pool to purchase between zero and three CAP flights, each one 1 x {2}, [CAP], CAP. The WP player also receives 2 x Dummy Flights for each raid scenario. All flights must be GDR flights. These flights and dummies each set up within two hexes of any WP Orbit Point. For each raid, the WP player must designate two Orbit Points at least fifteen hexes east of the Front and may plot one Safe Passage Corridor.

Air Units:

- **AAP Pool:** 75
- **Dummy Flights:** 2
- **Aircraft (AAP Value):** MiG-21bis (5), MiG-21MF (4), MiG-21SPS (3)
- **Pilot Quality:** GDR MiG-21bis = Regular, Other GDR = Trained

Ground Units:

(roll for 2K22 capability)

- 3rd Guards Tank Division: 2 x Mech (6410, 6510), 3 x Armor (6309, 6511, 6610), 2 x Artillery (6310, 6710), 1 x HQ (6810)
- 37th Guards Tank Division: 2 x Mech (6815, 6916), 3 x Armor (6517, 6615, 6716), 2 x Artillery (7116, 7215)
- 47th Tank Division: 2 x Mech (6724, 6922), 3 x Armor (6523, 6625, 6823), 2 x Artillery (6924, 6925), 1 x HQ (6723), 1 x Supply (7024)
- 2 x SA-8 and 2 x SA-13 within two hexes of 20th Guards Motor Rifle Division Armor/Mech locations
- 2 x SA-11 and 2 x SA-13 within two hexes of 9th Tank Division Armor/Mech locations
- 2 x SA-8 and 2 x SA-13 within two hexes of 27th Guards Motor Rifle Division Armor/Mech locations
- 2 x SA-11 and 2 x SA-13 within two hexes of 79th Guards Tank Division Armor/Mech locations
- 2 x SA-2, one each in 6923, 7210. Set up located.
- 2 x SA-4 on/north of hexrow xx16, at least eight hexes from the Front
- 1 x SA-12 on/north of hexrow xx16, at least twelve hexes from the Front
- 2 x SA-11 on/south of hexrow xx17, at least six hexes from the Front
- 3 x EWR at least twelve hexes from the Front
- 4 x 2K22 within three hexes of potential recon targets
- 4 x SA-13 within three hexes of potential recon targets
- 10 x AAA Points and 4 x Fire Can at least two hexes from the Front
- 3 x Dummy Radars at least five hexes from the Front

Special Rules

1. *WP Radars.* All WP SAMs with radars and all EWRs must turn their radars on in the Radar Phase [31.9]. During the scenario, WP SAMs may not voluntarily shutdown their radars in the Admin Phase. If shut down due to an ARM launch (voluntarily or not), Suppression, or SEAD Table result, WP SAMs must attempt to turn their radars back on as soon as possible.

2. *WP Divisional SAMs.* All SA-8, SA-11, and SA-13 SAMs that initially set up within two hexes of the 20th Guards, 9th Tank, 27th Guards, and 79th Guards Tank Divisions must set up within two hexes of a unit of their associated division throughout the campaign.

Campaign Random Events

Roll	Event
1	*WP Reinforcements.* The WP player adds 10 AAP to the WP AAP total.
2	*NATO Reinforcements.* The WP player may draw 4 aircraft from the replacement pool at no VP cost.
3	*WP SAM Shortage.* For all raids for the next day, all WP SAMs have their ammo reduced by 3 shots at the start of each raid.
4	*Weather Improves.* For all raids for the next day, roll on the Good Weather Table.
5	*NATO Priorities Change.* Randomly select one NATO squadron. Aircraft from that squadron may not participate in any raids the next day.
6	*WP Breakthrough.* Rapid WP progress around Hannover pulls away WP air assets. Reduce WP AAP by 15.
7+	*No Event.*

Victory Conditions

Standard CVP awards for campaign scenarios apply. Subtract total NATO VP from WP VP to determine the final victory total:

VP Diff	Victory Level
69+	*Decisive Victory.* WP second echelon divisions are seriously damaged, leading to 1st Guards Tank Army canceling its planned offensive.
53-68	*Victory.* WP second echelon forces reduced and delayed.
43-52	*Inconclusive Operations.* Overall NATO objectives were not achieved. Reconnaissance is not sufficient to support deep interdiction operations as planned.
24-42	*Defeat.* WP air defense operations are a success. The second echelon forces reach the front on schedule.
< 24	*Significant Defeat.* Second echelon units arrive and attack successfully, leading to a breakthrough.
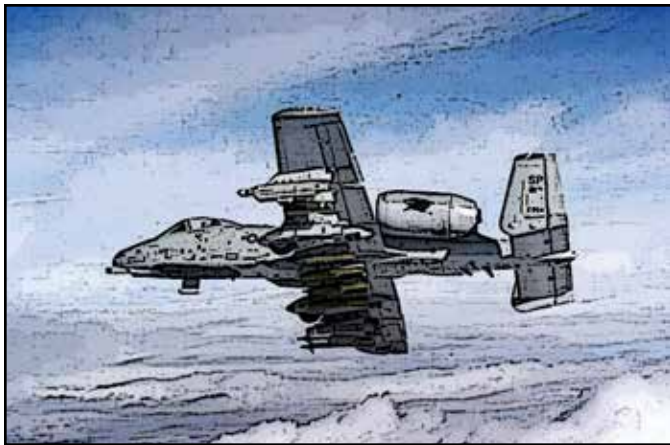
RS Solo Scenario A: CAS

Background

NATO ground commanders constantly call for help to stall multiple strong Warsaw Pact armor attacks. NATO air forces create task forces of close air support aircraft designed to go low and slow to kill tanks and front line air defense units. They are rushed to areas of the front where they are needed most, in this case the US VII Corps sector, where the newly arrived East German 4th and 11th Mechanized Divisions are attacking in force.

Targets

For each NATO CAS group, roll to determine its target group. Each CAS group must have a different Target Group. Within the Target Group, flights may select multiple targets. See SSR3.

Roll	Target Group
1-3	GDR 4th Mechanized Division Mech & Armor units
4-5	GDR 4th Mechanized Division Air Defense units
6-8	GDR 11th Mechanized Division Mech & Armor units
9-10	GDR 11th Mechanized Division Air Defense units

GDR 4th Mechanized Division targets are those on/west of hex column 67xx. GDR 11th Mechanized Division targets are those on/east of hex column 68xx. Air Defense Unit targets for each division include SA-6, SA-8, SA-11, 2K22, and Fire Can units in these same areas.

Scenario Conditions

- **Date:** 19 May 1987
- **Time of Day:** 1600 (Day)
- **Player Sides:** The Human player is the NATO player. The Bot player is the WP player.
- **Scenario Size:** Large
- **Detection Level:** NATO: C WP: C
- **Weather:** Roll on the Good Weather Table.
- **Map:** Only hexes on/south of hexrow xx31 and on/east of hex column 56xx are in play.
- **The Front:** NATO side is on/south of 5637-6843-7739. The WP side is north of that line.

- **Closed Airfields:** Wildflecken (5536), Schweinfurt (5943), Bamberg (7044). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** None
- **ISR:** NATO; See SSR 1'
- **SEAD:** NATO
- **Early Warning:** WP
- **NATO Air Defense Zone:** 4ATAF
- **Setup Order:** NATO is first.

NATO Order of Battle

Air Setup
Air Units and Markers:

- 2 x CAS Raids, each with 3 x {4} [CAS], Bombing. See SSR 2 for nationality, aircraft type, and ordnance loads. For each raid, designate an ingress/egress hex on the south edge. Each raid may enter on/after Turn 1. All flights in the raid must enter on the same turn.
- 2 x {2} [Fast FAC], Fast FAC. Roll twice on OOB Table F. US/FRG flights only.
- 1 x {2} F-4G, SEAD. Aircraft loads: 2 x HARM shots per aircraft.
- 2 x Orbit Points on/south of hexrow xx48
- 2 x Rally Points

NATO Pilot Quality

US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:

- There are no WP air units in this scenario.

Ground Setup
Army Ground Units

(roll for 2K22 capability):

- GDR 4th Mechanized Division. 4 x Mech (5837, 6136, 6239, 6740), 2 x Armor (6439, 6641)
- GDR 11th Mechanized Division. 4 x Mech (6942, 7040, 7240, 7439), 2 x Armor (7139, 7539)

Air Defense Units:

- 2 x SA-11, one each in 6332, 6934. Set up located.
- 1 x EWR in 6632

SAM Activation Information:

- Frontal SAM Zone = all hexes on/north of the hex grain running from 5636 to 6842 to 7738 but not part of the Divisional SAM Zone (a two-hex "tall" zone)
  - SAM Warn Locations (10): 5937, 6138, 6339, 6440, 6640, 6842, 7041, 7239, 7438, 7637 (Radar Off)
  - SAM Types: 1-7 SA-13; 8-10 SA-8
- Divisional SAM Zone = all hexes on/north of the hex grain running from 5634 to 6840 to 7736

○ SAM Warn Locations (9): 5935, 6236, 6337, 6537, 6738, 6938, 7037, 7236, 7436 (Radar On)

○ SAM Types: 1-6 SA-6; 7-9 SA-8; 10 SA-11

- Corps/Army SAM Zone = NA for this scenario
- Max SAM types allowed (including SAMs setting up located at start):

○ SA-6 (6), SA-8 (5), SA-11 (3), SA-13 (6)

AAA Activation Information:

- 8 x Light AAA, inactive, in the following locations: 5936, 6137, 6238, 6539, 6840, 7039, 7339, 7437
- Roll: 1-4 2K22, 5-8 Light AAA Concentration, 9-10 Light AAA Concentration + Fire Can.
- Max types/number allowed: 4 x 2K22, 4 x Light AAA, 2 x Fire Can

Scenario Special Rules

1. This is a Large scenario. For SEAD purposes, ISR condition is Average.

2. During the Raid Planning Phase, generate two NATO CAS Raids. For each raid, make the following rolls:
   - Roll 1d10 for raid nationality: 1-6 US; 7-9 FRG; 10 CAN.
   - Roll 1d10 for the raid aircraft type:
     ○ US: 1-7 A-10A; 7-9 A-7D; 10 F-4D
     ○ FRG: 1-5 Alpha Jet; 6-10 F-4F
     ○ CAN: 1-5 CF-5A; 6-10 CF-18A.
   - Roll for ordnance available for each flight on OOB Table C.

3. NATO Bombing flights do not follow a flight path in this scenario. Instead, each Bombing flight must move so it can attack two identified (see SSR 4) WP units of the assigned type in its assigned target division. Each flight may make as many bombing runs as desired on the two target units, but no other ground targets may be attacked. Bombing flights must Abort after all air-to-ground ordnance is expended.

4. Bombing flights may only conduct an air-to-ground attack on a WP unit (either Armor/Mech or air defense units based on the Target Group Table) of their target division that has been "identified" by a NATO Fast FAC flight. All WP units begin "unidentified." The F-4G SEAD flight is not under this restriction and may attack normally.

5. During each SAM Location Phase, after normal SAM location attempts, a non-disordered Fast FAC flight may attempt to identify two WP units (Armor, Mech, SAMs, Fire Can, 2K22) in the flight's forward or beam arcs. The attempt requires the flight to be within two hexes, Deck or Low altitude, and have a line of sight to the unit. Roll 1d10. Identification succeeds on a roll of 5 or more (-1 DRM in Rough, -1 DRM LOS through Broken Cloud or Haze, -1 DRM FAC with crew of one, +3 DRM target marked with SAM Launch or Radar AAA Fired). Once identified, a WP unit remains identified for the remainder of the scenario.

6. Fast FAC flights are immune from Aborts due to random events. They automatically have an Aggression Value of +2. They may only carry IRM and Gun air-to-air weapons.

7. Random Events "WP QRA" and "NATO QRA" are NA for this scenario.

8. If it does not finish earlier, the scenario ends after Turn 20. At that point, roll for recovery for all flights that have not yet recovered.

Victory Conditions

Standard Victory Points [32.1] are in effect, except the NATO player scores raid target VP as follows: Destroyed (4VP), Heavy Damage (3VP), Slight Damage (2VP). Use the NATO Victory Level Table [32.2].

RS Solo Scenario B: Fighter Sweep

Background

On the afternoon of 15 May 1987 hundreds of Soviet and East German aircraft takeoff in rapid succession and push toward the border at supersonic speeds. With NATO expecting an opening attack on its airbases, the Warsaw Pact planners instead plan to surprise NATO airmen with a mass fighter sweep in an effort to knock out as many NATO fighters as possible on the opening day of the war. They count on surprise, and numbers, to overcome NATO technical advantages.

Scenario Conditions

- **Date:** 15 May 1987
- **Time of Day:** 1600 (Day)
- **Player Sides:** The Human player is the WP player. The Bot player is the NATO player.
- **Scenario Size:** Large
- **Detection Level:** NATO: C WP: B
- **Weather:** Clear. Do not roll on the Weather Table.
- **Map:** The entire map is in play.
- **The Front:** NATO side is on/west of 6302-6309-5314-5316-5718-5721-5522-5531-5631-5633-6940-6935-7538-7737. The WP side is east of that line.
- **Closed Airfields:** None

- **Inherent AAA/IR SAM Coverage:** NATO side within seven hexes of the Front
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** Neither side. Surprise Attack condition for both sides.
- **NATO Air Defense Zone:** 2ATAF/4ATAF
- **NATO Flight Restriction:** NATO flights may not move (they are locked in their setup hexes, at Deck altitude) until a detected WP flight occupies a hex on/west of the Front. The instant that occurs, begin drawing chits for NATO flight movement and follow normal bot flight movement actions. "Locked" NATO flights may be detected normally but may not be attacked in air-to-air combat.
- **NATO Zone Limit:** NATO flights may not voluntarily move within five hexes of the Front. Adjust movement actions to remain at least five hexes from the Front.
- **WP Flight Restrictions:** Once on the NATO side of the Front, each WP flight must maintain a heading of due west at High altitude until the instant the flight is within ten hexes of a detected NATO flight, or they are engaged themselves in air-to-air combat (including BVR combat [11]). If neither of these conditions occur, once the WP flight moves on/west of hex column xx40 this restriction is lifted and the flight may move freely.
- **Setup Order:** NATO is first.

NATO Order of Battle

Air Setup
Air Units and Markers:

- Set up four randomly selected generic flights, with two facing north at Low altitude and two facing south at Low altitude (randomly determine which ones), adjacent to each of the four NATO Orbit Points (sixteen total generic flights).
- 4 x Orbit Points: 3407, 3418, 3429, 3447

Flight Activation Information:

- All flights 1 x {2} [CAP], CAP
- 1-4 US: 1-2 F-15A; 3-6 F-15C; 7-10 F-4E
- 5-6 UK:1-7 FGR2; 8-10 Tornado F2A
- 7-8 BE/CAN/NE: 1-4 F-16A (BE); 5-6 F-16A (NE); 7-10 CF-18 (CAN)
- 9-10 FRG: F-4F

NATO Real Flight Max Number Allowed: 10

Ground Setup
Air Defense Units:

- 5 x EWR, with one in each of the following locations: 4706, 4215, 4224, 4239, 5748. All are set up located/radar on.

All printed NATO AAA concentrations start the game active.

NATO Pilot Quality
US/UK = Veteran, Others = Regular

Warsaw Pact Order of Battle

Air Setup
Air Units and Markers:

- 4 x OOB Table H (Fighter Sweep). Maximum of 3 x MiG-29 and 3 x Su-27 flights allowed. All flights set up at High altitude within two hexes of one of the WP Orbit Points (not more than 4 within two hexes of any one Orbit Point). They may egress from any east map edge hex.
- 4 x Orbit Points: 7309, 7315, 7320, 7326
- 2 x Rally Points on/west of the Front

Ground Setup
Air Defense Units:

- 4 x EWR, one each in: 6602, 6214, 6124, 6732. All are set up located/radar on.

WP Pilot Quality
USSR (MiG-29/Su-25/Su-27) = Veteran, USSR (other) = Regular, GDR = Trained

Scenario Special Rules

1. This scenario ends at the end of Turn 15. At that point, roll for recovery for all flights that have not yet recovered.

2. Bot flights that land due to Winchester status may rearm/refuel [9.16] and takeoff again.

Victory Conditions

Standard Victory Points [32.1] are in effect. In addition, the WP player receives 20VP if, at the end of Turn 15, all NATO flights are Disordered, Aborted, Landed, or Recovered off-map prior to the Recovery Phase. Also, if the NATO Bot player shoots down at least four WP aircraft and has a 3:1 or better kill ratio, the NATO Bot player receives an additional 10VP. Use the WP Victory Level Table [32.2].
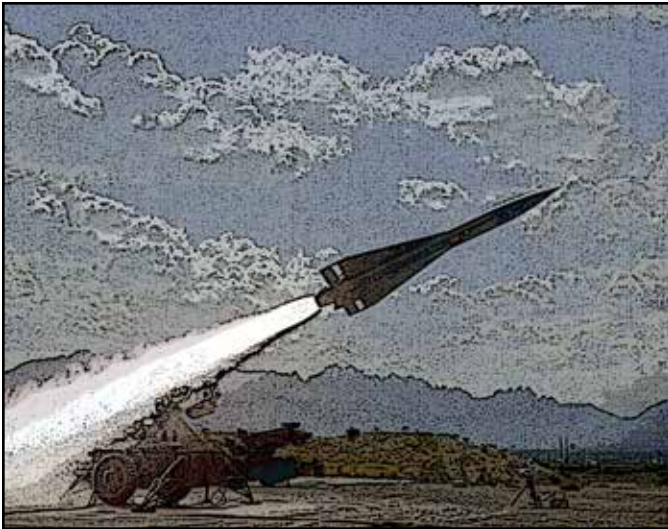
RS Solo Scenario C: HAWK Belt

Background

Warsaw Pact suppression of enemy air defenses (SEAD) doctrine differed substantially from NATO's approach. Rather than NATO's "precision" SEAD concept, WP plans require a "mass" approach that includes an extensive chaff laying and jamming effort combined with artillery and anti-radiation missile barrages. The goal of the WP air forces is to create "sanitized corridors" approximately 50 km wide and 200 km deep to allow follow-up deep strikes into NATO's rear areas. On the first full day of the war, Soviet commanders put these plans in motion, with an initial wave of SEAD aircraft backed by heavy jamming support targeting NATO HAWK sites behind the front.

Targets

The WP targets for this mission are four NATO HAWK sites in the NATO 2ATAF zone. The WP player must allocate at least one Bombing flight to each target.

Target	Hex
HAWK C	4404
HAWK C	4408
HAWK D	4013
HAWK D	4512

HAWK target hexes include the following sub-targets, which must be targeted separately. Also see SSR 2:

Target	Profile
Command Center	B
Launchers	C
Fire Control Radar	D

Scenario Conditions

- **Date:** 16 May 1987
- **Time of Day:** 1300 (Day)
- **Player Sides:** The Human player is the WP player. The Bot player is the NATO player.
- **Scenario Size:** Large
- **Detection Level:** NATO: D WP: C
- **Weather:** Roll on the "Good Weather" Table.
- **Map:** Hexes on/east of hex column 24xx and on/north of hexrow xx16 are in play.
- **The Front:** NATO side is on/west of 6302-6309-5314-5316. The WP side is east of that line.
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** NATO side within five hexes of Front
- **ISR:** WP. See SSR 1.
- **SEAD:** Neither side
- **Early Warning:** No Rolls. Surprise Attack condition for both sides.
- **NATO Air Defense Zone:** 2ATAF
- **WP Flight Restriction:** WP flights may not fly at Low or Deck altitude within five hexes of the Front. If forced to do so, they must climb to Medium altitude as quickly as possible.
- **NATO Zone Limit:** NATO flights may not voluntarily move within five hexes of the Front. Adjust movement actions to remain at least five hexes from the Front.
- **NATO Flight Restriction:** NATO flights may not move (they are locked in their setup hexes, at Deck altitude) until a WP flight enters a hex on/west of hex column 50xx. The instant that occurs, begin drawing chits for NATO flight movement and follow normal Bot flight movement actions. "Locked" NATO flights may be detected normally but may not be attacked in air-to-air combat.
- **Setup Order:** NATO is first.

NATO Order of Battle

Air Setup

Air Units and Markers:

- Set up 6 randomly selected generic flights (two of each suit: diamond, heart, spade). Randomly select one to setup in each of the following hexes, at Deck altitude, facing east: 2804, 2806, 2705, 2811, 2813, 2712.
- 2 x Orbit Points: 2805, 2812

Flight Activation Information:

- All flights 1 x {2} [CAP], CAP
- 1-2 US: 1-2 F-15A; 3-6 F-15C; 7-10 F-4E
- 3-5 UK: 1-7 FGR2; 8-10 Tornado F2A
- 6-7 BE/NE: 1-5 F-16A(BE); 6-10 F-16A(NE)
- 8-10 FRG: F-4F

NATO Real Flight Max Number Allowed: 4

Ground Setup

Air Defense Units:

- 2 x HAWK C, one each in: 4404, 4408. Set up located.
- 2 x HAWK D, one each in: 4013, 4512. Set up located.
- 1 x Patriot in 4004. Set up located.
- 2 x EWR in 4706, 4215. Set up located.
- All NATO airfield Light AAA begins active.

SAM Activation Information:

- Frontal SAM Zone = hex columns 51xx to 61xx.
  - SAM Warn Locations (5): 5303, 5105, 5308, 5111, 5215 (Radar On)
  - SAM Types: 1-7 Roland 2; 8-10 HAWK C
- Divisional SAM Zone = hex columns 37xx to 50xx
  - SAM Warn Locations (7): 4703, 4608, 4611, 4515, 4106, 4010, 4015 (Radar On)
  - SAM Types: 1-5 HAWK C; 6-8 HAWK D; 9-10 Rapier
- Corps/Army SAM Zone = hex columns 25xx to 36xx
  - SAM Warn Locations (4): 2503, 2706, 2509, 2612 (Radar On)
  - SAM Types: 1-8 Nike-Hercules; 9-10 Patriot
- Max SAM Types Allowed (including SAMs setting up located at start):
  - Nike-Hercules (2), Patriot (2), HAWK C/D (8), Roland 2 (5), Rapier (2)

AAA Activation Information:

- 8 x Light AAA, inactive, in the following locations: 3816, 4213, 4503, 4607, 5503, 5306, 5411, 5214
- Roll: 1-6 Gepard, 7-10 Light AAA Concentration

NATO Pilot Quality

US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

Warsaw Pact Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table H (Fighter Sweep)
- 1 x OOB Table J (Deep Strike Raid). USSR raid only. Designate ingress/egress hexes on/north of hexrow xx16.
- 1 x Chaff corridor [19.4]. See SSR 3.
- 2 x Orbit Points on/east of hex column 66xx
- 2 x Rally Points on/east of hex column 40xx

Ground Setup

Air Defense Units:

- 2 x SA-12 units at least ten hexes from the Front.
- 2 x EWR at least seven hexes from the Front.

WP Pilot Quality

USSR (MiG-29/Su-25/Su-27) = Veteran, USSR (other) = Regular, GDR = Trained

Scenario Special Rules

1. This is a Large scenario. Only SAMs on/east of hex column 40xx may be checked for activation during the ISR Phase. No pre-game SEAD attacks are allowed.

2. *HAWK Sites as targets.*
   - Damage from ARM attacks on HAWK sites are applied only to the Fire Control Radar sub-target in the hex. Other sub-targets (Launchers, etc.) are not affected by ARM attacks.
   - If an Attack Success marker is placed on any sub-target in the hex, check for target damage [18.1] immediately. A Slight result on any of the sub-targets suppresses the SAM [18.2] for 1d10 turns. A Heavy or Total Destruction damage result on any of the three sub-targets in the hex requires the SAM to shutdown for the remainder of the scenario. Place a SAM Damage marker as a reminder.
   - AP/AT Cluster Bomb Units [17.61] and Rockets [17.63] attack the launcher and fire control radar at double strength and the command bunker at one-quarter strength. KMGU [17.66] attack the launcher and fire control radar at triple strength and the command bunker at half strength. Other ordnance types attack sub-targets at normal strength.

3. *Pre-Game Chaff Laying.* As part of the Air Deployment Phase, the WP player may place one bloomed chaff corridor [19.4], on/east of hex column 48xx.

4. Bot flights that land due to Winchester status may rearm/refuel [9.16] and takeoff again.

Victory Conditions

Standard Victory Points [32.1] are in effect. See [32.11] for SAM target VP. Use the WP Victory Level Table [32.2].

RS Solo Scenario D: Interdiction

Background

As the ground battle rages below, NATO and Warsaw Pact air forces continue to fight for control of the air. At the same time, ground commanders demand attacks behind enemy lines to hit vital enemy communication nodes, bridges, supply dumps, and reserve troops.

Targets

The Human player rolls to generate four raid targets. One NATO Bombing flight must be allocated to attack each one.

20th Guards Motor Rifle Division Sector Targets. Roll until two different targets are generated.

Roll	Target	Hex
1-2	WP Supply	6008
3-4	WP HQ	5706
5-6	WP Supply	5804
7-8	WP Missile	5808
9+	Roll Again	

9th Tank Division Sector Targets. Roll until two different targets are generated.

Roll	Target	Hex
1-2	WP Supply	6211
3-4	WP Missile	5711
5-6	WP Missile	6014
7-8	WP HQ	5912
9+	Roll Again	

Scenario Conditions

- **Date:** 19 May 1987
- **Time of Day:** 1600 (Day)
- **Player Sides:** The Human player is the NATO player. The Bot player is the WP player.
- **Scenario Size:** Large
- **Detection Level:** NATO: C WP: C
- **Weather:** Roll on the Good Weather Table.
- **Map:** Only hexes on/north of hexrow xx17 and on/east of hex column 29xx are in play.
- **The Front:** NATO side is on/west of 5102-5107-5308-5315-4917. The WP side is east of that line.
- **Closed Airfields:** Hoxter (4505), Kassel (4514). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** WP side within five hexes of the Front
- **ISR:** NATO. See SSR 1.
- **SEAD:** NATO
- **Early Warning:** WP
- **NATO Air Defense Zone:** 2ATAF
- **WP Flight Restriction:** WP flights may not move (they are locked in their setup hexes, at Deck altitude) until a NATO flight enters a hex on/east of hex column 48xx. The instant that occurs, begin drawing chits for WP flight movement and follow normal Bot flight movement actions. "Locked" WP flights may be detected normally but may not be attacked in air-to-air combat.
- **Setup Order:** NATO is first.

NATO Order of Battle

Air Setup
Air Units and Markers:
- 2 x OOB Table B (CAP)
- 1 x OOB Table C (Bombing Raid). Bombing and SEAD flights must have a defensive jamming strength of at least 2. Reroll any without the required jamming value. Designate an ingress/egress hex on the west edge.
- 1 x {1} EC-130H, Standoff Jamming. Set up within three hexes of one of the NATO Orbit Points.
- 2 x Orbit Points on/west of hex column 36xx
- 2 x Rally Points

Ground Setup
Air Defense Units:
- 3 x HAWK C at least five hexes from the Front and four hexes from each other.
- 1 x EWR at least ten hexes from the Front.

NATO Pilot Quality
US F-15/F-16 = Ace, Other US/UK = Veteran, Other NATO = Regular

Warsaw Pact Order of Battle

Air Setup

Air Units and Markers:

- Set up 6 randomly selected generic flights (two of each suit: diamond, heart, spade). Randomly select one to set up in each of the following hexes, at Deck altitude, headed West: 6903, 7104, 6908, 7109, 6914, 7115.
- 3 x Orbit Points: 7003, 7008, 7014.

Flight Activation Information:

- All flights 1 x {2} [CAP], CAP, 1d10 for nationality, 1d10 for aircraft type
- 1-4 USSR: 1-2 MiG-21bis; 3-4 MiG-23M; 5-6 MiG-23MLA; 7-8 MiG-23MLD; 9-10 MiG-29A
- 5-10 GDR: 1-4 MiG-21MF; 5 MiG-21SPS; 6-9 MiG-21bis; 10 MiG-23ML

WP Real Flight Max Number Allowed: 4

Ground Setup

Army Ground Units:

- 3 x Missile, one each in: 5808, 5711, 6014
- 3 x Supply, one each in: 5804, 6008, 6211
- 2 x HQ, one each in: 5706, 5912

Air Defense Units:

- 1 x SA-2 in 7210. Set up located.
- 1 x EWR in 6311

SAM Activation Information:

- Frontal SAM Zone = hex columns 52xx to 55xx
  - SAM Warn Locations (7): 5302, 5305, 5507, 5509, 5511, 5514, 5416 (Radar On)
  - SAM Types: 1-7 SA-13; 8-10 SA-8

- Divisional SAM Zone = hex columns 56xx to 61xx
  - SAM Warn Locations (9): 5604, 5708, 5805, 5610, 5613, 5715, 5902, 5909, 5913 (Radar On)
  - SAM Types: 1-4 SA-8; 5-10 SA-11
- Corps/Army SAM Zone = hex columns 62xx to 66xx
  - SAM Warn Locations (6): 6202, 6215, 6310, 6503, 6509, 6513 (Radar On)
  - SAM Types: 1-7 SA-4; 8-10 SA-12
- Max SAM Types Allowed (including SAMs setting up located at start):
  - SA-2 (1), SA-4 (4), SA-8 (3), SA-11 (3), SA-12 (1), SA-13 (6)

AAA Activation Information:

- 7 x Light AAA, inactive, in the following locations: 5505, 5508, 5512, 5603, 5905, 5911, 6110.
- 1st Roll: 1-3 2K22, 4-6 AAA Concentration, 7-10 AAA Concentration + Fire Can.
- 2nd Roll: Determine AAA Concentration Type. 1-4 Light, 5-7 Medium, 8-10 Heavy.

WP Pilot Quality

USSR (MiG-29/Su-25/Su-27) = Veteran, USSR (other) = Regular, GDR = Trained

Scenario Special Rules

1. This is a Large scenario. For SEAD purposes, ISR condition is Exceptional.
2. Bot flights that land due to Winchester status may rearm/refuel [9.16] and takeoff again.

Victory Conditions

Standard Victory Points [32.1] are in effect. Use the NATO Victory Level Table [32.2].