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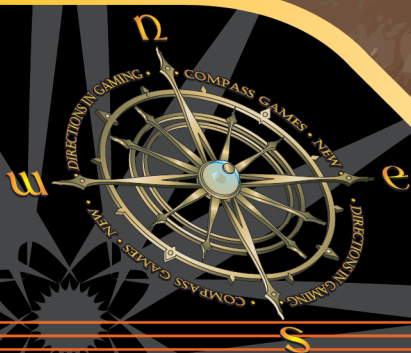
RULES OF PLAY

The Fulda Gap
The Battle for the Center

CSS

Fulda Gap

1.0 INTRODUCTION

CSS: Fulda Gap is the first in a series of games that take place in an alternative world in which World War Three happens in 1985. **Company Scale System** games in this subseries will cover Fulda Gap, Hof Gap, The North German Plains and the battle for Berlin to start…additional games are planned. The more strategic vision of the same alternate universe, as well as a more in-depth analysis of how this different history unfolded can be found in the *Doomsday Project* series of games. The first of which is coming after *Fulda Gap* and is on the battle for Germany in 1985.

It all started with Andropov's death on February 9, 1984. The battle in Moscow was now between the KGB and the regime Liberals. In our safer world, Gorbachev, the leader of the liberals won – but in this alternate reality, the KGB wins. Seeing the inevitable recovery of the United States armed forces after its defeat in Vietnam, the Soviet leadership knew the writing was on the table. If the Soviet Union was to stay powerful, the US had to be defeated before they became so powerful as to dictate policy to the entire world by the end of the decade. A strategic plan was hatched. It would start with intervention in Central America – and would be so provocative that the world would think war was unavoidable. Then, at the last possible minute, the Soviet Union would back down and the world would sigh in relief. With that relief still fresh in the heads of the west, and with the thought that war would not come, the Soviet Union would strike in Europe and destroy the NATO coalition in a massive conventional attack against West Germany.

With the NATO alliance dead, and with US power neutered, the Soviet Union would reestablish their position in the world and delay the American hegemony by another two or three decades. In this time, the Soviet Union would be able to catch the US in military technology and political power.

That was the plan.

Note: there are a fair number of rules additions and changes to cover the new technologies and doctrines that have come into being since World War Two. Although these changes make this game the most complex in the series, veteran CSS gamers should still feel right at home.

2.0 GAME DEFINITIONS

The following are game specific terms that are used in *CSS: Fulda Gap*. We have capitalized these terms throughout the rules.

"The Cup": An opaque container used to store all Chits that will be drawn this turn.

Accelerated Assault: How the Soviet player performs an Assault.

Action: One of a group of operations that an Active Unit can perform. Depending on the type of Unit being Activated, the types of available operations are moving, firing, assaulting, rallying, or engineering. See also Second Action.

Action Phase: A step in the Sequence of Play in which all Activations occur.

Activation: 1. The period from when a Chit is drawn from The Cup to when all Actions have occurred, and another Chit is to be drawn from The Cup. 2. The process of making a Unit Active.

Active Unit: When a Division or Formation Chit is in play, all Units of that Division or Formation are considered Active and may perform Actions. See also Direct Commands.

Assault Action: The game mechanism that represents an attacking force advancing on a defending force to dislodge the defenders from their position. Assault is a type of Action. It is also called Prepared Assault for NATO, and for the Soviets they are called Accelerated Assaults.

ATGM: Anti-Tank Guided Missiles. There are special rules that govern this new type of weapon in *CSS*.

Blocking Terrain: A terrain type that obstructs Line of Sight.

Chits: The Markers that go into The Cup and are drawn to determine the order of play for that turn. Chits have the game logo on their fronts and their identity on their backs.

Column: A military formation to allow a Unit to spend movement points (and conduct Movement Actions). Usually a Unit is shown to be in Column on the back of the counter (the front showing Deployed status). Only Units in Column may use road terrain.

Colored-Stripe (other than white): All Units and Markers that belong to the same Formation have the same colored stripe and Units and Markers that have the same colored background belong to the same Division.

Command Rating: A rating representing the overall Command Ability of a Division. This measures personalities as well as technology.

Defensive Value: A quantitative rating of a Unit's or a Support Weapon's Defense ability. Lower is better (i.e., -1 is better than +1).

Depletion value: A value on some counters that will either eliminate a Support Weapon or cause a Unit to have an Ammo Shortage Marker placed on it.

Deployed: A military posture to allow a Unit to perform combat operations efficiently. Usually a Unit is shown to be Deployed on the front of the counter (the back being Column). Units that are Deployed may not use roads but may use Support Weapons and do benefit from terrain values when attacked.

Direct Commands (DC): An abstraction to show direct supervision of combat Units by leadership. This is tracked using the Direct Commands Marker on each Division's General Records Track. No Division may have more than 19 Direct Commands on its track. Direct Commands allow for additional Activations by Units. They may also be used for other game mechanics.

Disorganized (DG): A measure of the reduction of a Unit's or group of Units' ability to perform combat operations. As Disorganization increases (by increasing the value of the Disorganized Marker in a hex), a Unit or group of Units is losing cohesion. The higher the number, the more disorganized the Unit(s) in a hex. This is tracked per hex and applies to all Units

currently in that hex. The maximum level of Disorganization that any hex can accumulate is four.

Dispatch Points (DP): An abstraction that represents "planning" and "preparation" by a Formation or Division to accomplish a military task. This is tracked using Dispatch Points on each Division's General Records Track. No Division may have more than 9 Dispatch Points on its track. Dispatch Points allow players to add Division and Formation Chits to The Cup, both at the start of the game turn and during the Chit draw phase of the Game Turn. They may also be used for other game mechanics.

Dispatch Rating: A rating representing the ability of personnel in a Division to plan attacks, and their general intelligence appreciation of the situation.

Division: A grouping of several Formations. All Divisions have the same background color on their Units and Markers. A Division in game terms is not necessarily a Division in actual military terms. See also No-Stripe and White-Striped Units.

Divisional Display: A separate chart that is used to track various administrative functions in the game. Players may look at their opponent's Divisional Displays at any time during play.

Engineering Action: A specific action type that allows for various Engineering activities.

Fire Action: Fire Actions in *Fulda Gap* include firing at an enemy as well as being stacked with a firing Unit and adding additional strength to the fire.

Fire Zone: A hex is in the Fire Zone of a Unit if that Unit could legally Fire into that hex using a red, yellow, blue, or white Fire Power Value. Black Fire Power Value Units (Indirect Firing Units) do not have a Fire Zone. A Barrage in a Unit's hex or an enemy Unit adjacent to a Unit reduces that Unit's Fire Zone to only adjacent hexes regardless of any other factors.

Formation: A group of Units in the same organizational structure. Usually this is a Brigade or Regiment in military terms. A group of Formations make up a Division.

Fortification: A Foxhole, Trench, Pillbox, Bunker, or Ridge.

Game Day: From the beginning of the 0700 turn to the end of the second night turn.

Game Turn: Each daytime turn represents approximately 2 hours of real time. There are two night turns, each representing somewhere from 4-6 hours.

General Records Track: The 0-19 track on each Divisional Display where various Divisional markers are kept (Current Troop Quality, Direct Commands, Dispatch Points, Fatigue, and other specific game values).

Hard Target: An armored target. All Hard Targets have either a black or yellow box surrounding the defense value on their counter. Hard Targets with black boxes around their defense strengths are "Tanks" in game terms.

Hero: A person of special significance in the battle. Heroes have special attributes to represent their effect in the actual battle.

In-Command: A Unit is In-Command if it is within command range of its Formation HQ, or its Division HQ, or if it is stacked with or within range of a Leader Unit of the same Division.

Indirect Fire: Fire from a Black Boxed Fire Power Unit. Indirect Fire may be performed with the use of a spotter.

Initiative Player: The NATO Player is the Initiative Player in all scenarios of Fulda Gap.

Leader: A commander of a Division or a Formation. Leaders offer combat advantages and can command Units in or adjacent to the hex in which they are currently placed. Unlike other games in the series, Leaders are Units in *CSS: Fulda Gap* in all ways and may be attacked normally. Several rules references will state that a rule applies to "non-Leader" Units – these Leader Units would not apply to that rule.

Leg Unit: A Unit with a movement allowance in white.

Line of Sight (LOS): A straight line tracing from an observer to a target. Line of Sight can be clear or blocked.

Markers: All game pieces that are not Units. These can be Support Weapons, Heroes, Fortifications, Barrages, Division Trucks or Horses, or Unit Status Markers (like DGs, Pinned or Suppression)

Movement Action: An Action that expends movement points. Most Units must be In-Column to perform a Movement Action. Movement Actions can trigger Opportunity Fire.

NATO: All Units of the NATO side are referred to as NATO. In *Fulda Gap*, NATO is comprised of American and West German forces.

No-Stripe Units: These Units are considered part of every Formation in their Division in every way.

Opportunity Fire: A type of Action performed by Units that are not Active. This is performed when an enemy movement action is used in a friendly, inactive Unit's Fire Zone or when a Unit is being Assaulted.

Pinned: A combat result when a Unit or Units fail a rout check from combat. A Pinned Unit loses some abilities, as noted on the Pinned marker.

Prepared Assault: How the NATO player performs Assaults.

Reaction Player: The player that is not the Initiative Player.

Second Action: An action performed by an In-Command Unit after it has performed its first (free) action. A second action costs a Direct Command per activated Unit. This can be the same type of action as the first action.

Spotter: A Unit from the same Division as an Indirect Firing Unit that has a clear LOS to a target that the Indirect Firing Unit wishes to fire upon.

Soft Target: A Unit that does not have any armored protection from enemy fire. These Units or Markers have no box around their Defense Value.

Soviet: All units of the Soviet side are referred to as Soviet.

Status Markers: These are all Fortifications, DGs, Suppressed, Pinned, Prepared Assault, Accelerated Assault, and Barrage Markers. Players are free to make more of these if needed.

Support Weapon (SW): A marker that gives additional ability to a Unit or Units to which it is attached. Support Weapons have the notation "SW" on their marker.

Suppressed: An involuntary state caused by combat. A Suppressed Unit loses some abilities, as noted on the Suppressed Marker.

Sustained Fire: A Support Weapon that allows more than one Opportunity Fire in an Assault or Activation. A Support Weapon using Sustained Fire can break or run out of ammunition. If you

roll higher than the number indicated on the Support Weapon, refer to the rules to see what happens next.

Tanks: Tanks are a specific type of Hard Target and have a black box around their defense strength. Tanks can only be attacked with an Armor-Piercing base strength of 5 or greater.

Tracked Unit: A Unit with a red movement value on its counter (or a value in a red box).

Troop Quality: A quantification of the current morale and quality state of a group of Units (usually a Division). The higher the value, the better.

Troop Quality Check (TQC): is a die roll that is compared with a Unit's current Troop Quality. A roll equal to or less than the Troop Quality passes the TQC.

Unit: A formed combat force that is usually company size. Units in the game do not have a + or − in their Fire Power box.

Wheeled Unit: A Unit with a black movement value (or a value in a black box).

White-Stripe Unit: These Units are not part of a formation. They activate when the Division Activation for their Division is pulled from The Cup and may Activate when the Direct Command Chit is pulled. Some markers have White Stripes; these have similar limitations on their use and limits on their placement.

3.0 GAME COMPONENTS

3.1 CSS: Fulda Gap

Each game of *CSS: Fulda Gap* contains the following components:

- Four 22" by 34" game maps
- Nine 5/8" counter sheets
- One Rulebook
- One Scenario Book
- Four Divisional Displays
- Two Identical Combat Results/Terrain Effects Charts
- One Time, Date and Weather Display
- One Air Display
- Two Ten-Sided and One Six-Sided Dice
- One Game Box

3.2 The Game Maps

The Game Maps are scaled at 500 meters a hex (exactly at 1:25,000 scale). Each playable hex has a dot in to indicate the terrain type for that hex – and to trace a Line of Sight. Hexes without a dot are not playable hexes.

Hex Dot Determines Terrain Type

500 Meters
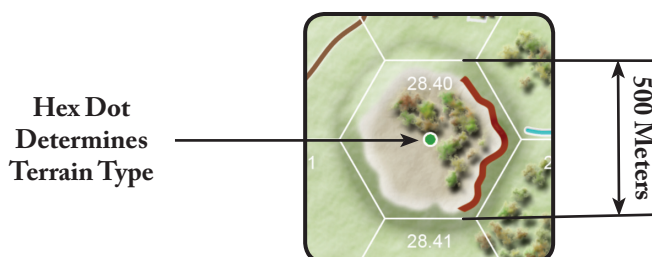
3.4 The Game Counters

UNITS

Deployed (Front)   Column (Back)

1 - Stripe (yellow in this case): Identifies Formation

3/1Tk/120G	Formation Stripe
C/23	Division Stripe
Helo/39G	No-Stripe Unit (belongs to any Formation in Division)

2 - Fire Power Box (Identifies Types of Weapon)

5	Red: Small Arms
+1	Yellow: High Explosive
3⁵	Black: Indirect Fire - Small number above = Range
+1	White: Either Armor Piercing or High Explosive (Firing Player's Choice)
+0	Blue: Armor Piercing

3 - Fire Power Value

A value ranging from 0-8 and the unmodified value you use to start determining your strength in a Fire Action

4 - Movement Value

No	Deployed: May not move
4	Column: White: Leg movement
9	Column: Red: Tracked movement
18	Column: Black: Wheeled movement

5 - Unit ID
Generally Company/Battalion/Regiment or Brigade.
The Unit above is the A Company of the 4th Battalion, 77th Armor Regiment.

6 - Defense Value

If no value is shown, the Defense Value is 0 (Soft Target) Lower numbers are better

|	
0	Defense Values in a black box are Tanks. These are all Hard Targets.
+1	Yellow Boxes Targets are hard targets but are not considered Tanks in the game.

7 - Unit Symbol

Used mostly for historical interest but it is important to know which Units are Engineers. Engineers may have this symbol - ⊞ - but also all Units with "Eng" in their name are also Engineers.

8 - The Division Color

9 - Special Offensive Attribute
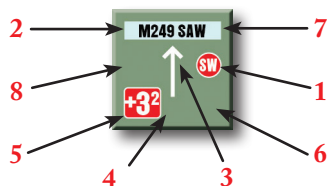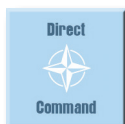
SUPPORT WEAPONS

1 – All Support Weapons have this symbol: (SW)

2 – Support Weapons also have an identifying stripe. Colored stripes belong to a Formation, white stripes belong to a Division and no-stripes belong to all Formations of that Division

3 – Symbol of the weapon type. For historical interest only

4 – If there is a Defensive addition or subtraction from the value of the hex, it is listed here. If no value is present, there is no modification.

5 – The Firepower addition, range, and Firepower type change

6 – The Division to which the Support Weapon belongs is shown by the overall color of the counter

7 – The type of Support Weapon

8 – Any special attributes the Support Weapon offers.

- Ⓓ D - Dragon Ability
- ⒽⒻ Hf - Hellfire Ability
- Ⓗ H - HOT Ability
- Ⓜ M - Milan Ability
- Ⓢ S - Spigot Ability
- ⓈⓅ Sp - Spiral Ability
- Ⓣ T - TOW Ability
- 🔥 Flamethrower Ability
- ✏ Sustained Fire Ability
- ❌ May only be used once and is then removed from play

CHITS

Fulda Gap	Fronts of all Chits have the game logo on them	Direct Command — Each side always has one of these in The Cup
3 AD Activation	Division Activation Chit (note - no stripes)	Politics — Roll on Politics Table
174 GMRR Activation	Formation Activation Chit (an identifying stripe)	WIND DR 0-2 — Removes all Barrage Markers
AIR Support	Air Support	EVENT! ? DR 0-2 — Roll on Random Events Table
Electronic Warfare	EW Advantage	Refugees! — For Refugees see rule 21.0
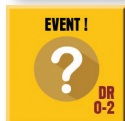
FORTIFICATIONS

Troop Quality Modifier for all Units in the hex

Terrain Defense Modifier

STATUS MARKERS

Firepower Modifiers

TQ Modifiers

Movement Modifiers
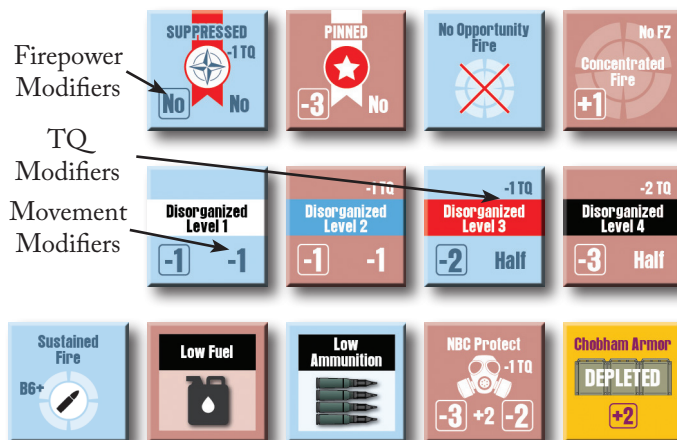
LEADERS, HQs, HEROES & COMMISSARS

Front — Back

Leaders have a Command Range of 5 hexes and may add their TQ bonus (1) to any Units in range and in their Command.

HQ Command Range

Eliminated HQs are placed in the Routed Units box
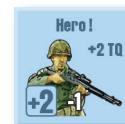
Commissars — Heroes
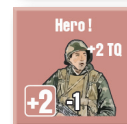
ASSAULT MARKERS
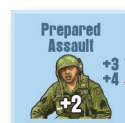
Immediate Assault Modifier

Delayed Assault Modifier

Defense Modifier

BARRAGE MARKERS

Troop Quality Modifier for all Units in the hex
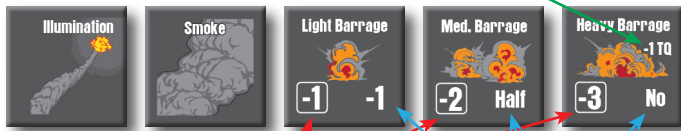
Firepower Modifier for all Units in the hex

Movement Modifier for all Units in the hex
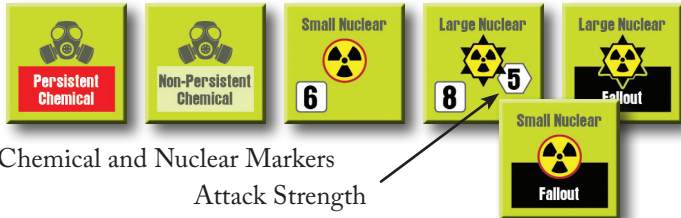
Chemical and Nuclear Markers

Attack Strength

MISCELLANEOUS MARKERS

Refugees		On Fire & Fire Cleared
Division Display Markers		
Bourbon & Vodka Markers		SAM Strength Markers
ATGM and MAB		
Victory Points, Weather, Day, Time and Active Hex		
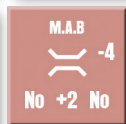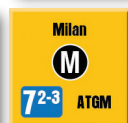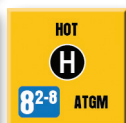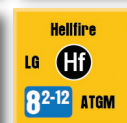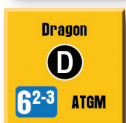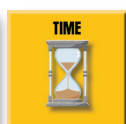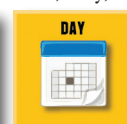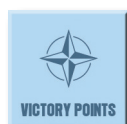
AIR UNITS - EXAMPLES

Air-to-Air value (long/short range)

Defense value

Air-to-Ground value

☢ = Nuclear Capable

Various abbreviations and capabilities are explained further in the Air Rules (see 29.0)

3.4 Game Charts and Tables

There are various charts containing Division Displays, Game Turn/Weather/Victory Point Tracks, Combat Results Tables, Random Events, and Terrain Effects Chart.

3.5 Unit Abbreviations

AB: Armor Brigade
ACR: Armored Cavalry Regiment
AD: Armor Division
AS: Aviation Support
AT: Anti-Tank
ATGM: Anti-Tank Guided Weapon
Cav: Cavalry
CG: Carl Gustaf
ENG: Engineer
FA: Field Artillery
FSE: Fire Support Element
G: Guards
GMRD: Guards Motorized Rifle Division
GMRR: Guards Motorized Rifle Regiment
GSP: Heavy Amphibious Ferry
GT: Guards Tank
GTD: Guards Tank Division
GTR: Guards Tank Regiment
HQ: Headquarters
HRSFFL: Heer Staufer
HSchB: Heimatschütz Brigade (Territorial Brigade)
IB: Infantry Brigade
ID: Infantry Division
LAW: Light Anti-Tank Weapon
Ldr: Leader
M.A.B.: Mobile Assault Bridge
MAW: Medium Anti-Tank Weapon
MG: Machine Gun
MR: Motorized Regiment
MTR: Mortar
Pio: Pionier (Engineer)
PMP: Pontoon Bridging
PzB: Panzer Brigade
PzF: Panzerfaust
PzGrB: Panzer Grenadier Brigade
Rec: Reconnaissance
SAW: Squad Automatic Weapon
SPA: Self-Propelled Artillery
Tk: Tank
TMM: Truck-Launched Scissors Bridge
TR: Tank Regiment

4.0 SEQUENCE OF PLAY

1. PREPARATION PHASE

A) Weather Determination (0700 Turn only)

Roll on the Weather Table to determine the weather for this entire Game Day

Effect of Weather:

Clear — There is no effect.

Rain — Rain reduces visibility to 3 hexes and provides a -1 modifier to all Fire Ratings. In addition, there is a +1 modifier to the next weather roll. Rain can also impact on the Air Game. See rule 29.0

B) Check for Division Fatigue (0700 turn only)

i) If a NATO Division has a fatigue level of 3 or less, increase that Division's Troop Quality by one (to that Division's Maximum Value). If a NATO Division has a fatigue level of 5 or more, reduce that Division's Troop Quality by 1 (to a minimum of 0).

ii) If a Soviet Division has a fatigue level of 2 or less, increase that Division's Troop Quality by 1 (to that Division's Maximum Value). If a Soviet Division has a fatigue level of 4 or more, reduce that Division's Troop Quality by 1 (to a minimum of 0).

C) Redistribute Vodka and Bourbon (see 25.0)

D) Spending Dispatch Points

Each player may spend Dispatch Points to add Chits to The Cup for this turn. Pay 2 Dispatch Points to add a Division Activation Chit to The Cup and 1 Dispatch Point to add a Formation Chit to The Cup. Spend the Dispatch Points from the Division that owns the Division or Formation Chit. If a Division does not have enough Dispatch Points to buy a Chit, that Chit may not be bought this turn.

If a NATO Division has a Current Troop Quality of 3, no Formation Activations may be purchased for that Division this turn.

If a NATO Division has a Current Troop Quality of 2 or less, no Division or Formation Activations may be purchased for that Division this turn.

If a Soviet Division has a Current Troop Quality of 2, no Formation Activations may be purchased for that Division this turn.

If a Soviet Division has a Current Troop Quality of 1 or less, no Division or Formation Activations may be purchased for that Division this turn.

E) Fatigue

- If a player adds a Division Activation to the cup during a day turn, add 1 to the Division's current Fatigue.

- If a player adds a Division Activation to The Cup during a night turn, add 2 to the Division's current Fatigue.

- If a player does not add a Division Activation to The Cup during a night turn, subtract 1 from the Division's current Fatigue.

Make these adjustments immediately after all Activation Chits have been purchased.

F) Getting More Dispatch Points

Each player may roll a die to add more Dispatch Points to each Division. Roll a die for each Division; if you roll the Division's Dispatch Rating or less, add 3 Dispatch Points to that Division's total. If you roll higher than the Division's Dispatch Rating, add 1 Dispatch Point to each Division's total. Each Division may have no more than 9 Dispatch Points on its track.

G) Place any Reinforcements due to arrive this turn.

2. ACTION PHASE

A) Put all purchased Chits from step 1D above into The Cup. Also, always add each Player's Direct Command Chit, the Wind Chit, the Air Support Chit, Refugee Chit, EW Chit (if applicable), Politics Chit, and the Random Event Chit.

B) If this is an 0700 turn and there are any Illumination Rounds on the map, remove them.

C) Should the Soviet Player wish to immediately play an available Formation Activation Chit before the draw of any Chit or if The Cup is empty during the Action Phase, he may spend 2 Dispatch Points and play a Formation Chit (only if that Formation Chit was not purchased for this turn in Step 1D and has not been played in this Action Phase, i.e. you cannot buy the same chit more than once per turn). If the Soviet Player does not wish to do this, the NATO Player may do so. If neither player wishes to do this, draw a Chit from The Cup. Once a Chit has been drawn, this option is no longer available until the next Activation (i.e. you cannot wait to see the Chit draw before deciding whether to preempt it).

i) If the **Wind Chit** is drawn, remove all Barrages, non-persistent chemical markers, and Illumination Rounds from the map. Roll for removal of Chemical Attack Markers.

ii) If the **Random Event Chit** is drawn, roll on the Random Events Table (see 20.0) and resolve the Event.

iii) If a **Division or Formation Activation Chit** is drawn, do the following:

a) Attach Support Weapons (see 12.1).

b) Move Active Support Weapons from the Reallocating SW box to the Available SW box of the Active Division.

c) Players may detach Active Support Weapons currently on the map and place in the Reallocating SW box of the Active Division.

d) Remove all *Concentrated Fire*, *Sustained Fire*, and *No Opportunity Fire* Markers from any Active Units

e) Active Units may change from Deployed to Column and vice versa.

f) Perform any Assaults. All Units that assaulted or fired indirectly in support of an Assault are no longer Active for this Activation.

g) Place any new Assault markers and resolve if Immediate Assault.

h) If a Dispatch Point was paid, immediately resolve the just placed Assault.

i) Activate any Active Units and perform Actions (move, fire, engineer, rally).

j) Pay a Direct Command to Perform a Second Action with any In-Command Units.

k) Check for any Overstacking and apply DGs as needed.

iv) If the **Direct Command Chit** is drawn, do the following:

a) Roll a die for each Friendly Division, halve the result (rounding down) and add that number to the Division's Command Rating. Add this value to the Division's current Direct Command total. Each Division may have no more than 19 Direct Commands on its track.

b) Activate Units as desired at a cost of one Direct Command per Unit.

1) For each Unit (or stack) activated, remove any Concentrated Fire, No Opportunity Fire, or Sustained Fire Markers from the hex occupied by the Active Unit.

2) The Active Unit (only) may change from Deployed to Column or vice versa.

3) The Active Unit may perform one action of any type.

v) If the Air Support Chit is drawn, see rule 29.0

vi) If the Refugee Chit is pulled, see 21.0

vii) If the Electronic Warfare Chit is pulled, see 22.0

viii) If the Politics Chit is pulled, see 28.0

ix) If there are no more Chits in The Cup, and neither player wishes to purchase a Formation Chit, proceed to the End Phase. If there are Chits remaining in the Cup, return to the start of Step 2C.

3. **END PHASE**

A) Check to see if a Victory Condition has been met. See 24.0

B) Check to see if the game has ended.

C) If not, advance the Turn Record to the next turn and return to the beginning of Step 1.

5.0 ACTIONS & ACTIVATIONS

How to Activate Units and what they can do when Active is the core mechanic of *CSS*. In general, you pick a Chit from The Cup and, if it is a Division or Formation Activation Chit, or a Direct Command Chit, this allows you to perform Actions with Active Units. Actions include moving, firing, assaulting, rallying, and building things (engineering actions). You perform your desired Actions with Active Units and once you are finished, you draw another Chit from The Cup.

5.1 How to Activate Units

There are two general ways to Activate Units – either by a Division or Formation Activation Chit being drawn from The Cup (or if either Player pays 2 Dispatch Points to choose a Formation to Activate Units), or when the Direct Command Chit is drawn from The Cup. This can only occur during an Action Phase.

1.) When a Division Activation Chit is drawn from The Cup, all Units of that Division are now Active Units and may perform Actions. All Units of that Activated Division that do not Assault or fire Indirect Fire in support of an Assault, may also perform an additional Second Action (if they are In-Command at the moment of the Second Action and if the owning player pays a Direct Command from the Active Division).

2.) When a Formation Activation Chit is drawn from The Cup (or paid for by the Initiative or Reaction Player), all Units of that Formation are now Active (but no other Units of that Division are considered Active). All Units of that Formation that do not Assault, or fire Indirect Fire in support of an Assault, may also perform an additional (Second) Action (if the Unit is In-Command at the moment of the 2nd Action and the Owning Player pays a Direct Command Point from the Division to which the current Formation Chit belongs).

To be In-Command, a Unit must be within its Formation HQ range or its Division HQ range, or within range of any Leader of its Formation, Division or a No-Striped Leader. There is no additional advantage to being In-Command from many sources.

Note that White-Striped Units are only Active when the Division Activation Chit is drawn and never when a Formation Chit is drawn. All No-Striped Units of a Division are Active when the Division Activation Chit is drawn or when any Formation Chit of that Division is drawn.

3.) When a Direct Command Chit is drawn, this does not make any Units Active. The player owning the chit may Activate any of his Units by paying 1 Direct Command per Unit. Each Unit Activated may be from any Division and need not be In-Command. When the Unit is Activated it may perform a single Action. Each Unit may be Activated only once, and no Unit may perform a 2nd Action. If several

Units are stacked in the same hex, some or all of them may be Activated together by paying 1 Direct Command per Unit (e.g. 3 Units stacked together may perform a single Fire Action at a cost of 3 Direct Commands). Non-Active Units may never perform any Actions (except Opportunity Fire – see 8.5).

5.2 What Active Units Can Do

Active Units perform an Action either as a Unit or as a stack. Unit(s) that complete their first Action may perform a 2nd Action before another Unit/stack does any Actions. There are occasional exceptions to this "one Unit/stack at a time" guideline.

When you Assault, all eligible Units perform the Assault at the same time. After the Assault is completed, all the participating Units become Non-Active Units and may not perform any more actions that Activation.

When you perform a Fire Action (fire at the enemy player), other Active Deployed Units in the stack with the Unit firing may add to that fire. If they do, they are considered to have performed an Action as well as the Firing Unit (but may perform a 2nd Action if eligible). We have provided an "Active Hex" marker for each side to help keep track of a hex that might have additional Units that can still perform Actions.

Who goes when the Division Activation Chit is pulled?

This Chit can only come out of The Cup if it was purchased earlier in the turn and added to The Cup, or if the NATO player has an EW Advantage.
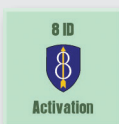
All Units of that same background color are now active. This should include all Units and Support Weapons of the following Formations:
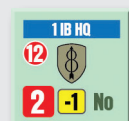
1st Brigade (blue stripe) - 20 Units and 10 Support Weapons.

2nd Brigade (red stripe) - 20 Units and 10 Support Weapons.
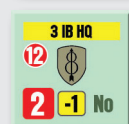
3rd Brigade (yellow stripe) - 20 Units and 10 Support Weapons.

Divisional Units (white stripe) - 9 Units.
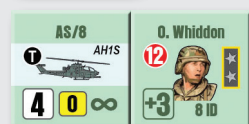
No-Stripe Units (in this case there are just the two).

Actions are specifically addressed in these rules in later sections, but a Unit may fire (a Fire Action, see 8.0), move (a Movement Action, see 6.0), assault (an Assault Action, see 9.0), rally (a Rally Action, see 10.0), or build things (an Engineering Action, see 11.0). Any Unit may pass and do nothing for the Activation.

Who goes when a Formation Chit is pulled?

During the Action Phase, this Chit becomes the Chit in play. This could have happened either by the NATO purchasing the Chit for 2 Dispatch Points, it was purchased earlier and is randomly pulled out of The Cup, or NATO had an EW advantage and decided it would be the next Chit in play. Regardless of how it becomes the current Chit in play, when it is, the following Units are now Active and able to perform Activations.
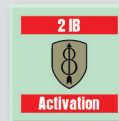
This includes all Units and all Support Weapons that have a Red Stripe and the same Division color – and any No-Stripe Units of that Division (here being the Division Leader, Whiddon, and the Attack helicopters attached to the Division).

Direct Command Chit:

Unlike all other Activation Chits, the Direct Command Chit may activate any unit that the player controls to do one (only) Action.
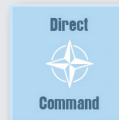
But before any Units are chosen to become Active, roll to see how many additional Direct Commands are added to each Division by rolling a die for each Division in play (has any Units of that Division on the map) and add the correct number of Direct Commands to that Division's Display.

After that, the points acquired this turn as well as any that remained from previous turns may now be used to Activate one Unit at the cost of one Direct Command.

5.3 Activation Summary Chart

Chit Drawn	The first thing you do is:	Activates…	2nd Action Possible?
Division Activation Chit	Perform Assault Actions	All Units in that Division	Yes – 1DC per Unit, if In-Command
Formation Activation Chit	Perform Assault Actions	All Units in that Formation	Yes – 1DC per Unit, if In-Command
Direct Command Chit	Roll for more Direct Commands	Any Friendly Unit (Doesn't have to be In-Command), Pay 1 DC from the Unit's Owning Division	No

6.0   MOVEMENT ACTIONS

A Movement Action is one in which a Unit spends Movement Points to move to a new hex. Units may move individually, or in a Stack if they all start the Activation in the same hex and move to the same hex. The timing of how moving works is that the Unit spends the movement points to enter another, adjacent hex and then, **after spending those points**, it moves into the new hex. This timing is important for some game mechanisms (notably Opportunity Fire). Loading or unloading from Transport is a Movement Action (see 16.0).

Units with a movement allowance of "No" may, if allowed, load into transport, but that is the only movement action they may perform.

Performing a movement action in an enemy Fire Zone creates an Opportunity Fire trigger for your opponent (remember, movement points are spent before entering a hex so entering a hex is not an Opportunity Fire trigger) unless there is a Deployed Friendly Unit in the hex where Opportunity Fire could occur. An

6.1 Stacking Example

The NATO player has three stacks but wishes to combine them into one stack in hex 27.35

1) General Whidden, commander of the 8th Infantry Division, as well as Company B/3/8 are in hex 27.35. Also, in the hex are two M47 MAW Support Weapons.

2) A Company of the 32 Regiment from the 3rd Armor is in 24.34

3) Colonel Driskill, commander of the 11th Cavalry Brigade, as well as the 3 Troops of the 1st Squadron are in hex 24.36

The NATO player moves A Company into hex 27.35. Leader Units do not count towards stacking but the hex now contains 2 Non-Leader Units (A/2/32 and B/3/8). Support Weapons don't count towards stacking. So, the stacking does not exceed 3 for a penalty but the NATO player does have Units of different formations in the same hex. 1 DG is added to the stack.

Next, the 11th Cavalry enters the hex. We now have 5 non-Leader Units in the hex. This is 2 over the allowed 3 Non-Leader Unit limit. 2 DG are added to the hex. Note that the different Formation penalty is only applied once so even with three Formations in the hex, no additional DG is added. A total of 3 DG are now in the hex.

The next time any of these formations are active, the NATO player may perform a Rally Action and remove one of those DGs from the hex.

Unless more Units enter the hex, there is no added penalty for overstacking or for different formations if the hex remains unchanged as the game continues.

exception to this is if the hex the friendly Unit is leaving and the hex it is entering are both in the Fire Zone of the same enemy Unit (like the moving from zone of control to zone of control concept here for old hands). An Active Unit (or stack of Units if they all occupy the same hex at the start of an Activation) may change to Column or Deployed status at the start of their Division or Formation Activation. If a Direct Command is paid to Activate a Unit during Direct Command, it may change from Column to Deployed or vice versa before performing that Direct Command Action. These are the only times you can change from one mode to the other. A Unit changes from Column to Deployed (or vice versa) immediately before it performs an Action or in lieu of performing an Action.

6.2 Disorganized Example

- Troop B (with 1 DG) starts in hex 12.36
- Troop A (with 3 DG) starts in hex 13.36
- Troop C (with 1 DG) starts in hex 15.35

Troop B moves into hex 13.36. He takes his 1 DG with him but enters a hex with 3 DG. Since the hex he's entering has a higher DG than the marker he is carrying with him, remove the lower valued (1 DG) marker. He keeps moving and enters 14.35. Both hex 13.36 and 14.35 now have 3 DG markers. He moves into the 15.35 – taking his 3 DG marker with him. The hex he enters has only 1 DG but since he has 3, the lower marker is removed and now hex 15.35 has 3 DGs.
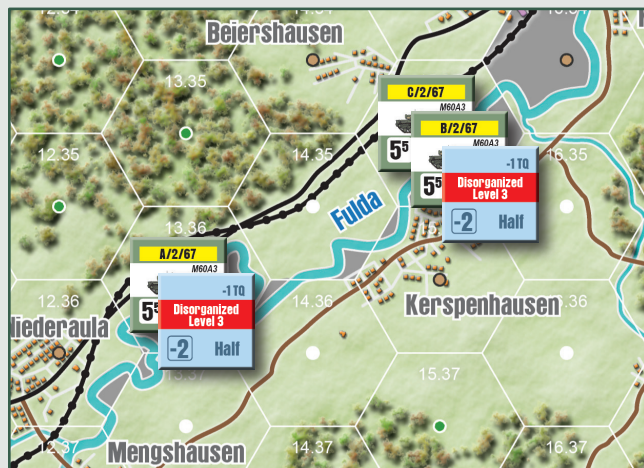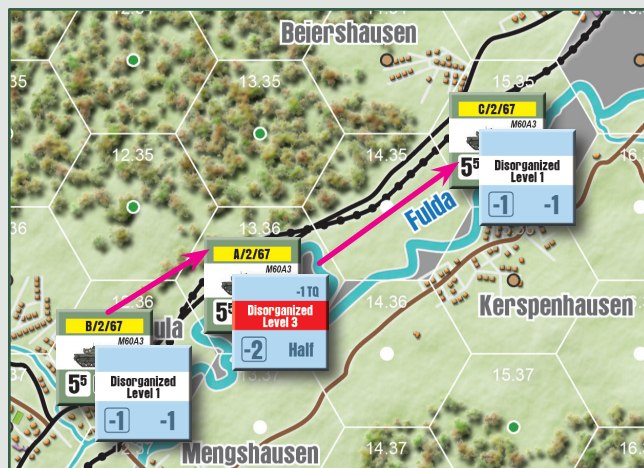
6.1 Stacking

Players may stack up to 3 Non-Leader Units (not including any markers - only Units count) in a hex without penalty. Leader Units do not count towards stacking. For each Non-Leader Unit in excess of 3 at the end of any Activation (friendly or enemy), add one level of Disorganization to the hex. Note that this DG penalty isn't cumulative for every Activation. If you are overstacked by 2 at the end of an Activation and acquire 2 DGs and are still overstacked by the same amount at the end of the next Activation, no additional DGs are added.

In addition, if an Activation ends with Non-Leader Units of different Divisions or different Formations of the same Division in the same hex (only colored-stripe Units apply to the latter condition – White-Striped Units are exempt if from the same Division), 1 DG is added to the hex. This is in addition to the Overstack penalty. Only 1 DG penalty applies regardless of how many additional Divisions/Formations are in the hex – and the penalty only applies once, not at the end of each Activation.

See stacking example on previous page.

6.2 Disorganized Markers

A Disorganized Marker in a hex applies to all the Units in that hex. Any Units that move out of a Disorganized hex, retain the same level of Disorganization. Should a Unit move into a hex that is at a lower level of Disorganization, the hex entered becomes Disorganized at the same level as the entering Unit. Should a moving Unit enter a hex at a higher Disorganized level than it is currently at, it becomes Disorganized at the same level as the hex it just entered.

A Unit that routs is placed in the Routed Units box of its Division. All DG, Pinned, and/or Suppressed Markers it may have at the time of the rout are removed. If the hex that was occupied by the routed Unit is now empty of all friendly Units, remove any DGs from play that might remain.

6.3 Terrain

Each hex type is defined by the color of the dot in the center of the hex. Use the dot in the hex, not the terrain graphic, to determine the type of terrain in a hex. For example, if the hex has a white center dot, then it is a clear terrain hex regardless of the visual representation of the hex.

A hex without a center dot cannot be entered.

6.3.1 Hex Terrain Types

Clear (example 38.35)
Clear terrain has a white circle in the center of the hex.

- A Leg Unit can enter a Clear hex for 1 movement point
- A Wheeled Unit can enter a Clear hex for 3 movement points
- A Tracked Unit can enter a Clear hex for 2 movement points

A Clear hex is not Line of Sight Blocking Terrain and **does not modify** the die in an Assault or any Fire Action against Units in the hex.

Woods (example 37.37)
Woods terrain has a green circle with white outline in the center of the hex.

- A Leg Unit can enter a Woods hex for 2 movement points
- A Wheeled Unit can enter a Woods hex for 8 movement points
- A Tracked Unit can enter a Woods hex for 6 movement points

A Woods hex is Line of Sight Blocking Terrain and deployed targets may **subtract 2** from the attacker's die roll in an Assault or a Direct Fire Action against any Units in the hex.

Village (example 41.37)
Village terrain has a brown circle with a black outline in the center of the hex.

- A Leg Unit can enter a Village hex for 1 movement point
- A Wheeled Unit can enter a Village hex for 3 movement points
- A Tracked Unit can enter a Village hex for 2 movement points

A Village hex is Line of Sight Blocking Terrain and deployed targets may **subtract 1** from the attacker's die roll in an Assault or any Fire Action against any Units in the hex.

Town (example 39.29)
Town terrain has a red circle with a black outline in the center of the hex.

- A Leg Unit can enter a Town hex for 1 movement point
- A Wheeled Unit can enter a Town hex for 4 movement points
- A Tracked Unit can enter a Town hex for 3 movement points

A Town hex is Line of Sight Blocking Terrain and deployed targets may **subtract 2** from the attacker's die roll in Assault or any Fire Action against any Units in the hex.

In addition, wheeled and tracked units may not deploy in a Town hex.

Marsh (example 42.63)
Marsh terrain has a light blue dot with a dark blue outline in the center of the hex.

- A Leg Unit can enter a Marsh hex for 4 movement point
- A Wheeled Unit may not enter a Marsh hex
- A Tracked Unit may not enter a Marsh hex

A Marsh hex is not a Line of Sight Blocking Terrain and there is no modifier to attacks made on Units in Marsh hexes.

City (example 18.59)
City terrain has a black circle with a white outline in the center of the hex.

- A Leg Unit can enter a City hex for 1 movement point
- A Wheeled Unit can enter a City hex for 4 movement point
- A Tracked Unit can enter a City hex for 3 movement

A Buildings hex is Line of Sight Blocking Terrain and deployed targets may **subtract 3** from the attacker's die roll in an Assault or any Fire Action against any Units in the hex.

Wheeled and Tracked Units may not Deploy in City hexes.

Roads (example 27.30)
Any Unit that is in column that enters a hex along a road can do so for 1/2 movement point and negate the cost of the other terrain in the hex. The Unit can decide not to use the road and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not entering or exiting the hex along a road must pay the base terrain cost.

Roads have no effect on Line of Sight or attacks.

Units that are deployed ignore any road that is in the hex.

Railroads (example 27.24)
Any Unit that is in column that enters a hex along a railroad can do so for 1 movement point and negate the cost of the other terrain in the hex. The Unit can decide not to use the railroad and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not entering or exiting the hex along a Railway must pay the base terrain cost.

Railroads have no effect on Line of Sight or attacks.

Units that are deployed ignore any railroad that is in the hex.

Bundesautobahn 5 (example 14.32)
Bundesautobahn 5 road hexes are treated exactly like roads but are used to track victory conditions. This was the main road the Warsaw Pact would use to penetrate the Fulda Gap and drive to the Rhine River.

Trails (example 09.36)
Any Unit that is in column that enters a hex along a Trail can do so for 1 movement point for Leg and Tracked Units and 2 movement points for wheeled units. If moved along the Trail, Trails negate the cost of the other terrain in the hex. The Unit can decide not to use the Trail and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not entering or exiting the hex along a Trail must pay the base terrain cost.

In addition, any Unit that moves using the Trail movement cost and starts its movement on a trail and stays on the same trail throughout its movement may add 2 movement points to its movement allowance.

Trails have no effect on Line of Sight or attacks.

Units that are deployed ignore any Trails that are in the hex.

West German Police (example 38.33)
Soviet Units must enter this hex In-Column and it expends all of a Unit's movement allowance (i.e., you must start adjacent to move into this hex).


CLEAR   **WOODS**   **VILLAGE**   **WEST GERMAN POLICE**

point

TOWN   **MARSH**   **CITY**   **ROADS**   **RAILROAD**   **TRAILS**   **BUNDES-AUTOBAHN**

6.3.2 Hexside Terrain Types

Slopes (example 16.22/17.22)

A Slope hexside has a white slope line. Slopes have a direction of either upslope or downslope.

Slope hexsides block Line of Sight unless the Slope hexside is a hexside of either (or both) the firing Unit's hex or the target Unit's hex.


There is no additional Movement cost for Units to cross a Slope hexside. Fire Combat across an Upslope hexside is modified by **-1**. The die roll of an attacker in an Assault that crosses a Slope hexside is modified by **-1**. All assaulting Units must be attacking across an Upslope hexside for this modifier to apply.
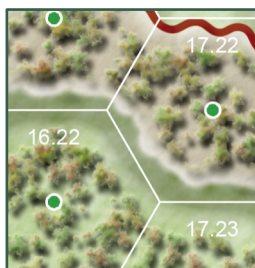
Steep Slopes (example 17.22/18.21)

A steep slope hexside has a dark brown slope line. Steep slopes also have an upslope and a downslope.

- A Leg Unit pays 1 additional movement point to cross a steep slope hexside in either direction. Wheeled or Tracked Units may not cross a steep Slope hexside except along a road or trail.
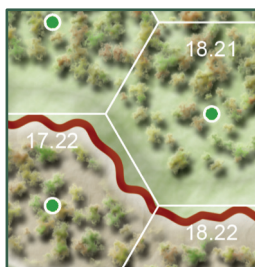
- A Unit with an attached SW may not cross a steep slope hexside.
- Steep Slope hexsides block Line of Sight unless the Steep Slope hexside is a hexside of either (or both) the firing Unit's hex or the target Unit's hex.
- There is a -2 modifier to the strength of Direct Fire or Opportunity Fire that enters the hex through an up steep slope hexside.
- The die roll of an attacker in an Assault that crosses an up Steep Slope hexside is modified by -2. All assaulting Units must be attacking across an up Steep Slope hexside for this modifier to apply.
- A Unit with a SW may assault across a Steep Slope but will place the SW in the Reallocated box on the Divisional Display should it choose to advance across the Steep Slope

They may not fire over a Steep slope hexside that is not part of their hex unless it is part of the target's hex.

As soon as an enemy Unit moves adjacent to one of your Deployed Units and they are separated by a steep slope hexside and you are up slope of the enemy unit, you may place a Ridge marker on your Unit. Placing a Ridge marker does not trigger Opportunity Fire.

You can only remove a Ridge Marker when you are Active. This isn't an Action. Just remove the Marker. The Marker is also removed the instant the claiming Unit changes into Column.

Units under a Ridge Marker acquire some additional attributes: good ones if they are attacked across a steep slope – but bad ones if they are attacked from other directions. Note that any steep slope hexside will give the defender the attributes – it needn't be the one that the Unit "claimed".

If a Unit is under a Ridge Marker, it gains the following attributes:

- If Fired upon (Direct or Opportunity) across an up steep slope hexside of a hex with a Ridge Marker, the Unit receives an additional -1 terrain defensive value. This is in addition to the -2 it would receive for Fire across a Steep Slope hexside if without a Ridge Marker.

6.3.2 Ridge Marker Example

- C/1/11 is in hex 12.33 (elevation 1)
- 3/1/120G is on a hill (elevation 2)
- A/1/11 is in hex 14.30 (elevation 1)

C/1/11 moves along the road to advance on 3/1/120G. When it enters 13.33, The Soviet player may choose to place a "ridge" marker on it to gain the advantage against C/1/11. When the Soviet player fires on the US Unit, it will gain a +1 to its fire strength if it fires over the steep slope that was adjacent to the hex the enemy entered. In addition, when fired upon by C/1/11, the Soviet will enjoy a -1 added to its terrain value.

However, the US also moves A/1/11 along the road to hex 13.31. While C/1/11 was at a disadvantage when firing or being fired upon, A/1/11 now gains 2 to its Troop Quality when assaulting over a non-steep slope hexside and likewise enjoys an additional +2 when firing at 3/1/120G for the same reason.

- If a Unit under a Ridge Marker fires (either Direct Fire or Opportunity Fire) across an up steep slope hexside, it gains a +1 to its Fire Value. Indirect Fire is not affected.
- If Assaulted across a non-up steep slope hexside, the enemy Assaulting Units add an additional +2 to their Troop Quality – in addition to any other modifiers. In this case, the benefit applies if any Units are assaulting an enemy that has claimed the up steep slope – even if others are assaulting over an up steep slope hexside.
- If Fired upon (Direct or Opportunity) across a non-steep slope hexside, the enemy Firing Units add an additional +2 to their Fire Value – in addition to any other modifiers.

Units that Assault across a steep slope hexside and advance into a now vacant hex must remove any SW markers with that Unit. Remove the SW and place it in the Reallocating Box of the owning Division.

Streams (example 23.30/23.31)
Streams are hexside features that inhibit movement and can disrupt ATGM attacks.

- A Leg movement Unit pays 2 movement points to cross a stream
- A Motorized Unit cannot cross a stream hexside
- A Tracked Unit pays 4 movement points to cross a stream.

Streams movement costs can be negated by bridges that pass over them. Units must be in column to cross a stream at a bridge.

Rivers (examples below)
Rivers can cross a hexside but in an attempt to make a naturalistic map, there are times in which rivers may intersect the middle of a hex. This is how you interpret these hexes.

First off, if the River is clearly along the hexside (example 18.17/18.18)

No Unit may cross a river hexside and rivers inhibit ATGM attacks.

If the river intersects the hex and part of the hex is grayed out (example 22.20)

In this case, the gray area is considered out of play and may not be entered by the player. Hexes adjacent to the gray portion of the hex are considered not passible – thus in 22.20, you can't go from hex 22.20 to either 21.20, 21.21, or 22.21. These hexes are considered adjacent to 22.20 for fire purposes..

River prohibition against movement across can be negated by bridges that pass over them. Units must be in column to cross a river at a bridge.

Lastly are hexes in which the river intersects the hex but there is no area grayed out (example: 24.22). In this case, the river divides the hex into two separate hexes. In this case, only one side may

occupy the hex but remember where in the hex your Unit is in. Just like the gray area though, you can't move from one part of the hex that you're in to a hex adjacent to the "other portion of the hex. So if in 24.22, if you enter the hex from 24.21, you can't move into hex 23.22 or 23.23 without using the bridge in the hex to traverse the hex and enter the "other" portion of the hex.

Use common sense here whenever possible (it is easier to just see than to spell out), but if something isn't clear, please ask me to make a ruling on one of the several boards that I am on to help you out.

7.0   LINE OF SIGHT

To fire on a Unit or to spot for an Indirect Fire Unit firing on an enemy Unit, or to provide laser guidance for laser guided munitions, that enemy Unit must be seen. In addition, the Line of Sight in conjunction with the Direct Fire range of a Unit determines a Unit's Fire Zone. Note that while a Unit's Fire Zone is never greater than its Line of Sight, it can be shorter than the Line of Sight. For example, a Unit with an enemy Unit adjacent to it only has a Fire Zone of one hex – but can see hexes for spotting for Indirect Fire up to the limit of its Line of Sight. Generally, one traces a Line of Sight from a Unit attempting to see another by placing a straight line from the center dot of the friendly occupied hex to the center dot of the hex occupied by the Unit it is attempting to see.

See example on following page.

7.1 Tracing a Line of Sight

7.1.1 General Rules
Draw a line from the center dot of the hex the friendly Unit is in to the center dot of the hex you wish to "see". This is the Line of Sight.

a) If the Line of Sight from the spotting Unit to the hex to be seen has any Blocking Terrain along the Line of Sight and at the same elevation as the spotting Unit, the LOS is blocked. If the spotted unit is itself in Line of Sight blocking terrain and no other blocking terrain exists, the LOS is not blocked.

b) If the LOS is traced along a hex spine and one side has Blocking Terrain and the other does not, the LOS is not blocked.
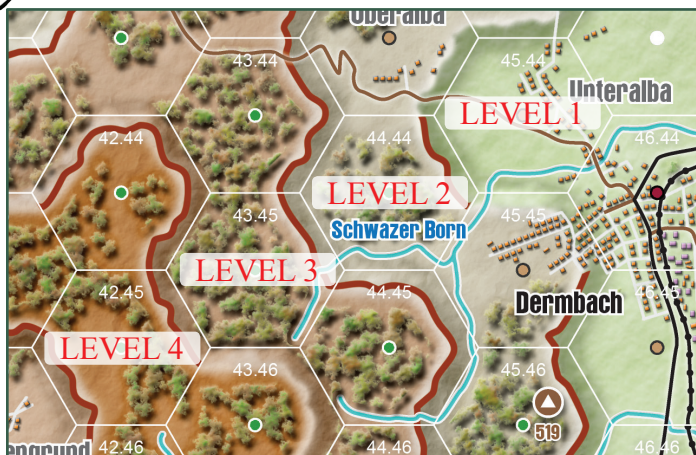
Note that all barrages are of infinite height for blocking Line of Sight.

7.1.2 Line of Sight and different elevations
There are four elevations in *Fulda Gap*: hill levels 1, 2, 3 and 4.

If there appear to be two elevations in the same hex, a Unit is always considered to be at the higher elevation level.

7.0 Line of Sight Example

- 3/1/120G is in hex 38.31
- C/3/8 is in hex 36.29
- D/3/8 is in hex 35.31
- A/2/32 is in hex 34.31

The Soviet infantry Unit is checking which of the three nearby NATO Units it can see.

In all three cases, all the units are at elevation 1 and no intervening hexes are at higher elevation. Remember to check line of sight from hex dot to hex dot.

Checking the line of sight from 3/1/120G to C/3/8, the line of sight crosses a town hex in 37.30. A town hex is blocking terrain – thus the US Unit cannot be seen.

Checking the line of sight from 3/1/120G to D/3/8, the line of sight does cross a woods terrain feature in hex 36.31 but the hex dot shows this to be a clear terrain hex, the line of sight is not blocked here.

Lastly, checking the line of sight from 3/1/120G to A/2/32, the line of sight is again blocked as the hexside 35.31/35.32 is blocking in both adjacent hexes the line of sight is traced through. If either one of those hexes was a non-blocking type of terrain, the line of sight would not be blocked.
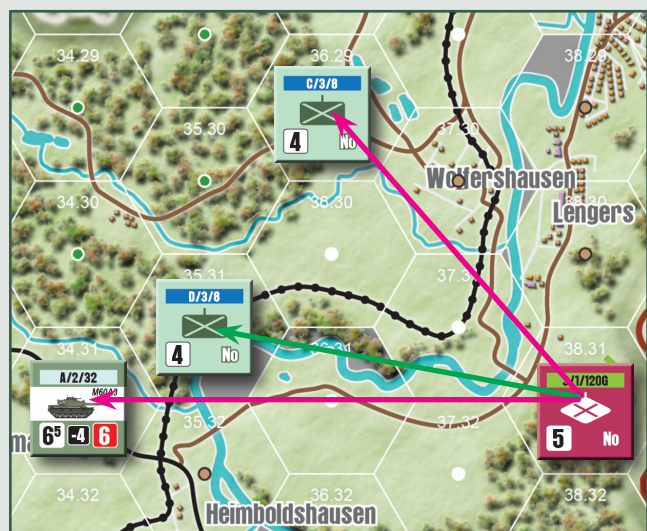
Now for the fun stuff for Units at different elevations:

a) If any hex along the Line of Sight is higher than either the spotting Unit or the hex to be spotted, the Line of Sight is blocked.

b) If the Line of Sight passes through any hexes of the same elevation as the higher of the hexes of either the spotter or the hex to be spotted, the Line of Sight is blocked.

c) If the hex immediately adjacent to the lower of either the spotter's hex or the hex to be spotted along the Line of Sight is higher than the lower of the two hexes, the Line of Sight is blocked. Don't follow that? Look at the example. It is for blind spots.

d) If any hexside Blocking Terrain (Slope or Steep Slope) is along the Line of Sight, the Line of Sight is blocked unless either or both of the spotter's hex or the hex to be spotted is in the hex adjacent to that blocking hexside feature.

e) If the Line of Sight traces along the hex spine of Blocking hexside terrain, that Line of Sight is always blocked. Note that units separated by a hexspine are not considered adjacent to blocking terrain.

f) Other than these issues, blocking in-hex terrain does not block a Line of Sight if the spotter is at a different elevation and passes the Line of Sight checks listed in b) through e).

A few general Line of Sight rules:

- Line of Sight is automatically reciprocal unless specifically stated otherwise in a rule (such as 7.1.3)

- Units with Thermal Imaging can see 6 hexes during both rain and night

- The maximum range of a Line of Sight is 8 hexes during clear turns, 3 hexes during rain turns and 1 hex during night turns

- Barrage and Bombardment Markers limit the Line of Sight of Units in the hex with the Marker to one hex unless the Unit has Thermal Imaging and it is either raining or at night

- Enemy Units never block Line of Sight

- Units can always see adjacent hexes

Only American M-1 and M-60 Units, and West German Leopard 2 Units have Thermal Imaging in *CSS: Fulda Gap*. These Units are not marked in the game to show this ability. Thermal Imaging is only used if it is raining that day or during a night turn.

7.1.3 Observation Posts

Observation Posts are places that offer excellent sighting through obstacles. These hexes are marked with the Observation Post symbol. Line of Sight from OPs is NOT reciprocal. Units in OP hexes must be sighted normally. Other than the sighting advantage, there is no additional benefit to being in an OP hex.

A Unit in an OP can see through 2 normally blocking terrain hexes and into a third.

7.2 Fire Zones

Determination of a Fire Zone consists of two basic factors. Can an enemy be seen, and can it be fired at by the Unit "seeing" it? If an enemy Unit is more than one hex away and there is a clear Line of Sight, but the friendly Unit can only fire at a range of one hex, that enemy Unit is not in a Fire Zone. Similarly, if an enemy Unit is more than one hex away and the Line of Sight is blocked, that enemy is not in a Fire Zone – regardless of the range of the friendly Unit.

A few other restrictions also apply:

- If an enemy Unit is adjacent to a friendly Unit, that friendly Unit has a Fire Zone only in adjacent hexes (i.e. a range of 1).
- If a Unit is under a Barrage or Bombardment marker, that Unit has a Fire Zone only in adjacent hexes. This is not true for Units that have Thermal Imaging if it is raining that day or it is a night turn.
- In-Column Indirect Fire Units with a Fire Power value have a Fire Zone of only one hex and Deployed Indirect Units never have a Fire Zone.
- A Unit that cannot fire (for any reason) has no Fire Zone.
- Units that have a Concentrated Fire Marker have no Fire Zone.

A Fire Action is one of the Actions a Unit (or Units) may perform when it is Active. In general, the controlling Player chooses a Unit (alone or in a stack) and chooses a target in the Fire Zone of the Firing Unit (either a target hex or a specific Hard Target type Unit), modifies his Fire Value with the appropriate modifiers and rolls the die. Cross reference the die roll with the Fire Type and see if you rolled equal to or less than the modified Fire Value of the Firing Unit. If you have rolled equal to or less, apply the combat result immediately. Results can be an increase in the Disorganized state of the hex, Suppress the hex, a Rout Check, or an Eliminated Unit.

You may make only one fire attack (either direct or indirect fire) of any type from a hex during any one Action, regardless of how many Units you have in the hex. Thus, you may fire as a first and as a second Action from any one hex – but only one attack per hex. Thus, in any Activation, a maximum of two Fire Attacks (Direct Fire and/or Indirect Fire) may be performed from a hex.

8.1 Fire Types

There are 3 types of Direct Fire and 1 type of Indirect Fire.

Fire Types:

- **Small Arms** (shown by a red box around a Unit's Fire Power value)
- **High Explosive** (shown by a yellow box around a Unit's Fire

7.1.3 Observation Example

D/1/11 is in hex 30.37 (which has an Observation Post symbol)

It is night and D/1/11 has claimed high ground that has an Observation Post. As M-1s have Thermal Imaging, they can see 6 hexes at night. Observation Posts allow a sighting player to see through 2 blocking terrain hexes and into a third. This is what this trooper can see as he looks to the Northwest.

A few examples:

The tank trooper can see hex 25.35. Hex 28.36 is blocking terrain, 26.35 is blocking terrain and 25.35 is also blocking terrain. Using the OP, the Trooper can see through 2 blocking terrain hexes and into a third – thus this hex is visible.

The tank trooper cannot see hex 26.34 as 28.36, 28.35, and 27.35 are all blocking terrain. His Line of Sight reaches as far as 27.35 but no farther.

The trooper can see hex 27.35 as only 2 blocking terrain hexes are traversed when tracing the LoS to this hex.

Additionally, the white shaded hexes can be seen while the red shaded ones cannot. More hexes can be seen when looking in other directions.
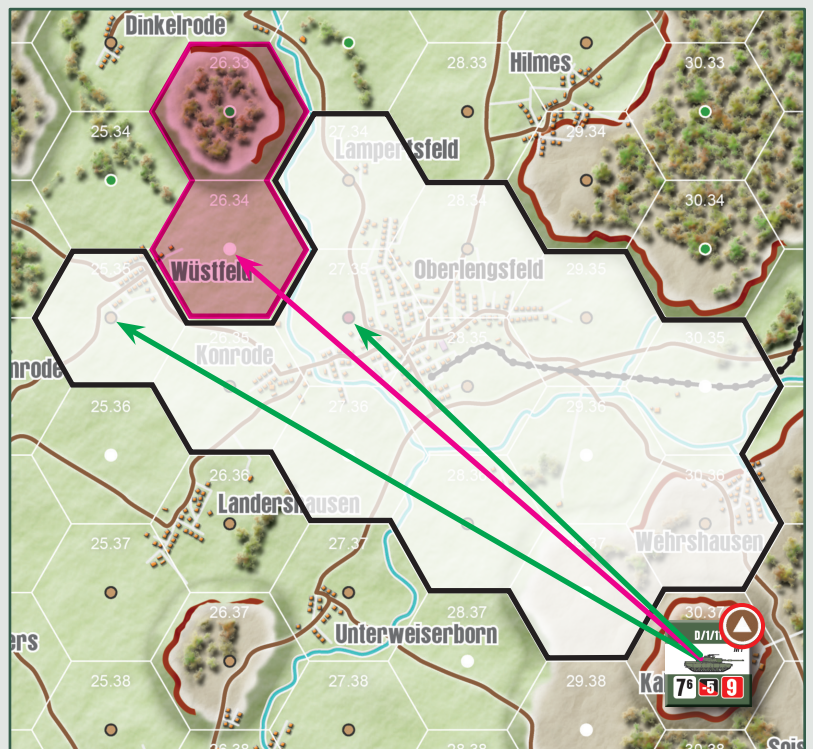
8.0 Fire Example

This is a simple combat to show how firing at a hex versus firing at a Hard Target works. As well as what happens when Units are deployed or column and facing fire.

- A/2/32 is deployed and in hex 40.26
- 3/3/120G is deployed and 3/1Tk/120G is in column and both are in hex 39.28
- 2/1Tk/120G and 3/1/120G are both in column and in hex 40.28

It is clear weather and a day turn.

The American M-60A3 is performing a Fire Action as its first action and firing at hex 40.28. As there are both hard and not-hard targets in the hex, the American player must choose if he is firing at the "hex" or at a single hard target in the hex. For the first case, he chooses to fire at the hex and not at a specific Unit. Both hexes that are being considered for attack are within the 5-hex range of A/2/32 and both can be seen.

Looking at rule 8.3, the following cases will apply to the unmodified fire strength of A/2/32 of 6(white). White when firing at a hex must use the Red table for determining results.

Case a – the defense value of the selected target Unit. Since all Units in the hex are in Column, the firing player may choose which Unit is used for the selected target Unit. In this case, the US player chooses the Infantry Unit with a "0" defense value.

Case e – the defender is in a village hex but is in column, the defending Unit does not receive any terrain benefit.

Case f – the attacking player chooses to not use concentrated fire. If he did, he would have to place a "Concentrated Fire" marker on the US tank. While this would increase his fire by 1 for this attack, this would also remove the tank's Fire Zone after the fire has been resolved and he would not be able to fire again until the marker was removed. You must have a Fire Zone on a hex to be able to fire at it.

Case g – the US Unit is firing at a hex and the range is 2 or more. This reduces the fire value by another 2. 6 goes to 4.

Case h – there are hard targets in the target hex, a final 2 is subtracted from the fire strength. 4 goes to 2.

The Defender also may have modifiers. Looking at 8.3.1, there are no applicable modifiers.

If the US player rolls a 0, the target hex gains 1 DG and is Suppressed.

If the US player rolls a 1, the target hex must take a Rout Check but gets to subtract two to his roll when checking against the current troop quality of the defending selected Unit. If the roll fails and a rout occurs, the selected Unit is routed (since it is in column) and placed in the Routed Units box of the Division Display. Additionally, if you fail a rout roll, the hex is Pinned.

If the US player rolls a 2, one DG is added to the hex and the defending player also must perform a rout check – but this time, only 1 is subtracted from the die roll. If the roll fails, the selected Unit is routed (and placed in the Units Routed box of the Division Display) – and the hex is pinned.

A roll of 3, 4, 5, 6, 7, 8 or 9 is a miss.

It is now the second Action of the A/2/32's Activation. He chooses to fire at hex 39.28 but in this case, he will fire at only the hard target in the hex, the 3/1Tk/120G Unit. Again, the US tank Unit has a fire value of 6 but this time, as he is firing at a hard target, he must use the blue table to determine the result of the fire. Notice that no results on the "If Firing at a Hard Target" side of the Combat Results Table are "hex" results. The only results on this table are Rout or Elimination. Looking at rule 8.3.1 to determine the firing Unit's modifiers, the following cases apply:

Case a – the Tank has a defense value of -3. So 6 comes down to 3.

That is all. The US player rolls a die.

If he rolls a 0, the defender performs a rout check

If he rolls a 1, the defender performs a rout check but subtracts one from his roll

If he rolls a 2, the defender performs a rout check

If he rolls a 3, again, the defender performs a rout check.

If he rolls a 4, 5, 6, 7, 8, or 9, he misses and there is no impact from this fire.

Power value)

- **Armor Piercing** (shown by a blue box around a Unit's Fire Power value)
- **Indirect Fire** (shown by a black box around a Unit's Fire Power value)

Note that a white box around a Unit's Fire Power value means that the owning player may choose to fire either High Explosive or Armor Piercing.

All Units that have no range shown on their Counter have a range of 1 hex.

8.2 Performing a Fire Action

To perform a Direct Fire Action, choose a target hex in the Fire Zone (i.e., within range and in the Line of Sight) of a single Firing Unit. You may only fire once from a hex per Activation at one Target (exception: See Sustained Fire). A hex or a Hard Target may be fired upon as many times as you have eligible Units in different hexes that can fire.

If the target hex has no Hard Targets present, only the "hex" may be fired upon and all results from the Fire will apply to all the Units in the hex. Should there be only Hard Targets in the hex, you must choose a single target Unit and fire only on that Unit (and the results only apply to that Unit – except if a Rout Check has been failed – then all Units in the hex will be Pinned).

Should there be both Hard and Soft Targets in the hex, the Firing Player may choose to fire at either the "hex" or a single Hard Target in the hex. Should you roll a 0, the 0-column result of the Fire Action will always apply to the target regardless of any modifiers to the Fire value. Should you roll a 9, you will always "miss" regardless of your actual modified Fire Value, and there is always no effect from your fire.

A Leader may not be chosen as a target unless there are no other Units in the hex. A leader is not counted as an In-Column Unit in the hex.

Units that are chosen to fire, as well as any additional Units that add to that Fire (8.3.4), are considered to have performed a Fire Action. Thus if you activate a Unit using a Direct Command (either as a Second Action in a Division/Formation Activation or if the Direct Command Chit is in play) and wish to add other Units to the Fire Value of that Unit (via 8.3.4), each additional Unit will also cost an additional Direct Command (and must also be In-Command if a Second Action).

Tanks, as defined by having a black box around its defense strength, may only be fired upon by an unmodified white or blue fire strengths of 5 or more. If a Unit with a White Fire Power is firing, it must use the blue (AP) fire strength table to fire at a specific Hard Target. It must use the yellow (HE) fire strength table if it is firing at a hex. That is the strength on the Unit must be 5 or more prior to any modifiers.

8.3 Resolving Fire Combat

8.3.1 Direct Fire Modifiers
After choosing which Unit will fire and which hex or Unit will be fired upon, compute your Fire Modifiers.

Remember always to modify the Firing Unit's Fire value and never the die roll itself. Note that subtractions are always good for the defense while additions are bad for the defense. If you add a negative number, you will be subtracting from the value and if you are subtracting a negative number, you are adding to the value.

a) Apply the defense value of the Unit being fired upon or the "target" Unit's defense value if firing at a hex if the Unit is deployed (see 6.2)

b) Apply any eligible Support Weapons or Heroes with the Firing Unit (see 8.3.2)

c) Apply any Status Markers on both the Firing Unit and the Defending Unit that may apply (see 8.3.3)

d) Add any eligible additional Units in the hex with the Firing Unit (see 8.3.4)

e) Apply the target hex terrain modifier (see 8.3.5)

f) Add +1 to the Firing Unit if it is performing Concentrated Fire (see 8.3.6)

g) If you are direct firing (only) at the hex and the range is 2 or greater, subtract 3 from the firing unit's fire value.

h) Subtract 2 if a hex is being Fired upon and there are any non-Leader Hard Targets in the hex.

i) Apply the Rain Modifier (-1), and/or the Night Modifier (-1) during rain and/or night turns (unless the attacking player has Thermal Imaging). See 8.3.7 and 8.3.8.

j) If the firing player is using Thermal Imaging (and it is Raining or Night), +1 to the firing unit's fire value. See 8.3.8.

Computing the Defense Value of a target hex or Hard Target Unit

- If the target is a Hard Target Unit, use the Defense Value of that Hard Target.

- If the target is a hex and there are any Units Deployed in that hex, the Defender may choose which Unit's Defense Value is used; if all Units are In-Column, the Attacker may choose. This is the "Target Unit" for the fire. Leaders may not be targets unless alone in the hex.

- If all Units are In-Column in the target hex, or if the Defender has chosen a Unit In-Column to be the target Unit in the hex, and if there are any Support Weapons, or Heroes from the same formation as the attacker's selected target, the Firing Player may (but does not have to) choose to add one Support Weapon, and/or one Hero to the Defense Value as well. All Support Weapons, and/or Heroes must belong to the same Formation as the selected Defense Value used to modify the attacker's fire (some Support Weapons, and/or Heroes might offer benefit to the Attacker).

- If the target is a hex and the chosen defending Unit in the hex is Deployed, use that Defending Unit's Defense Value as a modifier to the Attacker's Fire Value. The defender may (but does not have to) add any one Support Weapon, and/or any one Hero to add to the Defense Value.

- If the target is a hex and there are any non-Leader Hard Targets in the hex, subtract 2 from the Defense Value of the target hex.

See Chobham armor. Rule 8.3.8

8.3.2 Support Weapons with a Firing Unit

There are two subtypes of support weapons. Anti-Tank Guided Missiles (ATGMs) and all others. Support Weapons are covered more fully in rule 12.0 and ATGMs are covered in rule 13.0. These rules apply to using non-ATGMs in fire combat and all mentioned here are also covered in those rules.

If the firing Unit is Deployed, it may add a Support Weapon stacked in the same hex to its fire. Any Support Weapon that is used must belong to the same Formation, or if white striped or non-striped, to a Unit of the same division, to be eligible to be added to the fire.

If a Support Weapon is added and its Fire Type is different from that of the firing Unit, the fire is converted to the Support Weapon's type of fire. A Support Weapon must must be firing at a enemy Unit that is at the same range or more as the firing Unit to be added to the value of the fire strength. This fire can't exceed the actual range of either the firing Unit or the Support Weapon assisting the fire.

8.3.3 Status Markers

Status Markers can affect the Fire Value of the firing Unit and Defense Value of the target hex or chosen Hard Target. These include Disorganized Markers, Pinned, Barrage, and Fortification Markers. Apply Status Markers in the firing player's hex to the firing Unit and Status Markers in the Defending hex to the target Defense Value.

8.3.4 Adding Additional Units to the Attacker's Fire Value.

If the chosen firing Unit is Deployed, other Deployed Units that are in the firing Unit's hex may add to the Fire. These additional Units must also exert a Fire Zone into the target hex. Each such additional Deployed Unit adds one to the Fire Value of the firing Unit's Fire. For example, if the chosen firing Unit is deployed and there are two more Deployed Units in the firing Unit's hex, add 2 to the Fire Value. A maximum of two additional Units may be added. These additional Units that add to the fire use a Fire Action to do so. Leaders do count towards this additional value if used in this way.

8.3.5 Adding the Defense Value of the Terrain

If the target Unit is deployed, check the Terrain Effects Chart and apply the Defense Value of the hex that the Defending Unit is in. If fire is across a hexside (of the target hex) and that hexside provides an additional benefit, apply that value in addition to the hex value.

8.3.6 Concentrated Fire

If the firing Unit is Deployed, the player may choose to use a Concentrated Fire Marker to add an additional +1 to the Unit's Fire. Place a Concentrated Fire Marker on the Firing hex. This Marker stays in the hex for the remainder of this Activation. Remove the Marker when any Unit in the hex becomes Active from a Division or Formation Activation Chit, or from the expenditure of a Direct Command when the Direct Command Chit is in play. Only one Unit need be Active to remove the Concentrated Fire Marker. A hex with a Concentrated Fire Marker has no Fire Zone. This means that the Unit will not be able to fire (either Direct

or Opportunity fire) again until it removes the Concentrated Fire Marker. The marker may be removed when the Unit is active again.

Note: that if you use Concentrated Fire in your First Action, you won't be able to fire from that hex again in a Second Action as you have no Fire Zone.

8.3.7 Rain and/or Night

* Subtract 1 from a Unit's Direct Fire strength from all Fire on a Rain Day.
* Subtract 1 from a Unit's Direct Fire Strength when firing at night.

Indirect fire is not affected by night

These modifiers are cumulative.

Units with Thermal Imaging use Thermal Imaging only when it is raining or at night. These Units when using their Thermal Imaging gain 1 to their Direct Fire strength instead of the -1 for either or both for rain or night.

8.3.8 Chobham Armor

Units with Chobham Armor (only M-1s in this game) are marked with a special symbol in their defense strength box. These Units when fired upon and any hit is scored on the Unit from fire, may ignore the effect of the fire. When this happens, place a Chobham Depleted marker on the Unit. This Unit is now considered to not have Chobham armor anymore and its defense strength is reduced by 2.

You must use the Chobham armor effect if the enemy scores a result (of any type) against a so equipped Unit.

8.4 Resolving Fire Combat

After determining the Modified Fire Value of the Firing Unit, roll a die: if the die roll is equal to or less than the Modified Fire Value of the Firing Unit, cross reference that roll with the correct Fire Type to determine the result(s). If the die roll is greater than the modified Fire Value, the fire "misses" and there is no effect on the Target Unit or hex. A die roll of "0" always inflicts the 0 result on the target (regardless of the modified Fire Value) and a die roll of "9" always misses, regardless of the modified Fire Value.

Also, if the Firing Player rolled a "9", and used a Support Weapon to modify their Fire value or type, that Support Weapon has "broken" and is placed in the owning Division's Reallocating box.

8.4.1 Fire Combat Results

S – Suppressed: all Units in the Defending hex are Suppressed (place a Suppressed Marker on the hex).

DG 1, 2, 3, 4: Disorganized by that value: add this value to the current Disorganized Value of the hex. If the resulting value is greater than 4 DG, place a 4 DG marker and eliminate a Unit from the hex for each additional DG over 4 (defender's choice of which Unit is eliminated – it need not be the Unit that was the target of the fire).

R – Rout Check: roll for Rout using a Troop Quality Check to

determine if an In-Column Unit routs and/or the hex is Pinned.

R* – Rout Check: roll for Rout but subtract one from the Troop Quality Check die roll to determine if an In-Column Unit routs and/or the hex is Pinned.

R** – Rout Check: roll for Rout but subtract two from the Troop Quality Check die roll to determine if an In-Column Unit routs and/or the hex is Pinned.

E – Eliminated: remove the target Unit from play.

Perform the combat results in the order they appear on the CRT. DGs are added to the hex before any Rout check is performed. They might affect a rout roll that is also rolled for in the same attack.

HQs when eliminated in any way are placed in the Routed Units box of the owning Division and return as Routed Units do.

8.4.2 Rout Check
To perform a Rout Check, use the target Unit for the fire – either the Unit chosen if the fire was at a hex, or the specific Hard Target.

Roll a die and modify it as follows:

a) Subtract one (if * was rolled) or two (if ** was rolled) from the Troop Quality Check die roll

b) Apply the Terrain Defense Value of the target hex if the target is Deployed

c) Subtract any TQ modifier from a Leader and/or a Hero that is within range of the target hex (regardless of whether the fire was at a hex or a specific Target).

d) Apply the Defensive Value of the Target Unit and apply any TQ modifiers of any Status Markers in the hex

If the modified die roll is equal to or less than the Unit's Troop Quality, the Rout Check is passed, and nothing further happens.

Should the modified die roll exceed the Troop Quality of the target Unit, the Unit has failed the check:

• If the target Unit is In-Column, it is Routed and if there are additional units in the hex, the hex is Pinned;
• If the target Unit is Deployed, the hex is Pinned.

A roll of 0 always passes and a roll of 9 always fails.

An In-Column Unit that has Routed is placed in the Routed Units box of the owning Division if the Unit can trace an unlimited line of passable hexes (by the movement type of the Routed Unit) to any HQ of the Unit's Division. No hex of the trace route may be in an enemy Fire Zone (except for the hex the Unit has just routed from). If the Unit cannot do this, it is eliminated instead. If any friendly Units remain in the hex that the Unit Routed from, place a "Pinned" marker on the hex. Units in the Routed Units box never have Status Markers on them.

If the target hex is left vacant after a Unit Routs, all Status Markers in the hex are removed from play.

If there are now Support Weapons in the hex but no Units, the owner must move Support Weapons of his choice from the hex to the Reallocating Support Weapons box of the Owning Division.

8.4.3 Returning Routed Units to Play
When a Unit is active (the Unit's Division or Formation Chit is in play, or the Direct Command Chit is in play and the owner pays a Direct Command to make the Unit active), and in the Routed Units box, it may return to play. Routed Non-HQ Units may be placed on or adjacent to the Division HQ. Routed HQs may return on or adjacent to the Division Leader's hex. The placement hex may not be in an enemy Fire Zone. Should no such hex exist, the Routed Unit may not return.

Returning Routed Units use an entire Action to be returned to play but may perform a 2nd Action if eligible.

Returning a Routed Unit is always voluntary.

8.4.4 Additional Effects of Combat Results
Units in a hex cannot be both Pinned and Suppressed. A Pinned hex that receives another Pinned result or a Suppressed result becomes Suppressed. A Suppressed unit that is Suppressed again is eliminated.

Any additional DGs above 4 from Fire must eliminate Units for all the added DG values above 4.

Effects of Status Markers are more completely explained in rule 10.2.

8.4.5 Chobham Armor
Chobham Armor was just starting to be used on tanks during this period. This rule applies to those Units so equipped.

When a Unit that has Chobham armor receives a combat result from fire, the owning player may accept and apply the result, or he may replace the result with a Chobham Armor Depleted marker. Once placed, the marker stays with the effected Unit for the remainder of the game and modifies its values as noted on the marker. Once a Chobham Depleted marker is placed, the Unit may not use his Chobham Armor again.

8.5 Opportunity Fire

Opportunity Fire is performed only by inactive Units. If an enemy Unit triggers Opportunity Fire, by either Assault or Movement, any inactive Units exerting a Fire Zone into the triggering Unit's hex may perform a Fire Action on the triggering Unit or Units. Note that advance after a successful Assault does not trigger Opportunity Fire. Opportunity Fire is performed by each eligible hex in the order chosen by the Inactive player. Conduct Opportunity Fire as you would a regular fire.

Opportunity Fire is triggered when a Unit "leaves" a hex – not upon entry. However, if there are any Deployed Units in the triggering Unit's hex when that Unit is performing a Movement Action, no Opportunity Fire is allowed unless the triggering Unit is moving from Fire Zone to another Fire Zone of same inactive Unit.

Generally, Units in a hex may only Opportunity Fire one time while inactive. Once any Units in a hex have conducted an Opportunity Fire, place a "No Opportunity Fire" marker on that Unit's hex
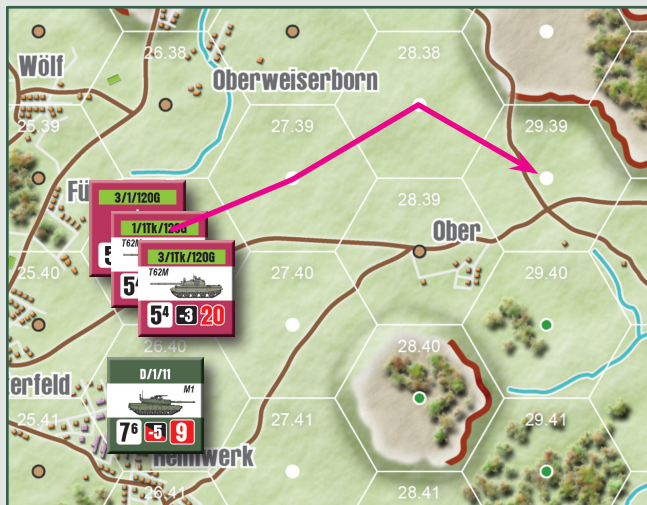
8.5 Opportunity Fire Examples

In example one:

- D/1/11 (Deployed) is in hex 26.40

- 1/1Tk/120G, 3/1Tk/120G (both in Column) and 3/1/120G (Deployed) are in hex 26.39

The Soviet Player wishes to move out from hex 26.39 with his two tank Units. Since there is a Deployed Unit in the hex, he might be able to do this without receiving Opportunity Fire from the Trooper in 26.40. The 1/1Tk/120G moves out first and goes to hex 27.39, then to 28.38, and finally to hex 29.39. The American cannot Opportunity Fire this movement for two reasons. The first is there is a Deployed Unit in the hex from which the Unit is moving and secondly, even with a 6 hex range, when an enemy Unit is adjacent to the American, his Fire Zone is reduced to one hex – and the hexes moved into by the Soviet Tank Unit are not in the Fire Zone of the same enemy.

However, 3/1Tk/120G wishes to move to hex 25.40. In this hex, the American can fire Opportunity Fire. Even though the hex being left has a deployed Unit in it, the Soviet is moving from Fire Zone to Fire Zone of the same enemy.

In example two:

D/1/11 (Deployed) is in hex 26.40

1, 3/1Tk/120G (in Column) and 3/1/120G (Deployed) are now in hex 27.39

In this case, there is no Soviet Unit adjacent to the American and the US Trooper will be able to Opportunity Fire on any hex moved into by the Soviet player until a hex is moved into that is out of the Line of Sight and range of the US Unit.

In this case, 1/1Tk moves into hex 28.39 and the Trooper can fire at the Soviet Unit as it leaves the hex (and if the Soviet ends up not being able to move out of the hex from the fire, it does not move out of the hex). Assuming the US Unit fires here and there is not a result that prevents movement (like a Pin or a Suppression), place a "No Opportunity" fire marker on the US Unit. If the 3/1Tk Unit now moves to hex 26.38, the US player will not be able to fire on this movement.

(however, see Sustained Fire coming up next). This No Op Fire Marker is removed from a hex either if later there are no Units in the hex or if any of the Units in the hex become Active again. Only one Unit need be Active to remove the No Opportunity Fire Marker from a hex. A Unit(s) under a Concentrated Fire Marker may not Opportunity Fire at all. Inactive Unit(s) may choose not to perform Opportunity Fire (saving their fire for a, hopefully, better target later).

Players may not use Concentrated Fire when Opportunity Firing.

There is another Opportunity Fire trigger that happens when ATGMs fire. See 13.0

8.5.1 Sustained Fire

Some Support Weapons allow Units to fire using Sustained Fire. These Support Weapons are marked with a Sustained Fire indicator on their counter and allow Units to fire an unlimited number of Opportunity Fires in an Opponent's Activation Phase or when being Assaulted. After the first Opportunity Fire from a hex by any Unit using a Sustained Fire Support Weapon, place a Sustained Fire marker on the hex. The Unit(s) may continue to Opportunity Fire at active enemy Units unless they roll a their "D" value or greater (as indicated on the Support Weapon). Should they do this, the attack is completed but the Support Weapon is considered out of ammunition. An out of ammunition Support Weapon is removed from the game.

The Sustained Fire Marker is removed from a hex either if later there are no Units are in the hex or when any of the Units in the hex become Active again. Only one Unit need be Active to remove the Sustained Fire Marker from a hex.

8.6 Indirect Fire

Units that may fire indirectly always have black Fire Power boxes on their counters. Be careful here as Artillery Units may mean something else – the black Fire Power is the key to define an Indirect Fire unit. Indirect Fire has many similarities to Direct Fire but also some differences. Fewer modifiers apply and the procedure to determine which enemy Units you can fire on is different. The front side of an Indirect Fire Unit is its deployed side (showing its black Fire Power box. Some Indirect Fire Units may fire when on their Column side as well albeit with a lower firer value.

Indirect Fire Units may never Opportunity Fire.

Note that Indirect Firing Units (on their Indirect Firing side – their deployed side usually) have no Fire Zones. If an Indirect Fire

### 8.6 Indirect Fire Example

- B/4/8 Cav (2nd Brigade of the 3rd Armored Division) is Deployed in hex 21.40
- D/3/12 (2nd Brigade of the 8th Infantry Division) is Deployed in hex 22.40
- The enemy Soviet Unit 3/1/120G is Deployed in hex 22.39

Within range but outside of the map area presented (all Deployed):

- A,F/40 of the 3rd Armored Division
- MTR/2/67 of the 2nd Brigade of the 3rd Armored Division
- MTR/1/68 of the 2nd Brigade of the 8th Infantry Division

The American player wants to fire artillery at the Soviet Unit in hex 22.39, this is what can fire when the following Chits are in play.
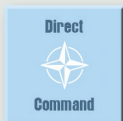
Direct Command: The spotting Unit need not be Active to spot thus firing at a hex when the Direct Command is in play but does require a possibly eligible spotter. In this case, B/4/8 can spot for any indirect fire Unit that is no-striped, white-striped, or red striped of the 3rd Armored Division. The Indirect firing Unit must pay a Direct Command to fire but that is all.

The 2nd Brigade of the 3rd Armored Division Formation Chit is in play: Again, a spotting Unit is required but in this case, it must be from this Formation. B/4/8 Cav is and can spot for any Artillery of the same Brigade. Looking over the three Indirect Fire Units within range, none belong to this Formation – thus no Artillery may be fired when this Formation Chit is in play.

The 2nd Brigade of the 8th Infantry Division Formation Chit is in play: In this case, we have a spotter of this Formation that can see the target (D/3/12) and MTR/1/68 is from the same Formation and may fire Indirect Fire during this Activation. Note however no other Artillery Units may fire from the 8th Division as they are not Active.

The 3rd Armored Division Activation Chit is in play: Here, we have a spotter from that Division and both a Division asset (the A,F/40) and an Indirect Firing Unit from the 3rd Brigade within Range (MTR/2/67). As a division activation chit is in play the A,F/40 can fire with the B/4/8 Unit as a spotter but the MTR cannot. It does not have a spotter from the same Formation that can spot.

Unit has a Firepower value in any other color than Black, it has a Fire Zone and may Opportunity Fire.

8.6.1 How to Perform Indirect Fire

To fire an Indirect Fire Unit that Unit must be Active, and must either be able to see its target hex (as per normal LOS rules) or have an eligible Unit able to see the target hex that can act as spotter. If the Indirect Firing Unit itself has a LOS to the target hex, it may fire on the target hex. If it does not have a LOS, but another Unit of the same Formation (if the Indirect Firing Unit is a colored Stripe Unit), or of the same Division (if the Indirect Firing Unit is a white-striped Unit or no-striped Unit) does have a LOS to the target hex, this latter Unit may act as a spotter, and the Indirect Firing Unit may fire at the target hex. The target must be within range of the Indirect Firing Unit. Note that a spotter does not need to be Active to spot, nor does it need to be In-Command.

A Target hex may be enemy occupied, friendly occupied, or vacant.

Indirect Firing Units can only fire at a hex, never at a specific Hard Target in a hex.

To resolve Indirect Fire, apply any applicable modifiers to the Fire Strength of the Indirect Firing Unit, roll a die, cross reference the roll on the Black row of the Combat Results Table, and apply the results. As with Direct Fire, in all circumstances, if you roll a 0 you have hit your target and look up the results on the appropriate 0 column. If you roll a 9 you always miss, regardless of the modified Fire Power strength.

If an Indirect Fire Unit fires at a hex without a valid target – a friendly-occupied hex, an enemy-occupied hex with no legal target (e.g. all Hard Targets in the hex), or a vacant hex – there is no combat result from this fire: only an appropriate Barrage Marker may be placed (if a 9 isn't rolled).

8.6.2 Barrages

When an Indirect Firing Unit fires using Indirect Fire, it will usually leave a Barrage Marker in the target hex. The only exception to this is when the firing Unit rolls a "9" for its fire. In this case, no Barrage is placed. If the target hex has friendly Units, there are no enemy Units that can be seen in the target hex, or the hex is vacant, there is no CRT effect but you do roll a die to see if you roll a "9" or not to be able to place a barrage.

To determine the strength of the Barrage Marker, use the unmodified Fire Strength of the firing Unit plus any additional Units (case D of 8.3.1) to determine the Barrage Marker needed.

- Indirect Fire strength of 2 or less, place a Smoke Marker on the hex
- Indirect Fire strength of 3, place a Light Barrage Marker on the hex
- Indirect Fire strength of 4, place a Medium Barrage Marker on the hex
- Indirect Fire strength or 5 or more, place a Heavy Barrage Marker on the hex

Lastly, a Tank Unit that is the target of an ATGM strike and successfully rolls to Opportunity Fire, may, instead of actually firing, place a Smoke Discharged marker in any adjacent hex. This will reduce the strength of fire of any fire traced through the hex

with the Smoke Cannister by 4. After the ATGM attack has been completed, remove the Smoke Discharge marker and place a Smoke Canister Out marker on the Unit that sent out the smoke.

Any hex with an already placed Barrage Marker may not be attacked with indirect fire unless the firing Unit can theoretically place a Barrage Marker of greater strength. So, a hex with a medium Barrage Marker can only be attacked by an indirect firing unit that has an Indirect Fire strength of 5 or more. A hex with a Heavy Barrage Marker may not be barraged. There can only ever be one Barrage Marker in a single hex. If you can place a Barrage Marker from a higher value Indirect Firing Unit in a hex that already has a Barrage marker, replace the lesser one with the greater one.

Movement reductions or status changes caused by a Barrage Marker apply to all Units (enemy or friendly) that are in a hex with a Barrage Marker or as soon as they enter such a hex. Round all fractions down. Apply Status Marker effects to movement first. So if a hex has a DG 3 on it, all Units in the hex have their movement halved first – then, halve it again for the Barrage (example – a Unit with a movement of 5 with a DG3 marker on it and is Medium Barraged, has a movement allowance of 1 to leave the hex. Note that there is no one-hex minimum move in CSS.

For example, if a Unit with a DG3 marker (with a printed movement allowance of 5) moves into a Medium Barrage hex that costs one movement point to enter, it would have no remaining movement points to use after its movement into the Barrage hex. That's half of 5 rounded down to 2, use 1 to move into the Barraged hex, 1 halved and rounded down is 0.

Units under a Barrage Marker have their Fire Zone limited to only adjacent hexes. Barrage Markers are also Line of Sight obstacles for all Units. You may not trace Line of Sight through a Barraged hex but may see normally out of a Barraged hex if you are under a Barrage Marker.

Units with Thermal Imaging and if at night or if it is raining, ignore the LOS block from all Barrage/Smoke markers (of all types). They may see as if they weren't there.

All Barrage Markers are removed when the Wind Chit is drawn from The Cup.

Friendly Units of all types can place a Smoke Barrage in their hex or in any adjacent hex as a Fire Action. This is handy to restrict enemy Line of Sight into hexes behind the front lines.

8.6.3 Indirect Fire Strength Modifiers

Only the following modifiers (and no others) are used with Indirect Fire:

- Any DG Markers currently on the Indirect Firing Unit
- Any Barrage Markers currently on the Indirect Firing Unit
- The Terrain modifier of the target hex (if the Target Unit is Deployed)
- Any Fortification Markers on the target Hex (only)
- +1 for each additional Indirect Fire Unit stacked with the Firing Unit (if it also performs a Fire Action).
- Rain -1

No other modifiers are applicable to Indirect Fire (including Unit Defense modifications).

Pinned or Suppressed Units may not Indirect Fire.

8.6.4 Indirect Fire Units and Column

Whenever an Active Indirect Firing Unit is adjacent to an enemy Unit, it must immediately be flipped to its Column side. Units (if eligible) may flip back to their Deployed side on a future Activation.

8.7 How a Hex Becomes on Fire

A hex can catch fire in various ways, and it is also dependent on the type of terrain in the hex. On the Terrain Effects Chart is a Catch Fire Value, if one of the events below happen, roll a die if the hex can catch fire, and if you roll equal to or less than the Catch Fire Value, an On-Fire marker is placed on the hex:

- Any Indirect Fire Attack
- Any Nuclear Attack
- Any Air Strike
- Any Missile Strike

8.7.1 On Fire

If a hex catches fire, place an On-Fire marker in the hex.

An On-Fire marker has the following effects:

- It counts as Blocking Terrain of unlimited height for LOS (including Thermal Imaging at night).
- No Unit may enter a hex containing an On-Fire marker.
- Any Active Units in an On-Fire hex at the end of their Activation immediately rout.

Should the weather become Rain then remove all On-Fire markers.

Whenever the Wind Chit is drawn, roll a die for each existing On-Fire marker.

- If the die roll is a 0, 1, or 2, flip the On-Fire marker to its Fire Cleared side. A hex with a Fire Cleared marker counts as Clear Terrain for the rest of the game (the "CT" on the Fire Cleared Marker is to remind you of this).
- If the die roll is 8 or 9 the fire has possibly spread. If either of the hexes immediately to the northeast or southeast of the currently on fire hex are hexes that have a Catch Fire Value on the Terrain Effects Chart, place a Fire marker on this hex. If both hexes are possibly flammable, roll a die to see which one catches fire: 0-4 northeast or 5-9 for southeast.

8.7.2 Putting Out Fires

Only Engineers (or Rain or Wind) can put out fires. Rain and Wind are covered above. An Engineer may put out a fire hex by being adjacent to the on-fire hex and rolling its TQ or less. This is an Engineering Action (see 11.0). If it rolls over its TQ, the Fire is still raging.

9.0 ASSAULT ACTIONS

Unlike previous games in the series, Assaults can happen either immediately or when the next time a Unit adjacent to an Assault Marker is Active. Assaults are never performed, and markers are never placed on a Direct Command Chit. Assault is an Action and any Units that Assault have completed their Action for that Activation. Note that you always first conduct Assaults on previously placed Assaults, and then place new Prepared Assault Markers for completion now or in a later Activation. The standard procedure is described below in sections 9.1-9.5.

9.1 The Assault Sequence of Play

A. The Assaulting player may "call off" the Assault. If this happens then proceed to Step L below. If not, and the hex with the Assault Marker is currently empty of any enemy Units, proceed to Step J. If there are enemy Units in the hex and the Assault is not being called off, the Assaulting player must state which Units are Assaulting – these Units are now committed to the Assault (Note that this choice only applies for Units adjacent to more than one Assault Marker: a Unit adjacent to an Assault Marker **must** take part in an Assault if eligible).

B. The Assaulting Player may fire Active Indirect Fire Units (1 for the NATO Player, 2 for the Soviet Player if the Assault is immediately being resolved or up to 3 for the NATO Player and up to 5 for the Soviet Player if the Assault is completely the next available Activation) in support of the Assault. Resolve the Indirect Attack normally and add any applicable Barrage markers but also remember how many fired, you'll need this value as a benefit in the upcoming Assault. Each Indirect Fire attack is resolved and each Indirect Fire Unit firing in support will later add +2 to the Attacker's die roll during step G below. All Indirect Units may fire on the hex even if there is a preexisting barrage of any strength in the hex. If the Barrage strength is higher value than the current barrage marker in the hex, replace the barrage marker with a marker of the new, higher value.

C. All Assaulting Units must flip to their In-Column side.

D. The Defending Units may choose any or all Units in the assaulted hex to automatically Rout and perform a standard rout (see 8.4). If this happens and no Units remain in the Assaulted hex, proceed to step J below.

E. Perform Defending Player Opportunity Fire at one Assaulting hex (more if the Defender can perform Sustained Fire).

F. Compute Odds for the Assault.

G. Each Player rolls one die and applies appropriate modifiers.

H. Remove or Replace any Leaders or Heroes lost from the Assault.

I. Compare the difference in the modified die rolls and apply the results.

J. The Attacker must move at least one Assaulting Unit into a vacated Assault Marker hex.

K. All Units that participated in the Assault have completed their Action for this Activation and may not activate again for the reminder of the Activation.

L. Remove the Assault Marker.

9.0 Assault Examples

The Setup:

The Soviets are defending with:
1/1/120G (Deployed), 3/1/120G (Deployed), 2/1Tk/120G (Deployed), AGS-17 SW, Hero!, Trenches in hex 29.20

NATO are Assaulting with:
A/6/77 (Column), C/6/77 (Column), M72 LAW, M249 SAW in hex 30.19
A/5/77 (Deployed), A/4/8 (Deployed), B/4/8 (Deployed) in hex 30.20
C/4/8 (Deployed), D/4/8 (Deployed) in hex 29.21
Off the displayed area but within range MTR/6/77, 4/29, 6,29 (Deployed) and stacked together.

First off, who may assault and when?

If the 8th Infantry Division is the Chit in play, all 8th Infantry Division Units may place an assault marker. If only a Formation Chit of a Division is in play, only Units of that Formation may place the Assault Marker.

If a Dispatch Point is paid and an immediate Assault is occurring, only Units of that Formation are Active may assault – even if other Units are adjacent. The other Units just sit and watch.

Let's assume the 8th Infantry Division Chit is in play and the NATO player pays one Dispatch Point to immediately Assault. As all Units are part of the 8th Infantry Division, all are now Assaulting.

Following along with rule 9.1, the following occurs:

A) The Assaulting Player may "call-off" the Assault (this would be a poor choice for an immediately placed assault but might have value if the Assault is delaying and things have changed that aren't to the assaulting player's liking).
B) NATO may fire his Indirect Fire Units that are Active. In this case, he may only use one Indirect Firing Unit (as it is an immediate Assault). He chooses the 4/29 Unit to fire and resolves its attack. If a 9 wasn't rolled, a Heavy Barrage is placed on the hex. The other two Units that are stacked with the 4/29 Unit may perform Actions normally, but the 4/29 Unit is done for this Activation.
C) All Assaulting Units flip to their Column sides.
D) The Soviet player could choose to Rout any or all of the Units in the Assaulted hex. He sticks it out.
E) The Soviet player now fires his Opportunity Fire. He fires at 30.20 and Suppresses the hex. A Suppressed marker is placed on the hex. The Units in the Suppressed hex will not be able to continue the Assault. As the Soviet player has no Sustained Fire weapons, he may not Opportunity Fire at any other attacking hex. A No Opp Fire marker is placed on the hex.
F) Odds for the Assault are now computed. 4 NATO Companies are assaulting (the 3 in 30.20 may not be counted as they cannot continue the Assault) and 3 Soviet Companies are defending. The Odds are 1-1.
G) The Assault is resolved with each player rolling a die and adding their modifiers (see 9.5).

NATO rolls a 5 and adds the following to his roll:
- Odds of 1-1 (-1)
- Tanks are Assaulting (but not only tanks (+4)
- Appropriate Assault Marker modifier (+3)
- Leader (+1)
- The Lowest TQ of any of the Assaulting Units (+6)
  His modified roll is 18

The Soviet player rolls a 9 and adds the following to his roll:
- As he has Deployed Units in the hex, the Village modifier is applied (subtracting -1 gives a +1) and the Trenches marker is applied (+2), for a combined (+3)
- As there are Deployed Units, the Soviet player may decide which Unit's defense value is used, he'll choose the Tank (+3)
- Tanks are defending (but not only tanks) (+3)
- The Heavy Barrage marker is in the hex (-1)
- The Hero in the hex (+2)
- The Lowest TQ Unit in the hex (+4)
  His modified roll is 23

The Soviet player wins the roll by 5 and the NATO player must place 5 DGs in the assaulting hex. He can place them how he wishes but chooses 2 DG in 30.19 and 3 DG in 29.21. He cannot put any in hex 30.20 as it did not actually assault.
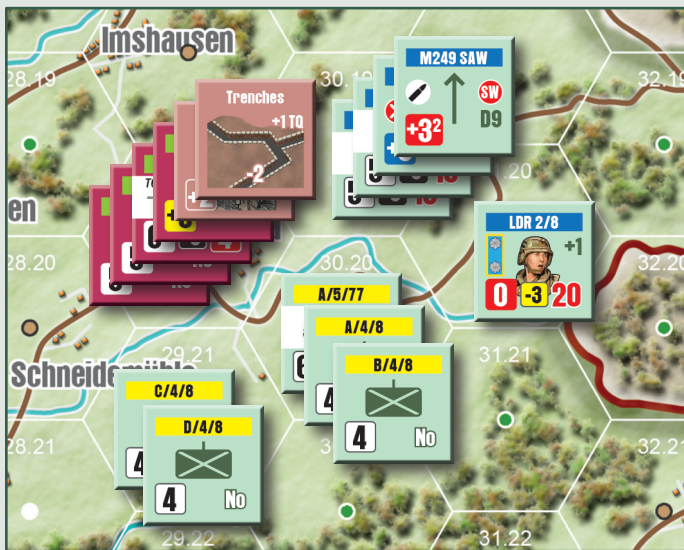
Lastly, the Soviet Hero is removed from play.
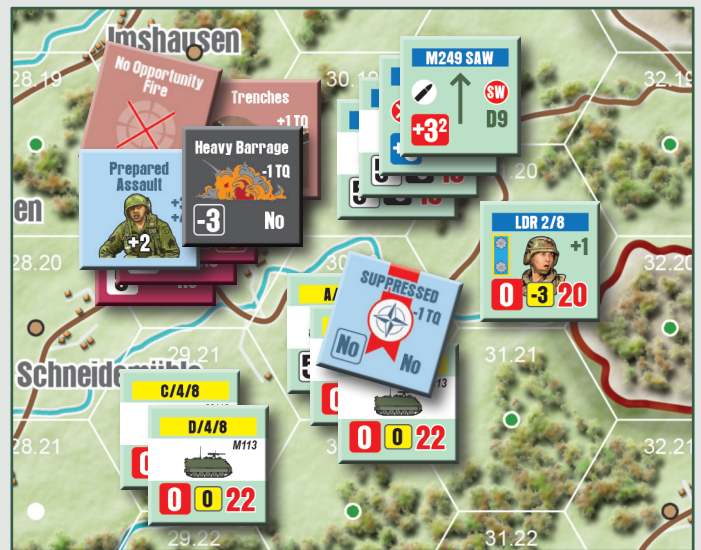
The Battle for the Center

Hex 29.20	1/1/120G	3/1/120G	2/1Tk/120G T62M	AGS-17	Hero!	Trenches
	5 No	5 No	6⁴ -3 4	+3 SW D8	+2 -1	-2

Out of displayed area but within range

MTR/6/77 M106	4/29 M109	6/29 M109
5¹³ -1 No	5³⁶ -2 8	5³⁶ -2 8

Hex 30.19	A/6/77 M60A3	C/6/77 M60A3	M72 LAW	M249 SAW
	5⁵ -3 15	5⁵ -3 15	+3 SW	+3² SW D9

Hex 30.20	A/5/77 M60A3	A/4/8	B/4/8
	6⁵ -4 6	4 No	4 No

Hex 29.21	C/4/8	D/4/8
	4 No	4 No

Hex 31.20	LDR 2/8
	0 -3 20

1. The Set Up

2. They Go In

3. The Result

9.2 Placing a Prepared Assault Marker

Assault Markers may be placed whenever a Formation or a Division Chit is pulled from The Cup but before the placing Unit has performed any Actions (although it may perform Actions normally after placement). Placement is done after any Assaults previously placed have been resolved. An Active Unit must be chosen to place the Assault Marker in any adjacent hex. If the Assault placing player wishes to immediately resolve the assault, pay one Dispatch Point from the Division that the placing Unit belongs to or, if the assault is placed but not completely, no Dispatch Point is paid. This adjacent hex can be unoccupied, friendly occupied or enemy occupied. It must be a hex that the adjacent Active Friendly Unit could legally move into with a Movement Action (although no actual movement takes place). Should there not be a friendly Unit adjacent (it needn't be the one that allowed placement in the first place) to a Assault marker at any time, remove the Assault marker from play. Note that the Assault marker has no effect on play while awaiting friendly Active Units adjacent to it to assault. The enemy Player may freely leave the hex, reinforce the hex or move through the hex at will.

Unlike other games in the series, you may place the Assault marker and immediately complete the assault (paying 1 Dispatch Point

from the placing Unit's Division. In this case, use the lower of the two TQ values on the Assault marker for the Assaulting Units and the number of Indirect Fire Units that may fire is lowered. Outside of this, the Assault is performed exactly the same whether performed immediately or at the next available Activation.

9.3 When Prepared Assaults Occur

Assaults occur either immediately after placement if the placing player is paying 1 Dispatch Point, or if the placing player wishes and doesn't pay the 1 Dispatch Point, the next time any friendly Units are Active. In the latter case, whenever a Formation or Division Chit is pulled from The Cup and there are Active Units adjacent to a previously placed Prepared Assault Marker. Assault is voluntary and if you choose to call off the Assault, remove the marker from play. If you don't call off the Assault, all active Units (only) adjacent to a Assault marker must Assault. If Units are adjacent to multiple Assault Markers, the owning player may allocate them to Assaults as he wishes – but all must Assault somewhere (unless they are unable to enter any of the Assaulted hexes).

All Assaulting Units are considered to have used their Actions for the current Activation (they can't do anything else for that Activation – no 2nd actions).

9.5 Assault Modifiers

The **Assaulting Player** applies the following die roll modifiers:

a) The Odds of the Assault: divide the number of Assaulting Units by the number of Defending Units to form a ratio and round that ratio in favor of the defender. Find the ratio on the table below and apply the corresponding modifier to the Assaulting Player's die roll (only – not the defender):

b) If any Tanks are Assaulting: add 4; *or*

c) If **only** Tanks are Assaulting: subtract 2;

d) Add the appropriate Troop Quality Bonus on the Prepared Assault Marker;

e) Subtract any Status Markers on the Assaulting Units Troop Quality as applicable. Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total;

f) Add a Leader and/or Hero Troop Quality modifier;

g) Add 2 for each Friendly Indirect Fire Unit that fired earlier in the sequence;

h) Add the lowest Troop Quality value of any of the Assaulting Units.

i) Add 3 If the Assaulting player has a Flamethrowing ability with either a Support Weapon or a Unit

1-3 or less:	-3
1-2:	-2
1-1:	-1
3-2:	0
2-1:	+1
3-1:	+2
4-1:	+3
5-1 or more:	+4

Note that only one of b) or c) applies.

The **Defending Player** applies the following die roll modifiers:

a) Subtract the Terrain Defensive Value (including any Fortification Markers) if any of the defending Units in the assaulted hex are deployed. If all the Assaulted Units are in Column, no Terrain Value is applied. Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total;

b) Subtract the Defense Value of one Unit. If all defending Units are In-Column, the Assaulting Player may choose any one of those. If any are Deployed, the Defender may choose one Unit. Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total;

c) If any Tanks are Defending: add 3; *or*

d) If only Tanks are Defending: subtract 3;

e) Subtract any Status Markers on the Defending Units Troop Quality as applicable. Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total;

f) Add a Leader and/or Hero Troop Quality modifier;

g) Add the lowest Troop Quality value of any of the Defending Units.

Note that only one of c) or d) applies.

Only Units that can legally enter the Assaulted hex may Assault (this includes temporary restrictions from Markers like Suppression, Pinned, or Heavy Barrage).

9.4 Conducting a Prepared Assault

The Assaulting player (only) may fire Active Indirect Fire Units in support of the assault. This will be the Indirect Firing Unit's entire Activation for this Chit (i.e., no 2nd action is allowed). For each Indirect Fire Unit firing in support, the attacker adds 2 to his assault value. If this Assault is being resolved immediately, 1 NATO Artillery Unit or up to 2 Soviet Artillery Units may fire. If the Assault is being delayed until the next Activation, up to 3 NATO Artillery Units and 5 Soviet Artillery Units may fire (see 9.5, step 7). Indirect Fire Units that are stacked with the firing Indirect Firing Unit and added their 1 additional value (see 8.7.4; step g) each count towards this modifier (the add-on Indirect Fire Units do count towards the maximum allowed).

Secondly, the defending Units in the hex being Assaulted (only) may perform Opportunity Fire against the Attackers (if the Units are not under a *No Opportunity Fire* Marker). Note that the *Prepared Assault* Marker has an additional Defense modifier to apply to the adjacent Assaulting Units that are being fired upon. This is a normal Opportunity Fire and unless the Defending Unit has a Sustained Fire Support Weapon, it may fire at only one Assaulting hex (or a Hard Target). If it has Sustained Fire, it may fire at each assaulting hex (or Hard Target) but the SW breakdown rule (8.5.1) applies normally here. If breakdown occurs, remove the SW from the map after the Opportunity Fire that caused the Breakdown occurs. No more Opportunity Fire may occur; place a *No Opportunity Fire* Marker on the Assaulted hex.

After the Assaulting Player has fired any Indirect Fire and the Defender has fired his Opportunity Fire, the actual Assault is conducted.

Both players determine all applicable values for the upcoming Assault roll and then each player rolls a die, applying all his Assault modifiers to the roll to get a final modified die roll.

If both players roll the same final modified number, add one DG to each Assaulting hex (note the "each" here), and to the Defending hex; the assault is over – proceed to step K in the Assault Sequence. If there is a difference in the rolls, the lower roller adds that number of DG to his side (the Defender applies them to the defending hex; the Attacker may distribute them amongst his assaulting hexes as he sees fit).

If either player rolls a "9" and that rolling player used a Leader to aid in his assault, the Leader is replaced or removed from play (if already a replacement Leader).

If the defending hex is vacant after all results have been applied (either by losses or retreat), the Assaulting Player must advance at least one Unit into the Assaulted hex. Remove the Assault Marker and continue with the Activation.

9.6 Accelerated Assaults

The Soviet player may also use Assaults, but for the Soviet Player, they are called Accelerated Assaults. The differences are mentioned above but unless there is a specific difference mentioned, these are just the Soviet type of Assaults.

10.0   RALLY ACTIONS

Units can have various Status Markers on them that temporarily change Unit values. These always apply to all Units in a hex equally and only one is ever placed in a hex. Fortifications (Caves, Foxholes, Trenches and Pillboxes) are removed when there are no more Units in the hex with the Fortification. Barrages, Nuclear plumes, and non-persistent chemical markers (and possibly persistent chemical markers) are removed when the Wind Chit is pulled from The Cup. Assault Markers are removed via the Assault Procedure. *Concentrated Fire*, *No Opportunity Fire* and *Sustained Fire* Markers are removed when a Unit in the hex becomes Active.

Suppressed, *Pinned*, and *Disorganized* Markers are only removed using a Rally Action.

10.1 How to Rally

A Rally Action may be performed whenever a Unit is Active. It may be performed in an enemy Fire Zone. Only one Unit in a hex need be Active to remove or reduce a Status Marker via Rally. You may perform only one Rally Action per hex per Action (thus if you perform a 2nd Action, that too may be a Rally Action). Just announce you are doing a Rally Action and remove or reduce the applicable Status Marker.

A Rally Action removes a *Suppressed* or *Pinned* Marker or reduces a *Disorganized* Marker by one level (as an example, if at DG3 and you rally, replace the DG3 Marker with a DG2 Marker).

If a hex is Suppressed or Pinned, that must be the first Status Marker that you remove by Rally. If a hex is Suppressed or Pinned and also has a *Disorganized* Marker, you can't rally the Disorganized before you remove the *Suppressed* or *Pinned* Marker.

A hex may not be both Pinned and Suppressed. If a Suppressed hex receives a Pinned result, ignore the Pinned result. If a Pinned hex receives a Suppressed result, remove the Pinned Marker and replace it with a Suppressed Marker. A Suppressed Unit that receives another Suppressed result stays Suppressed.

10.2 Suppressed, Pinned, and Disorganized Markers

10.2.1 Suppressed Markers

Suppressed Markers must be removed via a Rally Action before any *Disorganized* Markers may be reduced or removed by Rally. Units under a *Suppressed* Marker may not Fire or move in any way and their Troop Quality is reduced by 1. They may not Opportunity Fire. The only Action a Suppressed Unit may perform is Rally to remove the *Suppressed* Marker. *Suppressed* Markers apply to all the Units in a hex. Only one Unit need perform a Rally Action to remove the *Suppressed* Marker from a hex but only one Rally Action is permitted per hex, per Action. Suppressed Units may not Assault.

10.2.2 Pinned Markers

Pinned Markers must be removed via a Rally Action before any *Disorganized* Markers may be reduced or removed by Rally. *Pinned* Markers subtract 3 from a Unit's Fire Value and Pinned Units may not move. *Pinned* Markers apply to all the Units in a hex. Only one Unit need perform a Rally Action to remove the *Pinned* Marker from a hex but only one Rally Action is permitted per hex, per Action. Pinned Units may not Assault.

10.2.3 Disorganized Markers

Disorganized Markers have values ranging from 1 to 4, with each reducing various values as the level of Disorganization increases. A Rally Action removes one level of Disorganization (4 goes to 3, 3 goes to 2, etc.). Only one Unit need perform a Rally Action to remove one level of Disorganization from a hex, but only one Rally Action is allowed per hex, per Action. *Disorganized* Marker values apply to all Units in the hex; should a Unit move out of a hex with a *Disorganized* Marker, leaving other Units in the hex, it will keep the same level of *Disorganized* Marker with it – and the Units remaining in the hex also remain at the same level of Disorganization.

When any Unit enters a hex, that Unit and all Units already in the hex immediately acquire the same level of Disorganization – the higher of the entering Unit and the Units already in the hex (e.g. a Unit with no DG enters a hex at DG3 – it also becomes DG3; a Unit at DG2 enters a hex at DG1 – all Units in the hex become DG2). This includes Units just "moving through". The acquisition happens upon entry into the hex for all Units concerned.

Units at DG4 may not Assault.

DG4 is the maximum level of Disorganization a hex may be at – after DG level 4, each newly acquired DG will eliminate a Unit in the hex.

Movement penalties for status markers are applied in the following order: *Disorganized* Markers first, then Barrages. Always round fractions down to the nearest whole number. Note that there is no minimum move rule: if a Unit does not have sufficient movement allowance, it cannot enter a hex.

For example, a Unit with a movement allowance of 5 is in a hex with a *DG3* marker and it is also under a *Medium Barrage* Marker. The DG3 halves the movement allowance of the Unit (rounding down) to 2, and the Medium Barrage halves it again to 1 point.

11.0 ENGINEERING ACTIONS

Engineering Units can be identified by the Engineering symbol (example here) or if the name of the Unit is "Eng". These Units can perform all Engineering functions. In CSS: Fulda Gap, there are also specific function Engineer Units as well that are listed below. Engineering Actions include the following:

- Building Fortifications
- Laying and Removing Mines
- Putting Out Fires
- Creating Clearings and support facilities for Helicopter Units to use on map
- Bridging Water Barriers.

In all cases, only one Engineering Action may be performed per Activation in any one hex. Thus, you can only perform an Engineering Action in one Action per Activation – even if you have two Actions to perform for a Unit.

11.1 Building Fortifications

Fortifications Status Markers include Caves, Foxholes, Trenches, Pillboxes and Bunkers. These all modify Fire attacks against a hex by the amount listed on their marker. Trenches, Pillboxes and Bunkers also increase the TQ value of Units in the same hex. Foxholes can be built on any type of terrain by Leg (white movement allowance Units). Trenches, Pillboxes and Bunkers can only be built by Engineers.

Leg (shown by movement value in white) Units that are deployed can build Foxholes. There is no Troop Quality Check to do this. Just declare an Engineering Action and place the Foxhole. Only one Unit in a hex need be Active to build a Foxhole but only one Engineering Action per hex, per Activation is allowed. No movement points are spent to do this and thus no enemy Opportunity Fire is allowed.

Only Deployed Engineers (those with "Eng" as their name or with the Engineering Symbol) can build Trenches, Pillboxes, or Bunkers. This is an Engineering Action and requires a Troop Quality Check to be passed for success. If you roll the modified Troop Quality or less, and the hex already has a Foxhole marker, flip it to reveal a Trench marker. A roll of 0 always passes; a roll of 9 always fails. You can't have both a Foxhole and a Trench in the same hex. Only one Engineer Unit in a hex need be Active to build a Trench but only one Engineering Action per hex, per Activation is allowed. No movement points are spent to do this and thus no enemy Opportunity Fire is allowed.

Pillboxes and Bunkers may be built in the same way but to build a Pillbox, you must have a Trench in the hex. To build a Bunker, you must have a Pillbox in the hex. Only one of these four types may be in a hex. Replace the lesser value marker when you create a higher value one.

Foxholes, Trenches and Pillboxes are removed from play if there

are no friendly Units in the hex with those markers. Bunkers remain on the map and may be used by either side.

11.2 Mines

11.2.1 Laying Mines

All Units with "Eng" as part of their name or having the Engineering Symbol may lay mines. To lay a mine, an applicable Unit must be Deployed and roll a Troop Quality Check. If passed, place either a Anti-Tank or an Anti-Personnel mine. Only one mine may be placed per Engineer Action. Only one mine of each type may be present in a hex.

Anti-Tank mines attack any hard target Units that enters the hex with a blue firepower strength of 5.

Anti-Personnel attack unit non-hard target Units that that enters the hex with a yellow firepower strength of 6.

There are no modifiers to this Fire Value.

Area Denial Artillery Munitions (Mines) can also be laid by NATO V Corps Indirect Fire (see Rule 23.1) performing an Indirect Fire mission. Choose a hex within range that is spotted by an eligible Unit (using the same rules for spotting any Indirect Fire) and roll a die. If you roll a 4 or less, place an Anti-Personnel Mine marker in the hex.

To remove a mine marker, any Deployed Engineer Unit (with "Eng" in its same or with the Engineering symbol) may remove a mine marker in any adjacent hex by performing an Engineer Action and passing a Troop Quality Check.

11.3 Putting Out Fires

To remove an On-Fire marker, any Deployed Engineer Unit (with "Eng" in its same or with the Engineering Symbol) may remove the marker in any adjacent hex by performing an Engineer Action and passing a Troop Quality Check.

11.4 Creating Clearings for Helicopter Units

There is one permanent Helicopter base on the Fulda Gap map, Sickles Helicopter Base in hex 14.60. This is the base for the AS/11 Helicopter Unit. If the AS/11 Unit is based here (not moved to Off-Board), it is eliminated when a Soviet Unit enters the hex.

Additional Helicopter bases may be created by any Engineer Unit (one that has "Eng" in its name or has the Engineering Symbol) by being Deployed in a Town hex (only). Any Helicopter may spend an Activation to be based in this hex. While based there, the Helicopter Unit can be eliminated if the Engineer Unit is eliminated or moves from the hex. See rule XXX.

11.5 Bridging Water Barriers

Water Barriers (Rivers and Streams) may be Bridged by Engineer Units (those with "Eng" in their name or with the Engineering symbol) by being Deployed and spending an Engineering Action. Roll a Troop Quality Check and if passed, place an M.A.B. Unit in the hex facing the bridged hexside in a clear manner to both players. A bridge exists there for all game purposes. If the

Engineer placing the M.A.B. Activates in any way, remove the M.A.B. marker. M.A.B Units may be fired on normally. If there are any DGs on the hex, or if the hex is Pinned or Suppressed, the M.A.B. may not be used as a bridge. The Engineer Unit's hex that placed the M.A.B. also receives all combat results the M.A.B. hex receives. The reverse is also true – if the Engineer's hex is affected by combat, so too is the associated M.A.B.

Some Units have bridge symbols on their reverse sides. These Units, if adjacent to a stream or river hexside may just flip over and become a bridge in all ways. To remove the bridge and become a Unit again, just Activate the Unit and flip it back over. In both cases, this is one Action. As with M.A.B.s placed, these reverse sides of the Bridging Unit may be fired on normally. If any DGs are in the hex, or if the hex is Pinned or Suppressed, the Bridge may not be used.

Engineer Units (those with "Eng" in their name or with the Engineering symbol), may also "blow" bridges. A Deployed Engineer Unit (one with "Eng" in its name or with the Engineering symbol) may spend an Action to attempt to blow any bridge that is adjacent to the hex it is in. Roll a Troop Quality Check and if passed, place an M.A.B. Disrupted marker on the hex to mark the bridge destroyed.

12.0 SUPPORT WEAPONS

Support Weapons are Division, Regiment or Battalion assets that can be attached to Units to add or change their Fire Power - or provide an additional benefit as shown on the marker. Generally, you attach a Support Weapon Marker to a hex and any Unit in the hex may use that Support Weapon in a Fire Combat. Support Weapons can "deplete" when used in Fire or can be detached and later added to another or the same Unit. Support Weapons all have an SW on their counter to show they are Support Weapons.

All Support Weapons have this symbol on their counter

12.1 Attaching a Support Weapon

A Unit must be Active to receive Support Weapons and it must attempt to receive support before it performs a non-Assault Action. Support Weapons that are to be placed with a Unit(s) must be part of the Formation that is currently Active. No-stripe Support Weapons are active when any Formation of their Division is Active and may be attached to any Unit of their Division.

To attach a Support Weapon to a Unit(s), take an available Support Weapon (in the Available Support Weapons box on the Division Display) and trace an unlimited series of passable hexes (for a Wheeled Unit) from the owning Formation HQ or

Division HQ to the hex that the Support Weapon is to be placed in. The destination hex may be in an enemy Fire Zone, but no other hexes may be.

Note that there are some terrain features that a Support Weapon may not be able to cross after attached. This does not, however, inhibit this trace to attach a Support Weapon. To attach a SW, all hexes tracing to the destination hex must be legal for a wheeled type unit to enter.

You may only attach as many Support Weapons to a hex as you wish as long as there is at least one Unit in the hex. Support Weapons never count towards stacking. If there are no Units in a hex with Support Weapons at any time, remove all the Support Weapons in the hex and place them in the Reallocating Support Weapons box of the owning Division's Display.

12.2 Detaching Support Weapons

To voluntarily remove a Support Weapon from a hex, you do the reverse of how you attached it. Before an Active Unit has performed any non-Assault Actions, trace an unlimited line

13.0 ATGM Example (Anti-Tank Guided Missile)

The Setup:

NATO:
- AT/4/8, A/4/77 are in hex 12.16

Soviet:
- 2/2/172G is in hex 12.15
- 1/1Tk/117G is in hex 14.14
- 1/1Tk/172G, Illumination Round are in hex 14.15
- 2/1Tk/117G is in hex 15.15

It is a night turn and the 3rd Brigade of the 8th Infantry Division Formation Chit is in play. Both Units in 12.16 are Active. The NATO player decides to perform an ATGM attack and looks at his targets. The Soviet Units in 14.14 and 15.15 cannot be seen as it is a night turn – but additionally, they can't be fired upon by an ATGM as in both cases, the LoS would cross a water feature of some type (both are blocked by streams here). But hex 14.15 may be fired upon as it is Illuminated (thus treated the hex is treated as Day time for spotting), the target is within the minimum and maximum range of the missle, and no water barriers exist in the LoS trace from firing Unit to target. The NATO player has a T in the black circle and a TOW marker is placed in the target hex (14.15).

As a side note, even though there is an enemy Unit adjacent to the ATGM firing Unit (thus reducing the Fire Zone of the Unit to one hex), ATGM fire is not affected. The target of an ATGM fire need only be in range and be seen.

The Soviet Player now gets a special Opportunity Fire as an ATGM is being fired. Note that had this been a Hellfire missile, no Opportunity Fire would be allowed. Each Unit with a LoS and a Fire Zone on the ATGM firing Unit may Opportunity Fire. If this had been daytime, or if an Illumination Round was currently on 12.16, all the Soviet Units would be able to Opportunity Fire. The target Unit (the 1/1Tk/172G) could attempt to place a Smoke Discharged marker to reduce the strength of the ATGM as its Opportunity Fire (although if he chose to do this instead of regular Opportunity Fire, it would have to be done first – possibly impacting other Soviet Opportunity Fire – and that would be the only type of Opportunity Fire the Unit could do).

In this case, the Soviet tank Unit never saw it coming.

The Soviet Infantry Unit in 12.15 does both see the ATGM firing Unit and has a Fire Zone on the hex and may try and Opportunity Fire. His Troop Quality is 4 and he rolls to see if he fires. He needs a 4 or less to fire, and for the moment assuming he makes the roll, he may Opportunity Fire on the US Unit. If any result at all is achieved, the ATGM Unit is Suppressed and the marker is removed from play. If he fails his TQC or the fire does not gain a result, the ATGM fire is resolved.

Firing with a 7 value, with no Smoke Cannister, there only modifier to the TOW attack strength is the Defense of the Tank at -2 (half of -4). Roll a die and a result of 5 or 4 will eliminate the Tank Unit. 3, 2, 1, or 0 will be a rout check of some type. If the US player rolled an unfortunate 9, place an ATGM Out marker on the US Unit that fired.
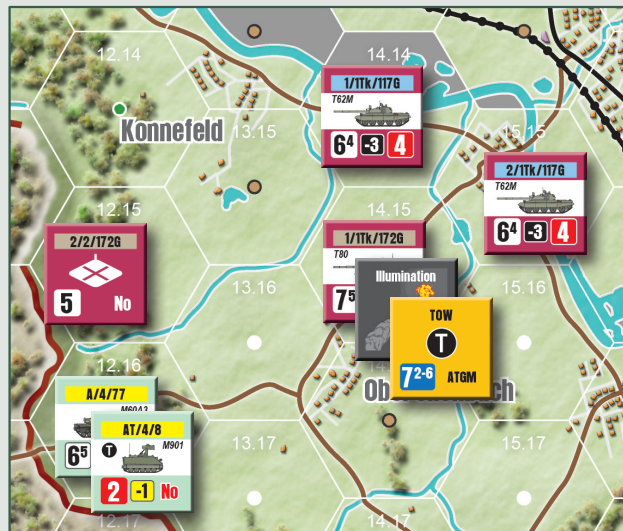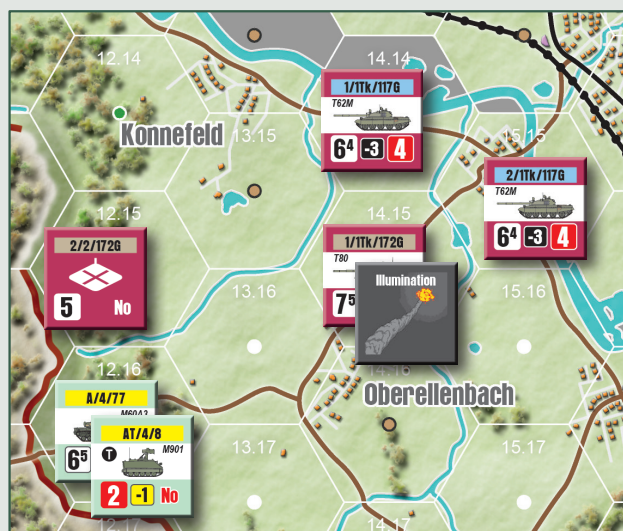
of passable hexes (for a Leg Unit) to the owning Formation or Division HQ. The hex in which the SW starts its trace may be in an enemy Fire Zone but no other hex may be. If such a trace exists, pick up the Support Weapon and place it in the Reallocating box of the owning Division Display.

Support Weapons can also be removed involuntarily from a Unit. As mentioned before, if there are no Units in a hex with any Support Weapons, for any reason, remove all Support Weapons and place all of the Support Weapons in the Reallocating box of the owning Division Display.

Some Support Weapons have a D# on their marker. If a player rolls the D# value or greater in an attack that uses the SW with a D Value, the SW is removed from play for the remainder of the game.

When a SW is removed for any reason and to be placed back in the owning Division's Reallocating Support Weapons box, the owning player needs to trace to an owning HQ in the same way as when removing the SW voluntarily. If no trace is possible, the Support Weapon is removed from the game instead of being placed in the Reallocating box.

Any Status Markers in the hex from which the Support Weapon has been removed do not follow the Support Weapon into the Reallocating box.

If the Division HQ has been destroyed, all Support Weapons in both the Reallocating box and the Attachable box are eliminated from play. Any attached Support Weapons remain in play until involuntarily removed.

12.3 Using Support Weapons

Support Weapons may be moved with Units. They move with any Unit in the stack to which they are attached when that Unit moves. Remember that you can't have more Support Weapons in a single hex than you have Units.

Support Weapons can be added to a Fire Combat. When firing, you may choose any one Support Weapon in the firing Unit's hex and use that Support Weapon to support a fire. You can only add a Support Weapon that belongs to the same Formation as the firing Unit. This adds the value of the Support Weapon in the Fire Box and, in addition, changes the type of fire (Small Arms, High Explosive or Armor Piercing) to the Support Weapon's type of fire for combat resolution. If you have more than one Support Weapon that may be added and they each change the fire type to something different, the attacking player may use both values to add to the fire strength – and choose which type of fire will be used in the upcoming fire.

Only Deployed Units may use a Support Weapon.

If at least one Unit in a hex being fired at is deployed, the owning player **must** choose one Support Weapon in the hex which will modify the defense strength of the hex. If there are no Deployed Units in the hex, the defender may not use any Support Weapon Defense modifier for the enemy fire. If all Units in the hex are In-Column, the attacking player **may** choose one Support Weapon to apply to the defender's hex if he wishes. An individual deployed

Hard Target being Fired upon **may** choose to use one Support Weapon's defense value if the owning player wishes.

13.0 ANTI-TANK GUIDED MISSILES (ATGM)

Perhaps the biggest change on the modern battlefield is the advent of the large numbers of Anti-Tank Missiles available. This weapon is a key addition to the Company Scale System.

13.1 Types of ATGM

A white letter in a black circle will show that the Unit or SW has ATGM capability and what type it is.

The types available are:

D: Dragon
H: HOT
T: TOW
M: Milan
HF: Hellfire
S: Spigot

All of these use the same basic rules (although the Hellfire is laser guided rather than wire guided and has a few changes to how it is used).

13.2 Firing an ATGM

To fire a wire guided ATGM (all but the HF Missile):

- Pick a Hard Target within both the range of the ATGM (as shown on the marker – ATGMs have both a minimum and a maximum range) and in the Line of Sight of the ATGM firing Unit. Note this may not be the same as a Unit's Fire Zone. Place the type of ATGM marker on the target Unit.

- The defending player may now perform an Opportunity Fire with all eligible Units within range of the Unit or SW that fired the ATGM. To do this, make a TQC for all Units that want to Opportunity Fire. They must pass this check to Opportunity Fire. If the targeted Unit (the one with the ATGM Marker on it), is a Tank, then it may also fire a Smoke Canister into an adjacent hex instead of firing at the ATGM firing Unit. Firing Smoke Cannister must be the first Opportunity Fire performed (if performed).

- If any enemy Units are eligible to Opportunity Fire and their fire gains a result of any type, flip the ATGM marker to its Suppressed side. The fire is a miss – and the enemy player may mock the ATGM firing player for a moment before removing the ATGM marker from play.

- If the ATGM marker is still present, complete the attack on the hard target by the ATGM. If the D number or above is rolled for a Support Weapon, or a 9 is rolled by a Unit, complete the attack (if you rolled an 8 – 9 always misses) but remove the SW from play and place it in the Depleted ATGM box of its Division Display, or place an ATGM Out marker on a Unit.

A Unit with an ATGM out marker may not make any future ATGM attacks until resupplied by a Political Event (see 29.0). Removed ATGM Support Weapons can also return to the owning Divisions Available SW box if the resupplied Political Event occurs.

No body of water (river, stream, lake, etc.) may be crossed in a Line of Sight from the wire guided ATGM firing Unit/SW and the target.

To fire the Hellfire missile is a similar procedure but has the following exceptions:

Any Unit of the same formation may be used as a spotter for the missile – the Hellfire firing Unit/SW does not need an Line of Sight itself.

There is no enemy Opportunity Fire allowed on Hellfire missiles.

The Hellfire may trace a LOS from the firing Unit to the target that crosses water.

There are no modifiers on an ATGM attack except for Smoke Cannister (which subtracts 4 from the ATGM strength) and half the Target Unit's defense strength (round down). All other modifiers to direct fire are ignored.

14.0   LEADERS

Leaders may provide Command, Change TQ values for Units, and may add to the Fire Power of a firing Unit (as another Unit in the hex) for Units of the same Formation that are using the benefit. Leaders are Units in CSS: Fulda Gap (unlike previous games in the series in which they were markers). Leaders have a command range of 5 hexes.

14.1   Using Leaders

- Units within the command range of a Leader are In-Command, so Direct Commands may be spent on them to allow Second Actions. Tracing command range is not influenced by terrain or enemy Units.

- Leaders add their Troop Quality bonus to any eligible Units within their command range. They may add this value to all Units within range and the moment the value could be used. No more than one leader may be used to add TQ bonus.

14.2   Losing Leaders

Leaders are treated like any other Unit in the game. They are always in column. Should the leader be eliminated, and it has a replacement leader on its reverse side, flip the Unit over to its replacement side upon elimination. Leaders can be lost through Random Events as well.

14.3   Commissars

Commissars arrive in the game through Random Events (see rule 22). When they arrive, they will replace a Leader on the board of the NATO player's choice. The Commissar is placed with any Unit of the same command as the Leader just removed (Warsaw Pact player's choice). That Leader will always be with that Unit for the remainder of the game. It will reduce the Troop Quality of that Unit or any other Units in the hex by 3.

Any Rout Check (just the R result coming up from fire) that is required by a Unit or hex with a Commissar in the hex results in the checking Unit being eliminated rather than routed. The hex is never Pinned.

If there are no Units left in the hex with a Commissar, the Commissar is immediately moved to any Unit of the same Division as the last Unit to be eliminated from the hex. Commissars can never be eliminated.

15.0   HEROES

15.1   Heroes

Both sides can also receive generic Heroes as a random event. These are placed per the rules above and all Hero rules apply to them. When placed, the values on the Hero modify the stack they are in as marked on the counter. Any DG/Suppression/Pinned markers are removed from the hex upon initial placement of the Hero. Heroes may never be alone and move with any Unit in the hex as it moves. Heroes can be eliminated if you roll a "9" in an assault or if the enemy rolls a "0" in Direct Fire when firing on the hex with a Hero.
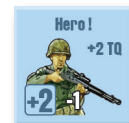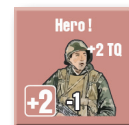
16.0   TRANSPORT

All Transport in *CSS: Fulda Gap* is organic – that is, if a Unit has transport, one side of the Unit will be the Unit in Transport, in Column, and the other side will be the Unit deployed and not in Transport. The owning player, as is always the case in the game, may change its deployed/column status when the Unit first activates but may not voluntarily change a Unit's status at any other time during play. There are no separate Transport Assets in this game.

17.0 NIGHT TURNS

Each game day there are two night turns. Night I and Night II. During these turns, the following apply:

During night turns the following changes are in effect:

- All Direct Fire Combat suffers a -1 to its Direct Fire Value.
- The Maximum Line of Sight range is 1 hex.
- If a Unit has Thermal Imaging, its Direct Fire strength is not reduced but rather has 1 added to its Direct Fire strength.
- No Warsaw Pact Strike Packages may be performed. All NATO Strike packages increase their scatter roll by 1 (if applicable) and their strike value is reduced by 2.
- All Warsaw Pact Fighter Sweeps have their Air-to-Air values reduced by 2. NATO Fighter Sweeps are unaffected.

17.1 Illumination Rounds

During Night Turns, players may only spot for Indirect Fire into hexes that are adjacent to friendly Units. To spot any other hexes, players must use Illumination Rounds.

Illumination Rounds can only be fired at night. Firing an Illumination Round is a Fire Action.

To fire an Illumination Round, select the Active Indirect Fire Unit you wish to use and choose a target hex within 8 hexes of any Friendly Unit. The target hex may be unoccupied, friendly occupied or enemy occupied. Roll one die. If a 9 is rolled, the Illumination counter is not placed; otherwise, place an Illuminated marker in the target hex. This Hex is now Illuminated and is treated for LOS and fire purposes as if the current turn was a Day Turn.

Fire into an Illuminated hex does not suffer the -1 for firing at night and the hex can be seen, subject to normal Line of Sight restrictions, at the normal 8 hex range in clear weather or 3 hexes if it is raining. There is no effect on any enemy Units that might be in the Illuminated hex (other than that they may now be seen).

Remove all Illumination markers whenever the Wind Chit is drawn or at the start of the first day turn; whichever comes first.

18.0 REINFORCEMENTS

Reinforcements are placed in step G of the Preparation Phase. Division and Formation Activation Chits are available for purchase on the same turn any reinforcements of the Division and/or Formation enter play. You may also roll for Dispatch Points and Direct Commands at the applicable times after any Unit of a Division enters play.

On the map are several "Reinforcement Hexes". The scenario rules will state which Reinforcement hexes are in use for this scenario. All others are ignored for the scenario if not listed. These hexes are where reinforcements are placed before they active and may enter play. The following apply to these hexes:

- Stacking is unlimited.
- Any enemy Unit that enters a hex within 4 hexes of a friendly reinforcement hex is removed from the game (it may count as Victory Points).
- Units in Reinforcement Hexes may not be fired upon.
- Once a friendly Unit leaves such a hex, it may never reenter any Reinforcement hex.

19.0 DIVISIONAL DISPLAYS

Each Division in the game has a display for keeping track of various points and values, as well as Division assets, available (or soon to be available) Support Weapons, Routed Units, Helicopter assets, and available Heroes

The overall Command Values of each Division are listed on the Display. These are used to compute how many Dispatch Points and Direct Commands the players will have available in game play. The accumulated values are tracked on the General Records Track at the bottom of each Display. A scenario may limit these values and are listed in the scenario instructions.

19.1 Dispatch Points & Direct Commands

The Command Values for each Division can be found on the Display. The Command Rating is used when the Direct Command Chit is drawn. Roll a D10, halve the roll (rounding down), and add the Command Rating. This will give you the number of Direct Commands to add to the Direct Commands on the General Records Track. No more than 19 may ever be on this track. Any excess is lost.

Dispatch Rating is used in Step F of the Preparation Phase of the Sequence of Play. When this time comes, roll a d10 for each Division and if you roll equal to or less than the Dispatch Rating, add 3 more Dispatch Points to the General Records Track. If you roll more than the rating, add 1 to the Track instead. No more than 9 Dispatch Points may ever be on this track. Any excess is lost.

Note that scenarios may specify different values for Command and Dispatch ratings for the scenario.

19.2 Division Troop Quality

Each Division has a base Troop Quality Value. This is a base number and the current value is tracked with the *Current Troop Quality* Marker. The current value is always used when a Division Troop Quality value is needed, and this can be lower than the base number. The Division Troop Quality can decrease and increase

through game mechanisms, but it can never be higher than the base value listed on the display or lower than 0. Any increases over this base value or below 0 are ignored. The base value is used to determine the Troop Quality for individual Units. A Unit's Troop Quality can be higher than the Division's current value and can exceed the Division's highest base value from other game effects.

If a NATO Division has a Current Troop Quality of 3, no Formation Activations may be purchased for that Division this turn.

If a NATO Division has a Current Troop Quality of 2 or less, no Division or Formation Activations may be purchased for that Division this turn.

If a Soviet Division has a Current Troop Quality of 2, no Formation Activations may be purchased for that Division this turn.

If a Soviet Division has a Current Troop Quality of 1, no Division or Formation Activations may be purchased for that Division this turn.

20.0 RANDOM EVENTS

20.1 Fulda Gap Random Events

The Event chit is added to the Cup every turn. When it is drawn from The Cup, roll a D10 and if you roll a 0, 1, or 2, roll again and look up the number rolled on the Random Events Table to see what happens.

Random Events Table - D10 roll

0. **NATO Hero:** The NATO player may place a NATO Hero counter on any currently in play NATO stack. Remove any DG Markers, Suppressions and/or Pinned Markers that might be on this Unit. The Hero now modifies all values of the stack by its modifiers. Heroes must stay stacked with at least one Unit of the stack it was placed on for the remainder of the game (or if it is eliminated). Heroes are eliminated if the hex they are in is attacked and the enemy player rolls a "0" in that attack.

1. **Soviet Hero:** The Soviet player may place a Soviet Hero counter on any currently in play Soviet stack. Remove any DG Markers, Suppressions and/or Pinned Markers that might be on this Unit. The Hero now modifies all values of the stack by its modifiers. Heroes must stay stacked with at least one Unit of the stack it was placed on for the remainder of the game (or if it is eliminated). Heroes are eliminated if the hex they are in is attacked and the enemy player rolls a "0" in that attack.

2. **NATO Low Fuel:** The Warsaw Pact player may choose 3 NATO Units and place a Low Fuel Marker on each of them. This marker reduces the Unit's movement by a half (round down).

3. **Warsaw Pact Low Fuel:** The NATO player may choose 3 Warsaw Pact Units and place a Low Fuel Marker on each of them. This marker reduces the Unit's movement by a half (round down).

4. **NATO Low Ammo:** The Warsaw Pact player may choose 3 NATO Units and place a Low Ammo marker on each of them. These Units may not Op Fire, Concentrated Fire, nor add their +1 if supporting another Unit's fire in the hex. Their Direct/Indirect Fire Value is reduced by 1 as well.

5. **Warsaw Pact Low Ammo:** The NATO player may choose 3 Warsaw Pact Units and place a Low Ammo marker on each of them. These Units may not Op Fire, Concentrated Fire, nor add their +1 if supporting another Unit's fire in the hex. Their Direct/Indirect Fire Value is reduced by 1 as well.

6. **Soviet Sniper Fire:** The Warsaw Pact Player may choose any NATO Leader in play and eliminate that Unit. Flip the Leader to its Replacement side if there is one.

7. **Warsaw Pact Commissar replaces a Warsaw Pact Leader:** The NATO Player may exchange any Warsaw Pact Leader in play with a Commissar Leader. The NATO played may also choose any Warsaw Pact Division or Formation Chit that is in The Cup and remove it from The Cup. If no such Chits are in The Cup, ignore this part of the result. See 14.3.

8. **NATO Ammo Accident:** The Soviet player may choose any NATO Indirect Fire Unit on the map and attack the hex it is in with a Yellow 7 fire strength attack.

9. **Warsaw Pact Ammo Accident:** The NATO player may choose any Warsaw Pact Indirect Fire Unit on the map and attack the hex it is in with a Yellow 7 fire strength attack.

21.0 REFUGEES

When the Refugee Chit is pulled from The Cup, the following actions take place:

1) Move any Refugee and (Crew) Downed Pilots Units on the map
2) Place any newly arriving Refugee Units

21.1 Moving Refugee and (Crew) Downed Pilot Units

When the Refugee Chit is pulled from The Cup, move any Refugee and Downed Pilots Units their full movement allowance towards a NATO Reinforcement hex. For Refugee Units this movement must always be along a road and be the shortest distance away from the closest NATO Reinforcement hex. Once the Refugee Unit enters a Reinforcement hex, remove it from play. The number of Refugee Units is an absolute limit on the number than can be in play. Refugee Units removed by elimination or by entering a Reinforcement hex must be recycled and used again if called for.

Downed Pilots may be moved by the owning player in any why the owning player wishes.

21.2 Placing New Refugee Units

After all Refugee movement has been completed, place a newly arriving Refugee Unit if applicable. Scan the map for any of the following:

- A Soviet Unit within 3 hexes of any Town or City hex in West Germany
- A Nuclear Fallout Marker within 6 hexes of any Town or City hex in West Germany
- A Persistent Chemical Marker within 6 hexes of any Town or City hex in West Germany

If any of these exist, the Soviet player may place one Refugee Unit on the City or Town hex that applies to the above.

21.3 Eliminating Refugee and (Crew) Downed Pilots Units

Refugee and Downed Pilots Units are eliminated by:

- If attacked by a Nuclear Attack (and any result of any type is rolled against the Refugee or the Downed Pilot Unit).
- If any hex adjacent to the Refugee or the Downed Pilot Unit is fired upon (either with Direct or Indirect Fire), roll the same attack against the Refugee or Downed Pilot Unit. Any result will eliminate the Refugee Unit or the Downed Pilot Unit
- If Chemical Weapons are used in any hex adjacent to the Refugee or the Downed Pilot Unit
- If a Soviet Unit of any type enters the hex with the Refugee or NATO Downed Pilot Unit. A NATO Unit enters a hex with a Soviet Downed Pilot eliminates that Unit. A downed Pilot so eliminated is considered captured.

The NATO player may not use a road in any hex with a Refugee Marker

Victory Points are awarded to a player when Refugee Units are eliminated (see rule 24.0) or Downed Pilots are captured (by moving into the hex with an enemy Unit). Eliminated Downed Pilots do not award any Victory Points, only ones that are captured.

22.0 ELECTRONIC WARFARE

When the Electric Warfare Chit is pulled from The Cup, it is determined if either player will have the EW advantage for the remainder of this Action Phase. First the NATO player rolls a D10. If he rolls a 0, 1 or 2, he has the EW Advantage for the remainder of the Action Phase. If he does not, the Soviet player rolls a die. If he rolls a 0 or 1, he has the EW Advantage for the remainder of the Action Phase.

The player with the EW advantage may do the following:

- Remove all remaining Chits in The Cup. The player with the EW advantage may choose the order of Chits will be in play for

the remainder of the Action Phase. He just picks one and says, "this one is now in play". All Chits must be used.

- Only the player with EW Advantage may choose to purchase a Formation Chit not in The Cup for only 1 Dispatch Point for the remainder of the Action Phase. The other player may not purchase any Formation Chits for the remainder of that Action Phase.

- If the player without EW Advantage fires any Indirect Fire Unit during the remainder of the Action Phase, the player with the EW Advantage may, after the result of the fire is completed, fire any Indirect Fire Units within range of the just fired Indirect Unit without a spotter. This is a "free" Fire Action.

- The player with the EW Advantage may use his Alcohol Luck (see 25.0) twice if he hasn't used it yet, once again if he has used it this Action Phase. The player without the EW Advantage may not use his Alcohol Luck for the remainder of the Action Phase if he hasn't used it yet.

23.0 SPECIAL COMMAND RULES

23.1 V Corps

There are 6 V Corps Units in the game. These are "attached" to another division. To attach them, place the "V Corps Attached" marker in the Attached Units box of a Division Display of the Owner's choice. These are now part of that division in all ways. They are only active when the Division Chit of the owning Division is drawn from The Cup. Note that are of different Stripe (so different formation penalties in the same hex will apply).

Additionally, when the V Corps Activation Chit is drawn, the NATO player may use five

6 Strength indirect attacks anywhere on the map provided there is a NATO spotter (from any Division) that can see the target.

23.2 HSchB.53

There are several HSchB.53 Units in the game. These are "attached" to another division. To attach them, place the "HSchB.53 Attached" marker in the Attached Units box of a Division Display of the Owner's choice (all Dispatch and Direct Command costs must be paid by the Division to which the HSchB.53 is Attached). These are now a separate Formation of that division in all ways. They are only active when the Division Chit of the owning Division or the HSchB.53 Formation Chit is drawn from The Cup or with a Direct Command.

23.3 119 ITR

There are several 119 Independent Tank Regiment Units in the game. These are "attached" to another division. To attach them, place the "119 ITR Attached" marker in the Attached Units box of a Division Display of the Owner's choice (all Dispatch and

Direct Command costs must be paid by the Division to which the 119 ITR is Attached). These are now a separate Formation of that division in all ways. They are only active when the Division Chit of the owning Division or the 119 ITR Formation Chit is drawn from The Cup or with a Direct Command.

23.4   Independent Tank Battalions

Each Soviet Division has an Independent Tank Battalion attached to it. These are 4 black striped Units. These Units are Active when the owning Division Chit is in play. They may also be active (without Direct Command Cost) when the Direct Command Chit is in play. While no Direct Command is paid, they Activate as if the Soviet player did pay the cost (only one Action may be performed).

24.0 VICTORY IN THE GAME

24.1   Tracking Victory Points

In most scenarios, the players track their Victory Points by using the "Victory Point Track" on the Turn Record Display chart. Should either player acquire 29 Victory Points, no additional Victory Points are awarded to that player but for each additional Victory Point gained, subtract one from the opposing player's total. Should one side ever have 29 Victory Points and the other side have 0 Victory Points, the game is over and the player with 29 is awarded victory. If this doesn't happen, the player with the greater number of Victory Points is the winner at the end of the scenario. Should the two totals be tied, the player that first used Nuclear Weapons is the loser. If Nuclear Weapons haven't been used and the Soviet player used Chemical Weapons, NATO. Is the winner. If none of these tie breaker events have happened and the Victory Point total is the same, the scenario is a draw.

24.2   Immediate Victory Awards

The following events award Victory Points when they happen.

- Captured Downed Air Crews – 1 VP for the capturing player
- Eliminated Refugee Unit – 1 VP to NATO if by the Soviet Player, 10 Victory points to the Warsaw Pact if by NATO
- Eliminated Unit – 1 VP for each Unit
- The first use of Nuclear Weapons – 10 Victory Points to the other player
- Use of a small Nuclear Weapon – 2 Victory Points (5 if used in a city hex) to the other player
- Use of a large Nuclear Weapon – 4 Victory Points (10 if used in a city hex (including the 6 surrounding hexes) to the other player
- Soviet first use of Chemical Weapons – 8 points to the NATO player
- For each SS21, PMP, GSP, or TMM exited off the map (only awarded if at least 5 additional Units of the same division have also exited the map) – 1 Victory Point per Unit.

24.3   Victory Check on the Politics Chit

When the Victory Check event happens when a Political Check is drawn, award the following Victory Points:

If the Bundesautobahn 5 is free of NATO Units, Fire Zones or Mines from 05.36 to 52.17 – 10 Victory Points go to the Soviet player (NATO Units within 4 hexes of a reinforcement hex do not project Fire Zones on the road)

If the Bundesautobahn 5 is not free of NATO Units, Fire Zones, or Mines from 05.36 to 52.17 – 5 Victory Points go to the NATO player (NATO Units within 4 hexes of a reinforcement hex do not project Fire Zones on the road)

For each objective hex controlled by the player (controlled being defined as being the last player to enter the objective hex and no enemy Fire Zone is present in the Objective hex) – 4 Victory Points

If there are no Units of any one Soviet Division on the game map – 10 Victory Points are awarded to the Soviet Player. This award is giving for one division per Victory Check. The Soviet player only receives the award once per Victory Check. If another Victory Check occurs, the award may be claimed for another exited division. And if yet again the Victory Check occurs, the award may be claimed for another exited division.

If the NBC Protect marker is on its No side, both players gain 3 Victory Points.

25.0   BOURBON & VODKA

At the beginning of most scenarios, the NATO Player is given a Bourbon Marker and the Soviet Player is given a Vodka Marker. These allow the players one opportunity per Action Phase to re-roll one die roll if they don't like the original roll. This roll can be by either player. Each Marker can only be used once per roll (although both Bourbon and Vodka can be used if available on the same roll after it has been re-rolled). In other words, a die roll result has been rolled and the NATO Player does not like the roll. If he has Bourbon available, he may re-roll this roll. If the Soviet has Vodka available and now doesn't like the new roll, he may re-roll it once as well. But after that, no more re-rolls are allowed for the remainder of that Action Phase (however, see EW Advantage, rule 22.0) At the start of every Action Phase, both players receive their Bourbon and Vodka respectively again. The NATO Player must choose first if he wishes to re-roll and he must state this before another die roll has been made or another Action performed. If the NATO Player doesn't choose to use his re-roll, the Soviet Player then chooses.

Optional - but a great Command and Control aid as well as being enjoyable. We recommend *Blanton's Single Barrel Bourbon* for the NATO Player to enjoy while playing: And for the Soviet Player,

we recommend *Vavoom Vodka* to enjoy.

26.0 11ᵀᴴ CAVALRY

27.1 Leading from the Saddle

There is no 11th Cavalry HQ. For any needed HQ functions, any Leader from the 11th Cavalry may be used as a Headquarters.

27.2 Special Chit rules for the 11th Cavalry

The NATO player may always add the 11th Cavalry Activation Chit to The Cup during Step C of the Preparation Phase of the Game Turn at no additional costs. In addition, after the Chit has played, the NATO player may immediately purchase it again to place it back in The Cup for one Dispatch Point. He may save it for immediate play and pay 2 Dispatch Points. In both of these latter cases, the Chit is treated as a Division Chit for fatigue purposes (although there is no fatigue accrued for the free placement in The Cup during the Chit Purchase phase of the turn.

27.0 WEAPONS OF MASS DESTRUCTION

Designer's Note: The game postulates that both sides in this conflict are attempting to prevent wider escalation of Nuclear Weapons. This is done through careful release of Nuclear Weapons and chemical weapons, and their use is restricted to battlefield use only.

27.1 Nuclear Weapons

Nuclear Weapons are only released for use through the Politics table. At no other time may Nuclear Weapons be used. When released, and the owning player wishes to use a weapon, immediately perform a Nuclear attack in the method of the owning player's choice. Nuclear Strikes may be performed by Surface-to-Surface Missiles, Aircraft, or Artillery. On the very first Nuclear strike of the game, add 2 to the strength of the strike in all hexes attacked by the Nuke. After this is done, place the NBC Warfare on its "Yes" side on the Game Information Display for the remainder of the game.

27.1.1 Surface-to Surface Missile Delivery

Choose a hex to be attacked and place a Large Nuclear Weapon on that hex (only Large Weapons may be used with SSM strikes). Roll for Scatter. If you roll a 0-3 on a D10, scatter occurs. Otherwise the strike occurs in the chosen hex. If scatter occurs, roll the D6 and determine the adjacent struck hex by the roll. 1 is due north, and the rest of the number rotate around the hex clockwise.

27.1.2 Aircraft Nuclear Delivery

Perform an Air Strike with one plane that has Nuclear ability. That plane must penetrate to the battlefield. Once this occurs, place either a Large of Small weapon in the hex the owning player chooses. Roll for Scatter. If you roll a 0 on a D10, scatter occurs. Otherwise the strike occurs in the chosen hex. If scatter occurs, roll the D6 and determine the adjacent hex that is instead struck by the roll. 1 is due north, and the rest of the number rotate around the hex clockwise.

27.1.3 Artillery Nuclear Delivery

A Nuclear Capable Artillery Unit may choose any hex in range and place a Small Weapon in that hex. Artillery Strikes do not scatter.

27.2 Nuclear Strike Resolution

For a placed Small Nuclear Weapon, attack each Hard Targets in the hex with a 6 Blue Firepower, then if there are any not Hard Targets in the hex, attack the hex yet again with a 6 Yellow Firepower. After this attack, flip the Nuclear Attack marker to its Fallout side. If there are any Units still in the hex, place an NBC Protect Marker on the hex as well. A Large Weapon performs the same procedure but attacks the chosen hex with an 8 firepower and each adjacent hex with a 5 firepower.

27.3 Chemical Weapons

Chemical Weapons may only be used by the Soviet Player. The first time it is used, perform a special Rout Check on any enemy Units in the hex. After that, the use of Chemical Weapons primarily will force an enemy into NBC Protect marker. Flip the NBC No marker to the Yes side to show this.

Any Soviet Unit may use a Chemical Attack marker. He may always choose to attack with either a non-persistent or a persistent marker. Non-persistent markers will be removed when the Wind Chit is drawn. Persistent markers are only removed when the Wind Chit is drawn and a roll of 0 or 1 is made for each persistent marker.

Chemical Weapons may only be used on the battlefield.

The countermix is a limit to the number of Chemical markers that can be used.

27.4 NBC Protection

NBC Protect markers must be placed on any Unit that enters a Fallout or a Chemical Chit hex or any hex adjacent to such a hex. The marker (and its effects as noted on the marker) stay on the Unit until the Unit next activates. At that time, the marker may be removed if the Unit isn't continuing to be in a hex that requires the NBC Protection. If it is not in a Chemical hex or a Fallout hex, the owning player may remove the marker.
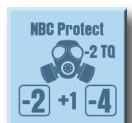
The state of the NBC condition (Yes or No) is tracked on the Date, Time and Weather Display in the "NBC" box.

28.0   POLITICS

The Politics Chit is used to represent events that occur outside of the control of the players. When this Chit is pulled from The Cup, roll a die to determine what happened:

0-1:   **NATO resupply:** The NATO player may remove any Low Ammo or Low Fuel Markers on his Units on the map. He may also place any Support Weapons that Depleted into the owning Division's SW Available for Use box and remove all Smoke Canister Out markers from his Units.

2-3:   **Warsaw Pact resupply:** The Soviet player may remove any Low Ammo or Low Fuel Markers on his Units on the map. He may also place any Support Weapons that Depleted into the owning Division's SW Available for Use box and remove all Smoke Canister Out markers from his Units.

4:   **NATO Nuclear Release:** If the NATO player wishes, he may (but doesn't have to) launch one Nuclear Strike. See rule 27.0.

5:   **Soviet Chemical Release:** If the Soviet player wishes (but he doesn't have to), he may now use Chemical Weapons freely.

6:   **Soviet Nuclear Release:** If the Soviet player wishes (but he doesn't have to), he may launch one Nuclear Strike. See rule 27.0.

7-8:   **Victory Check:** (see 24.3)

9:   **Ceasefire:** Both players secretly decide if they wish a ceasefire. If both say yes, starting at the 7am turn of the next game-day, move the Day marker to the following day and start play at that 7am turn normally (one day was skipped). If only one player says Yes, award that player 8 Victory Points and there is no additional effect. If both say No, subtract 3 Victory Points from each player's totals and there is no additional effect.

29.0   AIRPOWER

The Air Game subroutine is performed when the Air Support Chit is pulled from The Cup. When this Chit is the Chit in play, the Air Support Phase is completed. The Air Support Phase subroutine consists of the following:

1. Roll for AWACS advantage if both AWACs are flying. If only one AWACS is present, that side automatically gains AWACS advantage and place the other player's AWACS marker back on the Air Display for availability for the next time the Air Support Chit is drawn. If neither AWACS is flying, NATO has the AWACS advantage.

2. Both Players roll for their Air Packages. Add the Air Superiority

Value if it is in your favor, subtract the value if it is in your enemy's favor.

3. The player without AWACS advantage chooses his mission(s) for the phase. Then the player with the advantage chooses his mission(s).

4. The player without AWACS advantage places any/all Fighter Sweep missions, followed by the other player. All Strike packages are placed in the owning Airfield box.

5. Perform SAM and Air-to-Air Combat as applicable for Fighter Sweeps.

6. Perform any Strikes by moving a Strike package from the owning player's Airfield box to the target. Perform SAM and Air-to-Air Combat (from Fighter Sweeps) as applicable

7. After that has been completed, draw another Chit from The Cup.

29.1 AWACS

Both players have AWACS aircraft to start the game (if the air game is being used for that scenario). Place the AWACS aircraft in the owning AWACS box to show it is flying this Air Support Phase.
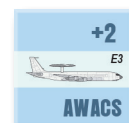
If both players have AWACS in their respective boxes, roll a die to see which player has AWACS advantage. The NATO player adds four to his die. The higher roller has the AWACS advantage. If the roll is tied, the player that had AWACS advantage the previous Air Support Phase again has the advantage this Air Support Phase. If either or both players roll a "0" with their roll, AWACS is down for the turn. Remove it from play for the next turn. If it is raining, NATO adds an additional one to his roll. If at Night, NATO adds another one to his roll (for a total of 6 if at night and it is raining). If only one player has AWACS in his box, that player automatically has the AWACS advantage for this Air Support Phase. After this has been determined, replace the missing AWACS aircraft in its owner's box . If neither player has AWACS in their box, NATO automatically has the AWACS advantage.

The player with AWACS will have several advantages in the upcoming Air Missions.

29.2 Air Superiority

The Air Superiority Marker has NATO on one side and the Warsaw Pact on the other. The marker starts on the value stated in the scenario. This marker can go up or down as the Air Support Phase is played. If the NATO player is to add one or more to the Air Superiority Marker, reduce the value if it is on the Warsaw Pact side, add to the marker if it is on the NATO side. Reverse this if the Warsaw Pact player is adding to the Air Superiority marker. If the marker is at 0, neither player has any Air Superiority value this phase.

The Air Superiority marker can be raised by Fighter Sweep Missions and losses to Fighter Aircraft.

Example: the Marker is at 2 for the Warsaw Pact and the NATO player, through play, gains 3 Air Superiority, the marker would be moved to the 1 space with the NATO side showing.

29.3 Air Packages

After AWACS advantage has been determined, both players roll for their Air Packages. The player without AWACS advantage chooses his air package first. Both players may add up to 5 on their die roll for Packages by spending Victory Points. Each addition costs one Victory Point. A player must decide if they wish to add to their roll before they roll their die. If either player wants to reroll their die with some liquor, the modifier paid for with Victory Points remains for each reroll.

To determine your air package for this Air Support Phase, roll a die and add the Air Superiority Value to your die (if the marker is in your favor), subtract the Air Superiority Value if it is in your opponent's value, by the value of the marker. For example, if the Air Superiority Marker is on the 2 Warsaw Pact space and the NATO player rolls a 3, his final modified roll would be 1.

After modifying your roll and determining the roll's value, look at your Air Package chart on the Air Display. You may choose your rolled package or any package that is less than your roll. For example, if the NATO player rolled a modified 8, he could choose an F-16 Strike, a SAM Suppression Mission, an F-15 Fighter Sweep, an AGM Strike, Helo Strike, or choose not to fly any missions. If you choose a mission with a value of 2 or less than your roll, you can add an additional asset to that strike (see the strike compositions below for each mission). If you rolled 3 or more less than your modified roll, you may add two additional assets to your mission. So, in the case above with the NATO roll of 8, if he chose SAM Suppression or F-15 Fighter Sweep, he could add one additional asset to his mission. If he chose the AGM Strike, he could add 2 additional assets to his mission.

A roll of 0 or less is considered a 0.

29.4 Mission Types

Fighter Sweeps consist of one plane of the type of aircraft chosen. Additional assets are one or two more additional Aircraft of the same type. Thus, a Fighter Sweep of F-16s with two additional assets would be a Fighter Sweep of three F-16s. Note that MiG 29 Fighter Sweep would never be allowed to add 2 additional assets as a roll of 14 is the maximum roll and it is only 2 more than the 12-MiG29 Fighter Sweep roll.

A **Strike Mission** consists of one plane of the type of aircraft chosen. Additional assets are one or two more planes of the same type, or one Wild Weasel Aircraft and up to one additional plane of the same type as the Strike aircraft chosen.

Helo Strikes use the Helicopter rules below. If you choose this Air Package, you always receive all available Helicopter Units in your Off-Board Helos box on the Air Display. These Units perform missions in the same way as dedicated Helicopter Units as described in the Helicopter rules (see 29.9).

If "**Pick Two**" is your result, you may choose two Air Packages (although you can't choose the same Package twice) using the same additional assets rule as stated above. Up to one additional asset may be added if you chose an F-16 Fighter Sweep, up to two additional assets may be added if you choose any other two Air Packages.

29.5 Fighter Sweeps

If one player has a Fighter Sweep and the other player does not have any Packages in this Air Support Phase, add one in favor of the player to the Air Superiority Value with the Fighter Sweep. The Phase would end there.

If both players have air missions this phase and one player (or both) has a Fighter Sweep, the player without the AWACS advantage places his fighter(s) in any area on the Air Display except for the opposing player's Airfield box. After that is done, perform SAM combat against the placed Fighter. If the other player with AWACS advantage has a Fighter Sweep, he places his Fighter now. He may place it in any Area other than the opposing player's Airfield box (including the area that the enemy Aircraft has just been placed). The just placed Fighter also undergoes SAM fire. After that, if there are opposing Fighter Sweeps, each fires at the other – player with the AWACS advantage firing first and implementing results followed by the opposing player. An Aircraft Abort result in Air-to-Air Combat adds one to the opposing player's Air Superiority value. A Shot Down result adds two to the marker. If both sides fired, remove the fighters from the display and either end of the phase or, if there are strikes still to be flown, perform the Air Strikes. If one side has fighters, or if that fighter did not fire in the Air-to-Air combat above, it may stay and fire at any strikes that may enter an adjacent area or the same area as it transits to its target.

You may fire at an enemy aircraft if it is adjacent to the area a fighter is in or in the same area as the fighter. Fighters don't move so once placed, there will be one shot at each other. Strike Aircraft do move to their target and may be fired upon as they move.

To Fire at an enemy aircraft with a fighter, roll a D10 and subtract the defense value of the enemy. If you roll equal to or less than the modified value, the aircraft aborts. If you roll equal to or less than half the modified defense value (rounding down), the aircraft is destroyed and determine the location of the downed pilot using 29.8 below.

Perform SAM Fire first, then Air-to-Air Fire if applicable. Aircraft use their Long Range Value when firing at adjacent areas, their Short Range Value if in the same area.

SAM Fire works the same way although there are modifiers to this fire that do not apply to Air-to-Air combat. The area location of the plane as it enters the area may modify the attack roll for the SAM player…as well as if Wild Weasel Aircraft are present. Besides those additional modifiers, SAM fire works just like Air-to-Air combat for aborts and losses.

29.6 Strike Missions

Aircraft on Strike Missions are placed in the Friendly Airfields box. To perform their mission, they will have to transit the Air Display to their target. Each area entered will cause potential SAM fire and potential Air-to-Air fire if they enter an area in range. The type of Strike mission is declared when the player starts to move the Package. They must move to the target area unless they are shot down or aborted. Once they reach the target area and face enemy SAM and Air-to-Air fire, they complete their mission and are removed from the display. They don't need to fly back home.

29.6.1 Ground Support

To launch a Ground Support Package, the Strike must go from the Airfields box, to the Approach to Battlefield box, to the Battlefield box. At that point, chose any enemy hex on the map and strike that hex with your Air-to Ground value. Each aircraft of the strike may strike the same hex or target, or any other hex or target. Perform each strike before deciding on what your next strike will be. You may strike the hex or a Hard Target with any type of fire you wish to use. After the attack is completed, remove the strike from the map. Nuclear strikes work the same way. Subtract half the defense value (if you are firing at a Hard Target and round down). Attacking hexes is at full value minus half the defense value of any Hard Target in the hex. Ground Support strikes scatter on a roll of 0-1.

29.6.2 SAM Suppression

SAM Suppression missions must enter the enemy Approach to the Battlefield box. After they take any SAM or Air-to-Air fire, roll a die against the Air-to-Ground value of all aircraft in the strike that have a value. If you roll that value or less, flip the SAM marker to its Suppressed Side. The owner of that SAM marker may not fire SAMs at any targets during the next Air Support Phase (when the Chit comes out of The Cup again).

29.6.3 Airfield Bombing

Airfield bombing missions must enter the enemy Airfields box to strike. For each aircraft, roll a die against ½ its Air-to-Ground value (round down). Each successful roll eliminated one enemy aircraft. The owning player decides on which aircraft to remove. If the aircraft removed can fly Fighter Sweeps, add two to the Air Superiority Marker in the favor of the bombing player. Aircraft on missions but haven't completed their mission may be chosen as eliminated by the owning player. Tornado aircraft were particularly good at this mission. They attack with a value of 4 (adding one to their halved value). Airfield Bombing missions do not scatter.

29.6.4 Supply Interdiction

Supply Interdiction missions must enter the enemy Approach to the Battlefield box. After they take any SAM or Air-to-Air fire, roll a die against the Air-to-Ground value of all aircraft in the strike that have a value. If you roll that value or less, compute the difference from the maximum successful roll and your actual roll. You may place this number of either Low Ammo or Low Fuel markers on any enemy Units on the map. So, if two F-16s complete their Supply interdiction marker and roll a 3, and 5. The NATO player may place (7-3) and (7-5) or 6 markers of his choice on enemy Units.

Supply Interdiction strikes do not scatter.

29.6.5 Nuclear Strike Missions

Aircraft flying Nuclear Strike missions do so during the Politics chit. They must enter the Battlefield area. Once entered and after facing any SAM fire, determine scatter with a D10. Nuclear Strikes scatter with a roll of 0-1. A Nuclear Strike is a special mission but performed as any other. See rule 27.0.

29.7 Scatter

They are various time to determine scatter. In all strikes that scatter, roll a D6 and move the strike as indicated on the Scatter diagram to an adjacent hex.

29.8 Downed Pilots

Downed pilots always scatter but roll a D6 to determine direction and a D10 to determine distance from the hex that was struck (if attacking a hex on the Battlefield). See 21.0 for how to handle downed pilots after that. Pilots downed in areas other than the Battlefield are placed in the Aircraft Eliminated box instead. No Victory Points are awarded for these pilots.

29.9 Helicopter Units

Helicopters are a cross between Units and Aircraft and are used a little differently. Corps/Army Helicopters activate through the Air Support procedure, Divisional Helicopters Activate when their Division Chit is pulled (if deployed off-map – i.e., in the Off-Board box of their Division Display) or, if based on the map, activate every time any Chit of their division is pulled (i.e., as No-Striped Units). Helicopters move on the map as any other unit but have unlimited range and move hex to hex to determine if they receive any Opportunity Fire. Helicopters may be spotted normally and if they fire (either as Direct Fire or an ATGM) they may be seen in the hex they fire from regardless of any blocking terrain.

Off-board Helicopters enter the map at any Eastern map edge hex (if Soviet) and any Western map edge if they are NATO. After that, they move normally to their target.

SAMs may fire at Helicopters once as they enter the map. Army and Corps Helicopters are fired on when they enter the battlefield but not in any other area. Helicopters based on the map take one SAM fire (as if they were on the Battlefield) when they take off from their base but not again as they move

SAM fire can abort or eliminate a Helicopter Unit. Enemy Units on the map fire on the Helicopter as a hard target. "E" results eliminate the Unit, "R" abort them.

Helicopter downed pilots scatter normally from the hex in which their Helicopter is eliminated.

30.0 CREDITS

Counter Errata:

- Several Engineer Units should have an Engineer Symbol. I have modified the rules so that if they have "Eng" in their name, they are Engineers to give you a fix for the missing symbols. We'll fix this in Berlin 1985 and have Units with the added symbol.
- 2nd Squadron - E, F, G/2/11 of the 11th Cavalry should have M113s and not M3s. We'll have corrected counters in Berlin 1985.
- 27th Guards Motorized Rifle Division Recon battalion should be 1, 2, 3/5R/27G. We'll fix these with the Berlin release.
- 3rd AB Activation Chit is labeled 2nd Brigade although the stripe color is correct. We'll fix this in the Berlin release.

The Company Scale System will return soon with CSS: Berlin 1985

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Note: For multiple references, the primary section is bolded text.