

THE THIRD WORLD WAR

1989: THE WORLD STANDS ON THE BRINK OF ARMAGEDDON

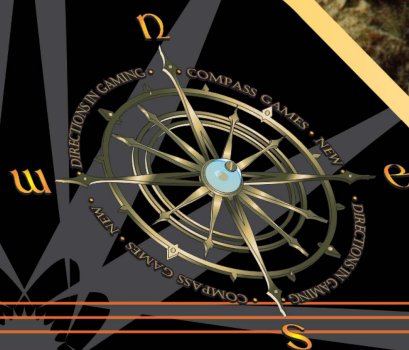
Arctic Front • Battle for Germany • Southern Front • Persian Gulf

Designer
Signature
Edition



RULE BOOK

Compass Games
New Directions in Gaming



Rules for Battle for Germany, Southern Front, Arctic Front, Persian Gulf, and the Combined Game.

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Compass Games, Designer Signature Edition

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ABOUT THIS DESIGNER SIGNATURE EDITION

The intent of this “Designer Signature Edition” (DSE) treatment is to offer the final word, or “be all, end all” version of a game by a noted designer. The focus is to provide completely redesigned components, with full-color graphics throughout and player-friendly enhancements to make the game as attractive and enjoyable as possible.

The Third World War Series by Frank Chadwick was originally published as four separate games -- The Third World War (subtitled Battle for Germany), Southern Front, Arctic Front, and Persian Gulf -- by Game Designers' Workshop (GDW) in the mid-1980s.

Some of the enhancements to the original *Third World War Series* include:

- all four separate games combined into one, comprehensive package
- enlarged and redesigned counters from 1/2" to 9/16" size
- added more information to ground unit counters such as: mobility class, stacking value, zone of control type, and chemical/nuclear/limited military abilities
- ground unit counters with one step-loss (disruption) on reverse
- color-coding on Warsaw Pact ground unit counters for ease in distinguishing army designation
- color-coding on all ground units to represent theaters of operation (optional rule)
- modified and adjusted unit colors to better distinguish between each other and between NATO, Warsaw Pact, and neutrals
- added U.S. F-117 air unit for optional use; also retains the U.S. F-19 air unit from the original game
- combined the seven maps from Third World War, Southern Front, and Arctic Front into four larger maps (22" x 34"), including adding eastern Poland and western Russia; all while keeping the same area of the original games
- combined the four maps from Persian Gulf into two larger (22" x 34") maps
- new setup and reinforcement charts
- added and modified game markers including strike markers with values, air superiority, weather, objective control, and generic markers
- added markers to indicate Norwegian Sea control and when the Black Sea Fleet has sortied
- added holding boxes display for handling unwieldy stacks (use a marker on map to indicate stack of units, which are placed on the holding box display)
- added player aid cards and associated markers, for tracking nuclear conflict level and nuclear attack points (NAPs), air transport points, and victory points

- added off-map movement track and NATO naval movement track displays
- added optional tactical advantage rule
- incorporated errata for unit set-up information and reinforcement schedule
- all-new rules treatment backed by many illustrations, an index, and clarifications and examples of play to reduce potential questions.

INTRODUCTION

The Third World War is a two-player game covering a potential land war in Europe and the Middle East at the end of the 1980s. One player (the Pact player) commands the forces of the Warsaw Pact and allied nations and factions; the other player (the NATO player) commands the forces of the North Atlantic Treaty Organization and allied nations and factions.

Rules that are specific to a particular scenario are denoted as follows:

- [BfG] Battle for Germany
- [SF] Southern Front
- [SF/BE] Southern Front, Balkan Entente
- [AF] Arctic Front
- [PG] Persian Gulf
- [CG] Combined Game
- [Extended Game] Extended Game scenarios

1. GAME COMPONENTS

1.1 Maps

The maps may be used to play individual scenarios or the combined game utilizing five of the six maps. The combined game map is divided into two separate sections: the Europe and Middle East sections. The Europe section consists of Maps A, B, C; it is assembled by assembling the maps and overlapping the southwest section of Map B at a 60 degree angle over the corresponding area on Map A. The Middle East section consists of Maps E and F. The Europe and Middle East sections are not contiguous; they neither abut nor overlap. If table space is limited, place the two sections on separate tables.

Map D, consisting of eastern Poland and western Soviet Union, is included, but reserved for future use.

1.2 Counters

There are nine counter sheets with a total of 2,052 counters. The counters are divided into three types: ground units, air units, and markers.

Ground units (hereafter called units for brevity) represent the actual divisions, brigades, and regiments deployed in Europe and the Middle East or committed to reinforce units already there.

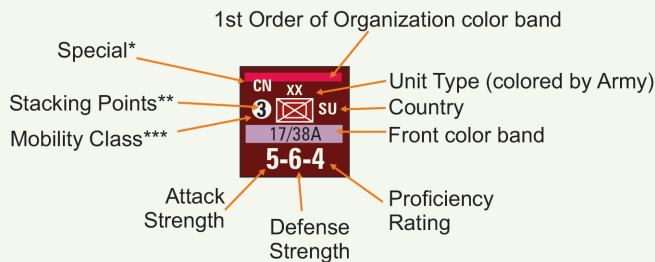
Air units represent the combat aircraft of the combatants.

Markers are used for various informational purposes.

1.2.1 Optional Counters [BfG, CG]

The U.S. has both an F-117 counter, which is new in this version of the game, and an F-19, which was in the original game. Players should use one of these two units at their discretion.

PACT GROUND UNITS



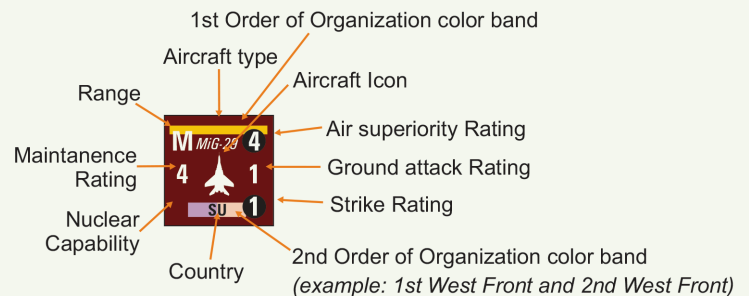
*Special: C=chemical, N=nuclear, L=limited military

**Stacking Points: stacking points in red possess an airmobile ZOC. All others have a normal ZOC.

***Mobility Class: The symbol defines the type. A yellow Mobility Class symbol denotes overland movement capability.

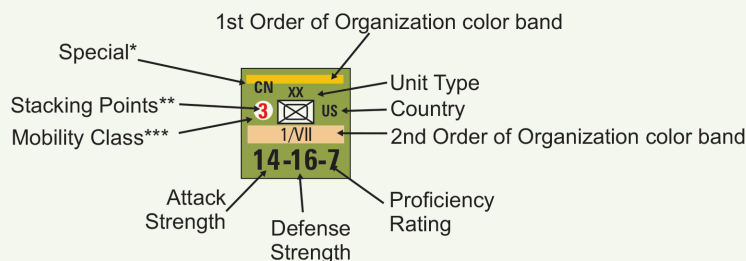
Unit Icon in white denotes that the unit is not assigned to a Front and/or Army

PACT AIR UNITS



Black circles represent the aircraft rating is all-weather capable.

NATO GROUND UNITS



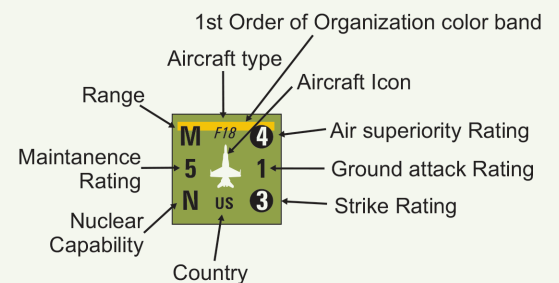
*Special: C=chemical, N=nuclear, L=limited military

**Stacking Points: stacking points in red possess an airmobile ZOC. All others have a normal ZOC.

***Mobility Class: The symbol defines the type. A yellow Mobility Class symbol denotes overland movement capability.

Unit with no 2nd Order of Organization color band are not assigned to a specific Corps or Army.

NATO AIR UNITS



Black circles represent the aircraft rating is all-weather capable.

Stealth aircraft are black icons with a white 'S' in the icon.

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1.2.2 Errata Counters

Replace the following counters with replacement counters found on Sheet 9:

- 8 IRG counters on Sheet 2 (8P, 25P SMP, 12P, 19P, 24P, 29P, 56P CdoB)
- 1 Soviet MiG-19 counter on Sheet 2
- 3 U.S. counters on Sheet 4 (9 ID, 101 AmobD, II MEF POMCUS)

1.3 Rules and Charts

All rules are contained in this booklet. Also provided is a Playbook which contains scenario order of battle, setup information, and any scenario-specific rules, along with background information on the two alliances and their armed forces, plus designer and player notes.

Separate sheets are also included which contain air theater displays, nuclear attack point tracks, air transport tracks, holding boxes, critical loss displays, off-map movement charts, map legend, unit identification charts, terrain effects charts, national/factional data charts, tables of organization, combat results tables, game turn track, diplomacy track, victory point track, expanded sequence of play, combat odds track, and setup and reinforcement displays.

1.4 Diplomacy Cards [PG, CG]

A set of 24 diplomacy cards is included: 11 Soviet diplomacy cards and 11 U.S. diplomacy cards, plus one blank card for each side.

1.5 Parts Inventory

A complete game of *The Third World War* includes the following components:

- Nine full-color countersheets (9/16" size)
- One Rulebook
- One Playbook
- Player Aid Cards (20 total)
 - Two sets of air theater displays (2 pages each)
 - Two Nuclear Attack Point, Air Transport Point, Holding Box Displays
 - One Game Turn, Diplomacy, Nuclear War Level, Victory Point Display
 - Two Critical Losses Displays
 - One Off-Map Movement Display
 - Two Map Legend and Unit Identification Chart Displays
 - Two Terrain Effects Chart Displays
 - One NATO Organization, National/Factional Data Chart
 - One Warsaw Pact Organization, National/Factional Data Chart
 - Two Miscellaneous Displays: Combat Results Table, Air Combat Table, Air Defense Fire Table, Weather Table, Nuclear War Table (one NATO, one Warsaw Pact)
 - Two Combat Odds Tracks

- Two Expanded Sequence of Play Displays
- Twelve Setup and Reinforcement Displays
- Twenty-four Diplomacy Cards
- Four six-sided dice
- One game box

If any of these parts are missing or damaged, please contact:

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2. SEQUENCE OF PLAY

The Third World War is played in a series of turns, each representing the passage of one week. Each turn is divided into four segments, and the segments are divided into impulses, sub-impulses, and phases. To play a turn, follow the sequence of play from beginning to end, exactly as shown. Some phases may be skipped depending on the scenario played. No game activity may take place out of sequence.

A Game Turn Track is provided on one of the Player Aid Cards, as well as a Game Turn marker (located on counter sheet 9). The Game Turn marker has one side that indicates Pre-war, and one-side that indicates War. See rule 20.5 for more information on pre-war and war turns. Additionally, informational markers are provided to track events that are key to game play. Use of these markers is discussed in the section of the rules relevant to each marker. Those markers include:

- Black Sea Fleet sortie (rule 13.4.2.2)
- Pact SMD M+6 (rule 20.4.4.5)
- NATO RDF Alert (rule 20.4.4.6)
- War Turn 0 (see rule 20.4.4.8)
- Pact Mobilization 1 (see rule 20.4.4.8)
- War Turn 1 (see rule 20.4.4.8)
- NATO Mobilization 0 (see rule 20.4.4.8).

See The Sequence of Play on following page.

2.1 The Sequence of Play

Initial Segment

- Diplomacy Phase
- Neutral Activation Phase
- Aircraft Maintenance Phase
- Weather Determination Phase
- Nuclear Restraint Phase (optional)
- Theater Air Superiority Phase
- Deep Strike Phase
- Supply Phase
- Critical Loss Determination Phase

Warsaw Pact Segment

- Black Sea Fleet Sortie Phase [SF, CG]
- Norwegian Sea Control Phase [AF, CG]
- Strike/Interdiction Phase
- Warsaw Pact First Impulse
 - First Echelon Sub-Impulse
 - Movement Phase
 - Combat Phase
 - Second Echelon/Breakthrough Sub-Impulse
 - Movement Phase
 - Combat Phase
 - Regroup Phase
- NATO Reserve Impulse
 - Movement Phase
 - Combat Phase
 - Regroup Phase
- Warsaw Pact Second Impulse
 - The second impulse is identical to the first impulse.
- Warsaw Pact Surrender Phase

NATO Segment

- Strike/Interdiction Phase
- NATO First Impulse
 - Movement Phase
 - Combat Phase
 - Regroup Phase
- NATO Second Impulse
 - The second impulse is identical to the first impulse.
- NATO Surrender Phase

Final Segment

- Aircraft Landing Phase
- Unsupplied/Grounded Recovery Phase
- Overland Communication Phase
- Nuclear Escalation Phase (optional)

2.2 Phasing Player

This term is used in subsequent rules to refer to the player whose units are moving, attacking, or performing other operations during a particular phase. The Pact player is the phasing player during the Pact first and second impulses; the NATO player is the phasing player during the NATO first and second impulses and the NATO reserve impulse.

2.3 Complexity

The sequence of play shown may at first seem rather frightening. Notice, however, that many of the phases are repetitive: there are seven similar movement phases, each followed by a combat phase. Other phases are very easy to perform; the nuclear escalation phase, for example, requires only one die roll. Some phases are not used once certain events occur and some phases are omitted in certain scenarios. It is not as complex as it looks.

2.4 Expanded Sequence of Play (printed separately)

There is also a sequence of events which must be followed within some of the phases shown above. For ease of description, the rules do not completely address this sequence. The complete sequence of all game events is covered in the expanded sequence of play. Players should refer to the expanded sequence when playing the game.

3. ZONES OF CONTROL

Every unit exerts a zone of control (abbreviated ZOC) into the six hexes adjacent to it.

3.1 Types of ZOCs

There are two types of ZOC: standard and airmobile. All airmobile units (mobility class; see the unit identification chart) and U.S. divisions have airmobile ZOCs; all other units have standard ZOCs. Counters with red text shown as their stacking points exert an airmobile ZOC.

3.2 Limits of ZOCs

Only airmobile ZOCs extend across full sea or lake hexsides (including bridged hexsides). Only airmobile ZOCs and the ZOCs of mountain and ski units extend into mountain and mountain pass hexes. Only airmobile ZOCs and the ZOCs of light mechanized, mountain, ski, and overland units extend into wilderness hexes. No ZOCs extend across the borders of neutral countries.

3.3 Effects of ZOCs

ZOCs have many effects, as explained in later rules.

4. STACKING

Several units may be placed in a single hex, one stacked on top of another. There is a limit to the number of units which may be present, based on the terrain of the hex and upon higher unit integrity.

All stacks are open to inspection from either player, at any time.

4.1 Stacking Points

Each ground unit counter provides a value for stacking points in the upper left corner of the counter. One stacking point represents one brigade or brigade-equivalent.

Each air unit counter represents one stacking point for Critical Loss calculations (see rule 17).

4.2 Stacking Limits

The stacking limits for all types of hexes are summarized on the stacking limits section of the terrain effects chart.

In most terrain types, up to 10 stacking points may stack in a hex. Only 7 stacking points may stack in a swamp hex, only 4 in a mountain pass hex, and only 3 in a mountain hex or wilderness hex.

The Arctic consists of all hexes north of the Arctic line shown on the map. The Arctic stacking limits are used for all hexes in the Arctic (up to 3 stacking points for most types of hexes; 1 stacking point for mountain, mountain pass, or wilderness hexes).

Note: Holding Boxes are available on Players Aid Cards, along with corresponding markers, lettered A through I, for both NATO and the Pact. Unwieldy stacks of counters may be moved from the map to the holding boxes, placing the corresponding marker in place of the stack. The holding boxes and counters in them are open to inspection from either player at any time.



4.3 Higher Unit Integrity

If units of more than one Pact army or NATO country are stacked in a hex, the stacking limit for that hex is reduced by 3. Note that units of different NATO countries or Pact armies may not stack at all in certain hexes.

Most Pact units have an army designation, below the unit type symbol, to the right of the slash. Pact armies also are identified with unique color bars and colors in the unit type symbol. Units with the same army designation belong to the same army. Some units have no army designation; these units may be stacked with the units of any army without reducing the stacking limit.

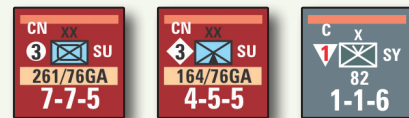
Some nations and factions that start the game neutral may join the Pact during play. Each of these nations or factions is treated

as a separate army for the purposes of Pact stacking. For example, if the Syrians join the Pact, Syrian units are treated as a Pact army, separate from other Pact armies.

Example: Three Soviet divisions of the 76th Guards Army plus one Soviet airmobile brigade with no army ID (a total of 10 stacking points) may stack in a clear hex;



but only two Soviet divisions of the 76th Guards Army and a Syrian brigade (a total of 7 stacking points) may stack in the same hex.



4.4 When Limits Apply

Stacking limits apply at the end of each movement phase and at the end of every advance or retreat during each combat. Thus, units may exceed the stacking limit while moving as long as the limit is not exceeded at the end of the phase.

5. MOVEMENT

Units move during the various movement phases, expending movement points from their movement allowances to move from hex to adjacent hex and to cross certain hexsides.

5.1 When Units Move

The Pact player may move any units during the movement phase of the first echelon sub-impulse in both Pact impulses. The NATO player may move any units during the movement phases of both NATO impulses. The Pact player may move any units which are not in enemy ZOCs during the movement phase of the second echelon/breakthrough sub-impulse in both Pact impulses. The NATO player may move any units which are not in enemy ZOCs during the movement phase of the NATO reserve impulse. It is possible for a Pact unit to move four times and a NATO unit three times in a turn, although this is rare in practice.

Note: Due to certain doctrinal and professional limitations, various regional forces are not able to operate to the same extent as regular Pact and NATO forces. These limits are given in rule 15.3.

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5.2 Movement Allowance

Each unit has a movement allowance of 6 movement points in each friendly movement phase. This allowance may not be saved from phase to phase or transferred from unit to unit.

5.3 Mobility Classes

Each unit belongs to a particular mobility class, as shown on the unit identification chart. There are four classes:

- airmobile,
- mechanized,
- motorized,
- leg-mobile.

For brevity, units in the airmobile movement class are referred to as “airmobile units”; other classes are referred to similarly.

5.4 Movement Limitations

5.4.1 Enemy Units A unit may never enter a hex containing an enemy unit, with the exception of an opposed amphibious assault (see rule 13.3.1).

5.4.2 Neutral Countries No unit may enter a neutral country (see rule 16).

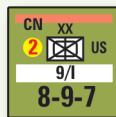
5.4.3 Full Sea or Lake Hexes Only airmobile and amphibious units may cross unbridged full sea or lake hexsides. Only airmobile units may enter full sea hexes, and airmobile units may never end a movement phase in full sea hexes; airmobile units may enter only full sea hexes which are adjacent to partial sea hexes unless their side has air superiority in that theater (see rule 9.4).

5.4.4 Mountain and Mountain Pass Hexes Only airmobile and mountain units may enter mountain hexes. Units other than these units may enter or leave mountain pass hexes only through pass hexsides; airmobile and mountain units entering pass hexes across non-pass hexsides expend the movement cost to enter a mountain hex.

5.4.5 Wilderness Hexes In wilderness hexes, overland units and the light mechanized unit pay different movement costs than other mechanized units; ski and mountain units pay different movement costs than other leg units. These costs are given on the terrain effects chart.

Note: An overland mountain unit is a mechanized unit. It moves as a mountain unit in mountain hexes, as an overland unit in wilderness hexes, and as a mechanized unit in all other hexes.

In wilderness hexes, the light mechanized unit (U.S. 9th Infantry Division) pays different MP costs than other mechanized units. These costs are given on the terrain effects chart.



terrain of the hex (or hexside) and the mobility class of the unit; all costs are shown on the terrain effects chart. **Exception:** A unit may move one hex, regardless of cost, if that constitutes its only movement during the phase.

Example: A mechanized unit entering a swamp hex across a major river would expend 3 (2 + 1) movement points; it would then have 3 points remaining for further movement in the phase.



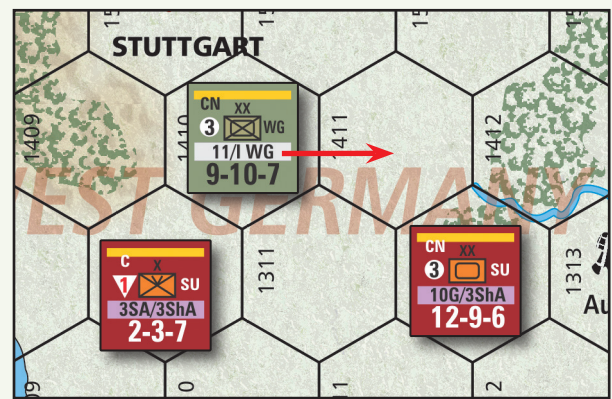
5.6 Effects of ZOCs

Units also expend movement points to enter and/or leave hexes in enemy ZOCs. The cost depends on the unit's mobility class and the type of ZOC exerted into the hex, as shown on the terrain effects chart.

Note that airmobile units expend no movement points to enter or leave a standard ZOC, and that all units expend 2 movement points to enter or leave an airmobile ZOC.

The cost is only paid once per hex entered or left, regardless of how many enemy units exert ZOCs into the hex.

Example: A mechanized unit moving from a hex in an enemy airmobile ZOC to an adjacent clear hex in a standard ZOC would expend 4 movement points: 1 for the clear hex, 2 to leave an airmobile ZOC, and 1 to enter a standard ZOC.



5.5 How Units Move

Units move from hex to adjacent hex, expending movement points to enter hexes, cross hexsides, and enter or leave ZOCs. A unit may enter a hex only if it has enough movement points remaining to pay the full cost of entering the hex (along with associated costs of hexsides or ZOCs). Movement costs depend upon the

5.7 Special Movement

Several types of special movement may be performed in a movement phase. Any unit may be moved by air transport (see rule 12.1) or naval transport (see rule 13.2). Airborne and mechanized airborne units may make airborne assaults (see rule 12.2). Amphibious units may make amphibious assaults (see rule 13.3).

5.8 Pact Off-Map Transport Net

Pact units may move off the map on any Pact map edge (edge of map in Soviet Union, Poland, Czechoslovakia, Hungary, or Romania) and re-enter the map on any Pact map edge. It takes one turn for such movement; a unit re-enters the map in the same movement phase in which it exited the map in the previous turn. A Warsaw Pact Off-Map Movement Track player aid is provided to track off-map movement.

Pact units may not use this rule to retreat off the edge of the map; no units may exit the map due to retreat.

Example: If a Soviet unit exits the map in the movement phase of the first echelon sub-impulse of the Pact second impulse on Turn 4, it re-enters the map on Turn 5 in the same phase.

5.9 NATO Off-Map Transport Net (CGI)

Once war starts, NATO units may transfer through off-map Turkey. Units may exit the east or south edges of Map C in Turkey and enter the west edge of Map E in Turkey (or vice versa). Units transferring through off-map Turkey spend one entire NATO impulse off map. They re-enter the map during the movement phase of the NATO impulse following the NATO impulse they spent off-map. A NATO Off-Map Movement Track player aid is provided to track off-map movement.

Example: If a NATO unit moves off Map C during the NATO first impulse of a turn, it re-enters the map on Map E during the NATO reserve impulse of the next turn.

6. GROUND COMBAT

During the various combat phases, units of the phasing player may attack adjacent enemy units. Units attack with their attack strengths and defend with their defense strengths. Proficiency ratings are also important in combat.

6.1 When Units May Attack

6.1.1 Attacking is voluntary; no unit is ever required to attack.

6.1.2 The Pact player may attack during the combat phase of:

- the first echelon sub-impulse in both Pact impulses with any units;
- the second echelon/breakthrough sub-impulse in both Pact impulses with any units which *did not begin* the sub-impulse in an enemy ZOC.

6.1.3 The NATO player may attack during the combat phase of:

- the NATO first and second impulses with any units;
- the NATO reserve impulse with any units which *did not begin* the impulse in an enemy ZOC.

Note: It is possible for a Pact unit to attack four times and a NATO unit three times in a turn, although this is somewhat unlikely in practice.

6.2 Restrictions on Combat

Units may attack only adjacent enemy units.

6.2.1 In general, only airmobile and amphibious units may attack across a full sea or lake hexside (including bridged hexsides). However, all units may attack across the Bosphorus, treating these sea hexsides as major river hexsides. The Bosphorus consists of the following hexsides: C-1442/C-1443 and C-1442/C-1342.

6.2.2 Only airmobile and mountain units may attack into mountain hexes. Units other than airmobile and mountain units may attack into mountain pass hexes only through pass hexsides.

6.2.3 Only units which may move into wilderness hexes may attack into wilderness hexes.

6.2.4 A single unit may attack or be attacked at most once per phase. Each attack must be directed at the units occupying a single hex. All units in a hex defend together and may not be attacked separately. All units attacking a single hex attack together.

If a unit retreats into a hex which is attacked later in the same phase, it contributes nothing to the defense of the hex but suffers the effects of the combat result.

6.2.5 Any number of units may attack a single hex. However, only as many stacking points may attack from a single hex as could stack in the defender's hex. For example, only 3 stacking points could attack a mountain hex from any single other hex; thus a maximum of 18 stacking points could attack a mountain hex (3 from each adjacent hex).

A unit with an attack strength of 0 may attack. (Reasons why this might be desirable include raising the average proficiency of an attack and gaining the ability to advance after combat.)

6.3 Declaring Attacks and Determining Odds

In each combat phase, the phasing player declares all of their attacks before any are resolved. An attack is declared by placing an odds marker on the hex being attacked. Once an attack has been declared, it must be carried out.

6.3.1 Determine Attack Strength For each attacking unit, determine their modified attack strength. Units' attack strengths may be modified by terrain effects or by unsupplied status. All strength modifiers are cumulative; a unit halved twice is quartered. When halving strengths, retain fractions; half of 7 is 3 ½.

6.3.1.1 Attack Strength Modifiers, Terrain A ttack strengths are halved when attacking into certain hexes or across certain hexsides, depending on unit type; see the Terrain Effects Chart.

6.3.1.2 Attack Strength Modifiers, Supply The attack strengths of unsupplied units are also halved (see 11.3).

6.3.1.3 Determine Total Modified Attack Strength Total the modified attack strength for each unit participating in the attack.

6.3.2 Determine Total Defense Strength Total the defense strength for all units being attacked.

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6.3.3 Determine Initial Odds To determine initial combat odds in a single battle, divide the total modified attack strengths of all attacking units by the total defense strengths of all defending units. Express this ratio as one of the odds levels found on the combat results table, rounding down in favor of the defender.

Example: In an attack of 39 strength against 8, the initial odds level is 4:1.

The initial odds may also be modified; see rule 6.3.4. Odds before modification may be higher than 10:1 in integral increments (11:1, 12:1, etc.) or lower than 1:5 (1:6, 1:7, etc.).

Initial odds and subsequent modifications can be tracked on the Combat Odds Track.

6.3.4 Determine Odds Modifiers A battle's odds may be modified by terrain effects (see rule 6.3.4.1), unit proficiency (see rule 6.3.4.2), or by the effects of air missions during combat, (see rule 6.4).

Negative modifiers reduce odds; a modifier of -1 reduces odds by one level; 14:1 becomes 13:1, 1:2 becomes 1:3, 2:1 becomes 1.5:1, etc. Positive modifiers increase odds.

All modifiers are cumulative. For example, separate modifiers of -1, -2, and +2 combine for a -1 modifier, which reduces odds by one level.

6.3.4.1 Odds Modifiers, Terrain A battle's odds may be modified by terrain effects, see the Terrain Effects Chart. All terrain effects are negative odds modifiers.

6.3.4.2 Odds Modifiers, Proficiency Odds in an attack are affected by the difference in average proficiency of the attacking and defending units. To determine each side's average proficiency, total the proficiencies, as modified by disruption (see rule 6.6), isolation (see rule 8.3), and demoralization (see rule 17.4.1), of all units involved and divide by the number of units. The side with the higher average proficiency receives an odds modifier in its favor (positive if attacking, negative if defending); the size of the modifier depends on the size of the proficiency difference, as shown on the proficiency modifiers chart.

PROFICIENCY MODIFIERS

Difference	Modifier
Greater than 0, but less than 2	1 odds level
At least 2, but less than 4	2 odds levels
At least 4, but less than 6	3 odds levels
At least 6	4 odds levels

Example: Three units with proficiencies of 5, 4, and 7 attack two units with proficiencies of 6 and 6. The attacker's average proficiency is $(5+4+7)/3$, or $5\frac{1}{3}$. The defender's average proficiency is 6. Since the defender's proficiency is higher than the attacker's but less than 2 higher, the odds are modified by -1.

In practice, it is often possible to determine modifiers without calculating average proficiencies.

Example: If three units with proficiencies of 6 are attacked by two units with proficiencies of 6 and 7, it is obvious that the attacker's proficiency is higher than the defender's but less than two higher.

6.3.5 Declare Attacks After calculating the modified odds for an attack, place the appropriate odds marker on the defender's hex. For attacks with odds less than 1:1 or greater than 10:1, players will need to make a note to remember the exact odds. Placing the odds marker serves as a declaration of attack, meaning the attack must be carried out.

4:1

Repeat this process in rules 6.3.1 through 6.3.5 to declare all attacks to be carried out during the combat phase.

6.4 Combat Resolution

After all odds are marked and attacks are declared, they are resolved one by one in any order the attacker desires. One attack must be completely resolved before the next can begin.

Each attack consists of the following steps.

- 1) **Declare Air Missions:** Both sides declare ground attack and top cover mission (see rule 9.5.1 and 9.5.3).
- 2) **Resolve Nuclear Attacks (optional):** If the nuclear warfare rule is in use and the conflict level is 1 or more, both sides may allocate and resolve artillery NAPs (see rule 23.3.1). Nuclear attacks cause disruptions and eliminate units, which may require combat strengths and proficiency differences to be recalculated.
- 3) **Resolve Air Missions:** Air missions declared in step 1 are resolved, including air combat and air defense fire. Successful ground attack missions result in odds modifiers.
- 4) **Determine the Combat Result:** After re-computing the odds necessary after steps 2 and 3 plus possible isolation of the defender resulting from advances after previous attacks (see rule 8), find the corresponding column of the combat results table. At this point, odds of greater than 10:1 become 10:1 and odds of less than 1:5 become 1:5. Roll a die and cross-index the odds with the die roll to determine the result. Apply the result immediately; see rule 6.5 below.

After applying the combat results, return to step 1 to carry out the next attack.

6.5 Combat Results

There are four types of combat results (in addition to “no effect”) on the combat results table. Results to the left of the slash affect the attacker and those to the right affect the defender. Only units participating in the attack are affected; all units in the defending hex are involved, but there may be units in the attacking hex which are attacking other hexes or not attacking at all.

- E** Eliminated. All units of the affected side participating in the attack are eliminated.
- D, 2D, 3D, 4D** Disrupted. All units of the affected side participating in the attack receive the number of disruptions indicated. See rule 6.6 below.
- EX** Exchange. All defending units are eliminated. The attacker must eliminate attacking units whose total printed (unmodified) attack strength equals or exceeds the total defense strength of the eliminated defending units. Surviving attacking units suffer one disruption each.
- R** Retreat. All defending units must retreat two hexes. See rule 6.7 below.

6.6 Disruption

Units may become disrupted in a variety of ways: through combat results, retreating through zones of control, air strikes, and failure of an airborne or amphibious assault.

6.6.1 When a unit becomes disrupted, most units may be flipped to their reverse side, which reflects one disruption. (Players may choose to not use the reverse side of the counters and simply place a one-disruption marker on the unit when receiving an initial disruption.) If receiving more than one disruption, place a disruption marker (red for the Pact, blue for NATO) of the correct denomination on top of the unit. Disruptions are cumulative.



To conserve markers (and avoid unwieldy stacks), one marker can be used to mark the disruption of all units below it; place undisrupted units on top of the marker.

***Example:** If a unit, which already has one disruption and has been flipped to its reverse side, suffers an additional disruption, the player has two options: 1) flip the unit to its front side, then place a two-disruption marker on the unit, or 2) leave the unit on its back side, then place a one-disruption marker on the unit. For consistency, we recommend both sides use the same approach throughout the game.*

6.6.2 Each level of disruption reduces a unit’s proficiency by one. Thus a unit with an unreduced printed proficiency of 7 and three disruptions would have a proficiency of 4. If a unit’s total number of disruptions ever equals or exceeds its unreduced printed proficiency, the unit is eliminated. (Note the term printed proficiency; a unit is not made easier to eliminate if it is isolated (see rule 8.3) or demoralized (see rule 17.4.1).

6.6.3 Units recover from the effects of disruption by regrouping (see rule 7).

6.7 Retreats

The defending player chooses the retreat path of their own units within the following restrictions. A retreating unit must be moved two hexes away from the hex it occupied during combat. If more than one unit was in the hex, all must retreat to the same hex. A unit may not retreat into a hex it could not enter, or across a hexside it could not cross during regular movement.

6.7.1 There are priorities for the retreat path, which apply in the order given.

- 1) A unit may not retreat into or through a hex containing a strike marker, if possible.
- 2) A unit may not retreat into or through an enemy zone of control, if possible. A unit suffers one disruption for each such hex entered during retreat.
- 3) A unit must retreat to a hex so that the stacking limits are not violated, if possible. (This applies to the final hex of the retreat only.) If not possible, the unit must continue to retreat one or more hexes (following the retreat rules) until it reaches a hex in which the stacking limits are not violated.
- 4) Each hex of retreat must be one hex farther away from the original hex occupied by the unit.

6.7.2 A unit in a major city may ignore a retreat result, although it may retreat if the defender desires. If any units do retreat, all must retreat. A unit which reaches a major city may end its retreat there, even if it has only retreated one hex.

6.7.3 If a unit is unable to retreat the full required distance, it remains in place and suffers four disruptions.

6.7.4 If a unit retreats into a hex which is attacked later in the same phase, it contributes nothing to the defense of the hex but suffers the effects of the combat result.

6.8 Advance after Combat

If, at the conclusion of an attack, there are no defending units remaining in an attacked hex (through retreat or elimination), at least one attacking unit **MUST** advance into the defender’s hex and remain there. Each other attacking unit may (but is not required to) advance one or two hexes. The first hex of the advance must be the hex vacated by the defending units. No movement point costs are paid in the advance and the advancing units ignore enemy ZOCs. However, the advancing units may not move into or through terrain they could not enter during the movement phase. Stacking limits are in effect at the end of each advance.

Certain terrain types limit advance to only one hex. See the terrain effects chart. If the defender’s hex is one of the listed terrain types or if the attacker’s first hex of advance is across a major river hexside, the advance stops in that hex. (Note that the terrain of hexes other than the defender’s hex does not limit advances to only one hex.)

7. REGROUPING

Units may recover from disruption by regrouping.

7.1 When Units May Regroup

Units of the phasing player which did not move or attack during an entire impulse and which are not in enemy ZOCs may regroup in the regroup phase. There are two Pact regroup phases, one at the end of each Pact impulse, and three NATO regroup phases, one at the end of the NATO reserve impulse and one at the end of each impulse of the NATO segment.

7.2 How to Regroup

Each unit which regroups removes one level of disruption; for example, a unit with two disruptions would be reduced to one disruption.

7.3 Regroup Limits

Pact units, and units from neutral countries which join the Pact, with only one disruption may not regroup; when a Pact unit or unit from a neutral country that joins the Pact becomes disrupted, it carries at least a single disruption for the rest of the game.

8. ISOLATION

Isolation affects unit proficiency during the combat phase, and limits regrouping during the regroup phase. Units unable to trace a line of communication are isolated. Note that isolation is a completely separate concept from being out of supply. A unit may be in either condition, or both, or neither.

In the combat phase, immediately before each battle takes place, determine if any participating units (attacker or defender) are isolated.

In the regroup phase, immediately before regrouping, determine if any regrouping units are isolated.

Note that isolation is a completely separate concept from being out of supply. A unit may be in either condition, or both, or neither.

8.1 Line of Communication

A line of communication is a path of hexes of any length from a unit to a friendly source. The line may not enter terrain the unit could not enter using regular movement (not including air or naval transport); it may not enter a wilderness hex except for lines for airmobile units (only); it may not enter a hex in an enemy ZOC unless the hex is occupied by a friendly unit.

8.2 Friendly Source

A friendly-controlled port or city is one which friendly units were the last to occupy or which is in a friendly country and has never been entered by an enemy unit.

8.2.1 NATO units

- any hex on the west edge of map A in France;
- any non-mountain hex on the east or south edge of map C or the west edge of map E in Turkey;
- any friendly-controlled port in the North Sea, Central Mediterranean, Aegean, or Persian Gulf naval zone;

- any friendly-controlled port in the Turkish Straits naval zone if the port is not closed to NATO;
- any friendly-controlled port in the Norwegian Sea naval zone if the naval zone is controlled by NATO;
- NATO units that are initially setup in West Berlin are never isolated, as long as they remain in West Berlin;
- Danish and Norwegian units may trace to any friendly-controlled city in their home countries;
- Turkish units may trace to any friendly-controlled major city in Turkey.

8.2.2 Pact units

- any hex on any map edge in the Soviet Union, Poland, Czechoslovakia, Hungary, Romania, or Afghanistan;
- any friendly-controlled port in the Black Sea, Bothnia, Caspian Sea, and Barents Sea naval zones;
- any friendly-controlled port in the Norwegian Sea naval zone if the zone is Pact controlled;
- any friendly-controlled port in the Baltic Sea naval zone if the Pact controls both Kiel and Lubeck;
- any friendly-controlled port in the Turkish Straits naval zone if the port is not closed to the Pact;
- Bulgarian units may trace to any friendly-controlled city in Bulgaria.

8.2.3 Romanian units may trace to any friendly-controlled city in Romania, in addition to tracing to Pact sources when controlled by the Pact and NATO sources when controlled by NATO.

8.2.4 Austrian, Finnish, Swedish, and Yugoslav units may trace to any friendly-controlled city in their home countries, in addition to tracing to NATO sources when they join NATO.

8.2.5 Regional forces may trace their communications to the same sources as their controlling side or to any friendly-controlled city in their home country.

Regional forces are Iraq, Iran (both Army and Revolutionary Guards), Saudi Arabia, Kuwait, Qatar, the United Arab Emirates, and Oman. Units from countries with no printed cities may trace to friendly-controlled ports in their countries instead.

8.2.6 Regional intervention forces may trace communications to the same sources as their controlling side. In addition, Jordanian units may trace to any hex on the west edge of the map in Jordan, and Syrian units may trace to any hex on the west edge of the map in Syria.

8.2.7 Iranian factional forces (Iranian Communists, the Tudeh, the Kurds, and the Mujahideen) are not affected by isolation and do not have to trace communications.

8.3 Effects

8.3.1 Combat Phase Isolated units have their proficiency reduced by one.

8.3.2 Regroup Phase Isolated units may not regroup

8.4 Locations

Certain rules depend on whether or not a city, port, airfield, or oilfield is isolated. Such a location is isolated if the owning player cannot trace communications as for a mechanized unit from the city to a communications source.

9. THE AIR WAR

Both players have air units, each representing groups of approximately 100 aircraft. Air units are rated for range and serviceability (maintenance), and effectiveness in three types of missions: air superiority, ground attack, and strike. In general, each air unit may be assigned to one mission each turn. For the remainder of this rule, the term unit refers to air units.

9.1 Basics

Some basic concepts of the air rules are explained here.

9.1.1 Theaters For the purposes of air operations, the game maps are divided into six theaters – Northern, Western Europe, Southwestern, Balkan, Western Asia, and Persian Gulf. These theaters are denoted with light purple borders on the game maps. A seventh theater – the Eastern European theater – appears on Map D, this theater is ignored for current game purposes.

All air operations are handled separately for each theater, although it is possible for units to transfer between theaters or fly missions in other theaters. Each theater is adjacent to one or two other theaters; a theater is adjacent to the theater immediately preceding or following its listing in the list:

- Northern
- Western Europe
- Southwestern
- Balkan
- Western Asia
- Persian Gulf

(Note that the Balkan and Western Asia theaters are adjacent, even though the European and Middle East maps are separate; note that the Western Europe and Balkan theaters are not adjacent.)

9.1.2 Range Air units may fly missions in or be committed to air superiority to theaters as limited by their range: short- and medium-range air units only in the theater in which they are based; long-range air units in the theater in which they are based or in any adjacent theater; intercontinental-range air units in any theater.

***Note:** Players may wish to place a generic marker underneath long-range air units as a reminder that they were based in an adjacent theater before the mission.*

When transferring from the available box, air units may transfer to any theater. When transferring after flying a mission or returning from an abort, medium-range air units may transfer to an adjacent theater, and long- and intercontinental-range air units may transfer to any theater.

9.1.3 Air Theater Displays Each player has an air theater display for each theater. All air units, except when actually flying a mission, are kept in one of the boxes on the display.

At the beginning of a turn most units will be in the flown box (if they flew a mission last turn) or in the available box.

In the maintenance phase, units in the flown box which make their maintenance die rolls are moved to the available box.

In the theater air superiority phase, units which will fly air superiority missions are moved from the available box to the air superiority box.

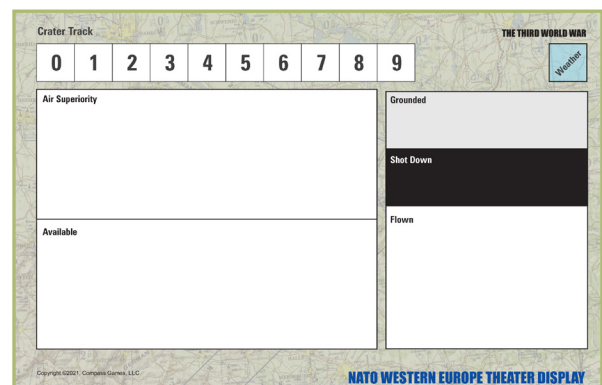
Units in the available box and the air superiority box may fly missions during the turn, after which they are placed in the flown box or the shot down box, depending on the result of air combat and air defense fire.

In the aircraft landing phase of every turn, all units remaining in the air superiority box are moved to the flown box.

Every turn, half the units in the shot down box are returned to the flown box and half are eliminated from the game.

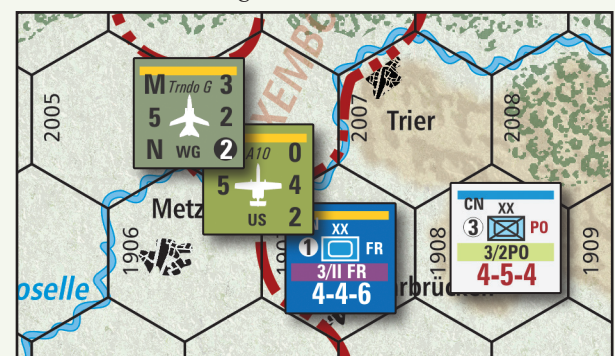
The grounded box contains units which are grounded and the crater track records the amount of cratering of theater airfields.

The flow of air operations is explained in more detail below and in the expanded sequence of play. All air theater displays (and the units on them) should always be in full view of both players.



9.1.4 Participation Air units from multiple friendly nations, even rivals (see rule 15.4), may participate in a single air mission.

***Example:** A West German Tornado may provide top cover for an U.S. A-10 on a ground attack mission supporting combat with a French ground unit.*



9.2 Maintenance

During the aircraft maintenance phase, each player rolls one die for each unit in the flown box of the air theater display. If the die roll is less than or equal to the unit's maintenance rating, place it in the available box of the same theater. Units which fail their maintenance rolls remain in the flown box and are not available to fly missions in that turn.

9.3 Crater Repair

During the aircraft maintenance phase, after units have been grounded, each player rolls one die per theater and reduces the number of craters by the number rolled, recording this on the crater track on the appropriate air theater display.

9.4 Air Superiority Allocation

During the theater air superiority phase, both sides determine which of their units will be committed to air superiority missions each turn in each theater. In order to be committed to air superiority, a unit must have an air superiority rating of at least 1.

Units allocated to air superiority are moved from the available box to the air superiority box. Long-ranged units may be moved to the air superiority box of the theater in which they are based or an adjacent theater; short-and medium-ranged units may be moved only to the air superiority box in the theater in which they are based.

The Pact player allocates their units first, and the NATO player makes their allocations after examining the Pact allocations.

In each theater, the player who has committed more units to air superiority has gained air superiority in that theater and may send up to two units on each air superiority mission flown during the turn; the other player (or both players if there is a tie) may send only one. Players can denote which side has air superiority in each theater by placing an Air Superiority marker on the air theater display.



Only units in a theater's air superiority box may fly air superiority missions in that theater, and units in the box may only fly air superiority missions. Units remaining in the available box may fly ground attack and strike missions.

9.5 Missions

There are three basic types of air missions: ground attack, strike, and air superiority. Air transport missions are a fourth type, but these are performed not by air units but by air transport points, for which there are no counters (see rule 12). Air superiority missions are subdivided into escort, interception, and top cover missions. Strike missions are subdivided into logistical strike, runway cratering, and strike/interdiction missions.

In order to fly a mission, a unit must have a rating of at least 1 for that mission. The various types of missions are flown at several points in the turn; see the expanded sequence of play for details. In general, the Pact player declares their missions before the NATO player does. Units which fly air superiority missions must start in the air superiority box; units which fly ground attack or strike missions must begin in the available box. In order to perform their missions, ground attack and strike units must first survive air combat and air defense fire before completing their mission.

9.5.1 Air Superiority Missions There are three types of air superiority missions, all basically similar to each other:

- top cover,
- escort,
- interception.

Each air superiority mission consists of one unit, or up to two if the side has air superiority.

9.5.1.1 Top Cover Missions both protect friendly ground attack missions and attack enemy ground attack missions in a single hex. One top cover mission is allowed per player per hex.

9.5.1.2 Escort Missions protect friendly strike missions.

9.5.1.3 Interception Missions attack enemy strike missions. Short-range units may not escort logistical strike or runway cratering missions but may intercept them. One air superiority mission is allowed per player per strike mission.

9.5.2 Ground Attack Missions Ground attack missions are flown in any combat phase, before each attack by ground units is resolved. Each player may commit one mission (composed of one unit) to each attack; missions fly to the defender's hex.

Ground attack missions are protected by friendly top cover air superiority missions and attacked by enemy top cover missions.

If the unit survives air combat and air defense fire, its ground attack rating is applied during the ground battle as an odds modifier in favor of the owning player.

It is possible for both players to have successful ground attack missions in a single battle, in which case both would receive modifiers.

Example: A U.S. F-18 (ground attack rating of 1) and a Soviet Su-24 (ground attack rating of 2) both flew ground attack missions over the same battle and survived air combat and air defense fire, there would be an odds modifier of 1 in favor of NATO and 2 in favor of the Pact, for a net modifier of 1 in the Pact's favor.

9.5.3 Strike Missions There are three types of strike missions:

- logistical strike,
- runway cratering,
- strike/interdiction.

Logistical strike and runway cratering missions are similar to each other and are referred to collectively as deep strikes.

Strike missions are protected by friendly escort air superiority missions and attacked by enemy interception air superiority missions.

9.5.3.1 Deep Strike Missions take place in the deep strike phase. Short-range units may not fly these missions. Units do not fly to any particular location on the map, but the missions take place within a theater.

9.5.3.1.1 Logistical Strike Missions If the unit survives air combat and air defense fire, roll the die a number of times equal to its strike rating. The total of the rolls is divided by two, with fractions rounded down to a whole number. This is the number of enemy stacking points which become unsupplied in the theater in which the strike occurs (see rule 11.1).

9.5.3.1.2 Runway Cratering Missions If the unit survives air combat and air defense fire, roll the die a number of times equal to its strike rating.



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Each roll of 4 or 5 adds one crater to the enemy crater track in the theater in which the strike occurs; record the number of craters on the crater track of the Air Theater display, using the crater marker.

Each roll of 6 destroys one enemy air unit in the theater in which the strike occurs; record the number of units destroyed on the crater track of the Air Theater Display, using the destroyed on runway marker. In the aircraft maintenance phase of the next turn, after rolling for maintenance, randomly choose that number of units from the available box and move them to the shot down box.



9.5.3.2 Strike/Interdiction Missions This mission takes place in either strike/interdiction phase. (Both sides may fly missions in each phase.) Units fly to any hex. Each player may commit one mission (one unit) to a hex. If the unit survives air combat and air defense fire, place a strike marker with a value equal to the unit's strike rating showing the correct player turn (NATO or Pact) in the hex in which the strike occurred.

Each ground unit present in the hex is attacked. For each ground unit in the hex, roll the die a number of times equal to the air unit's strike rating; each roll of 5 or 6 is a hit and causes one disruption. At the end of the strike/interdiction phase, the air unit returns to the flown box, but the strike marker remains in the hex for one full turn (until the beginning of the same phase of the next turn). Each ground unit (friendly or enemy) which enters a hex containing a strike marker is attacked; in addition to disruptions, each hit reduces the unit's remaining movement allowance for that phase (if any) by one.



9.6 Sequencing

The Pact player allocates their missions before the NATO player. (This is a simple, yet accurate, way of incorporating NATO's advantage in AWACS aircraft.)

9.6.1 Strike Mission Sequencing Missions in the deep strike and both strike/interdiction phases follow this sequence:

- 1) the Pact allocates strike missions (each with one unit) and escorts (up to one unit without air superiority; up to two units with air superiority);
- 2) NATO allocates interceptors to Pact strike missions (up to one unit without air superiority; up to two units with air superiority);
- 3) NATO allocates strike missions (each with one unit) and escorts (up to one unit without air superiority; up to two units with air superiority);
- 4) the Pact allocates interceptors (up to one unit without air superiority; up to two units with air superiority) to NATO strike missions.

9.6.2 Ground Attack Mission Sequencing In each combat phase, before each battle, this is the sequence:

- 1) the Pact allocates any ground attack mission (one unit) and top cover (up to one unit without air superiority; up to two units with air superiority);

- 2) NATO allocates any ground attack mission (up to one unit) and top cover (up to one unit without air superiority; up to two units with air superiority);
- 3) the Pact may allocate a top cover mission (up to one unit without air superiority; up to two units with air superiority) if no ground attack or top cover mission was allocated in step one.

If the Pact does not allocate a ground attack mission in step 1, proceed to step 2.

9.7 Air Combat

Air combat takes place before each strike or ground attack mission is resolved. Air combat occurs in up to two rounds. Each round is resolved only once per air combat.

9.7.1 First Round Units escorting and intercepting the same mission, or flying top cover over the same hex, fire at each other. (If there are not units for each side escorting and intercepting a strike mission, or there are not units for each side providing top cover for a ground attack mission, there is no first round of air combat, proceed to the second round.)

Units fire once, in order of their air superiority ratings, with the highest rating firing first. If two units have the same rating, they fire simultaneously.

If there are two enemy air superiority units in the mission, the attacker chooses either one as the target.

The attacker rolls a die and consults the air combat table, cross-indexing the roll with the firing unit's air superiority rating, to determine the result.

9.7.2 Second Round If, at the start of the second round, there are no enemy escort or top cover air units present, surviving interceptors or top cover may fire at enemy strike or ground attack units; these units may not fire back. Add one to the air combat die roll in the second round.

If, at the start of the second round, there are units for each side escorting and intercepting a strike mission, or there are units for each side providing top cover for a ground attack mission; or if there are no units escorting and intercepting a strike mission or there are no units providing top cover for a ground attack mission, then no air combat in the second round occurs. Proceed to air defense fire (see rule 9.8).

9.7.3 Air Combat Results There are four possible results (in addition to no effect).

- H** Halved. The unit's rating (air superiority, ground attack, or strike) is halved for the remainder of the turn. Round fractions to the nearest whole number, rounding .5 up; perform all halving before rounding off.
- A** Aborted. If this occurs in the first round, the unit may still fire (if it has not already fired) but returns to the flown box at the conclusion of the round. If this occurs in the second round, the unit returns to the flown box immediately without performing its mission.

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SH Shot down and halved. At the conclusion of the round, the unit is placed in the shot down box. If hit in the first round, it may still fire (if it has not already fired); if hit in the second round, it may still perform its mission; in both cases its rating is halved.

SX Shot down immediately. The unit is immediately shot down; it may not fire (unless it was firing simultaneously with the unit which shot it down) or perform its mission.

If two units are flying an air superiority mission, both fire at the same unit. Even if the first unit to fire shoots down or aborts the enemy unit, the second unit may still fire at it. If a unit is hit twice, the effects of both results occur. Thus SX supersedes all other results, SH supersedes A in the first round, SH plus A equal SX in the second round, two H results combine to quarter an aircraft's ratings, and so on.

Air Combat Example: A Pact (Syrian) MiG-21 and NATO (Iraqi) MiG-23 and MiG-19 are flying top cover in a hex. (NATO achieved theater superiority and thus can fly two units per mission.)

In the first round, the MiG-23, with a rating of 3, fires first. It rolls a 3, for a result of H. The MiG-21, with a rating of 2, fires next. Since it was halved, its rating is 1. It fires at the MiG-23, rolling a 5, for a result of H. The MiG-19, with a rating of 1, fires at the MiG-21 last. It rolls a 6, for a result of A. At the end of the first round, the MiG-21 is placed in the flown box.

In the second round, the MiG-23 and the MiG-19 may fire at any Pact ground attack unit in the hex; note that the MiG-23's rating will be 2, since it suffered an H result in the first round.



Fires first, at the MiG-21, with rating of 3:
Roll of 3 = H



Fires second at the MiG-23, with rating of 2, halved to 1:
Roll of 5 = H



Fires last at the MiG-21, with rating of 1:
Roll of 6 = A

9.8 Air Defense Fire

If it survives air combat, a unit flying a strike or ground attack mission is subject to air defense fire.

Roll a die for each unit and consult the column of the air defense table corresponding to its mission. Results are identical to those of air combat. (The results in the airborne assault column are explained in rule 12.) Units which receive an H or SH result perform their missions with their ratings halved; units which receive an A result do not perform their missions.

9.9 Terrain Effects

The strike and ground attack ratings of units performing strike/interdiction and ground attack missions in woods or woods plus rough hexes (including wilderness woods and wilderness woods plus rough) are halved (as shown on the terrain effects chart); rounding is performed as explained for the H combat result above.

9.10 Loss Consolidation

Both players consolidate their air losses in the aircraft maintenance phase. Remove all units from the shot down box and place them in a cup or other opaque container. If the box contained an odd number of units, randomly draw one unit from the cup and return it to the shot down box. Then randomly draw half the units from the cup and place them in the flown box. The air units remaining in the cup are permanently eliminated and count toward critical losses (see rule 17); set them aside.

9.11 Transfer

Units may transfer from one theater to another.

9.11.1 Transfer after mission or abort

9.11.1.1 Medium-range units may transfer to an adjacent theater upon completing a mission or receiving an abort result.

9.11.1.2 Long- and intercontinental range units may transfer to any theater upon completing a mission or receiving an abort result. Return them to the flown box of the theater to which they are being transferred.

9.11.2 Transfer from available box Any units which are in the available box during the aircraft landing phase may transfer to any theater; place them in the flown box of the other theater. Pact units transfer first in the phase.

9.12 Special Air Units

9.12.1 Stealth Aircraft [BfG, CG] The F-19 and F-117 air units represent stealth aircraft. Whenever the Pact player attempts to fire at either unit, in either air combat or air defense fire, a die must be rolled to determine whether the aircraft has been detected.

Die roll:

- 1-3 the unit has not been detected, and may not be fired upon.
- 4-6 the unit has been detected, and may be fired upon normally.



Players are encouraged to choose either the originally supplied (and purely speculative) F-19 unit, or the optional (and more realistic) F-117 unit for use in the game, but not both.

9.12.2 Carrier Aircraft [SF, PG, CG] The U.S. F-14 units represent the air groups of U.S. carriers. They are not based on land and thus are never subject to the effects of runway cratering missions.



The F-14 air unit which begins based in the Balkan theater represents the air group from U.S. aircraft carriers in the Mediterranean, and may only base in the Southwestern or Balkan theaters

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The F-14 air unit which is received as an Alert reinforcement represents the air group from U.S. aircraft carriers in the Persian Gulf and Indian Ocean, and may only base in the Persian Gulf theater

The F-14 units may fly missions outside these theaters as long as they return to one of these theaters when landing.

9.12.3 Sixth Fleet Withdrawal [SF, CG] The US F-14 unit, which begins based in the Balkan theater, represents the air group from U.S. aircraft carriers in the Mediterranean, is subject to withdrawal. (The withdrawal of the F-14 represents either the destruction of the carrier group or its transfer from the Mediterranean.)

At the beginning of each aircraft maintenance phase (except during the first war turn) the NATO player rolls one die.

On War Turns 2 through 4, the F-14 is withdrawn from play on a roll of 1 or less.

On and after War Turn 5, the F-14 is withdrawn from play on a roll of 2 or less.

If the Black Sea Fleet has sortied, subtract 1 from the die roll.

9.12.4 U.S. B-52 [PG, CG]

9.12.4.1 The U.S. B-52 air unit would not be based in the theater of operations and thus is never subject to the effects of runway cratering missions.



Note: B-52s would most likely be based at Diego Garcia if operating in the Persian Gulf, or based in the UK or US if operating in Europe.

9.12.4.2 When using the optional nuclear warfare rules (see rule 23.1.1), the U.S. B-52 air unit is no longer available for use once the conflict level reaches level 3 and it is removed from play. (This removal represents removal of the B-52 fleet from tactical missions, and re-tasks them for strategic nuclear missions.)

10. GROUNDING

Air units may become grounded due to runway cratering (see rule 9.5.2.1.2) or, optionally, the effects of a Pact logistics breakdown (see rule 15.11) or strategic nuclear exchange (see rule 23.4.5).

10.1 Grounding Procedure

All grounding occurs during the aircraft maintenance phase.

First, randomly choose a number of air units from the available box equal to the number of craters on the crater track and place them in the grounded box.

Then perform other grounding caused by a strategic nuclear exchange or Pact logistics breakdown. In both cases, one or more dice are rolled to determine the number of air units grounded. Unlike grounding for craters, the owning player chooses which units are taken from the available box and placed in the grounded box.

10.2 Grounding Effects

Grounded air units may not fly that turn. All grounded units are returned to the available box in the unsupplied/grounded recovery phase of the turn.

11. SUPPLY

Units may be placed out of supply (becoming unsupplied) through the effects of logistical strikes (see rule 9.5.2.1.1) or, optionally, the effects of a Pact logistics breakdown (see rule 15.11) or strategic nuclear exchange (see rule 23.3.2.1). Note that being out of supply, in this game, is a completely separate concept from isolation. A unit may be in either condition, both, or neither.



11.1 Determining Which Units Are Unsupplied

During the supply phase, players determine which enemy units are out of supply. First, total the number of stacking points which are out of supply as a result of the causes given above. The order for determining unsupplied units is:

1. Determine how many Pact stacking points are unsupplied, NATO player determines which ones.
2. Determine how many NATO stacking points are unsupplied, Pact player determines which ones.

Each player chooses which enemy units are out of supply and places unsupplied markers on them. If more stacking points are to be placed out of supply than stacking points are available to be placed out of supply, any excess is lost.

Example: If it is determined that four Pact stacking points are unsupplied, the NATO player may choose any Pact units totaling four stacking points.

11.2 Emergency Supply Priorities

After units have been placed out of supply, a player may place any of these units back in supply by giving affected units emergency supply priority. In order to do so, the player must place out of supply other units totaling twice as many stacking points as the units placed back in supply. The units placed back in supply and the units providing emergency supply must be located in the same theater. The order for determining emergency supply is:

1. Pact determines any emergency supply priorities.
2. NATO determines any emergency supply priorities.

Example: If the Pact player in the example above wished to remove the unsupplied markers from all those units representing the four stacking points, they would have to place markers on other units, located in the same theater, totaling eight stacking points.

11.3 Out of Supply Effects

Units which are unsupplied have their movement allowances halved (to three movement points per phase) and their attack strengths halved (retaining fractions). Units which are unsupplied remain unsupplied until the unsupplied/grounded recovery phase, when all unsupplied markers are removed.

12. AIR TRANSPORT AND AIRBORNE ASSAULT

Both sides possess air transport capabilities, measured in air transport points. The available air transport points are shown in the setup information for each scenario.

Air transport points have two uses: air transport and airborne assault. Different units require different amounts of air transport points to move, as shown on the unit identification chart.



The NATO player may use air transport points in each movement phase of the NATO first and second impulses; no air transport occurs in the NATO reserve impulse.

The Pact player may use air transport points in the movement phases of the Pact first and second impulses (in either movement phase of the impulse).

***Example:** Assume the Pact has five air transport points available. In the Pact first impulse the Pact player could use one point in the movement phase of the first echelon sub-impulse and four in the movement phase of the second echelon/breakthrough sub-impulse, or two in the first and three in the second, or five in the first and none in the second, etc.*

12.1 Air Transport

Any unit may be moved by air transport. It must start the phase in a city or airfield not in an enemy ZOC and may move to any city or airfield not in an enemy ZOC. The destination city or airfield must be friendly-controlled at the start of the impulse for units to be air transported there. The unit may not otherwise move in the phase and may not attack.

Units moving by air transport are not isolated for one full turn following their transport.

12.2 Airborne Assault

Airborne assault is a special type of air transport. Only airborne and mechanized airborne (desant) units may make airborne assaults. The unit must start the phase in any city or airfield not in an enemy ZOC and may move to any hex on the board except a full sea, mountain, or mountain pass hex, any hex in a neutral country, or any hex occupied by an enemy unit. It may not otherwise move in the phase, although it may attack.

Units making an airborne assault are not isolated for one full turn following their assault.

12.3 Air Transport Costs

The number of points required to transport a unit depends on its type and number of stacking points. The number of points required to transport a stacking point of each type is shown on the unit identification chart. For airborne assaults, double the cost. Thus, an airborne assault by an airborne brigade costs 2 points.

12.4 Air Combat and Air Defense

Air transport missions (both regular air transport and airborne assault) are similar to other air missions for purposes of air combat and air defense. For purposes of air combat, all units being transported by air to the same destination constitute a single air transport mission.

12.4.1 Air Combat Air transport missions may be escorted and intercepted by air units. Escorts and interceptors must be in the air superiority box of the theater containing the destination of the air transport mission. The player flying the transport mission first assigns escorts; then the other player assigns interceptors.

Air combat occurs as described in rule 9, treating the ground unit being transported as an air unit. If the unit receives:

- an **A** (abort) or **H** (halved) result, it returns to the hex it came from; the unit may not otherwise move in the movement phase and may not attack in the following combat phase.
- for a **SH** (shot down, halved) or **SX** (shot down, immediately) result, the effects of the result depend on the type of air transport mission:
 - For regular transport, the unit returns to the hex it came from and receives two disruptions; the unit may not otherwise move in the movement phase and may not attack in the following combat phase.
 - For airborne assaults, the unit is eliminated.

In either case, a shot down result permanently destroys half (round fractions up) of the air transport points being used for the mission.

12.4.2 Air Defense Fire Airborne assault missions are subject to air defense fire. Roll a die, adding 1 if the hex assaulted is in an enemy ZOC, and consult the air defense table. If the result is AD or A2D, the unit returns to the hex it came from. On AD, it receives one disruption; on A2D, it receives two disruptions. When aborted, the unit may not otherwise move in the phase and may not attack in the following combat phase.

13. NAVAL TRANSPORT AND AMPHIBIOUS ASSAULT

Any unit may move by means of naval transport. Only amphibious units may conduct amphibious assaults. Both may occur during any friendly movement phase except the movement phase of the NATO reserve impulse.

13.1 Naval Zones

Sea hexes on the maps are divided into naval zones. Units may use naval transport and make amphibious assaults in the following naval zones:

13.1.1 NATO

- 1) North Sea
- 2) Norwegian Sea (unless Pact controlled)
- 3) Central Mediterranean
- 4) Aegean
- 5) Turkish Straits (if open to NATO)
- 6) Persian Gulf

13.1.2 Warsaw Pact

- 1) Barents Sea
- 2) Bothnia
- 3) Baltic (if both Kiel and Lübeck are Pact-controlled)
- 4) Norwegian Sea (unless NATO controlled)
- 5) Black Sea (including hexes C1414 and C1415)
- 6) Aegean (if the Black Sea Fleet has sortied)
- 7) Turkish Straits (if open to the Pact)
- 8) Caspian Sea

13.2 Naval Transport

A unit moving by naval transport must start the movement phase in a port in a naval zone where that side may use naval transport and may move to any friendly-controlled port in a naval zone where that side may use naval transport. The port must be friendly-controlled at the start of the impulse. The unit may not move thereafter in the phase. The destination may be in an enemy ZOC; the starting point may be in an enemy ZOC if another friendly unit begins the movement phase in the hex and remains there for the entire phase.

Units moving by naval transport are not isolated for one full turn following their transport.

In addition to ports marked on the map, all one-hex islands (that is, an island contained within a single hex) are ports.

13.2.1 NATO Naval Transport

13.2.1.1 NATO Naval Zone Groups NATO has three naval zone groups for naval transport:

- 1) the Norwegian Sea/North Sea group,
- 2) the Central Mediterranean/Aegean/Turkish Straits group,
- 3) the Persian Gulf zone.

13.2.1.2 NATO Naval Transport Within a Naval Zone Group NATO may use naval transport within a naval zone group by starting the movement phase in a port and may move to any friendly-controlled port in that naval zone group.

13.2.1.3 NATO Naval Transport Between Naval Zone Groups NATO may use naval transport between a port in one naval zone group to a friendly-controlled port in another naval zone group; one full turn is required for movement from one naval zone group to another.

A NATO Naval Movement track is provided on a Player Aid Card to assist in tracking movement from one naval zone group to another.

Example: If a NATO unit left a North Sea port in the movement phase of the NATO first impulse of War Turn 2, it could arrive at a Persian Gulf port in the movement phase of the NATO first impulse of War Turn 3.

13.2.2 Pact Naval Transport

13.2.2.1 Pact Naval Zone Groups The Pact has four naval zone groups for naval transport:

- 1) the Barents Sea/Norwegian Sea group,
- 2) the Bothnia/Baltic group,
- 3) the Black Sea/Turkish Straits/Aegean group,
- 4) the Caspian zone.

The naval zone groups in which the Pact player may use naval transport are separate. While Pact units may use naval transport between ports within a naval zone group, they may not use naval transport between ports in different naval zone groups.

13.2.2.2 Pact Naval Transport Within a Naval Zone Group The Pact may use naval transport within a naval zone group by starting the movement phase in a port and may move to any friendly-controlled port in that naval zone group.

13.2.2.3 Pact Naval Transport Between Naval Zone Groups is not allowed.

13.3 Amphibious Assault

Amphibious assault is a special type of naval transport. Amphibious assaults may only be conducted by amphibious units. The unit making the assault must begin the movement phase in a port and may move to any partial sea hex in the area where that side may use naval transport; the destination hex may not be a mountain or mountain pass hex or any hex in a neutral country. The unit may not otherwise move in the phase, although it may attack.

Units making an amphibious assault are not isolated for one full turn following their assault.

13.3.1 Opposed Landings Amphibious units may make opposed landings: they may move to an enemy-occupied hex. The amphibious unit must attack in the combat phase. In addition to all other combat effects, the unit's attack strength is halved. The attack may be made in conjunction with other units; the amphibious unit has no ZOC during this combat phase. If the hex attacked is vacated by enemy units due to combat, the amphibious unit remains in the hex. If the attack does not cause the hex to be

vacated, the amphibious unit suffers two disruptions (in addition to any caused by the combat) and returns to the port it came from.

13.3.2 Amphibious Evacuation An amphibious unit may be evacuated from any partial sea hex except a mountain or mountain pass hex. The hex must be in a naval zone where naval transport is allowed for the owning player. The amphibious unit may be withdrawn from the hex and transported by sea to a friendly-controlled port. The unit need not start the phase in the evacuation hex, but it may not move after evacuating. A unit that is evacuated immediately suffers two disruptions. The unit may not otherwise move in the movement phase or attack in the combat phase.

13.3.3 Amphibious Assault Special Rules

13.3.3.1 Pact limited amphibious assault/evacuation capability The Pact has a limited amphibious assault/evacuation capability. In each Pact naval zone group, the capability for Pact amphibious and amphibious-trained units is three stacking points per impulse.

A Pact unit may make an opposed landing (see rule 13.3.1) *only* if the entire Pact capability of a naval zone group is used for a single brigade.

13.3.3.2 Pact amphibious-trained motorized rifle units have very limited amphibious assault abilities. They may make amphibious assaults only in port hexes and only if the port hex is not occupied by an enemy unit.

13.3.3.3 The British commando brigade is an amphibious unit.



13.4 Special Naval Rules

13.4.1 Baltic Naval Zone [BfG, CG]

If NATO controls either Kiel or Lübeck, Pact naval transport in the Baltic naval zone is limited to only movement between ports in East Germany, Poland, and the Soviet Union. No amphibious assaults or other naval transport may be performed.

If the Pact controls both cities, all naval transport and amphibious assaults are possible throughout the Baltic naval zone. In addition, all bridge hexsides in Denmark become full sea hexsides for the NATO player.

13.4.2 The Turkish Straits [SE, CG] The Turkish Straits naval zone has a number of special rules governing its use. Due to the restricted waters of the Straits, ground forces on the shores of the Straits can effectively close the Straits to enemy naval forces by using missiles and other anti-ship weapons.

13.4.2.1 Closing the Turkish Straits When a player wishes to use a port on the Straits for any purpose (such as naval movement or tracing communications), the player must determine if the Straits are open to their side. An all-sea route must be traced from the port being used to a naval zone (the Aegean for NATO and the Black Sea for the Pact); this route may enter but may not pass through any hex adjacent to an enemy ground unit. (For example, a Pact unit in hex C-1338 closes the Straits to NATO for Istanbul and Uskudar but not for the ports in hexes C-1137 and C-1238.) If such a route can not be traced, then the Straits are closed to that port, and the port may not be used.

To close the Straits, a unit must meet the requirements of the rule and also be in a partial sea hex of the Turkish Straits naval zone. (Note that a unit cannot close the Straits if in a partial sea hex of the Aegean naval zone.)

13.4.2.2 Black Sea Fleet Sortie During the Black Sea Fleet sortie phase, the Pact player checks to see if the Black Sea Fleet can sortie into the Mediterranean.

If the Straits are open to the Pact player throughout their length (from the Black Sea naval zone to the Aegean naval zone), the Black Sea Fleet sorties. Once the Black Sea Fleet sorties, the sortie phase is skipped for the rest of the game. The Pact player receives victory points if the Black Sea Fleet sorties.



Place the Black Sea Fleet Sortied marker on the game turn track on the turn in which the Black Sea Fleet sorties. This reminder will be helpful for Victory Point calculations.

Once the fleet sorties, the following conditions are in effect:

- 1) The Turkish Straits are permanently closed to NATO. (The Straits may subsequently be closed to the Pact as well, per above rules, but this does not change the effects of the sortie by the Black Sea Fleet.)
- 2) The Pact player may attempt naval transport and amphibious assaults from the Black Sea naval zone to the Aegean naval zone (or vice versa). These activities are conducted per standard rules, except that one die is rolled for each unit making an attempt.

Die roll:

- 1-3 the attempt is successful, and the unit arrives at its destination.
- 4-5 the attempt is turned back, and the unit returns to its port of origin; the unit may not otherwise move in the movement phase and may not attack in the following combat phase.
- 6 the unit is eliminated by NATO naval action and is removed from play.

If the Black Sea Fleet sorties and NATO subsequently closes the Straits to the Pact, Pact naval transport from the Black Sea to the Aegean (or vice versa) is not allowed while the Straits are closed.

- 3) NATO naval transport and amphibious assaults in the Aegean naval zone are subject to Pact naval actions. If the origin or destination of a NATO naval transport or amphibious assault is in the Aegean naval zone, then one die is rolled for each unit making the attempt.

Die roll:

- 1-4 the attempt is successful, and the unit arrives at its destination.
- 5-6 the attempt is turned back, and the unit returns to its port of origin; the unit may not otherwise move in the movement phase and may not attack in the following combat phase.

13.4.3 The Norwegian Sea [AF, CG] The Norwegian Sea naval zone has a number of special rules governing its use.

13.4.3.1 Norwegian Sea Control During the Norwegian Sea control phase, the Pact player rolls two dice and consults the Norwegian Sea control table. The die roll is modified by +1 for each airfield hex in Norway (and not elsewhere) the Pact player controls. The result from the table determines which player controls the Norwegian Sea naval zone that turn.

Place the Norwegian Sea Control marker on the map in the Norwegian Sea with the NATO side up if the Norwegian Sea is controlled by NATO, or with the Pact side up if controlled by the Pact. If Norwegian Sea control is disputed, simply move the marker off of the map for the current turn



13.4.3.2 Effects of Norwegian Sea Control A player may not use naval transport or make amphibious assaults in this zone if it is controlled by the other player. If the result is disputed control, neither side controls the zone and both sides may attempt to use naval transport and to make amphibious assaults in the zone. One die is rolled for each unit attempting to do one of these actions.

Die roll:

- 1-4 the attempt is successful, and the unit arrives at its destination.
- 5-6 the attempt is turned back, and the unit returns to its port of origin; the unit may not otherwise move in the movement phase and may not attack in the following combat phase.

13.4.4 Adjacent Ports Units of either side may always use naval transport to move between adjacent friendly-controlled ports, regardless of naval zones.

Also, communications may be traced across a sea hexside between adjacent friendly-controlled ports, regardless of naval zone.

Example If the Pact player controls C-1137 and C-1238, then Pact units may use naval transport between the two ports and trace communications across the hexside, regardless of whether or not the Straits are open to the Pact to these ports.

14. WEATHER

Since the game is assumed to take place in the late spring and early summer, weather does not have a profound effect on play. However, weather effects are not negligible, either, and so are considered.

14.1 Weather Determination

In each turn's weather determination phase, roll a die separately for each air theater and consult the first column of the weather table. Two results are possible: clear or poor. Clear weather has no effect. If poor weather is rolled, roll again and consult the second column. Three results are possible: overcast, storms, and severe storms.



14.2 Weather Effects

Adverse weather can affect air units, air transport and assault, airmobile units and ZOCs, and amphibious assault.

Poor weather affects the theaters differently. In the Persian Gulf theater, only overcast poor weather may occur. In all other theaters the full range of poor weather (overcast, storms, and severe storms) occurs.

14.2.1 Overcast Overcast weather affects only aircraft flying missions in the theater with overcast weather. All aircraft ratings which do not have all-weather capability (denoted by black circle around the rating) are halved, rounding fractions down. (This precedes all other halvings performed on aircraft ratings.) Note that if the unit's rating was 1, it is now 0, and a unit may not perform a mission for which its rating is 0.



Example: An Su-24 has an air superiority rating of 1, a ground attack rating of 2, and a strike rating of 3. Only the strike rating has all-weather capability. Thus, in overcast the Su-24 would have an air superiority rating of 0 and could not perform air superiority missions. It would have a ground attack rating of 1 and a strike rating of 3.



14.2.2 Storms Air units in a theater with storm weather may only fly missions for which their ratings have all-weather capability.



Example: The Su-24 cited above could fly only strike missions during storm turns.

Storms also affect the ability of units to conduct amphibious and airborne assaults in the theater. Whenever the destination hex of a unit attempting such an assault is in a theater with storm weather, roll a die. On a roll of 1-3 the unit is turned back and must return to the city or port from which it came. The unit may not otherwise move in the movement phase and may not attack in the following combat phase.

This die roll is made separately for each unit attempting such an assault. For air assaults, check for turning back before the other player assigns interceptors.

14.2.3 Severe Storms

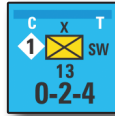
- No aircraft may conduct any mission in a theater with severe storm weather.
- No aircraft may transfer into or out of a theater with severe storms.
- No unit may conduct an amphibious or airborne assault with a destination hex in a theater with severe storms.
- The movement allowances of all airmobile units that start in or enter a theater with severe storms are reduced to 3.
- All units with airmobile ZOCs in a theater with severe storms are instead considered to have only standard ZOCs.
- No air transport is allowed into or out of a theater with severe storms.



15. SPECIAL RULES

15.1 Territorial Reservists

Units with a “T” in the upper right corner of the counter are territorial reservists. Austria, Belgium, Denmark, Iraq, the Netherlands, Sweden, and West Germany have territorial reserves.



15.1.1 Territorial reservists are scheduled to enter play on (War) Turn 1, but these units do not automatically enter play this turn. At the beginning of the movement phase of the first impulse of each NATO segment, roll one die for each territorial unit which has not yet entered play. If the die roll is less than or equal to the current turn number, the unit appears. If the die roll is higher, the unit remains in waiting to appear in a subsequent turn.

15.1.2 Territorials appear in cities in their country in the same way other units appear.

15.1.3 Territorials may never leave their home country (including retreat as a result of combat).

15.2 Partisans

Partisans may be active in some countries/regions as outlined below. Partisans are not represented by unit counters, but impact the tracing of communications as listed below for the specified country/region.

Units of a side may not trace communications for the purpose of determining isolation (see rule 8) through the terrain types specified below in a region or nation containing partisans active against that side, unless the hex is occupied by or in the ZOC of a friendly unit when communications are traced.

Once activated, the effects of partisans remain in force for the rest of the game, even if the country becomes shaken, becomes demoralized, or even surrenders.

15.2.1 Afghan partisans are always active in Afghanistan and are always active against the Pact.

Affected units may not trace communications through any non-clear terrain hex, unless the hex is occupied by or in the ZOC of a friendly unit.

15.2.2 Finnish partisans Starting with the game turn following the entry of Finland into the war, partisans in that country are active against the Pact for the rest of the game.

Affected units may not trace communications through any wilderness hex, unless the hex is occupied by or in the ZOC of a friendly unit.

15.2.3 Kurdish partisans may be active in all or part of Kurdistan and may be active against either the Pact or NATO (see rule 20.3.7).

Affected units may not trace communications through any non-clear terrain hex, unless the hex is occupied by or in the ZOC of a friendly unit.

15.2.4 Yugoslav partisans Starting with the game turn following the entry of Yugoslavia into the war, partisans in that country are

active against the Pact for the rest of the game.

Affected units may not trace communications through any mountain or mountain pass hex, unless the hex is occupied by or in the ZOC of a friendly unit.

15.3 Limited Military Abilities

Due to doctrinal, professional, and training limits, the military forces of some nations and all factions have limited abilities. Units of these forces do not engage in operations to the full extent the sequence of play allows. Instead, they are limited to a single movement, combat, and regroup phase per turn.

The units from nations/factions with limited military abilities are denoted with an “L” on the top left corner of their counter.



15.3.1 If committed to NATO, they operate in the NATO first impulse only; they do not operate in the NATO second impulse or the NATO reserve impulse.

15.3.2 If committed to the Pact, they operate in the Pact first impulse in the first echelon sub-impulse and the regroup phase; they do not operate in the movement and combat phases of second echelon/breakthrough sub-impulse of the Pact first impulse or in the Pact second impulse.

15.3.3 The following nations and factions have limited military abilities: Afghanistan, Iraq, the Iranian Army, the Iranian Revolutionary Guards, the Iranian Communists, the Kurds, Kuwait, the Mujahideen, Oman, Qatar, Saudi Arabia, the Tudeh, and the United Arab Emirates.

15.4 Rivalry

Due to national, ethnic, or religious animosities, certain nations have limited abilities to co-operate with one another when on the same side.

15.4.1 Effects of Rivalry

15.4.1.1 Rival units may never stack together.

15.4.1.2 Units may not voluntarily enter any hex of a rival nation. During combat, if no other retreat route is available, a unit may retreat into a rival nation. Once in the country, the unit may remain there, but if it subsequently leaves the country it may not voluntarily re-enter.

15.4.1.3 Rival ground units may not attack together. If units of one nation are attacking a hex, units of a rival nation may not participate in the attack. Air units are not affected by rivalry restrictions.

15.4.1.4 Units may not regroup when in the territory of a rival nation.

15.4.2 The following nations are rivals:

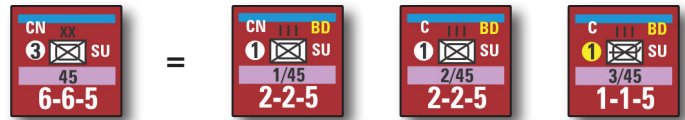
- Greece is rival to Turkey.
- Iraq is rival to Syria and the Islamic Republic government of Iran.
- Israel is rival to all Arab nations (Iraq, Jordan, Kuwait, Oman, Qatar, Saudi Arabia, Syria, and the United Arab

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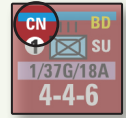
Emirates), the Islamic Republic government of Iran, and all Iranian factions (Communists, Kurds, Mujahideen, and Tudeh).

- The Kurds are rival to various nations or factions, depending on what side they join; see the diplomacy game rules.

Example: Israel and Iraq are both on the same side, fighting the Islamic Republic government of Iran; units of both nations are in Iran. These units may not stack or attack together. Israeli units may not voluntarily enter neighboring Iraq. If attacked, they may retreat into Iraq only if there is no other retreat route possible.



Note: The nuclear capability of the parent division is passed on to the senior regiment of the division when the division is broken down. The regiment retaining the nuclear capability is denoted with an "N" designation in the upper left corner of the counter.



15.5 Soviet Mountain Divisions [PG, CG]

The Soviet player has the ability to organize several motorized rifle divisions as mountain divisions. These divisions have two counters in the game, one for each organization. When the Soviet player deploys or receives as a reinforcement any of these motorized rifle divisions, they may choose to take the unit as a mountain division instead. Simply substitute the mountain division with the same ID for the motorized rifle division. Once in play, such a unit may not have its organization changed.



15.6 Soviet Divisional Breakdowns [AF, CG]

Certain Soviet divisions may break down into regimental combat groups, allowing their special organization or training for northern European operations to be used. Six motorized rifle divisions (45th, 54th, 37th Guards, 45th Guards, 77th Guards, and 111th Guards) and one desant division (76th Guards) may break down. Soviet divisions may break down only in the Northern theater. Regiments of broken down Soviet divisions may not voluntarily leave the Northern theater.



15.6.1 Divisions may break down and build up during any Pact movement phase. A division may either break down or build up in a movement phase; it may not do both in the same phase. It may break down or build up at any time during the phase.

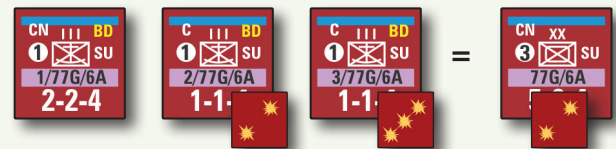
15.6.2 Breaking Down When breaking down, the division is removed from the map and its three regiments are placed in its hex; each regiment has MPs remaining equal to the MPs remaining of the parent division. When breaking down a disrupted division, each regiment has the same number of disruptions as the parent division. For example, a Soviet division with two disruptions expends 2 MPs and then breaks down. Each of its three regiments has 4 MPs remaining and has two disruptions.

15.6.3 Building Up When building up, the three regiments must be stacked together. They are removed from the map and their parent division is placed in their hex; the division has MPs remaining equal to that of the regiment with the least MPs remaining. When building up a division with disrupted regiments, the average number of disruptions per regiment (rounded up) is the number of disruptions of the division.

Example: A Soviet division is to be built up. The first regiment has no disruptions, the second regiment has 2, and the third has 3. The average disruption per regiment is:

$$(0 + 2 + 3)/3 = 5/3 = 1 \frac{2}{3}.$$

Thus, the built-up division has 2 disruptions.



15.7 Soviet Strategic Reserve Commitment [AF, CG]

15.7.1 Strategic Reserve Commitment [AF] Pact ground and air unit reinforcements designated as such on the Arctic Front setup card are the Pact's strategic reserve. Before the Pact sets up, the Pact player determines if the strategic reserve is committed to operations in Scandinavia. The Pact player rolls two dice to determine the commitment of the strategic reserve.

Dice roll:

7 or less: the strategic reserve is committed elsewhere and not available for operations in Scandinavia.

8 or more: the strategic reserve is committed to Scandinavia.

If the reserve is not committed, the Pact player does not receive any strategic reserve forces.

If the strategic reserve is committed, the Pact player receives the reserve's air units as initial air units and the reserve's ground units as reinforcements on the indicated turns. However, the Soviet high command has mandated a general offensive in Scandinavia. The Pact player must:

- declare an outright invasion of Finland on Turn 1, and

- declare an outright invasion of Sweden by Turn 3.

Victory conditions are modified as outlined in the victory conditions section of the Arctic Front scenario in the Playbook.

15.7.2 Strategic Reserve Commitment [BfG+SF+AF, CG]

In the Neutral Activation Phase of Turn 1 (Battle for Germany + Southern Front + Arctic Front) or Pact mobilization turn 1 (Combined Game), the Pact player chooses the theater of operations (TVD) where the Pact strategic reserve will be committed.

Northwestern TVD: Northern Air Theater

Western TVD: Western Europe Air Theater

Southwestern TVD: Southwestern and Balkan Air Theaters

Southern TVD: Western Asia and Persian Gulf Air Theaters

15.7.2.1 Air units of the reserve are received as reinforcements for an air theater of the chosen theater of operations in Turn 1 (BfG + SF + AF) or Pact mobilization turn 1 (CG).

15.7.2.2 Ground units of the reserve enter the map in the chosen theater of operations on their indicated turn; they may enter using air or naval transport if such is possible.

Pact strategic reserve forces are not required to stay in the theater of operations chosen for their commitment; the theater choice influences only which theater they initially enter.

15.8 Revolutionary Guard Replacements [PG, CGI]

Eliminated Iranian Revolutionary Guard units may be replaced. Each turn, the owning player may replace one of these units, placing it in any friendly-controlled city in Iran at the start of the movement phase of the player's first impulse (that is, the same as reinforcements).

15.9 NATO Forward Movement [BfG, CG]

Prior to the start of war, NATO units in Germany, not on the Pact border, may attempt forward movement. As many or as few units as the NATO player desires may make the attempt.

15.9.1 NATO Forward Movement [BfG] After all units of both sides have been set up, NATO rear area units may attempt to move into forward positions.

15.9.2 NATO Forward Movement [CG] If the Pact does not launch an early attack (see rule 20.5.1.1), prior to the start of the NATO first impulse of War Turn 0, NATO rear area units may attempt to move into forward positions.

15.9.3 Procedure Units attempt to move one at a time, in any order the NATO player desires, but one unit must finish moving before another unit attempts to move.

To determine if a particular unit may move, roll one die and add three to the result. If the modified die roll is:

- less than or equal to the unit's proficiency, the unit may move
- greater than the unit's proficiency, it remains in place (but there is no other penalty).

Units which succeed in moving may move just as in a NATO movement phase, using their six movement points, but may not leave West Germany.

15.9.4 Restrictions

- Air and naval transport are not allowed.
- Pact ZOCs do not extend across the border during NATO forward movement.

15.10 Norwegian Early Reaction [AF, CG]

Prior to the start of war, Norwegian units may attempt to move or mobilize early.

15.10.1 Norwegian Early Reaction [AF] After all units of both sides have been set up, Norwegian units may attempt to move or mobilize early.

15.10.2 Norwegian Early Reaction [CG] If the Pact does not launch an early attack (see rule 20.5.1.1), prior to the start of the NATO first impulse of War Turn 0, Norwegian units may attempt to move or mobilize early.

15.10.3 Initial Setup Units

15.10.3.1 Eligible Units Norwegian units initially set up may attempt to move. As many or as few units as the NATO player wishes may make the attempt.

15.10.3.2 Procedure Units attempt to move one at a time, in any order the NATO player wishes, but one unit must finish moving before another unit attempts to move.

To determine if a particular unit may move, roll one die and add three to the result. If the modified roll is:

- less than or equal to the unit's proficiency, the unit may move
- greater than the unit's proficiency, the unit remains in place (but there is no other penalty).

Units which succeed in moving may move just as in a NATO movement phase, using their six movement points, but may not leave Norway.

15.10.3.3 Restrictions

- Air and naval transport are not allowed.
- Pact ZOCs do not extend across the border during this movement.

15.10.4 Reinforcements

15.10.4.1 Eligible Units After all movement attempts have been made, the NATO player may attempt to mobilize Norwegian reinforcements early.

15.10.4.2 Procedure To determine if a particular unit may mobilize early, roll one die and add three to the result. If the modified roll is:

- less than or equal to the unit's proficiency, the unit is placed in its mobilization hex one turn early (Turn 1

reinforcements are initially set up; Turn 2 reinforcements would appear in Turn 1;

- greater than the unit's proficiency, the unit enters play per the standard reinforcement schedule.

15.11 Pact Logistical Breakdown (Extended Game)

The following rules are added to Extended Game scenarios to simulate the gradual breakdown of the Warsaw Pact logistical system.

15.11.1 Die rolls

Beginning Turn 6 Beginning in the supply phase of turn six, the NATO player rolls the die twice for Pact supply deficiencies. The first die roll is the number of air units grounded. The second die roll is the number of ground units unsupplied. This die roll is repeated each supply phase for the rest of the game.

Beginning Turn 8 Beginning on turn eight, the die is rolled once for air units and twice for ground units.

Beginning Turn 10 Beginning on turn ten, the die is rolled twice for air units and twice for ground units.

Beginning Turn 12 On turn twelve, the die is rolled twice for air units and three times for ground units.

15.11.2 Choosing units affected The NATO player picks which Pact ground units are unsupplied; the Pact player picks which air units are grounded. If the rolls require more air or ground units to be grounded than there are in the theater, the extra results are ignored.

15.11.3 Adjustments to die rolls for combined games

- If playing a two game scenario, then roll twice the number of dice normally required. Units affected may be from any theater(s).
- If playing a three game scenario, then roll three times the number of dice normally required. Units affected may be from any theater(s).
- If playing the Combined Game scenario, roll as in 15.11.1 for each theater.

16. NEUTRALS

Neutral nations may enter the game depending on the actions of the Pact against them; or, for Albania, Austria, Finland, Greece, Iraq, Oman, Sweden, and Yugoslavia, their neutral reaction chits.

Note: Greek and Albanian chits are used only in the Balkan Entente scenario, and Yugoslavian chits are not used in the Balkan Entente scenario.

Neither player's units may enter a country while it is neutral. A country receives reinforcements even when it is neutral. Ground unit reinforcements for neutrals are placed on the map by the

NATO player at the same time as NATO reinforcements are received. Air units of neutrals are received in step 1 of the aircraft maintenance phase. This is immediately after the neutral activation phase (see the Combined Sequence of Play).

16.1 Neutral Nations

16.1.1 Switzerland is always neutral and may not be invaded.

16.1.2 Albania may enter the game due to the result of their neutral reaction chits.

16.1.3 Austria, Finland, Greece, Iraq, Oman, Sweden, and Yugoslavia may enter the game due to Pact invasion or as a result of their neutral reaction chits.

16.1.4 Pakistan Although a small portion of Pakistan appears on the game map, Pakistani involvement is outside the scope of this game. Thus, neither side may enter any hex of Pakistan, nor may either player invade Pakistan.

16.1.5 Kuwait, Qatar, the UAE, and Oman are neutral but may be invaded by the Pact (and would then join NATO).

16.1.6 Other Middle East countries start neutral but may become committed to a side per the diplomacy game rules.

16.1.7 Bahrain For game purposes, Bahrain (a sovereign island country) is treated as part of Qatar.

16.2 Invasion

The Pact player may invade neutral nations during any turn, except as restricted by the Diplomacy Game rules (see rule 20). The invasion must be announced during the neutral activation phase of the turn in which the invasion occurs. Immediately upon announcing the invasion, the forces of the invaded country are controlled by the NATO player and the countries are treated as NATO countries for all purposes.

16.2.1 Invasion of Sweden and/or Finland The Pact player may violate the neutrality of Sweden and/or Finland during any turn, declaring this action during the neutral activation phase of the turn. During the phase, the Pact player states whether they are seeking Arctic passage or making an outright invasion.

16.2.1.1 In Arctic passage, Pact units may only move and attack in Arctic hexes of the violated neutral.

The neutral reaction chits of Sweden and Finland will dictate how the invaded country reacts to the announcement of Arctic passage.

16.2.1.2 In outright invasion, Pact units may operate anywhere in the invaded country.

The Pact player may declare Arctic passage in one turn and then declare an outright invasion in a subsequent turn against the same country.

16.3 Neutral Reaction

Some neutral countries have neutral reaction chits, which determine how the country reacts during the war. Albania, Austria, Finland, Greece, Iraq, Oman, and Sweden each have three neutral reaction chits. Yugoslavia has two different sets of three neutral

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reaction chits. Use of the chits, and which set of chits to use for Yugoslavia, is outlined in the Playbook for each scenario.

As outlined for each scenario in the Playbook, before the game begins, the designated player randomly draws one chit from the neutral's set and places it face down on the map in the neutral country. All drawn chits may be examined by the drawing player, except Iraq and Oman. The remaining chits are placed aside.

When a country joins the war, regardless of the cause, that country's chit is displayed to the other player. If the country does not join the war at all, the chit is shown to the other player at the end of the game.

16.3.1 Albania Neutral Reaction Chits [SF/BE, CG/BE]

The Pact player draws and examines one neutral reaction chit before the game, and places it face down on the map inside Albania.



- 1) **Neutral** – Albania will remain neutral throughout the game, unless invaded.
- 2) **Pact Turn 1** – Albania will become an active belligerent at the beginning of Turn 1. At that time, all Albanian forces come under control of the Pact player.

Also, Albania must invade Greece on War Turn 1. At least one Albanian unit must attack a Greek unit sometime during War Turn 1.

- 3) **Pact if Greece Joins NATO** – Albania joins the Pact if Greece joins NATO, but does not have a mandated attack on Greece in War Turn 1.

16.3.1.1 [SF, CG] (optional) Although the neutral reaction chit was created for the Balkan Entente scenario, upon mutual agreement by both players, the Albanian neutral reaction chit may be used in the Southern Front and Combined Game scenarios.

16.3.2 Austria Neutral Reaction Chits [BfG, CG]

The NATO player draws and examines one neutral reaction chit before the game, and places it face down on the map inside Austria.



- 1) **Neutral** (two chits) – Austria will remain neutral throughout the game, unless invaded by the Warsaw Pact. When invaded, all Austrian forces come under control of the NATO player.
- 2) **NATO Turn 3** (one chit) – Austria will become an active belligerent at the beginning of Turn 3. At that time, all Austrian forces come under control of the NATO player.

16.3.3 Finland Neutral Reaction Chits [AF, CG]

The NATO player draws and examines one neutral reaction chit before the game, and places it face down on the map inside Finland.



The NATO player reveals the drawn Finland Neutral Reaction Chit when the Warsaw Pact player announces an invasion, either outright or Arctic passage.

- 1) **Neutral** – Finland will remain neutral throughout the game, unless invaded by the Warsaw Pact, whether by outright invasion or Arctic passage. There are no special restrictions on the operations of Finland's forces or on other NATO forces in Finland.

2) Local Defense –

If the Pact player declared Arctic passage, then Finland resists with limited forces; only the unit in the Arctic may move and attack. The unit may move and attack only inside Finland; other Finnish units may not move or attack; and NATO forces may not enter, attack, or fly missions in Finnish territory.

If the Pact declared outright invasion, then all Finnish forces may operate. However, ground units may move and attack only inside their own country.

NATO forces may not enter, attack, or fly missions in Finnish territory.

3) Arctic Passage –

If the Pact player announced Arctic passage, then Finland does not resist this violation and remains neutral. Immediately move the Finnish unit in the Arctic from hex B-1547 to hex B-1144.

If the Pact player announced outright invasion, then treat this chit the same as the Local Defense chit.

16.3.4 Greek Neutral Reaction Chits [SF/BE, CG/BE]

The NATO player draws and examines one neutral reaction chit before the game, and places it face down on the map inside Greece.



- 1) **Neutral** (two chits) – Greece will remain neutral throughout the game, unless invaded by the Warsaw Pact. When invaded, all Greek forces come under control of the NATO player.
- 2) **NATO Turn 2** (one chit) – Greece will become an active belligerent at the beginning of Turn 2. At that time, all Greek forces come under control of the NATO player.

16.3.5 Iraq Neutral Reaction Chits [PG, CG]

The NATO player draws, but *does not* examine, one neutral reaction chit before the game, and places it face down on the map inside Iraq.



If Iraq is not committed to either side by the neutral activation phase of the first war turn, Iraq remains neutral for the rest of the game unless invaded by the Pact.

The Iraqi neutral reaction chit is revealed to the players in the neutral activation phase of the first war turn.

- 1) “—” (two chits) Iraq does not voluntarily participate in any military action.
- 2) **Limited Participation Turn 1** (one chit) – Iraq stays neutral but sends an expeditionary force into Iran. The side that invaded Iran chooses and controls this force.

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The force consists of any 10 Iraqi brigades and one Iraqi air unit. The air unit is treated as a reinforcement air unit. The ground forces must enter Iran before they may operate fully. Before then, they may not attack.

Once they enter Iran, they are treated the same as other units controlled by that side and may not subsequently re-enter Iraq while neutral. If the Pact player controls the expeditionary force, Iraq may not subsequently be invaded.

16.3.6 Oman Neutral Reaction Chits [PG, CG]



The NATO player draws, but *does not* examine, one neutral reaction chit before the game, and places it face down on the map inside Oman.

The NATO player may examine the Omani neutral reaction chit, without revealing it to the Pact player, when the U.S. Rapid Deployment Force is alerted.

- 1) **Neutral** (one chit) – means that Oman remains strictly neutral.
- 2) **Pro-U.S.** (two chits) – means that Oman remains neutral but allows the presence of U.S. forces in Oman. During any neutral activation phase, the NATO player may reveal the chit to the Pact player. Once the Pro-U.S. chit is revealed, U.S. units may enter and be present in Oman.

16.3.7 Sweden Neutral Reaction Chits [AF, CG]



The NATO player draws and examines one neutral reaction chit before the game, and places it face down on the map inside Sweden.

The NATO player reveals the drawn Sweden Neutral Reaction Chit when the Warsaw Pact player announces an invasion, either outright or Arctic passage, or on Turn 3, whichever comes first.

- 1) **Neutral** – Sweden will remain neutral throughout the game, unless invaded by the Warsaw Pact, whether by outright invasion or Arctic passage. There are no special restrictions on the operations of Sweden's forces or on other NATO forces in Sweden.
- 2) **Local Defense** – If the Pact player declared Arctic passage, then Sweden resists with limited forces; only Norrland brigades (the brigades with an "N" as part of their unit IDs) may move and attack. The units allowed to operate may move and attack only inside Sweden; other Swedish units may not move or attack; and NATO forces may not enter, attack, or fly missions in Swedish territory.

If the Pact declared outright invasion, then all Swedish forces may operate. However, ground units may move and attack only inside their own country. Air units may not fly logistical strike or runway cratering missions and may fly missions only in hexes inside their own country. NATO forces may not enter, attack, or fly missions in Swedish territory.
- 3) **Limited Participation Turn 3** – Sweden remains neutral but sends an expeditionary force to aid NATO.

All Norrland brigades (the brigades with an "N" as part of

their unit IDs) and any one Swedish air unit comprise the expeditionary force.

The air unit is treated as a NATO reinforcement air unit.

The Norrland brigades must enter Norway before they are treated as full NATO units. Before then, they may not attack. Once they leave Sweden, they are treated as full NATO units and may not subsequently re-enter Sweden while neutral.

If the Pact violates Sweden's neutrality (either with Arctic passage or outright invasion; either before or after the chit is revealed), Sweden joins NATO in full.

16.3.8 Yugoslavia Neutral Reaction Chits

There are two sets of neutral reaction chits for Yugoslavia – one for use if playing only the Southern Front scenario, and one for use if playing any scenario containing the Battle for Germany scenario.

16.3.8.1 Yugoslavia Southern Front Chits [SF]



These chits are labelled "Yugoslavia (SF)". They are used only when playing the Southern Front scenario alone.

The NATO player draws and examines one neutral reaction chit before the game, and places it face down on the map inside Yugoslavia.

- 1) **Neutral** – Yugoslavia will remain neutral throughout the game, unless invaded by the Warsaw Pact. When invaded, all Yugoslav forces come under control of the NATO player.
- 2) **NATO Turn 1** – Yugoslavia will become an active belligerent at the beginning of Turn 1. At that time, all Yugoslav forces come under control of the NATO player.
- 3) **NATO Turn 4** – Yugoslavia will become an active belligerent at the beginning of Turn 4. At that time, all Yugoslav forces come under control of the NATO player.

16.3.8.2 Yugoslavia Battle for Germany Chits [BfG, CG]

These chits are labelled "Yugoslavia". They are used when playing the Battle for Germany scenario alone, or any combination of scenarios containing both Battle for Germany and Southern Front.



The NATO player draws and examines one neutral reaction chit before the game, and places it face down on the map inside Yugoslavia.

- 1) **Neutral** – Yugoslavia will remain neutral throughout the game, unless invaded by the Warsaw Pact.
- 2) **NATO Turn 4** – Yugoslavia will become an active belligerent at the beginning of Turn 4. At that time, all Yugoslav forces come under control of the NATO player.
- 3) **NATO if Austria Invaded** – Yugoslavia will remain neutral throughout the game, unless it or Austria is invaded. At that time, all Yugoslav forces come under control of the NATO player.

17. CRITICAL LOSSES

After certain nations have taken substantial losses, the morale of their armed forces will decline. Two effects are possible; in order of severity, they are shaken and demoralized.

Critical loss levels are determined in the critical loss determination phase of each turn. At that time, the losses of each nation subject to critical losses are counted to determine if the nation has reached either critical loss level. If it has, the effects of that loss level are in effect for that nation for the remainder of the game. If a nation is shaken and later takes losses sufficient to demoralize it, the effects of demoralization replace those of being shaken.

See the national/factional data chart for the shaken and demoralization levels for vulnerable nations. If a nation has dashes (—) for these items, then that nation is not vulnerable to critical losses.

17.1 Counting Losses

All losses are counted by stacking points. Air units in the shot down box do not count toward critical losses. Air units removed from play due to loss consolidation count as one stacking point each for critical loss purposes. The number of stacking points each susceptible nation must lose to become shaken or demoralized is given on the critical loss chart. For example, in the Persian Gulf scenario Turkey will become shaken after losing 11 stacking points, and will become demoralized after losing 10 more (for a total of 21).

Two Critical Losses Displays are provided to track losses by nation. Simply use eliminated counters from the corresponding nation as markers on these displays.

17.2 Vulnerable Nations

The following nations are susceptible to becoming shaken and demoralized: Afghanistan, Austria, Belgium, Bulgaria, Czechoslovakia, Denmark, Finland, France, Greece, Hungary, Iraq, Italy, Jordan, Netherlands, Norway, Poland, Romania, Saudi Arabia, Spain, Sweden, Syria, Turkey, and Yugoslavia. Other nations are not susceptible and their losses need not be recorded.

17.3 Shaken

Once a nation becomes shaken, place the shaken marker for that nation somewhere within its borders.



17.3.1 Effects of Shaken Status

- 1) No unit of that nation may attack unless the unit and the hex it is attacking are both within that nation's boundaries.
- 2) Air units of shaken nations
 - may not fly the logistical strike or runway cratering missions,
 - may not fly strike/interdiction missions except to hexes within their own nation,
 - may not fly escort missions except to escort strike/interdiction missions within their own nation, and
 - may not fly ground attack missions or top cover missions

unless at least one of the ground units involved in the battle (attacker or defender) is of their own nationality.

17.4 Demoralized

Once a nation becomes demoralized, flip the shaken marker to the demoralized side.



17.4.1 Effects of Demoralized Status

- 1) All surviving ground units must return to their own national territory by the quickest route. Any demoralized units outside their national territory in the next critical loss determination phase are removed from play.
- 2) No unit of that nation may attack under any circumstances.
- 3) All surviving units have their proficiencies reduced by 1.
- 4) Air units of demoralized nations may fly only interception, ground attack, and top cover missions.

Interception missions may only be flown against strike/interdiction and air transport missions in a hex in the demoralized nation.

Ground attack and top cover missions may only be flown in support of a ground unit of the demoralized country which is inside the country.

17.5 Romanian Unreliability

Romania is at best a somewhat reluctant member of the Warsaw Pact. There are three chits included for Romania, used to determine Romania's reliability and adherence to the Warsaw Pact in the standard game; they are not used in the Balkan Entente scenario.



The NATO player draws one of the Romanian chits at the start of the game. The NATO player examines the chit, and places it face down on the map in Romania. It is revealed to the Pact player only when appropriate.

17.5.1 Romanian Unreliability Chits

- 1) **No Effect** – this chit has no effect and Romania responds to critical losses the same as any other nation.
- 2) **Surrender if Demoralized** – this chit indicates that when Romania suffers sufficient losses to become demoralized, it instead surrenders, and all remaining Romanian forces are removed from play.
- 3) **Defect if Shaken** – this chit indicates that when Romania suffers sufficient losses to become shaken, it switches sides. Since critical losses are determined in the initial segment of the turn, Romanian forces come under NATO control at that point and are moved by the NATO player from that point onward.

All air units of Romania are placed on the NATO air theater display in the same theater and specific box they occupied on the Pact air theater display.

If Romanian and other Pact units are stacked together when Romania switches sides, then the side with the

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lower attack strength (or Romanian if both sides are equal) must retreat from the hex. The standard rules of retreat are followed, except that Romanian and Pact ZOCs (but not NATO ZOCs) have no effect on these retreats.

***Note:** Romania will be shaken when it switches sides and will remain shaken. It may subsequently become demoralized and/or may surrender. All Romanian losses, whether caused by NATO or Pact actions, are counted for critical loss determination.*

18. SURRENDER

Under certain circumstances, certain countries may surrender. See the national/factional data chart for which nations will surrender.

18.1 Conditions for Surrender

A country will surrender if, during the owning player's surrender phase, all cities and ports in that country are controlled by the opposing player. (That is, the opposing player's units occupy all cities and ports or were the last to pass through the cities and ports.)

18.2 Effects of Surrender

If a country surrenders, all ground and air units of that country are immediately removed from play.

19. NEW UNITS

During the game both players receive reinforcements. Reinforcements are shown on the Reinforcement Displays and listed in the Playbook, which indicate the turn of their arrival. Air units and ground units are received at different points in the turn, as explained below.

19.1 Air Units

Air units are received at the start of the aircraft maintenance phase. They are placed in the available box of the appropriate theater on the air theater display, and thus are available to fly missions that turn.

19.2 Ground Units

Ground units are received at the start of the movement phase of a player's first impulse. The units of different nations are received differently.

19.2.1 Appearing Units which are stated as appearing are placed in a hex on the board and have their entire movement allowances available in that phase. Units may appear in friendly-controlled cities and ports (as detailed in the Reinforcement Displays and the Playbook), only one to a hex. If no such hex is available (for example: if three units are to appear in cities and there are only two cities in that country), the unit is delayed until the next turn (at least).

19.2.2 Entering Units which are stated as entering must move into a hex on the edge of the map, expending the movement cost of the hex as they do so. Units which enter using air or naval

transport may make airborne or amphibious assaults when they enter, if they are normally capable of doing so.

***Example:** In the Persian Gulf scenario, once Israel intervenes, Israeli units may appear in any friendly-controlled port in the Persian Gulf naval zone; or may enter using air transport, airborne assault, or naval transport.*

The NATO player could place all four Israeli airborne units in a single friendly-controlled port in Iran. However, only one unit would be considered "appearing" (due to the limit in rule 19.2.1) and would have its entire movement allowance available in that phase; the other three units are considered to arrive by naval transport and would not be able to move or attack in that phase (see rule 13.2).

20. THE DIPLOMACY GAME (PG, CG)

The Persian Gulf scenario and the Combined Game cover the events leading up to the outbreak of the Third World War. These events occur through play of diplomacy cards in the diplomacy phase and through operations on the map because of the diplomatic maneuverings.

20.1 Introduction

The game starts with both the Soviet Union (represented by the Pact player) and the United States (represented by the NATO player) attempting to gain influence and control in post-Khomeini Iran and in the Middle East. Through diplomacy and other means (as represented by the diplomacy cards), Iranian factions and groups and Middle Eastern nations will commit themselves to one side or the other. The players may use these committed forces in military operations against hostile forces to try to gain outright occupation and control of regions on the map. They may decide to directly involve U.S. or Soviet forces. At some point, the Soviet Union will order general mobilization, which will lead to the general outbreak of war.

20.2 Groups and Factions in Iran

Groups and factions in Post-Khomeini Iran are assumed to be divided politically by a number of power groups and factions, as follows:

20.2.1 The Islamic Republic Government (abbreviated IRG) of Iran is the official government of Iran. The Revolutionary Guards and Iranian Air Force are loyal to the IRG.

20.2.2 The Iranian Army starts loyal to the IRG, but part or all of the Army may rebel against the Islamic Republic.

20.2.3 Iranian Factions The various Iranian factions may be loyal, neutral, or rebel to the IRG. The Centrists have no military forces of their own but have influence over the Iranian Army. The Iranian Communists, Tudeh Party, Mujahideen, and Kurds all have their own forces.

20.3 Nations and Factions

20.3.1 Afghanistan is a Pact nation. Afghan units may not leave Afghanistan and are eliminated if forced (by combat) to do so.

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Afghan partisans (see rule 15.2.1) start the game (and always remain) active against the Pact in Afghanistan.

20.3.2 Minor Arab States Kuwait, Qatar, and the United Arab Emirates are neutral. Oman may be neutral or pro-U.S. (see rule 16.3.6).

20.3.3 Iran begins the game neutral. Either player may invade Iran, by playing their Invade/Intervene card while the Islamic Republic Government is not committed to their side. If not yet committed when invaded by a side, the IRG automatically joins the other side. When the IRG commits to a side, that side gains control of all Iranian forces loyal to the IRG.

20.3.3.1 The Iranian Revolutionary Guards and Iranian air units always remain loyal to the IRG.

20.3.3.2 The Iranian Army is loyal to the IRG at the start of the game. Its units are set up with their loyalist-color side face up. The Iranian Army may rebel against the IRG. If the IRG and Iranian Army diplomacy track markers ever become committed to opposing sides, the Iranian Army rebels.

***Example:** If the Iranian Army is already U.S. committed and the IRG commits to the Soviets during a subsequent diplomacy phase, the Iranian Army rebels.*

When a rebellion occurs, its extent is determined in the diplomacy phase. Roll one die for each Iranian Army unit; subtract one from the die roll if the Centrist faction is committed to the same side as the Iranian Army.

If the modified die roll is less than or equal to the unit's printed proficiency, the unit rebels and is flipped over to its rebel-color side. The side to which the Iranian Army is committed controls the rebel Iranian Army units; the other side controls the units which remain loyal.

20.3.3.3 The Centrist faction is the only Iranian faction with no military forces of its own. Instead, it has influence over the Iranian Army. If the Iranian Army rebels and the Centrists are committed to the same side as the Iranian Army, the rebellion die roll is favorably modified, as described above. If the Centrist faction is not committed when the Iranian Army rebels but subsequently commits to the side controlling the rebel Iranian Army, a second rebellion occurs.

In the diplomacy phase in which the Centrists become committed to the side controlling the rebel Iranian Army, roll one die for each loyal Iranian Army unit. There is no modification to the die roll, and the unit rebels only if the die roll is less than the unit's printed proficiency.

20.3.3.4 The other Iranian factions (the Tudeh, the Iranian Communists, the Kurds, and the Mujahideen) have their own military forces and are controlled by the side to which they commit. While uncommitted, they are neither loyal nor rebel to the IRG. While a faction is uncommitted, a player may ignore its units for all game purposes: they do not affect the movement, stacking, or communications of their units.

***Example:** The Pact player has units in Tehran, and there is an uncommitted factional unit in Tehran. The NATO player attacks Tehran with ground units supported by a ground attack air mission. The uncommitted unit is ignored for combat. If the Pact forces in Tehran are destroyed, NATO units may advance into Tehran, stacking with the uncommitted unit.*

An uncommitted unit is affected by the results of a strike/interdiction (see rule 9.5.2.2) mission or theater missile NAP strike (see rule 23.3.2.3) against its hex, in the same manner as other units in the hex are affected.

If a side flies a strike/interdiction mission or uses any NAPs (not just theater missiles) against a hex containing an uncommitted unit, the unit's faction commits to the other side at the end of the phase in which such an action occurs.

***Example:** In the previous example, if the NATO player used an artillery NAP in their attack on Tehran, the uncommitted unit's faction would commit to the Soviet Union at the end of the NATO player's combat phase.*

20.3.3.5 When the Iranian Army rebels or when a faction commits to a side, opposing units may be occupying the same hex.

When this happens, each player totals the attack strength, defense strength, and current proficiency of all of their units in the hex. The player with the higher total remains in the hex; the other player's units must retreat.

If both side's totals are equal, roll a die, if the result is:

- 1, 2, 3 the Pact units retreat;
- 4, 5, 6 the NATO units retreat.

The rules of retreat (see rule 6.7) are followed, except that zones of control of enemy units in the contested hex are ignored. If no retreat is possible, the units required to retreat are eliminated instead.

20.3.4 Iraq begins the game neutral and remains so until it commits to a side or is invaded by the Pact. When Iraq commits to a side, it fully joins the side and its forces are controlled by that side from that point. Even when neutral, Iraq may send an expeditionary force against the IRG (see rule 16.3.5).

20.3.5 Israel begins the game neutral and remains so until the NATO player plays the Israeli Intervention card. (Israel remains neutral even after committing to the U.S. unless the intervention card is played.) Once the card is played, Israel joins the NATO player's side, and Israeli forces are controlled by the NATO player. When the card is played, the Israeli forces are placed in the U.S. force pool box, from which they may enter play (see rule 20.4.1.4).

20.3.6 Jordan begins the game neutral and remains so until the NATO player plays the Jordanian Intervention card or unless invaded by the Pact. (Jordan remains neutral even after

committing to the U.S. unless invaded or the intervention card is played.) Once the card is played, Jordan joins NATO's side, and Jordanian forces are controlled by the NATO player.

20.3.7 Kurdistan is a region in the Middle East split among Turkey, Syria, Iraq, and Iran; its extent is marked by the Kurdish border hexsides on the map.

Until either player plays their Kurdistan card, the Kurdish faction is uncommitted and Kurdistan is ignored.

If the Pact player plays their Kurdistan card first, the Kurdish faction commits to their side and Kurdish partisans are active against NATO in the Iraqi and Iranian portions of Kurdistan.

If the NATO player plays their Kurdistan card first, the Kurdish faction commits to their side, Kurdish partisans are active against the Pact in the Iraqi and Iranian portions of Kurdistan. Additionally, the shaken and demoralization levels for Turkey are each reduced by 5 (to show Turkish concern over such a move by the U.S.).

If both players play their Kurdistan cards in the same diplomacy phase, the Kurds commit to the Soviet Union. In this case, however, Kurdish partisans are active against NATO everywhere in Kurdistan.

Kurdish units are always rival (see rule 15.4.2) to units of the nations that control Kurdistan, when both are on the same side: Iraq, Iranian Army (loyal or rebel), Iranian Revolutionary Guards, Syrian, and Turkish.

20.3.8 Saudi Arabia begins the game neutral and remains so until it commits to a side or is invaded by the Pact. If Saudi Arabia commits to the U.S., it joins NATO's side and the NATO player controls Saudi forces. However, Saudi units may not voluntarily leave Saudi Arabia until the turn after U.S. units enter Iran. For example, if U.S. units enter Iran on Turn 6, then Saudi units may voluntarily leave Saudi Arabia starting on Turn 7.

20.3.9 Syria begins the game neutral and remains so until the Pact player plays the Syrian Intervention card. Syria remains neutral even after committing to the Pact unless the intervention card is played. Once the card is played, Syria joins the Pact player's side, and Syrian forces are controlled by the Pact player.

20.3.10 Turkey is a NATO country, and Turkish forces are controlled by the NATO player. However, Turkey is inactive and is treated as neutral until War Turn 1 or until the turn following the turn the NATO player played the General Mobilization card.

20.4 Diplomacy Phase

Each player has a deck of eleven diplomacy cards (plus one blank), which define the various diplomatic, political, and military options available to the two superpowers. When setting up the game, the Pact player takes the deck of Soviet diplomacy cards, and the NATO player takes the deck of U.S. diplomacy cards.

During the diplomacy phase of each turn (pre-war or war), each player plays one card. In general, any card may be played, although some cards have prerequisites that must be met before they can be played. Once a card is played, its effects go into force. Most cards

influence the various Middle East nations and factions, while other cards allow the players to undertake various military actions.

20.4.1 Diplomacy Chart One Player Aid Card contains the diplomacy charts (which includes an influence track as well as four holding boxes), the game turn chart, victory point track, nuclear war level track, and Norwegian Sea Control track.

20.4.1.1 The game turn track is used to record the passage of time. At the start of the game, place the Game Turn marker on its Pre-War side on the 1 box on the track. At the end of each turn, the marker is moved one box to the right to mark the beginning of the next turn.

20.4.1.2 The influence track is used to record the degree of U.S. and Soviet influence on the uncommitted nations and factions of the Middle East.

At the start of the game, the Soviet Union and Afghanistan are Pact nations, Turkey is a NATO nation, and all other nations and factions are uncommitted. When setting up the game, place the markers for these nations and factions on the appropriately labeled boxes on the track. (The Kurdish faction marker has no place on the track, place this marker aside, as the Kurdish faction is subject to special rules.)



20.4.1.3 The committed nations/factions boxes are used to hold the diplomacy track markers of nations and factions which commit to either side.

Example: If the Tudeh commits to the Soviet Union, the Tudeh marker is placed in the Soviet committed nations/factions box.

20.4.1.4 The force pool boxes are used to hold forces that are controlled by a side and available for use but are not yet deployed on the map.

Example: If Israel intervenes, the Israeli intervention force units are placed in the U.S. force pool box and may enter play from there as reinforcements.

20.4.2 Diplomacy Resolution During the diplomacy phase, each player selects one diplomacy card and places it face up (to be played) or face down (to be discarded) in front of themselves, without showing the other player the card or its positioning. (Use the game box, a player aid card, or any other convenient method to screen the cards for this sequence.) A player may choose any available card to be played except those that have unmet prerequisites (see rule 20.4.3). A player may choose any card to be discarded, even if the prerequisite has not been met.

After both players have chosen their cards, they are then revealed to both players. Face-down cards are discarded. A discarded card has no effect; its influence and/or abilities are ignored. Discarded cards may be examined and read by both players. Each card - whether discarded or played for effect - can only be played once.

20.4.2.1 Effects of Diplomacy Cards A face-up card is being played, and the effects of cards that are played are resolved. Most cards are diplomatic actions that influence various nations/factions of the Middle East. The cards state the degree and direction of the influence in terms of the number of boxes the nation's/faction's marker is shifted toward either side on the influence track.

***Example:** A result of "2" in the "To Soviet" column would shift the markers two boxes toward the Soviet end of the track.*

The net influence of both players' cards is used.

***Example:** If the influence on Iraq is on one card is "2 To US" and on the other card is "1 to Soviet", then the Iraqi marker is shifted one box toward the U.S.*

Note that a player does not always influence a nation or faction in favor of their side.

***Example:** If the Pact player plays the Denounce Israel card, Syria and Iraq are influenced toward the Soviet Union, but Israel is influenced toward the U.S.*

On certain cards, the influence result for Iraq or Syria is marked with an asterisk. The asterisked result is used if the Islamic Republic Government is already committed to the side named in the text at the bottom of the card.

***Example:** If the Pact player plays the Syrian Intervention card, the influence result on Iraq usually is "2 To U.S.". However, if the IRG is committed to the U.S., then the result for Iraq is "1 To Soviet" instead.*

20.4.2.2 Committed Nations/Factions If a marker is shifted off either end of the influence track, then the marker is placed in the appropriate side's committed nations/factions box. The nation or faction corresponding with the marker is committed to that side for the rest of the game.

Once committed, the nation or faction is no longer subject to influence; influence results for it on subsequently played diplomacy cards are ignored.

20.4.3 Prerequisites Certain cards have prerequisites that must be met before the card may be played. If the prerequisite for a card is not met at the start of the diplomacy phase, that card may not be played for effect in that phase. (A player may discard such a card even if the prerequisite is not met.)

20.4.3.1 Commitment Certain cards require a nation to be committed to a player's side before that player may play the card. For example, Syria must be committed to the Soviet Union before the Pact player may play the Syrian Intervention card.

All factions and some nations are immediately controlled by a

side when they commit to it, while others must intervene after committing before the side controls their forces (see rule 20.3).

20.4.3.2 Middle East Crisis A crisis in the Middle East is assumed to occur when both sides have at least one committed nation/faction each. If neither side has any committed nations/factions or if only one side has any, then a Middle East crisis has not occurred. Once a crisis does occur, the cards with a Middle East crisis as prerequisite may be played.

20.4.3.3 RDF Alerted The NATO player must have played the Alert the RDF card in a preceding turn in order to meet this prerequisite.

20.4.3.4 Southern MDs Mobilized The Pact player must have played the Mobilize Southern Military Districts card in a preceding turn in order to meet this prerequisite.

20.4.3.5 U.S.-Soviet Conflict If at any time during a turn U.S. forces enter a nation containing Soviet forces or Soviet forces enter a nation containing U.S. forces, U.S.-Soviet conflict occurs. (No actual ground or air combat at game scale need occur for this; simply the presence of both forces in the same nation means that at least one side has decided to allow direct U.S.-Soviet conflict.) Once this situation occurs, cards requiring U.S.-Soviet conflict may be played.

20.4.4 Special Abilities and Effects Many cards represent diplomatic actions that have no effect on the game other than influencing nations and factions during the diplomatic phase. Other cards allow special abilities or cause special events:

20.4.4.1 Support an Independent Kurdistan Each player has one of these cards. The player who plays this card first places the Kurdish faction marker in their committed nations/factions box; the Iranian Kurdish faction is committed to the player's side for the rest of the game. The other player may not subsequently play their Kurdistan card (though they may choose to discard it).

If both sides play their Kurdistan cards simultaneously (in the same diplomacy phase), the Kurdish faction commits to the Soviet Union. However, the influence effects of both cards are used; the NATO card's influence is not ignored in this case.

See rule 20.3.7 for the effects of the Kurds committing to either side.

20.4.4.2 Jordanian Intervention The NATO player gains control of Jordanian forces when the Jordanian Intervention card is played. Jordan must be U.S. committed when this card is played.

20.4.4.3 Syrian Intervention The Pact player gains control of Syrian forces when the Syrian Intervention card is played. Syria must be Soviet committed when this card is played.

20.4.4.4 Israeli Intervention The NATO player gains control of Israeli forces when the Israeli Intervention card is played. Israel must be U.S. committed when this card is played.

20.4.4.5 Mobilize Southern Military Districts Soviet forces on the map and in the Western Asia air theater are not available for military operations until the southern military districts of the

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Soviet Union are mobilized. Once mobilization for these districts is ordered, the Soviet forces become available for operations, and reinforcements from these districts will be received in later turns (see rule 20.5.4.2). There must be a Middle East Crisis when this card is played (see rule 20.4.3.2).

***Note:** On the turn this card is played, place the Pact SMD M+6 marker on the game turn track six turns after the current turn. So, if the card is played in game turn 7, place the marker on the game turn track on turn 13.*

20.4.4.6 Alert the RDF Alerting the U.S. Rapid Deployment Force allows the NATO player to deploy U.S. forces to the Middle East (see rule 20.5.4.3). There must be a Middle East Crisis when this card is played (see rule 20.4.3.2).

***Note:** On the turn this card is played, place the NATO RDF Alert marker on the game turn track in the current turn.*

20.4.4.7 Invade/Intervene Each player has one of these cards. The Pact player must play this card in order to allow Soviet forces to enter Iran; the NATO player must play this card in order to allow U.S. forces to enter Iran. (These forces may not enter Iran if the owning player has not played the invade/intervene card.) In order for the U.S. player to play this card, the Alert the RDF card must have been previously played (see rule 20.4.3.3). In order for the Soviet player to play this card, the Southern MDs Mobilized card must have been previously played (see rule 20.4.3.4).

If the IRG is not committed to the side playing the card, that side is invading Iran and the IRG automatically becomes committed to the other side. If the IRG is committed to the side playing the card, that side is intervening and sending forces into Iran at the request of the IRG.

If both players play their Invade/Intervene cards in the same diplomatic phase and the IRG is not committed to either side, roll a die to determine which side invaded first:

- 1, 2, 3 the Soviet Union (Pact player) invaded first
- 4, 5, 6 the U.S. (NATO player) invaded first.

The player who invades first is the actual invader, causing the IRG to commit to the other side. The other player is intervening.

When both players play their Invade/Intervene cards in the same turn, the sequence of play for the Pact and NATO segments of that turn is slightly altered, in order to show the confused nature of operations.

If the Soviet Union invades first, the sequence becomes:

- Pact segment:
 - Pact first impulse,
 - NATO first impulse,
 - Pact second impulse;
- NATO segment:
 - NATO reserve impulse,
 - NATO second impulse.

If the U.S. invades first, the sequence becomes:

- NATO segment:
 - NATO first impulse,
 - Pact first impulse,
 - NATO reserve impulse;
- Pact segment:
 - Pact second impulse,
 - NATO second impulse.

Phases within the segments and impulses are unchanged. (Note that the major change in the sequence of play is that the first two impulses consist of each side's first impulse, allowing both players to receive reinforcements early in the turn.)

20.4.4.8 General Mobilization Each player has one of these cards. When one of these cards is played, it means that the player's side has ordered general mobilization throughout the alliance (NATO or Warsaw Pact). There must be U.S.-Soviet Conflict (see rule 20.4.3.5) in order to play this card.

Players receive additional reinforcements following general mobilization (see rule 20.5.4.1).

In a diplomacy phase, if one player plays their General Mobilization card and the other player does not, the other player may substitute their General Mobilization card for the card actually played. The card pre-empted by the General Mobilization card is shown to the opposing player and returned to the owning player's deck. However, in subsequent turns, the owning player may only discard this card; it may not be played for effect. (It's assumed that the diplomatic effort represented by the card was interrupted due to the sudden mobilization, and favorable conditions for that diplomatic situation cannot be restored.)

If the NATO player plays their General Mobilization card in a game turn and the Pact does not, special rules apply to this situation (see rule 20.5.5).

***Note 1:** On the turn the Pact player plays this card, place the War Turn 0 marker on the Game Turn track on the current turn, and place the Pact Mobilization 1 and War Turn 1 markers on the track on the following game turn.*

***Note 2:** On the turn the NATO player plays this card, place the NATO Mobilization 0 marker on the Game Turn track on the current turn.*

20.4.4.8.1 Victory Point Penalty Once one side has ordered general mobilization, the other side must do so in the same turn or suffer a victory point penalty.

Victory Point Penalty [PG] (This reflects mobilization considerations outside the scope of Persian Gulf.) At the start of each diplomacy phase, a 5 victory point penalty is assessed if one side has ordered general mobilization and the other side has not. The penalties are subtracted from the Pact victory total at the end of the game if the Pact receives the penalty (mobilizes late); they are added to the Pact victory total if NATO receives the penalty (mobilizes late).

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Victory Point Penalty [CG] The NATO player is not assessed a victory point penalty for failing to order general mobilization once the Pact does so.

However, the Pact player is assessed a victory point penalty for failing to order general mobilization once NATO does so.

At the start of each diplomacy phase, a 5 victory point penalty is assessed to the Pact if NATO has ordered general mobilization and Pact has not. The penalties are subtracted from the Pact victory total at the end of the game.

20.5 Types of Game Turns, Mobilization, and Outbreak of War

There are two general types of game turns in the Diplomacy Game: pre-war turns and war turns. A pre-war turn is a game turn that occurs before the general outbreak of the Third World War. A war turn is a game turn that occurs at the outbreak of The Third World War. The standard sequence of play is used in both types of turns.

World War III breaks out once the Pact player plays their General Mobilization card. The turn the Pact player plays this card is always War Turn 0.

[PG] In the Persian Gulf scenario, War Turn 0 is always considered a pre-war turn.

[CG] In the Combined Game, War Turn 0 may be a pre-war turn or a war turn, depending on whether or not the Pact player chooses to launch an early attack in Europe.

***Note:** All turns in any scenario other than Persian Gulf and the Combined Game are considered war turns.*

20.5.1 Early Attack or No Early Attack [CG] When the Pact player plays their General Mobilization card, they must announce whether or not they are launching an early attack in Europe.

20.5.1.1 No Early Attack If the Pact player does not launch an early attack, War Turn 0 is treated as a pre-war turn, with the following additions for the NATO player during the movement phase of the NATO first impulse:

- NATO forward movement (see rule 15.9), and
- Norwegian early reaction (see rule 15.10).

The regular sequence of play is followed and neither side may move (other than NATO forward movement and Norwegian early reaction) or have combat in Europe.

***Note:** If there is no early attack, keep the Game Turn marker on the Pre-war side for War Turn 0, then flip the marker to the War side on War Turn 1.*

20.5.1.2 Early Attack If the Pact player does launch an early attack, then War Turn 0 is treated as a war turn. (It is called War Turn 0 instead of War Turn 1 to keep the game length and Pact logistical breakdown on the correct turns.)

The regular sequence of play is followed and both sides may move and have combat in Europe, with the restrictions shown below.

***Note:** If there is an early attack, flip the Game Turn marker to the War side on War Turn 0.*

20.5.1.2.1 Restrictions In Europe If an early attack is launched, the Pact player may use only Soviet forces in Europe on War Turn 0.

- Only Soviet air units may fly air missions.
- Only Soviet ground units may move and attack.
- Other Pact forces in Europe may not fly air missions, move, or attack; however, ground units of these other Pact nations defend against attack as normal if NATO units attack them on this turn.

The forces of the other Pact nations in Europe may fly missions, move, and attack starting with War Turn 1.

***Note:** NATO forward movement and Norwegian early reaction depends on whether there is an early attack or not. If there is no early attack, then the NATO player receives NATO forward movement and Norwegian early reaction; if there is an early attack, there is no NATO forward movement or Norwegian early reaction.*

20.5.2 Pre-war Turns A pre-war turn is a game turn that occurs before the general outbreak of the Third World War. Note that military action in the Middle East may (and almost certainly will) occur during pre-war turns.

During the pre-war period, it is assumed that both sides, although unable to prevent the Middle East confrontation and conflict from escalating, try to limit the extent of hostilities.

20.5.2.1 Pre-war Turn Special Rules Some of the game's rules are modified during the pre-war turns.

20.5.2.1.1 [CG] All nations on the Europe section of the maps are treated as neutral. Neither player may move any forces or undertake any actions on the Europe map section during the pre-war period. Pact and NATO forces on the Europe map (and NATO's Turkish forces on the Middle East map) become active once the Third World War breaks out.

20.5.2.1.2 Neither side may fly logistical or runway cratering strike missions (see rules 9.5.2.1.1 and 9.5.2.1.2).

20.5.2.1.3 A player may not use air transport or naval transport until the Alert the RDF card (NATO player) or Mobilize Southern Military Districts card (Pact player) is played. Furthermore, a player may not make any airborne or amphibious assaults until their Invade/Intervene card is played.

20.5.2.1.4 Either side may invade Iran by playing their Invade/Intervene card. The Pact player may not invade any other neutrals (see rule 16) until War Turn 1; the NATO player may never invade any other neutrals.

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20.5.2.1.5 NATO forces may not enter, attack into, or fly missions in any hex in the Soviet Union. NATO zones of control do not extend across the Soviet border.

20.5.2.1.6 Nuclear weapons (see rule 23) may not be used during the prewar period. The nuclear conflict level is automatically 0, and the nuclear escalation phase is skipped during each pre-war turn.

20.5.3 War Turns A war turn is a game turn that occurs following the general outbreak of the Third World War.

Note: All turns in any scenario other than Persian Gulf and the Combined Game are considered war turns.

20.5.3.1 First War Turn Special Rules On the first war turn (War Turn 0 or 1, depending upon whether the Pact player launches an early attack or not), the following rules are used to mark the transition to full war:

20.5.3.1.1 In the first echelon movement phase of the Pact first impulse, NATO zones of control do not extend across the Pact borders in Europe or across the Soviet border in the Middle East.

20.5.3.1.2 NATO air units may not fly strike missions during the deep strike phase and may not fly strike/interdiction missions in Pact nations in Europe or anywhere in the Soviet Union during the strike/interdiction phase of the Pact segment. NATO air units may intercept Pact strike missions.

20.5.3.2 NATO Off-Map Transport Net [CG] Once the war starts, NATO units may use NATO Off-Map Transport Net (see rule 5.9).

20.5.3.3 Soviet Strategic Reserve Commitment [CG] In the Neutral Activation Phase of War Turn 1, the Pact player chooses the theater of operations where the Pact strategic reserve will be committed (see rule 15.7.2).

20.5.4 Timing of Reinforcements

20.5.4.1 Turn Number Reinforcements Reinforcements identified with a turn number are received following general mobilization. When a side orders general mobilization in a turn, that turn is mobilization turn 0 for that side.

Note: While a mobilization turn for the Pact will always correspond to the same-numbered war turn, the same may not be true for NATO.

Reinforcements for a side are received on the mobilization turn corresponding to the turn number on the Reinforcement Display or as listed in the Playbook. For example, Pact “Turn 1” units are received on Pact mobilization turn 1, and NATO “Turn 1” units are received on NATO mobilization turn 1.

If NATO ordered general mobilization one turn after the Pact did so, then Pact “Turn 1” units enter on war turn 1 (Pact mobilization turn 1), while NATO “Turn 1” units enter on war turn 2 (NATO mobilization turn 1).

Reinforcements for neutral nations are received based on NATO’s mobilization turn number. For example, Austrian territorial reserves become available on NATO mobilization turn 1.

20.5.4.2 Southern Military Districts Mobilization + 6 turns Reinforcements Pact reinforcements identified with Southern Military Districts Mobilization + 6 turns are received six turns after the Pact player plays their Mobilize Southern Military Districts card.

Example: If the Pact player plays their Mobilize Southern Military Districts card on turn 7, then these reinforcements will be received on turn 13.

20.5.4.3 Alert Reinforcements NATO reinforcements identified with ‘Alert’ are received on the turn the NATO player plays their Alert the RDF card, and reinforcements identified with ‘Alert + #’ are received on the indicated number of turns following the turn the NATO player plays their Alert the RDF card.

Example: If the NATO player plays their Alert the RDF card on turn 7, then Alert reinforcements are received that turn; Alert + 1 reinforcements are received on the following turn; etc.

20.5.5 NATO Ordering General Mobilization First

It is possible (although not usual) for NATO to order general mobilization before the Pact does. Use the following rules when NATO has played the General Mobilization card in a turn before the Pact plays their General Mobilization card. This turn is considered NATO mobilization turn 0.

20.5.5.1 [CG] On NATO mobilization turn 0, the NATO player receives NATO forward movement (15.9) and Norwegian early reaction (15.10).

20.5.5.2 [PG, CG] On and after NATO mobilization turn 1, NATO units may move (including using air and naval transport) and air units may transfer, following the regular sequence of play.

20.5.5.3 [CG] Until the Pact plays their General Mobilization card, NATO forces in Europe may not leave Europe, enter Pact territory, or attack Pact units.

20.6 Diplomacy Game Options

20.6.1 Uncertainty Option To add more uncertainty to the diplomacy game, use the following option. Each player should:

- remove the number 9, 10, and 11 cards (Alert the RDF or Mobilize Southern Military Districts, Invade/Intervene, and General Mobilization) from their deck,
- add one blank diplomacy card to the deck,
- shuffle the deck, and
- randomly choose one card from the deck. This card is placed aside and is not used in the game. The owning player may examine it, but the opposing player may not examine it until all other diplomacy cards have been revealed during

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play.

- Each player then adds the number 9, 10, and 11 cards to their deck, and play of the game may begin.

20.6.2 Random Option For players uninterested in the play of the diplomacy game or wanting a random and unpredictable diplomacy game, the following option may be used:

- Each player removes the number 9, 10, and 11 cards from their deck, shuffles the remaining cards, and places this deck face down next to the map.
- During the diplomacy phase, each player turns over the top card of the deck. If the card's prerequisites are met, the card is played; if not, it is discarded. When all of these cards are played, the players receive their number 9, 10, and 11 cards and may play them in following diplomacy phases.

20.6.3 Marker Starting Positions Middle East politics are quite complicated and uncertain; players are encouraged to experiment as they wish.

For example, changing the starting position of markers on the influence track of the diplomacy chart is one way to show a different international situation in the Middle East.

It is suggested that all rivalries (see rule 15.4) be kept as a basic framework for the Middle East.

21. SCENARIOS, VICTORY CONDITIONS, AND VICTORY POINTS

21.1 Scenarios and Victory Conditions

Scenarios and Victory Conditions along with setup and reinforcement schedules are listed in the Playbook.

21.2 Victory Points

In each scenario, victory is determined by means of victory points, which are based on the number of objectives (cities, ports, airfields, and oilfields) controlled by the Pact.

21.2.1 Pact Control An objective is considered controlled by the Pact if a Pact unit occupies it or was the last unit to pass through it, or if it is in the Soviet Union, a Warsaw Pact country, Afghanistan, or a country that joins the Pact and the hex has never been occupied by a NATO unit.

21.2.2 Earning Victory Points

21.2.2.1 Objectives At the end of a scenario, the Pact player receives victory points as follows:

- 2 VP: each major city controlled
- 1 VP: each minor city controlled
- 1 VP: each mainland, non-city port (includes ports on islands connected by a bridge to the mainland) controlled

- 1 VP: each airfield or oilfield controlled
- 2 VP: each invaded neutral that surrenders

No points are received for ports on islands (such as Chios, C0636) or for ports that are also cities (such as Kiel, A3118).

Cities, ports, and airfields in neutral nations invaded by the Pact are not counted for victory, although oilfields in these nations are.

All objectives in Iran are counted for victory, regardless of which player invades Iran.

In order to be counted, a city, port, or airfield may not be isolated (see rule 8.4). An oilfield is counted even if it is isolated.

***Example:** If the Pact player invades Iraq and forces Iraq to surrender, two victory points are received for the surrender and one victory point is received for each Iraqi oilfield controlled.*

The Pact player may receive victory points for NATO-controlled objectives in territory that was controlled by the Pact at the start of the game. Victory points for such an objective are received if 1) it is isolated from NATO sources of communications and 2) no un-isolated NATO unit is within two hexes of the objective.

21.2.2.2 Black Sea Fleet Sortie [SF, CG] The Pact receives victory points if the Black Sea Fleet sorties. If the fleet sorties, the Pact player receives victory points equal to 14 minus the current war turn number.

***Example:** If the Black Sea Fleet sorties on War Turn 5, the Pact receives 9 victory points (14-5=9).*

22. THEATERS OF OPERATION (OPTIONAL)

22.1 Areas of Operation

Various nations are unlikely to allow their forces to be sent far afield, as their units are assigned to specific areas of operation. Ground and air units have colored bars on the top of their counters indicating the theaters in which they may operate, refer to the NATO and Warsaw Pact Organization player aid cards.



Theaters of Operation are defined as:

- AFNORTH (NATO) / Northwestern TVD (Warsaw Pact) – Northern air theater
- AFCENT / Western TVD – Western Europe and Eastern Europe air theaters
- AFSOUTH / Southwestern TVD – Southwestern and Balkan air theaters
- CENTCOM / Southern TVD – Western Asia and Persian

Gulf air theaters

22.2 Restrictions on Operations

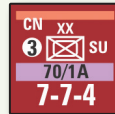
Units have the following restrictions:

- 1) ground units assigned to the various theaters of operation may only move and perform combat in their assigned theaters and may not be sent to other theaters; and
- 2) air units may not be based outside of their assigned theater of operations.

Example 1: Units assigned to the NATO AFNORTH theater of operations (indicated by the blue bar at top of counter) must be used only in Norway, Sweden, Finland, Denmark, northern East and West Germany (Schleswig-Holstein), Poland, and the areas of the Soviet Union on Map B; these areas comprise the Northern air theater.



Example 2: Units assigned to the Pact Southern TVD (indicated by the salmon bar at top of counter) must be used only on the Persian Gulf maps (Maps E and F); this area comprises the Western Asia and Persian Gulf air theaters.



22.3 Exceptions

22.3.1 Warsaw Pact Group of Tank Armies may be deployed to either or both of the Western or Southwestern TVDs, and such deployments must be by army (3rd Guards, 5th Guards, 6th Guards, and 7th Guards Tank). From zero to four armies may be deployed to either TVD. Armies may change deployments between these two TVDs via regular movement or via the Pact Off-Map Transport Net (per rule 5.8).

22.3.2 The Odessa Military District [CG] may be deployed to either of the Southwestern or Southern TVDs. The single army may be deployed to either TVD. This army may change deployments between these two TVDs via the Pact Off-Map Transport Net (per rule 5.8)

The air units must be initially placed in the available box of either the Southwestern or Balkan air theaters if the army is deployed to the Southwestern TVD, or to the available box of the Western Asia air theater if the army is deployed to the Southern TVD.

23. NUCLEAR WARFARE (OPTIONAL)

Both sides held considerable inventories of tactical nuclear warheads, and it is distinctly likely that a conventional conflict in Europe and the Middle East could have escalated to include the use of these weapons. No game on this subject would be complete without rules for nuclear warfare, and the rules below are extensive.

However, if even only tactical nuclear warfare begins, its effects tend to dominate the game, to the exclusion of the more interesting interactions created by the rest of the rules. For that reason, the

nuclear rules have been made optional despite opinions of the true probabilities.

23.1 Conflict Level

There are six possible levels of nuclear conflict, numbered 0 (no nuclear weapons in use) through 5 (strategic exchange). They differ in the types and quantities of nuclear weapons (nuclear attack points or NAPs) available in each turn and in the limitations placed on their use.



23.1.1 [PG, CG] The U.S. B-52 air unit is no longer available for use once the nuclear conflict level reaches level 3, and it is removed from play.

23.2 Escalation and Restraint

At the start of the game, the nuclear conflict level is at 0 (no nuclear weapons use). This may change during the game. Players, as theater military commanders, do not have the authority to escalate, although they do have some influence over the political leaders who make the decision.

23.2.1 Restraint [BfG, CG] During the nuclear restraint phase of each turn, there is a ten-second period during which either player (or both) may announce that they are exercising restraint. This announcement may not be conditional ("I will if you will.") but must be a unilateral declaration. Of course, if one player announces restraint and any time remains in the 10-second period, the other player may also announce restraint.

A player who announces restraint may, in the following turn, use only half the number of NAPs of each type listed for the current conflict level.

However, for each player exercising restraint, the die roll during the escalation phase is modified by +1. Note that de-escalation is possible only if at least one player exercises restraint. Neither player may exercise restraint while at conflict level 0.

23.2.2 Escalation In the nuclear escalation phase of each turn, either player rolls a die. The nuclear warfare table shows, for each level, the die roll needed to escalate to the next level.

23.2.2.1 Deliberate Escalation [BfG, CG] At the beginning of the nuclear escalation phase, there is a 10-second period in which either player (unless they are using restraint) may announce that they are deliberately escalating. For each player who is deliberately escalating, the die roll during the phase is modified by -1.

Die roll modifications are cumulative. For example, if one player uses restraint and the other escalates, the net modifier is 0. The die-roll modifier is the only effect of deliberate escalation. Neither player may deliberately escalate while at conflict level 5.

23.2.2.2 Nuclear escalation phase die roll Either player rolls a die, if the roll is less than or equal to the number shown, the level is increased by one. The new conflict level is in effect until it is altered in a later escalation phase. It is also possible to de-escalate (return to the next lower level). If the die roll is 7 or greater, de-escalation occurs. Each player may modify the die roll through restraint or deliberate escalation.

23.3 Types of Nuclear Attacks

Players may receive NAPs of three types:

- 1) field artillery shells (including short-range missiles),
- 2) aircraft bombs, and
- 3) theater level missiles.

See the Nuclear War Table for the NAPs available to be used each turn at each level. If playing combined games (Battle for Germany + Southern Front; Battle for Germany + Arctic Front; or Battle for Germany + Southern Front + Arctic Front), total the NAPs from the Nuclear War Table for each game to determine the total available NAPs. If playing the Combined Game (all four games), use the Combined Game column to determine the total available NAPs.

The count of available NAPs may be tracked on the Nuclear Attack Points Track players aid card using the NAP markers, to ensure that the limit is not exceeded each turn.

23.3.1 Field Artillery (Artillery NAPs) Field artillery nuclear attacks include cannon-launched warheads and short-range battlefield rocket and missile systems (such as the NATO Lance missile and the Pact SS-21). Field artillery attacks are used to support ground units engaged in ground combat. Field artillery nuclear attacks may be made during any combat phase. The primary effect of artillery NAPs is to lower the proficiency of enemy units in an attack.



Any ground unit with nuclear attack capability, denoted by an “N” in the upper left corner of the counter, may use NAPs in a battle.

Before each battle is resolved, both players secretly decide whether a nuclear attack will be made and, if so, how many NAPs will be used. The number of points used may be written down on a sheet of paper, players may conceal disruption markers in their hands, or any other convenient means may be used. They are revealed simultaneously.

Each NAP used places one disruption upon one involved enemy unit of the using player’s choice. No more disruptions may be applied to a single unit than the number of the conflict level.

***Example:** The nuclear conflict level is 2. A nuclear-capable Pact unit is attacking a hex with two NATO units. The Pact player may use up to 4 artillery NAPs in the attack, placing no more than two disruptions on each unit. If the nuclear conflict level were at 1, then the Pact player may use up to 2 artillery NAPs in the attack, placing no more than one disruption on each unit.*

23.3.2 Aircraft Bombs (Air NAPs) Any air unit with nuclear strike capability (marked with an “N” on the counter) may carry a number of aircraft bomb NAPs less than or equal to its strike rating. NAPs are used to conduct strike missions.



At conflict level 2 only nuclear strike/interdiction missions are allowed.

At conflict level 3 and higher, any strike mission may be a nuclear strike mission.

To run a nuclear strike mission, place a disruption marker of the correct denomination under the air unit. If no NAPs are to be carried, place another type of marker (shaken, odds, etc.) under the unit. Nuclear strikes are in addition to the conventional strike run by the air unit.

If the air unit is shot down or aborted, all NAPs it carries are lost. If the air unit’s rating is halved, the number of NAPs delivered is also halved, rounded to the nearest whole number (although the full number are used up).

23.3.2.1 Nuclear Logistical Strikes Nuclear logistical strikes are resolved in the same way as conventional strikes; a die is rolled for each NAP used; however, the number rolled is not halved (as in a conventional logistical strike), but is multiplied by 1.5 (round fractions to the nearest whole number, rounding .5 up).

23.3.2.2 Nuclear Runway Cratering A die is rolled for each NAP used, with the number rolled being the number of hits; for each hit, roll another die; the hit causes a crater on a roll of 1-4 and destroys an air unit on a roll of 5 or 6.

23.3.2.3 Nuclear Strike/Interdiction Place a nuclear strike marker in the target hex. Each NAP delivered may be used to attack a single enemy unit in the hex, no more than one NAP per unit.

For each attack, roll a die for the number of disruptions placed on the unit. Each unit which enters the hex during the next turn is attacked by one NAP.



23.3.3 Theater Nuclear Missiles (Missile NAPs)

Theater missile NAPs are intermediate range missiles such as the U.S. Pershing and ground launched cruise missiles and the Soviet SS-20 and SS-22. Also included in the NATO NAPs are Poseidon submarine-launched warheads dedicated to theater tactical support.



All attacks by theater nuclear missiles are conducted as if they were aircraft strike missions except that they may not be shot down, halved, or aborted. Just designate a mission for each NAP and resolve it.

23.4 Strategic Nuclear Exchange

Conflict level 5 is a strategic exchange, in which the major nuclear powers will selectively destroy strategic targets in the enemy homeland. This drastic step has several effects. All but the first (23.4.1) remain in effect even if the conflict level later de-escalates.

23.4.1 Strategic Nuclear Strikes Once the conflict level escalates to a strategic nuclear exchange, a number of each side’s cities (depending on the scenario(s) being played) is hit by a strategic nuclear strike per turn.

- Single game scenario: 1 city
- Two game scenarios: 2 cities

THE THIRD WORLD WAR

- Three or more game scenarios: 3 cities
- [PG] If playing only the Persian Gulf scenario, strategic strikes on cities are not made. However, all other effects of reaching level 5 are still in force. (It is assumed that those strikes are being used in other theaters outside of the scope of this scenario.)

In the escalation phase of each turn, including the phase in which the conflict escalates to level 5, each player writes down the name of the allotted number of cities.

All cities have devastation markers placed on them in the next escalation phase, at which time both players write down the name of another number of cities. This continues as long as the game remains at conflict level 5.



Any units in a city hex at the time it is devastated are destroyed and removed from play. No unit may enter or move through the devastated hex for the next turn, and entry costs two extra movement points for all units for the remainder of the game; the city is no longer a city for all purposes (air transport, victory, combat effects, etc.). Units may not regroup in devastated cities. Strategic devastation does not use available NAPs.

23.4.2 Pact Off-Map Movement The Pact off-map transport net may not be used (even if the conflict level later de-escalates).

23.4.3 Reinforcements Neither side receives any additional reinforcements, either ground or air, for the rest of the game. Reinforcements which have not yet arrived are removed from play and, in the case of those countries subject to critical losses, are considered eliminated in combat.

23.4.4 Regrouping Beginning with the first regroup phase after escalation to conflict level 5, and in every subsequent regroup phase for the rest of the game, both players are limited to regrouping a maximum of two units per theater per phase. (Since regrouping simulates not only reorganization, but also the absorption of replacements, this reflects the difficulty of replacing units from home.)

23.4.5 Supply Beginning in the first initial segment after escalation to conflict level 5, and in every subsequent initial segment for the rest of the game, for each theater both players roll the die to determine supply shortages of their opponent.

23.4.5.1 Air Unit Supply The first die roll, during the aircraft maintenance phase, is for the total number of air units that are grounded for lack of supply that turn.

Roll the die once for each theater to determine the total number of air units grounded.

The owning player selects which of their air units will be grounded.

23.4.5.2 Ground Unit Supply The second die roll, during the supply phase, is for the total number of ground units which are unsupplied that turn.

Roll the die once for each theater to determine the number of ground units unsupplied.

The player selects which of their opponent's ground units will be unsupplied. Units placed out of supply may be re-supplied using emergency supply (see rule 11.2).

23.5 Limits on Use

Neither side may target NAPs against a city hex in a nation which has surrendered or in a nation currently a friendly belligerent.

***Example:** A NATO attack intended to recapture an Iraqi city could not use field artillery NAPs to disrupt the Pact defenders in that city, if Iraq had committed to NATO. However, Pact troops attacking out of such a city against NATO troops could be disrupted by field artillery NAPs.*

23.6 Victory Point Adjustments

The effects of the nuclear rules on game balance are very complex, depending on the exact level reached in each turn. The following table constitutes only a simple guideline.

Nuclear War Adjustment Table					
	BfG	SF	AF	PG	CG
Reaches Level 1, but not beyond	-10	-5	-2	-2	-20
Each turn at Level 2 or 3	+5	+1	+1/2	+1/2	+8
Each turn at Level 4 or 5	-5	-1	-1/2	-1/2	-8
For each major city devastated	+1	+1	+1	-	+1
For each minor city devastated	+1/2	+1/2	+1/2	-	+1/2

If the conflict reaches level 5, victory is a strange term to use, whatever the outcome, but the war continues nonetheless.

***Example 1:** In the Combined Game, assume that three turns are spent at Level 1 when the game ends, and the level did not go beyond Level 1. The total Victory Point adjustment is -20, since the nuclear conflict level reached Level 1, but did not go beyond.*

***Example 2:** In the Combined Game, assume that three turns are spent at Level 1, one turn at Level 2 (+8 VP), one turn at Level 3 (+8 VP), and one turn at Level 4 (-8 VP) when the game ends. The total Victory Point adjustment would be +8 VP (+8 +8 -8). The first level of adjustment is ignored since the nuclear conflict level moved beyond Level 1.*

24. CHEMICAL WARFARE ABILITIES (OPTIONAL)

The Third World War system assumes that combat occurs in a chemical-warfare environment. For convenience, the game assumes that all forces have chemical warfare abilities. However, various forces in the Middle East have minimal or no chemical warfare abilities, and the following rule may be used to cover this factor.

24.1 Chemical Warfare Ability

Units which have chemical warfare abilities are denoted by a “C” in the top left corner of the unit counter.

24.2 Chemical Warfare Combat Effects

In a combat, if any enemy unit has chemical ability, then all friendly units with no chemical ability receive one disruption during combat resolution in addition to the regular combat result.

***Example:** If a Soviet force with chemical ability attacks a U.S. unit (with chemical ability) and Mujahideen unit (no chemical ability) and achieves a result of —/R against them, the U.S. unit retreats and the Mujahideen unit receives one disruption and retreats.*

In a combat, if all enemy units have no chemical ability, then the combat result to all friendly units (with or without chemical ability) is reduced by one disruption. *Exception:* A one-disruption result is not automatically reduced to no disruption. Instead, roll the die once per battle for such a result; on a roll of 1, 2, 3 it is reduced to no disruption and on any other roll it remains at one disruption.

***Example:** A force of Revolutionary Guards (no chemical ability) attacks a rebel Iranian Army unit (chemical ability), and the result is D/3DR. The Revolutionary Guards units receive two disruptions (one additional disruption due to chemical warfare) and the Iranian Army unit receives two disruptions (one less disruption) and retreats.*

25. ROMANIAN OPERATIONS (SF, CG) (OPTIONAL)

For ease of play, the rules assume that Romania follows the NATO sequence of play when Romania is on NATO’s side.

However, Romania follows Pact training and doctrine and thus should conform to Pact limitations and sequence of play, even when on NATO’s side. Accordingly, the following rules may be used to show this.

When Romania is on NATO’s side:

25.1

Romanian units are moved during the NATO impulses and may stack and attack together with other NATO units.

25.2

Romanian units may not move, attack, or regroup in the NATO reserve impulse.

25.3

During the NATO first and second impulses, Romanian units receive two echelons, following the sequence given in the Pact first impulse. The movement and combat phases of Romania’s first echelon coincide with the movement and combat phases of the NATO impulse. At the point when the NATO impulse would normally be finished, Romania receives its second echelon/breakthrough sub-impulse.

25.4

Romanian units are bound by the Pact regroup limit rule, where Pact units with only one disruption may not regroup. When a Romanian unit becomes disrupted, it carries at least a single disruption for the rest of the game.

26. WINTER CONDITIONS (AF, CGI) (OPTIONAL)

The European Arctic has a long, harsh winter, which would have important effects on combat operations there. This rule assumes that the outbreak of war occurred while winter conditions still prevailed in the Arctic. The following effects apply to all hexes and units in the Arctic, while the weather table modifications apply to all of the Northern Theater.

26.1 Northern Theater Weather

When using the weather table, add two to both the first and second die rolls.

For the first die roll, results above six mean poor weather.

For the second die roll, results above 6 mean storms (but not severe storms).

26.2 Arctic Terrain

Arctic terrain has somewhat different effects on movement during the winter, due to extensive snow and cold. The changes to Arctic terrain (those hexes north of the Arctic Line) in winter are:

26.2.1 Swamp hexes and river hexsides are treated as clear terrain.

26.2.2 All movement point costs are increased by 1, except for overland units and ski units.

26.2.3 All wilderness terrain is prohibited to movement, except for overland units and ski units.

26.2.4 The maximum advance after combat is 1 hex, regardless of terrain.

27. TACTICAL ADVANTAGE (OPTIONAL)

The possession, and use of, the Tactical Advantage marker allows the owning player to re-roll one die or dice roll by either player.

27.1 The Marker

The Pact player receives the Tactical Advantage marker starting in War Turn 1, unless specified otherwise in the scenario-specific rules.



27.2 Procedure

Immediately after a die or dice roll by either player, the player possessing the Tactical Advantage marker can state they are invoking Tactical Advantage.

The die or dice are then re-rolled immediately and the result shown is final - whether advantageous or not to the player invoking Tactical Advantage.

After the re-roll, the Tactical Advantage marker is passed to the opposing player, who may then use the marker starting anytime in the next game turn. If a player does not invoke Tactical Advantage during a turn, the marker is still passed to the opposing player at the end of the turn.

Game Clarifications

[clarification 6.6.1] add sentence at end of 6.6.1, "The reverse side of most counters has the proficiency value surrounded by a box; this represents one disruption."

[addition 20.4.1.2] use two blank counters in Iranian Army colors to create diplomacy markers for placement on the influence track as follows:

- Iranian Army Diplomacy
- Iranian Centrist Diplomacy



You can download these marker images from the Compass web site. Note: The *Iran Diplomacy* marker can be set aside or discarded since the *Iranian Army Diplomacy* marker replaces it.

[correction 20.4.4.3] Soviet Diplomacy card #8 is missing the word "committed" in the header. It should read, "Prerequisite: Syria must be Soviet **committed**."

[clarification] The replacement counters for the IRG 8P and 25P CdoD are shown with a brigade [X] unit size symbol; the correct unit size symbol should be division [XX]. The stacking points on these two counters (3) are correct.

INITIAL SEGMENT

Diplomacy Phase (20)

Both sides choose and resolve diplomatic moves.

Neutral Activation Phase (16)

Announce invasion or entry into the war of neutrals.

Aircraft Maintenance Phase

1. Receive new air units (19.1)
2. Roll for maintenance (9.2)
3. Destroy and ground air units due to craters (9.5.2.1), grounding (10), Pact logistical breakdown (15.11), strategic nuclear exchange (23.4.5)
4. Repair craters (9.3)
5. Consolidate losses (9.10)

Weather Determination Phase (14)

Roll for weather for each theater.

Nuclear Restraint Phase (optional)

Announce restraint in use of nuclear weapons (23.2.1).

Theater Air Superiority Phase (9.4)

1. Pact places air units in the air superiority box.
2. NATO places air units in the air superiority box.

Deep Strike Phase (9.5.2.1, 9.6.1)

1. Pact assigns deep logistical strikes, runway cratering, and escort missions.
2. NATO intercepts and assigns deep logistical strikes, runway cratering, and escort missions.
3. Pact intercepts.
4. Resolve air combat (9.7), air defense fire (9.8), and missions.

Supply Phase (11)

1. Determine how many Pact stacking points are unsupplied; NATO determines which ones.
2. Determine how many NATO stacking points are unsupplied; Pact determines which ones.
3. Pact determines any emergency supply priorities.
4. NATO determines any emergency supply priorities.

Critical Loss Determination Phase (17)

Both sides determine whether any of their countries have suffered critical losses.

PACT SEGMENT

Black Sea Fleet Sortie Phase (13.4.2)

Pact checks for sortie of the Black Sea Fleet.

Norwegian Sea Control Phase (13.4.3)

Players determine which side controls the Norwegian Sea.

Strike/Interdiction Phase (9.5.2.2, 9.6.1)

1. Remove strike markers left from this phase last turn.
2. Pact declares strikes and escorts.
3. NATO intercepts and declares strikes and escorts.
4. Pact intercepts.
5. Resolve air combat (9.7), air defense fire (9.8), and missions.

PACT FIRST IMPULSE

** First Echelon Sub-Impulse

Movement Phase (5)

Pact receives new ground units (19.2). Move Pact units, including air transport (12) and naval transport (13); air transport missions may be escorted and intercepted by air units (12.4.1); units may breakdown/buildup (15.6).

Combat Phase (6)

For each attack

1. Determine total attack strength (6.3.1)
2. Determine total defense strength (6.3.2)
3. Determine initial odds (6.3.3)
4. Determine odds modifiers (6.3.4)
5. Declare attack with odds marker

Resolve attacks one by one (6.4)

1. Declare air missions

- a. Pact allocates ground attack and top cover
- b. NATO allocates ground attack and top cover
- c. Pact allocates top cover [if no ground attack or top cover was allocated in (a)]

2. Resolve nuclear attacks (optional, 23.3.1)

3. Resolve air combat (9.7) and air defense fire (9.8); apply odds modifiers for successful missions

4. Determine and apply combat result (6.5)

Second Echelon/Breakthrough Sub-Impulse

Only units which do not begin the sub-impulse in enemy ZOCs may move or attack in this sub-impulse.

Movement Phase (5), Combat Phase (6)

** Regroup Phase

All Pact units which did not move or attack in the first impulse and are not in an enemy ZOC may regroup.

NATO RESERVE IMPULSE

Only NATO units which do not begin the impulse in an enemy ZOC may move or attack in this impulse.

Movement Phase (5)

Move NATO units; no air or naval transport may be performed; new units are not received.

Combat Phase (6)

For each attack

1. Determine total attack strength (6.3.1)
2. Determine total defense strength (6.3.2)
3. Determine initial odds (6.3.3)
4. Determine odds modifiers (6.3.4)
5. Declare attack with odds marker

Resolve attacks one by one (6.4)

1. Declare air missions

- a. Pact allocates ground attack and top cover
- b. NATO allocates ground attack and top cover
- c. Pact allocates top cover [if no ground attack or top cover was allocated in (a)]

2. Resolve nuclear attacks (optional, 23.3.1)

3. Resolve air combat (9.7) and air defense fire (9.8); apply odds modifiers for successful missions

4. Determine and apply combat result (6.5)

Regroup Phase

All NATO units which did not move or attack in this impulse and not in an enemy ZOC may regroup

PACT SECOND IMPULSE

This impulse is identical to the Pact First Impulse except that new units are not received.

Pact Surrender Phase

Determine if any Pact country surrenders (18).

NATO SEGMENT

Strike/Interdiction Phase (9.5.2.2, 9.6.1)

1. Remove strike markers left from this phase last turn.
2. Pact declares strikes and escorts.
3. NATO intercepts and declares strikes and escorts.
4. Pact intercepts.
5. Resolve air combat (9.7), air defense fire (9.8), and missions.

** NATO FIRST IMPULSE

Movement Phase (5)

NATO receives new ground units (19.2). Move NATO units, including air transport (12) and naval transport (13); air transport missions may be escorted and intercepted by air units (12.4.1).

Combat Phase (6)

For each attack

1. Determine total attack strength (6.3.1)
2. Determine total defense strength (6.3.2)
3. Determine initial odds (6.3.3)
4. Determine odds modifiers (6.3.4)
5. Declare attack with odds marker

Resolve attacks one by one (6.4)

1. Declare air missions
 - a. Pact allocates ground attack and top cover
 - b. NATO allocates ground attack and top cover
 - c. Pact allocates top cover [if no ground attack or top cover was allocated in (a)]
2. Resolve nuclear attacks (optional, 23.3.1)
3. Resolve air combat (9.7) and air defense fire (9.8); apply odds modifiers for successful missions
4. Determine and apply combat result (6.5)

** Regroup Phase

All NATO units which did not move or attack in this impulse and not in an enemy ZOC may regroup.

NATO SECOND IMPULSE

This impulse is identical to the NATO first impulse, except new units are not received.

NATO Surrender Phase (18)

Determine if any NATO country surrenders.

FINAL SEGMENT

Aircraft Landing Phase

All air units in the air superiority box return to the flown box and transfer missions occur; Pact units transfer first (9.11).

Unsupplied/Grounded Recovery Phase

Remove unsupplied markers from ground units (11.3); return grounded air units to the available box (10.2)

Overland Communications Phase (Balkan Entente scenario only)

Determine if the Pact has overland communications to Bulgaria.

Nuclear Escalation Phase (optional)

Roll to determine if nuclear escalation occurs (23.2.2).

**** Nations and factions with Limited Military Abilities (15.3) only operate in these marked Impulses and Phases.**

Those nations and factions are: Afghanistan, Iraq, the Iranian Army, the Iranian Revolutionary Guards, the Iranian Communists, the Kurds, Kuwait, the Mujahideen, Oman, Qatar, Saudi Arabia, the Tudeh, and the United Arab Emirates.

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