STALIN'S WORLD WAR III

A SWEEPING TWO-FRONT WAR IN 1953

PART 2: OPERATION SANDOWN IN THE MID-EAST

RULES OF PLAY

Compass Games

New Directions in Gaming

CONTENTS

1.0	Introduction	2
2.0	Components	3
3.0	Set Up & Hex Control	5
4.0	How to Win	7
5.0	Turn Sequence	7
6.0	Air Superiority	9
7.0	Stacking	10
8.0	Zones of Control	10
9.0	Supply	11
10.0	Reinforcements	12
11.0	Movement	15
12.0	Combat	17
13.0	Atomic Attacks & US Prestige	20
14.0	Grand Campaign Scenario	22
	Complete Box Inventory and Credits	23

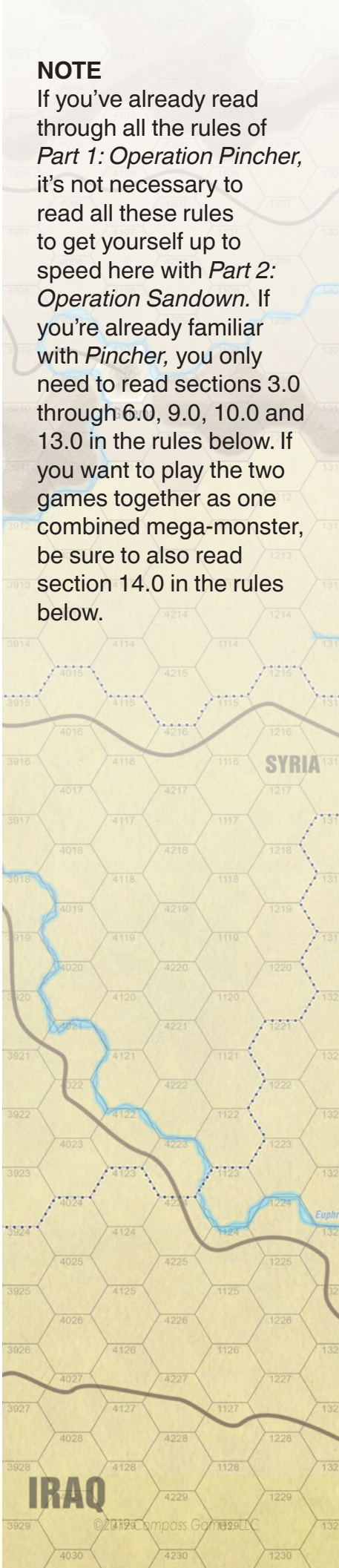
1.0 INTRODUCTION

1.1 *Stalin's World War III (SWW3)* is an alternative history wargame intended to investigate the strategic parameters that would've been in place during the first 10 weeks of operations had that dictator lived long enough to put in motion his plan to start a global conflict in 1953. Had he lived, the most likely start date would've been one coinciding with the signing of the Korean War armistice in July, in order to achieve maximum surprise.

His goal in starting such a war in the Mid-East would've been to blitz to the Persian Gulf's oilfields while also conquering as much of the Mediterranean's eastern littoral as possible. This would most likely have been done in support of, and in conjunction with, a larger operation into Western Europe. In Asia, under this strategy, the Soviet Chinese and North Koreans would've been tasked only with resuming offensive. operations long enough to tie up the bulk of the UN forces on that peninsula.

There are rules for atomic bombs, but their use by the Soviets is constrained by their still limited availability historically at that time, as well as by their lack of a fully dependable means to deliver them. On the US/UN side, the limitation is political. That is, 1953 marked the full blown arrival of the anti-imperialist ("third world nonaligned") movement on the world stage. So, if therefore, the Americans try to win by using enough bombs to blow to bits Stalin's horde, they would do so much damage to the environmental and socio-political ecologies as to undo their victory in the strategic sense.

NOTE
If you've already read through all the rules of *Part 1: Operation Pincher,* it's not necessary to read all these rules to get yourself up to speed here with *Part 2: Operation Sandown.* If you're already familiar with *Pincher,* you only need to read sections 3.0 through 6.0, 9.0, 10.0 and 13.0 in the rules below. If you want to play the two games together as one combined mega-monster, be sure to also read section 14.0 in the rules below.



1.2 Scales. Each hexagon on the map represents 20 miles (32.4 kilometers) from side to opposite side. The Soviet units of maneuver are divisions, while those on the UN side are mostly divisions along with a few brigades. Air power is represented abstractly, with counters and rules showing the effects of one side or the other gaining temporary air superiority over sub-areas within the theater of operations. Each full game turn represents one week of 'real time' from late July to early October 1953.

1.3 Counter Colors. Note that the counters for *Part 2: Operation Sandown in the Mid-East* are a slightly paler in color than their Part 1 counterparts to aid in distinguishing the two.

1.4 Definitions. If a rule is said to apply to "Soviet units," that means it applies to all the units of that side (see 2.5). If a rule is said to apply to "Allied (or UN) units," that means it applies to all the units of that side, regardless of their nationalities (see 2.6). If a rule applies only to some national or unit-type subset of Allied units, that will be specifically stated.

1.5 Orders of Battle. The Soviet forces in the game are drawn from the overall Red Army divisions available at that time. That side's 33-division-limit comes from a 1953 CIA estimate indicating that was the largest force the Soviets could logistically support in the Mid-East theater. The British, Turkish and Israeli units are what they had present in the theater in 1953. There are no British reinforcements because, in the event of war, they were committed to send everything they could to the front in Germany.

The Iranian and Arab armies are all generically represented by the weakest maneuver units possible within the game mechanics. That's to represent the fact this region was 'betwixt and between' in 1953. That is, the pro-West regimes in place in the years immediately after Word War II had all recently been (or were at the time in the process of being) replaced by the first wave of nationalist dictatorships. Operatively, had a major war such as this erupted at the time, that would've meant only small formations would've been cohesive enough to take to the field.

1.6 Grand Campaign Scenario. This game can be played as an entirely separate stand-alone, or its play can be combined with *Part 1: Operation Pincher in Europe.* The special rules needed to do that are all given in section 14.0.

2.0 COMPONENTS

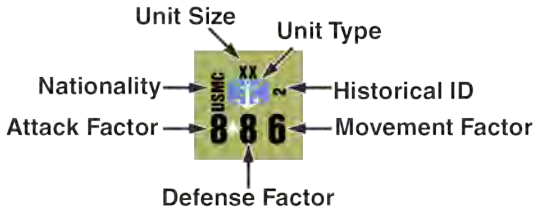
2.1 The components to a complete game of *SWW3 Part 2: Operation Sandown in the Mid-East* include these rules, the two mapsheets and two sheet of die-cut counters (totaling 456 counters altogether, and which are also referred to as "units" and "unit-counters"). Also included are the player aid cards and dice.

2.2 The Game Maps illustrate the militarily significant terrain found in and around the Mid-East in 1953 when portrayed at this scale. A hexagonal ("hex") grid is printed over the map to regulate the placement and movement of units across it. A unit is considered to be in only one hex at any one time. Every hex on the map has a unique four-digit identification number printed within it. They're provided to help find exact locations more quickly and to allow for the recording of unit positions if a game has to be taken down before it can be completed.

2.3 Unit-Counters. Most of the unit-counters represent combat formations; others are provided as informational markers and memory aids. After reading through these rules at least once, carefully punch out the counters. Using a nail clipper (or an emery board or purpose-designed counter-clipping device) to remove the nub-like "dog ears" from their corners will facilitate the units' easy handling and stacking during play, and it will also demonstrate to your opponents your samurai-like determination and discipline.

©2019 Compass Games, LLC

2.4 Sample Combat Unit. Each combat unit-counter displays several pieces of information: nationality, specific historic identification, unit type and size, combat strengths, movement factor and possibly other special status.



2.5 Nationality. A unit's nationality, and therefore the side it's on, is shown by its color scheme and an abbreviation.

Soviet Side

Soviet "Second Formation" units – yellow and black on pale red

All Other Soviet units – yellow and white on pale red

UN/US Side

Egyptian, Iranian, Iraqi, Jordanian, Kuwaiti, Lebanese & Syrian units – brown and white on pale olive drab

Israeli units – white and black on pale blue

United Kingdom units – white and black on pale tan

United States Army units – white and black on pale olive drab

United States Marine Corps units – blue and black on pale olive drab

Turkish units – gray and olive drab on pale gray

2.6 Historical Identification & Abbreviations. All units are given their specific identities by the numbers or names used to designate those formations during this period. Those abbreviations are defined as follows.

BFC – British Forces Cyprus
Egypt – Egyptian
G – Guards
Iran – Iranian
Isrl – Israeli
Iraq – Iraqi
Jrdn – Jordanian
Kwt – Kuwaiti
Lbn – Lebanese
USN – United States Navy
RN – Royal Navy
SU – Soviet Union
Syria – Syrian
Trk – Turkish
UK – United Kingdom
US – United States
USMC – United States Marine Corps

2.7 Unit Sizes. Units' organizational sizes, from largest down to smallest, are shown using the following symbols. If a unit's size symbol is bracketed, that means its an *ad hoc* formation, put together solely for this campaign, rather than being one regularly carried on the table of organization of its army.

XX – division
X – brigade
III – regimental combat team

2.8 Unit Types. The following symbols in each counter's unit-type box distinguish the various combat arms employed here.

Armor/Tank

Artillery

Infantry or Combined Arms

Marines

Mechanized

Motorized Infantry / Motorized Rifle

Paratroop

Static Garrison

2.9 Combat Factors. Attack and defense factors, referred to together as "combat factors," are the measures of each unit's ability to conduct those types of combat operations. For more details on this aspect of play see section 12.0.

©2019 Compass Games, LLC

2.10 Movement Factor. This number is a measure of a unit's ability to move across the hex grid printed over the map. Units pay varied movement costs to enter different hexes, depending on the terrain in each and, in some cases, the moving unit's type. See section 11.0 for details. Note the BFC unit is the only static unit in the game. That is, after it's placed (see 3.3.), it remains in that hex until such time, if ever, it's eliminated and goes from there into the dead pilr

2.11 Step Strength. All ground units in the game have one or two "strength steps," which are also simply called "steps." That's an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation (a measure of its "robustness" in current US Army jargon). Those units with combat factors printed on only one side of their counters are "one-step" units; those with printing on both sides of their counters are "two-step" units. (Note: two-step units also show an asterisk between their combat factors.) If a two-step unit suffers a one-step loss, it's flipped over so its one-step side (with the lower combat factors) shows. If a one-step unit, or a two-stepper that's already been "reduced," suffers a step loss, it's removed from the map ("eliminated") and placed into a "dead pile" off to the side. No fully eliminated unit is ever returned to play, at any level of step strength, for the remainder of the game.

2.12 Reinforcement & Starting Units. Units that enter play after the game has begun, rather than starting play already set up on the map, are called "reinforcements." See section 10.0 for details on them.

2.13 Other Marker Counters. The uses of the following counters are explained at the appropriate points throughout the rest of the rules.

City Control Markers
(see 3.3, 3.5 & section 4.0)

Victory Point & Prestige Point Markers
(see sections 4.0 & 13.0)

Game Turn Marker
(see section 5.0)

UN/Soviet Airpower Markers
(see section 6.0)

US/Soviet Aerial Supply Markers
(see 9.17)

Atomic Blast Markers
(see section 13.0)

3.0 SET UP & HEX CONTROL

3.1 The players should first decide which of the two sides each will control. One player commands the Soviet forces while the other commands the UN forces. After determining sides, the players should each take the units under their command and sort them onto and around the maps according to the instructions below. The Soviet player controls all Soviet (SU) units; the UN player controls all other units. Note that all normal stacking rules apply during set up (see section 8.0). Set up using the step-by-step sequence given below.

***Design Note**. The game wasn't designed with solitaire play in mind; however, the system is such that it can be 'fudged' and played in that way.*

3.2 UN Reinforcements & Aerial Supply Marker. The UN player should set aside, within easy reach off to the side of the map, all the USMC 2nd Division, the UN Aerial Supply and the USN/RN Naval Airpower markers. He should then take all the US units and place them altogether into any conveniently available large-mouth opaque container (such as a cereal bowl or coffee mug). He should do the same in another container with the Turkish reinforcement corps (those with "R" in their upper-left corners).

3.3 UN Set Up. The UN player next sets up all Israeli units anywhere in that country. He then sets

©2019 Compass Games, LLC

up all the Turkish units that weren't put into the UN reinforcement pool, as given above in 3.2, anywhere in that country. The two British divisions are set up, together or separately, in and/or immediately adjacent to Suez (1374), while the BFC static brigade goes in Famagusta (2360). The Egyptian, Iranian, Iraqi, Jordanian, Kuwaiti, Lebanese and Syrian units are set up in the capital cities of their respective countries. Finally, place a control marker, UN side showing, in every city, oil city and capital city on the map outside of Soviet territory.

3.4 Soviet Force Composition Determination. The Soviet player should take all the SU divisions in the counter-mix and place them altogether into any conveniently available large-mouth opaque container (such as a cereal bowl or coffee mug). He should then blindly draw – meaning without looking to see the units he's drawn until he's done drawing all of them – a total of 33 of them from that container. If he's dissatisfied with the divisions Stalin has assigned to him, he may trade up to six of them, on a one for one basis, in exchange for units he deliberately selects from the container. "Deliberately" means by looking to see what he's drawing before he makes each such draw.

3.5 Soviet Set Up. The Soviet player should next perform his side's set up by, first, placing a control marker, Soviet side showing, in the two cities on the map inside the USSR, and then placing all his non-airborne units in any hexes inside the Soviet Union. Exception: he may set up any one, two or three of his available units in any one (otherwise unoccupied) Black Sea coastal hex. (Note that he's not required to make such a coastal deployment; he is merely allowed to do so if it suits his larger purposes.) He should then temporarily set off to the side of the map, within easy reach, all his available airborne divisions and his aerial supply marker.

3.6 Soviet Reinforcement Units & Aerial Supply Marker. The only reinforcement units mandated as such on the Soviet side are the above mentioned airborne divisions. The Soviet player may decide to create a further reinforcement pool for himself by holding off map as many of his available divisions (of any or all types) as he desires. He's not required to place any of those divisions into such a pool.

***Design Note**. The main advantage to be gotten from creating a reserve pool comes from the fact the units of both sides can't be nuked while they're off map in those pools.*

3.7 Marker Deployment. Put the Turn marker in the "1" box of the Turn Track printed on the mapsheet. Put the "x10" marker into the "0" box of the Soviet Victory Points Track, and put a "x1" marker into the "4" box of that same track. Put the "x10" marker and the "x3" marker into the "3" box of the US Prestige Points Track. Put an Atomic Blast marker into the "0" (zero) box of the US Atomic Attacks This Turn Track. Put the Hex Control markers into any easily reached pile off to the side of the map. That completes set up.

3.8 Hex Control. The idea of "hex control" — which side "owns" which hexes at any given instant — is important for purposes of road movement (see 11.16) judging victory (see section 4.0) and tracing supply (see section 9.0). At the start of play the Soviet side controls all hexes in the Soviet Union; the UN side controls all others. The control status of a hex switches from one side to the other whenever a ground unit from the other side enters it. Control switching is immediate, and may occur and reoccur in the same hexes any number of times during play. Hex control markers are provided for use on the board to help keep track of which hexes are controlled by which side in areas where the deployment of actual units doesn't make that clear.

3.9 Hex Control & Zones of Control. Don't confuse the idea of "hex control," explained above, with that of "zones of control"(a.k.a. "ZOC"), which is explained in section 8.0. For now, all you need understand in regard to the latter is the fact the mere projection of a ZOC into an enemy-controlled hex isn't enough by itself to cause the control status of that hex to switch from one side to the other.

©2019 Compass Games, LLC

4.0 HOW TO WIN

4.1 In General, the Soviet player is generally on the offensive, trying to win by driving into UN territory as fast as possible and in such a way as to bring about the conquest or neutralization of as much of the Mid-East as possible. The UN player generally wins by preventing the Soviet player from having fulfilled that side's victory conditions; however, he also has the potential for a sudden death victory (see 4.9 below).

4.2 When to Check for Victory. The various kinds of victory are generally only checked during Phase IV of every game turn. Of course, the game may also end at any time if either player assesses his situation to be hopeless and therefore capitulates unconditionally to the other player.

4.3 Victory on Points. Every city on the map is worth two victory points (VP); every capital city is worth three points; every oil city is worth five points, Within that framework, if the Soviet VP total is found to be greater than 65 during Game Turn 10's Phase IV, that player is declared to have won the game at that time. Note, Kuwait City (6384) is both an oil city and a capital city. For victory point purposes, count it as an oil city (five points)

4.4 Soviet Deliberate Choice & Second Formation Order of Battle Costs. If, as given in rule 3.4, the Soviet player exchanged one randomly drawn division for a deliberately chosen one, that raises his victory point requirement given above from 65 to 66. If he exchanged two divisions, that raises his victory point requirement to 67, and so on up to an increase of six VP for six divisions. Also see the first paragraph of rule 10.9 in this regard.

4.5 Soviet Sudden Death Political & Oil Victories. If all the capital cities on the map are under Soviet control during any turn's Phase IV, play stops and that player is declared to have won the game via a "sudden death political victory" at that time. Similarly, if all the oil cities on the map are under Soviet control during any turn's Phase IV, play stops and that player is declared to have won the game via a "sudden death oil victory" at that time.

4.6 Soviet Sudden Death Victory via US Prestige Collapse. If, at any time during play of any turn, the total of US Prestige Points falls to zero (see 13.9) play stops and the Soviet player is declared to have won the game.

4.7 Soviet Sudden Death End Times Victory. If, at any time during play of any turn, the Soviet side in control of both Jerusalem (2471) and Tel Aviv (2370), play stops and the Soviet side is declared to have won the game at that time.

4.8 Soviet Suez Canal Interdiction Victory. If, at the time of Phase IV of Game Turn 10, the Soviet side is in control of one or more hexes of either bank of the Suez Canal, that side is declared to have won the game on that account. The west bank of the canal runs from 1369 to 1374, inclusive; the east bank runs from 1470 to 1475, inclusive.

4.9 UN Sudden Death Victory. If, during any turn's Phase IV, the UN side has simultaneous control of road entry hexes 5245 and 5948 in the USSR, play stops at that time and the UN player has won the game.

5.0 TURN SEQUENCE

5.1 In General. Every game turn of SWW3 is divided into two "player turns," one Soviet and one UN (a.k.a. "US"). That full sequence makes up one "game turn," of which there are a maximum of 10 in an entire match. The Soviet Player Turn is the first player turn in every game turn. Every action taken by a player must be carried out during the appropriate part of the sequence outlined below. Once a player has finished a particular phase, or a specific activity within a phase, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

©2019 Compass Games, LLC

5.2 Turn Sequence. The game turn sequence is given below in outline. The rest of the rules are organized, as much as possible, to explain things in the order they're encountered as you go through this sequence in each game turn.

Turn Sequence Outline

I. Air Superiority Phase

II. Soviet Player Turn
- **A. Soviet Movement or Combat Phase**
- **B. Soviet Combat or Movement Phase**

III. UN Player Turn
- **A. UN Movement or Combat Phase**
- **B. UN Combat or Movement Phase**
- **C. UN Reinforcement Phase**

IV. Victory Check Phase

V. Administrative Phase

5.3 Move/Fight or Fight/Move. At the start of every one of his player turns, the player about to take that turn must declare in what order he will carry out his movement and combat phases that turn. That is, he may choose to have his units move first and attack after that, or he may make take his combat phase first and movement phase second. That decision is always up to each commander. No matter what phase order a player chooses, all his units are allowed to participate to the limit of their normal capabilities in both of them. The players only make one phase order declaration per game turn, at the start of his own player turns, which is then applied to all his units throughout that player turn. It's prohibited to choose one phase order for some of your units and the other phase order for others.

5.4 Ending a Game Turn. Game Turns 1 through 9 are completed when each one's Phase V is concluded. At those times move forward by one box the Game Turn marker on the Game Turn Track printed on the mapsheet. Game Turn 10, and the overall game itself, is concluded at the end of its Phase IV.

5.5 Game Turn 1 Special Rules. The following special rules are applied during Game Turn 1 on both maps.

- All units of both sides are automatically in supply throughout the turn.
- The Soviet player adds two to his two-dice air superiority roll.

5.6 Fight/Move Prepared Attack Bonus. During player turns in which either player chooses the fight/move phase sequence, all his attacks are considered "prepared attacks," and they therefore gain a one-column-right odds shift in conjunction to all other applicable bonus and penalty shifts. See section 12.0 for more details.

5.7 UN Reinforcement Phases. See 10.4 for details on this phase. It is the method by which US and Turkish reinforcements enter play on the map.

5.8 Soviet Reinforcements & Second Formation Divisions. Regular Soviet reinforcements consist of the guards airborne divisions, along with any units that player deliberately held back during set up (see 3.7), both of which categories of reinforcement are entered into play during any of that side's movement phases of any game turn. Optionally, at the start of his movement phase on Turn 5, the Soviet player may, at a cost in victory point requirements, choose to enter into play some "second formation" divisions. See 10.9 for details regarding that decision.

5.9 Victory Check Phases. At this time during every turn, check to see if the Soviet player has achieved victory based on rules 4.3 or 4.5.

5.10 Administrative Phases. During these phases, during Turns 1 through 10, the players should cooperate to clean up around the map, moving and adjusting markers as necessary to prepare for the start of the new turn.

©2019 Compass Games, LLC

6.0 AIR SUPERIORITY

6.1 In General. At the start of the Air Superiority Phases of Turns 1 through 10, both players openly one, two or three dice. The side getting the higher total has "air superiority" for that turn all across map (reroll ties). If you had air superiority the turn prior, add one to the result on each of your rolled dice this turn; however, that addition may never be greater than one per rolled die no matter on how many previous turns you may have had uninterrupted air superiority. Subtract the lower rolled total from higher roll total: the winning player gets that many airpower markers. He immediately places all those markers as described below. Note there will never be a turn in which both players have airpower markers deployed on the map at the same time.

6.2 Placement. Available airpower markers may be placed in any hexes on the map. Friendly and enemy ground unit presence and/or ZOC have no bearing on this. Note, though, no more than one marker may be placed in any one hex. All available markers must be deployed.

6.3 Range. Every airpower marker on the map effects the hex in which it's placed and all six of the immediately surrounding hexes. That's termed its "range." If the ranges of two or more friendly airpower markers overlap, there are no additive effects because of it.

6.4 How Many Dice to Roll. The Soviet player always rolls two dice when checking for air superiority. The UN player rolls three dice if he controls Famagusta (2360) and Suez (1374) and the USN/RN Naval Airpower Counter has arrived as a reinforcement. If he has control of any two of those, he rolls two dice. If he has control of any one them he rolls just one die. He doesn't control any of them he rolls no dice. In regard to the Naval Airpower Marker, "control" would mean that counter has arrived as a reinforcement (see 6.8 below).

6.5 Airpower's Effect on Enemy Movement. For an enemy unit or stack to make a regular move into a hex that's in range of one or more of your airpower markers, it must pay an extra movement point (MP) to do so for each such hex entered, for both in-hex and hexside costs. Further, no road movement may take place in the range of an enemy airpower marker. Your own airpower markers have no effect on the movement of your own forces. Note that enemy airpower presence in a hex doesn't absolutely prohibit your units making regular moves into and/or through such hexes; it merely makes it more expensive in terms of movement point expenditures. Also note you may only make paratroop airdrops on turns during which your side has air superiority.

6.6 Airpower & Combat. If you make an attack into a hex that's in range of one or more of your airpower markers, your attack gains a one-column rightward shift (cumulative with all other applicable bonus and penalty shifts). Conversely, if an enemy attack is launched against one of your forces, and that defending force is in range of one or more of your airpower markers, that defense benefits from a one-column leftward shift (cumulative with all other applicable bonus and shifts). Those shifts never amount to more than one column per battle, no matter how many markers are in range.

6.7 Marker Retrieval. Deployed airpower markers remain on the map until the Administrative Phase of each turn, at which time they're retrieved for use again in the next turn. Airpower markers are never subject to elimination; all the markers are always available for use as described above.

6.8 USN/RN Naval Airpower Arrival & Inviolability. The US and Royal Navy Airpower marker represents the arrival of a large carrier task force into the oceanic waters around the periphery of this theater of operations. While the Soviet player may decrease overall UN airpower rolls by gaining control of Suez and/or Famagusta, there's no method by which he can eliminate the air power die addition generated by the arrival of the marker. Once it's in play, it remains in play for the rest of the game. See 10.7 for further details.

©2019 Compass Games, LLC

7.0 STACKING

7.1 In General. Stacking is the term used to describe the piling of more than one friendly unit in the same hex at the same time. Opposing grounds units will never stack together; only friendly units stack together.

7.2 The stacking rules are in effect for both sides during set up and all through every phase of every turn. You therefore need to be careful in regard to the order in which you move your units; otherwise, moves made carelessly early in your movement phases may work to jam you up later in those phases. If, at the end of any phase, any hexes are found to be over-stacked, the player owning the units in those hexes must eliminate enough excess units there, of his choice, so as to bring the hexes into compliance with the stacking rules.

7.3 Stacking Limit. The stacking limit for both sides is determined by counting steps (see 2.11) rather than the more typical counting of units. The per-hex stacking limit for both sides is 10 steps.

7.4 None of the markers pictured in rule 2.13 have any stacking value, and they may be placed in any hexes according to the rules for their respective uses.

7.5 Both players are always free to examine all stacks on the map and the map sheets, both friendly and enemy.

7.6 Stacking Order. The top-down/bottom-up order in which units in a hex are piled together has no significance.

7.7 UN Multi-National Stacking is generally allowed, but see 11.18, 11.20 and 12.24.

8.0 ZONES OF CONTROL

8.1 In General. The six hexes immediately surrounding a hex containing one or more ground units constitute the "zone of control" (ZOC) of the units in that hex. Zones of control extend across all hexsides and into and out of types of terrain. All ground units of both sides project their ZOC at all times in all supply states. There's no difference in effect between ZOC projected by units of different sides into the same hex. Opposing units may simultaneously project their ZOC into the same hexes.

8.2 Terrain & ZOC. ZOC project into, out of, and across all types of terrain and water barriers.

8.3 Enemy Zones of Control & Movement. A moving unit must pay one additional MP to enter a hex containing an enemy zone of control (EZOC). A moving unit must pay an additional MP to leave a hex containing an EZOC. A unit may therefore move from EZOC hex to EZOC hex for a total cost of two additional movement points. "Additional" means in addition to all the normal terrain costs otherwise involved in the move. See section 11.0 for further details. The presence of one or more of your units in a hex containing an EZOC doesn't negate that EZOC for purposes of counting the movement costs of units you want to move there.

8.4 EZOC & Supply. Your units are always able to trace their supply lines into one EZOC hex without penalty. In order to trace supply both into and through one or more EZOC hexes, a friendly ground unit must be in each such hex in order to "negate" the effect of the EZOC. See section 9.0 for details.

8.5 EZOC & Retreat After Combat. For purposes of defender retreat (DR) combat results, EZOC are negated by the presence of friendly units. See 12.20 for details.

8.6 EZOC & Advance After Combat. EZOC don't in any way inhibit or stop or block the ability of victorious units advancing-after-combat. See 12.22 for details.

8.7 Probing Attacks. EZOC hexes that are otherwise empty of enemy and friendly units may be the subject of "probing attacks." See 12.23 for details.

©2019 Compass Games, LLC

8.8 EZOC & Paradrops. EZOC by themselves don't prohibit an otherwise allowably paratroop drop into those hexes.

8.9 EZOC, ZOC & Atomic Attack Disruption. See rule 13.6.

9.0 SUPPLY

9.1 In General, in order for a unit to be able to move and fight at its full potential, it must be in supply. Supply for movement is determined at the moment a given unit begins to move and, once determined, that status lasts all during a unit's move. Supply for combat is determined at the start of each individual battle for all the units of both sides involved in that battle.

9.2 Tracing Supply Lines. No counters are provided to represent the materiel consumed by the combat units. Instead, that's abstracted into the process of supply line tracing ("tracing supply"). A unit has supply ("is in supply") if it can trace a path of contiguous hexes of any length from a friendly "supply source hex" to its own location. A unit without a valid supply line is said to be "out of supply" or "OOS."

9.3 Enemy Units & Supply Lines. Supply paths may never be traced into enemy occupied hexes.

9.4 EZOC & Supply Lines. A supply line may be traced into any one EZOC hex; however, no supply line may ever be traced through an EZOC hex into any other hex unless there are one or more friendly units in each such EZOC hex. That friendly unit presence works to negate EZOC for purposes of supply line tracing.

9.5 Enemy Controlled City Hexes & Supply Lines. Neither side may trace its supply lines into or through an enemy-controlled city hex even if that hex is empty of actual enemy units and/or EZOC.

9.6 Terrain & Supply. Within the strictures given above, the supply lines of both sides may be traced into and through all kinds of terrain except for all-sea hexes and hexsides, which is prohibited.

9.7 OOS Movement. If a unit or stack is found to be OOS at the start of its move, the movement factor of that force is halved for that phase. That halving remains in effect throughout that movement phase even if the moving force moves into a location where it would've been judged to have had supply had it started its move there.

9.8 OOS Combat. If an attack contains one or more units that are found to be OOS at the start of that battle's resolution, those OOS units have their attack factor halved when that battle's odds are calculated. Exception: Soviet artillery divisions (see 2.8) may not attack at all when OOS. When halving, round up all remainders. If a defending force is OOS at the start of that battle's resolution, those units have their defense factor halved when that battle's odds are calculated. When halving, round up all remainders. If more than one unit in a given battle is to be halved, add together the combat factors of all such units and them perform just one halving and rounding.

9.9 Indefinite OOS. No unit is ever reduced in step strength or fully eliminated simply for being OOS. Units of both sides may remain OOS indefinitely.

9.10 Willful OOS. It's permitted for both players to move units into hexes in which they may or will become OOS.

9.11 Appropriate Supply Sources. Units may only use supply sources appropriate to their own side as described in the rules below.

9.12 International Supply Line Tracing is allowed. That is, the supply lines of units of the various nationalities, both friendly and enemy, may freely cross each another and may even run through same hex paths.

©2019 Compass Games, LLC

9.13 "Nuked" Hexes. On both maps, hexes containing an atomic attack marker may still have supply lines traced into and out of them (but also see 9.15 below).

9.14 Home Country Supply. All units are always in supply for all purposes when in hexes of their own country.

9.15 UN Supply Sources, which are potentially available for use as needed by all the alliance nationalities in the game, are all the friendly-controlled port (coastal city) hexes on the map other than those on the Black Sea coast. Note, however, that once a port is nuked (by either side), it loses its supply providing capacity for the rest of the game. The three road-entry/exit hexes on the map's south edge (6988, 5788 and 2776) are also US supply sources, but they don't lose that capacity when nuked, only when enemy controlled. UN units outside their home country must use these supply sources.

***Design Note**. The geographers among you will note there are several inland river ports on the map. For game purposes, though, we're assuming those rivers are too quickly jammed up with debris, or are otherwise blocked, for those locales to function as supply sources.*

9.16 Soviet Supply Sources, which are potentially available for use as needed by all the nationalities on that side in the game, are all the friendly-controlled map edge hexes inside the USSR (5245 - 7154). Those hexes lose their supply-providing capacity while occupied by enemy units, but they regain that capacity as soon as that condition is overturned.

9.17 Aerial Supply. A one-hex hex aerial supply capacity is available to the side that has air superiority on a map. The advantaged player may place his side's aerial supply marker atop any one of his side's stacks anywhere on the map anytime during the turn. Friendly units in that hex, regardless of specific nationalities, are considered fully supplied while the marker remains in place. The marker remains in the chosen hex throughout the remainder of that turn or until it becomes enemy controlled, whichever comes first. An aerially supplied unit or stack moving away from the chosen hex might therefore still run into supply difficulties later in the turn, depending on the phase sequence (see 9.7 and 9.8 above).

9.18 UN Coastal Supply. UN units in any non-Black-Sea and non-Caspian-Sea coastal hexes anywhere on the map are always in supply while in those hexes. That remains true regardless of whether a coastal hex has been nuked, and it is equally true in the coastal hexes of all the various oceans and seas on the map. Note the Israeli city of Eilat (2176) is a port on a coastal hex.

9.19 Soviet Black Sea & Caspian Sea Coastal Supply. Soviet units in any Black Sea and/or Caspian Sea coastal hexes are always in supply while in those hexes. That remains true regardless of whether a coastal hex has been nuked.

10.0 REINFORCEMENTS

10.1 In General. Reinforcements are units of both sides that don't start the game already in play on the map; rather, they enter play after the war has already begun.

10.2 Soviet Airborne Reinforcements. The seven guards airborne divisions constitute the only reinforcements likely to be available to the Soviet side during the game (the only others being whatever units that player set aside via rule 3.6). During any turn during which he has air superiority, the Soviet player may decide to enter one, some or all of those divisions during any portion of his movement phase. He may pick as their entry location any enemy-unoccupied (EZOC and nuclear detonations OK) clear or city or oil city or capital city hex on the map. On any given turn, there may not be more than one drop hex selected. That selection made, he places the divisions

©2019 Compass Games, LLC

he's selected into the chosen hex. They/It remain there throughout the rest of the game turn unless eliminated or forced to retreat by UN attack. During their turn of entry they may not move, and they may only attack (and potentially advance after combat) if the phase sequence chosen for that Soviet player turn is move/fight. They are automatically in supply during their drop turn no matter the phase sequence. If forced to retreat-after-combat they may do so normally. After their turn of entry, they trace supply like normal units. On subsequent turns they may be assigned aerial supply under the provisions of rule 9.17 and, further, during their turn(s) of entry the divisions are considered to be using up the Soviet side's aerial supply capacity for that that turn.

10.3 Other Soviet Reinforcements. If, during set up, the Soviet player held back any of his units under the provision of rule 3.6, he may enter one, some or all of those units at the start of any of his movement phases throughout the game. They enter via any map edge Soviet supply source hexes (see 9.16), paying to all regular movement costs involved starting with their hex of entry. Unlike the paratroopers, these units may potentially enter via any number of eligible hexes during every Soviet movement phase. Note, though, that no Soviet units, once in play on the map, may ever be withdrawn from it (except when eliminated in combat). Also note that, if the Soviet player decides to do so, he may enter one some or all of his paratroop divisions using this method; however, divisions entered in that way lose their airdrop capacity for the rest of the game.

10.4 Turkish Reinforcement Arrivals. During each game turn's Phase III.D, the UN player should openly roll a die and halve that result, rounding down any remainder, to get a final result of zero through three. That final result is the number of Turkish reinforcement units he then pulls blindly (without first looking) from the reinforcement pool he created during set up according to rule 3.2. All arriving units are immediately placed, no more than one per eligible hex, in any friendly controlled Turkish city or capital city or map edge hex from 1144 to 1151, inclusive. Reinforcement arrivals may not be delayed. Also note that, since Turkish reinforcements don't enter during a movement phase, it costs them nothing to be placed onto the map.

10.5 US Army Reinforcement Arrivals. During each game turn's Phase III.D, the UN player should openly roll a die and halve that result, rounding down any remainder, to get a final result of zero through three. That final result is the number of US Army reinforcement units he then pulls blindly (without first looking) from the reinforcement pool he created during set up according to rule 3.2. All arriving units are immediately placed in any functioning friendly controlled UN supply source hex as defined in 9.15. Reinforcement arrivals may not be delayed. Also note that, since US Army reinforcements don't enter during a movement phase, it costs them nothing to be placed onto the map.

10.6 US Paratroop (a.k.a. Airborne) Arrivals may, at that player's option, enter the map via airdrop. That is, when they become available to arrive, and provided the UN side has air superiority that turn, that player may enter them in the same way the Soviet airborne are entered. That is, as soon they become available, he may select any enemy-unoccupied (EZOC OK) clear or city hex on the map and paradrop the units into it. Note, however, these units would still be entering during the Phase III.D, and not during the UN Movement Phase. Such units will afterward need to trace supply normally or be provided aerial supply. If this kind of entry isn't made on their turn of arrival, the UN player must enter them as regular ground reinforcements.

***Historical Note**. The restrictions on US paratroop entry given above are meant to model the historic fact that, despite the Anglo-Allies having been the first powers to organize a whole "airborne army" in WW2, that combat arm had afterward been allowed to wither away in the years after 1945. On*

the Soviet side, their high command had intensely studied the airborne operations of WW2 that had been conducted on all sides, and they would therefore have been much better prepared in regard to deployment timing and flexibility. Similarly, the Israeli paratroop brigade has no airdrop capability because, given the parameters of the war being fought here, it would've most likely been used as an elite infantry unit within Israel rather than any kind of expeditionary unit to be sent off unsupported to some distant part of the region.

10.7 USN/RN Naval Airpower & USMC 2nd Division Arrivals. Starting on Game Turn 2, the UN player should openly roll two dice, one to check for the arrival of the USMC 2nd Division and the other to do the same for the USN/RN Naval Airpower marker. If neither of those formations is as yet in play, when rolled for it will enter on a result of one. If one of them is in play, the arrival of the other will then take place on a result of one or two, which result modification begins immediately when the arrival of the first formation has been triggered. The naval airpower marker is just a mnemonic to serve as a reminder in regard to the UN air superiority rolls (see 6.4). The USMC division functions as a normal (two-step US unit) that may be immediately brought ashore via any non-Black-Sea non-Caspian-Sea coastal or port hex.

10.8 No UN reinforcement of any kind may have its arrival delayed to a later turn. Any arriving units not entered during their turn of arrival are simply put back into the reinforcement pool. All reinforcements have their full combat and movement capabilities immediately available upon arrival (within normal turn and phase sequence strictures). Also note that rule 10.6 (augmenting UN divisions) from SWV1 has no applicability in this game.

10.9 Soviet Second Formation Division Reinforcements. At the start of Turn 5's Soviet Movement Phase, that player may choose to enter some of his second formation units into play as reinforcements. He may enter any amount of them up to the number that brings his on-map unit-count at that time back up to 33. He may enter fewer than that, but he may not enter more than that. Each such second formation division entered raises the Soviet to-win victory point requirement by one point (see 4.3 & 4.4).

Having openly announced how many (if any) of the second formation units he will take as reinforcements, the Soviet player blindly chooses the corresponding number of those units. "Blindly" here means he may not even look at their untried sides to see their unit-types prior to making his selections. Each such division is then entered into play, with its combat-factorless untried side showing, via any friendly controlled and un-nuked city and/or supply source hex in the USSR. Normally stacking rules apply, and once on the map they operate as other units of their side. Once their combat strengths are revealed, which takes place the first time each one enters combat, they're afterward never flipped back to their untried side.

There are "0-0" units in the second formation divisional order of battle. When/if those units are revealed, they are immediately removed from play and that removal in no way goes toward satisfying any part of the combat result of the combat that caused it/them to be revealed. Further, in being revealed and removed, the 0-0 units also generate a one-column odds shift if favor of the UN/US side in whatever combat it/they were taking part. That's a maximum of one shift even if more than one 0-0 unit is revealed during the same combat. Also see 14.10.

Finally, note the entry of these units is always a once-and-done decision. That is, the Soviet player isn't allowed to enter some of these units on Turn 5, then call for more on later turns. Similarly, no selected units may be held back for entries after Turn 5.

***Design Note**. It was the practice in the Red Army, starting in the 1930s, that certain units were designated to provide cadre for "second formation" divisions. That meant they would split off some of*

©2019 Compass Games, LLC

their command personnel (until then they were over-staffed in that regard) to form additional divisions with remobilized reservists making up the bulk of the manpower. The Soviet high command calculated such units would have, at best, about 50 percent of the combat power of their first formation counterparts. Even so, the practice was maintained due to the belief a mass of new units, though individually relatively weak, if introduced into an already ongoing campaign at the decisive moment, could be enough to finally tip the scales toward overall victory. During this time period, the CIA figured the Soviets could, at most, put about 40 such divisions into the field after the first month of a major new war. The once-and-done nature of the decision to commit them is based on the idea those not sent to fight have their manpower plowed back into the Soviet economy, where it will no doubt be desperately needed. Similarly, the relatively high VP expense in committing them is due to the fact their deployment is cutting directly into the ability of the Soviet economy to go on functioning.

11.0 MOVEMENT

11.1 Every ground unit in the game has a movement factor printed in its lower-right corner. That factor is the number of "movement points" (also called "MP," "movement factors" and "MF") available to the unit to use to move across the hex grid during its side's movement phases in each game turn. Units move from hex to adjacent hex – no "skipping" of hexes is allowed – paying varied costs to do so depending on the terrain in, and barriers along the sides of, the hexes being entered. In general, the movement of each player's ground units takes place only during his own player turn's movement phase; no enemy movement takes place during your own player turn. For the exception, see 12.20 "DR."

11.2 Limits. MP may not be accumulated from turn to turn or phase to phase, nor may they be loaned or given from one unit or stack to another. A player may potentially move all, some, or none of his units in each of his movement phases throughout the game Moving units aren't required to expend all their MP before stopping. The movement of each unit or stack must be completed before that of another is begun. A player may only change the position of an already moved unit or stack if his opponent agrees to allow it.

11.3 No Minimum Movement Ability. There's no guaranteed ability for any unit to be able to move at least one hex during a friendly movement phase. To enter any hex, a moving unit must have sufficient MP available to pay all the involved cost or the move may not be made. Also note your units never enter hexes containing enemy units.

11.4 Stack Movement. To move together as a stack, units must begin a friendly movement phase already stacked together in the same hex. Units aren't, however, required to move together simply because they started a friendly movement phase in the same hex; such units might be moved together, individually or in sub-stacks.

11.5 Splitting Stacks. When moving a stack, you may halt it temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original (or "parent") stack may then resume their own movement, even splitting off other units if desired. Once you begin moving an entirely different parent stack, or an individual unit that began in a different hex than the currently moving parent stack, you may no longer resume the movement of the earlier stack without your opponent's permission.

11.6 Terrain & Movement. All terrain features on the map are classified into two broad categories: natural and manmade. Both those categories are further divided into different types (see below). There is never more than one type of natural terrain in any one hex, but more than one type of manmade terrain may exist in the same hex.

11.7 Natural Terrain & Water Barriers. There are the following types of natural terrain and hydrographic features on the map: clear, rough, mountain, marsh, river hexsides and all-sea/lake hexes and hexsides. The effects those various features have on the movement of units are described below and are also summarized on the Terrain Effects Chart (TEC) printed on the mapsheet for quick reference during play.

11.8 Clear terrain is the "base" terrain of the game; it's devoid of any natural features that would enhance defense or slow movement at this level of operations. Each clear hex costs all ground units one MP to enter. All city and capital city hexes are considered to otherwise be clear terrain (until they're nuked; see section 13.0).

11.9 Rough. Each rough hex costs most units two MP to enter.

11.10 Mountains. Each mountain hex costs most units three MP to enter.

11.11 Marsh hexes cost three MP to enter.

11.12 River Hexsides. Rivers run between hexes, along the hexsides, rather than existing in-hex. Every river hex side may be crossed by units by paying one extra MP for that crossing. "Extra" means in addition to whatever normal movement cost is involved for the hex being moved into. Also see 1.16 below in regard to road movement and river crossings.

11.13 All-Sea/Lake Hexes & Hexsides. No movement is generally allowed across or into them, but see 11.20 below for the exception.

11.14 Manmade Terrain & Movement. Manmade terrain exists in the following types: cities, oil cities, capital cities and roads. The latter have already been explained above in 11.10.

11.15 Cities, Oil Cities & Capital Cities. The cost for entering un-nuked city, oil city or capital city hex is one MP. Except for purposes of adjudicating victory (see section 4.0) there are no functional differences among the three types of cities.

11.16 Road Movement. Units may travel from hex to hex for the cost of just one-half (0.5) of an MP whenever they conduct a move such that they move from road hex to road hex across hexsides crossed by a road symbol. Within that general stricture, EZOC may be entered by units using the road movement rate. Also note, however, the road movement rate may never be used to enter an enemy controlled and un-nuked city, oil city or capital city hex even if no actual enemy units or EZOC are present there at the time. Road movement does negate river-crossing costs provided neither crossing hex has been nuked. Similarly, road movement rates may not be used in any hexes containing a nuclear detonation marker. Also see rule 6.5 in regard to airpower's effect on road movement.

11.17 Cumulative Costs. The total movement cost for entering any hex is always the sum of all the applicable in-hex and hexside costs.

11.18 Multi-National Stack Movement. On the UN side, if one or more stacks begin their side's movement phase containing units of more than one nationality, all the units in that stack lose one MP that phase on that account. That penalty doesn't increase beyond one no matter how many nationalities are in a given stack. There is no such penalty on the Soviet side.

11.19 UN Sea Moves. During each of that side's movement phases, the UN may move-by-sea up to one full stack of units. Each such move must begin and end in a friendly controlled and un-nuked port that's not on the Black Sea coast. Units that make sea moves may not move in any other way or attack that turn. That latter condition remain in place no matter the phase sequence being used that turn.

©2019 Compass Games, LLC

11.20 UN Geographic Restrictions. On the UN side, Egyptian, Iranian, Iraqi, Israeli, Jordanian, Kuwaiti, Lebanese, and Syrian units may only move and attack in hexes within and immediately adjacent to their own country. Turkish units may only move and attack in hex in and immediately adjacent to their own country and the USSR. Note that "move and attack" includes retreating and advancing after combat.

12.0 COMBAT

12.1 Attacks take place between adjacent opposing units during the combat phases in every player turn. Attacking is always voluntary; the mere fact of enemy unit adjacency doesn't necessitate your units launch attacks against those adjacent enemy units. Both players are always free to attack or not, as each chooses on a case by case basis, during both of his own combat phases in each turn throughout the game. The player whose combat phase it is, is considered the "attacker," and the other player is considered the "defender," no matter the general situation across the map.

12.2 Multiple Defenders in One Hex. If there are two or more enemy units in a hex being attacked by your units, you may only attack that stack as if it were one combined defending unit.

12.3 Multi-Hex Attacks. An enemy occupied hex may be attacked in one battle by as many of your units as you can bring to bear from one, some or all the surrounding hexes; however, no more than one hex may ever be the object of any one attack.

12.4 Indivisibility of Individual Units. No single attacking unit may have its attack factor divided and applied to more than one battle. Likewise, no defending unit may have part of its defense factor attacked by one or a few attackers while another part is attacked by others. No attacking unit may attack more than once per combat phase, and no defending unit may be attacked more than once per combat phase.

12.5 Attack Sequencing. There's no arbitrary limit on the number of attacks each player may resolve during his combat phases. The attacker need not declare all his attacks beforehand, and he may resolve them in any order he wishes, as long as the resolution of one is completed before that of the next is begun.

12.6 Stacks Attacking & Defending. It's not necessary for all the units you have stacked in a given hex to participate in the same attack. Some of the units in a stack might attack into one hex while others attacked into some other hex or simply didn't attack at all. No defending unit may ever refuse combat; all units in an attacked hex must participate in its defense.

12.7 Combat Procedure. Normally the attacking player should strive to have several times more attack factors involved in a battle than the defender has defense factors. Such battles are called "high odds" attacks. To resolve such fights, the attacking player begins by calculating his "odds." Do that by adding together the attack factors of all the attacking units involved in the battle; then add up the defense factors of the enemy units defending in the battle. Divide the defender-total into the attacker-total and round down any remainder. For example, if 26 attack factors attack 7 defense factors, the situation yields an odds ratio of 3:1 ("three to one"). That is, 27÷7=3.71, which rounds down to 3. To turn that "3" into a ratio, you must set a "1" next to it on the right. Thus "3" becomes "3:1," which corresponds to a column-heading on the Combat Results Table (CRT) printed on the mapsheet.

12.8 Poor Odds Attacks. Battles in which the attacking force has fewer combat factors than the defender are called "poor odds attacks." Procedures in such situations are modified from what's described above in that here you divide the defender's total by the attacker's, round up all remainders, and set the "1" on the left side of that result. For example, if a force with 5 attack factors is attacking a force with 11 defense factors, it's

©2019 Compass Games, LLC

a poor odds attack. In that case, divide 11 by 5 (11÷5=2.2), and round up (2.2 becomes 3); then set a "1" on the left of that "3," yielding odds of 1:3 ("one to three").

12.9 CRT Odds Limits. Note the column headings on the CRT range from 1:2 to 6:1. Final odds greater than 6:1 always receive automatic "DE" results. Odds less than 1:2 always receive automatic "AL1" results.

12.10 Odds Shifters. Combat odds may be modified by the terrain in the defender's hex and around its perimeter, as well as by other factors described below. All applicable odds shifters are cumulative in their effects. That is, in every battle, all applicable shifts are applied to get one final left or right shift. Leftward shifts favor the defender; rightward shifts favor the attacker.

12.11 Clear Terrain. Units defending in clear terrain hexes devoid of all other terrain features derive no benefit to their defense.

12.12 Rough. Units defending in rough hexes receive a one-column-left (1L) odds shift on that account.

12.13 Mountains. Units defending in mountain hexes receive a two-column-left benefit on that account.

12.14 Marsh. Units defending in marsh hexes derive no benefit to their defense.

12.15 River Hexsides. Unit attacking across a river hexside have their attack factors halved on that account. When halving, round up all remainders. If more than one unit is to be halved, add together those attack factors and make just one division. The presence or absence of roads has no bearing on the combat effect of rivers.

12.16 Cities, Oil Cities & Capital Cities. Shift the odds two columns leftward (2L), and no concentric attack bonus (see 12.18) is ever possible when attacking any defenders in any kind of city. Further, convert DR combat results to BB (see 12.23).

12.17 Combat Air Support. If your side has air superiority (see section 6.0) and you conduct one or more attacks and/or defenses within one or more of those airpower marker's ranges, those combats get a one-column odds shift in your side's favor. That bonus is never increased beyond one odds shift per battle, however, even if a particular combat is in range of more than one marker.

12.18 Concentric Attack. If a defending hex is attacked by units in opposite hexes, or by units from three surrounding hexes with one hex between each and the next attacker-occupied hex, or by units from more than three hexes, that attack may be eligible to receive the "concentric attack" one-column right odds shift bonus. The concentric shift is never awarded for attacks into any kind of un-nuked city hexes, but is otherwise always available when the attacking units are positioned as described above.

12.19 Final Combat Resolution. After all applicable odds shifts have been applied, the attacker rolls a die and cross-indexes that result beneath that proper odds ratio column to get a "combat result." For example, a result of "6" rolled for an attack made at 3:1 odds yields a combat result of "EX."

12.20 Combat Results are defined and applied as follows.

DE = Defender Eliminated. Remove to the dead pile all involved one-step defending units; then reduce to one-step strength all involved two-step defending units. Survivors hold their position.

BB = Bloodbath. Both sides lose one step (grand total) from among their involved units. Each player chooses which among his own involved units he'll reduce or eliminate. That ends the battle unless the attacker player immediately

©2019 Compass Games, LLC

and openly decides to eliminate a second step from among his involved units. If he does so, the defending player must remove another step from his involved force or take a DR result. That escalatory process may go on, at the attacker's option, until such time as he's down to his last step. He may not choose to entirely wipe out his involved force.

AL1 = Attacker Loses 1 Step. The attacking player must eliminate one step (total) from among his involved units. The choice of which step to lose is always up to the attacking player.

DR = Defender Retreat. The player owning the defending force must move it from its present hex to any adjacent hex into which it can move while still observing the stacking limit. If no such hex is available, the defending force remains in place and suffers a DE result instead. If more than one hex is available to receive the retreating force, the owning player generally has his choice; however, if retreat hexes are available and some contain EZOC and others don't, a non-EZOC hex must be chosen. If an EZOC hex has to be retreated into, the retreating force must lose one step (total) on that account (owning player's choice as to which unit in it to reduce or eliminate). The presence of a friendly unit in an EZOC hex negates that EZOC for retreat purposes, but stacking limits must still be taken into account. In that regard, a retreating force must be considered in a unitary fashion; that is, all the units in it go or stay together.

12.21 Apportioning Losses. Within the strictures given above, both players are always free to apportion his own side's step losses among his involved attacking or defending units as he sees fit.

12.22 Advance-After-Combat. At the end of every attack, whenever the defender's hex is left empty of all units (no matter the reason), the victorious attacking units may advance-after-combat into that hex. Stacking limitations must be observed. Such advances aren't part of normal movement; they don't cost any MP, but advancing units must still observe normal terrain prohibitions. EZOC don't block advances after combat. Advancing-after-combat is an option; it's never mandatory; however, the decision to advance must be made immediately after the battle is resolved and before that of another is begun. It's not necessary for advancing attackers to stack-full the newly won hex; the victorious player may send just one or a few units. There's never any defender advance-after-combat; victorious defenders and simply hold in place.

12.23 Probing Attacks.If you have units located such that they're adjacent to one or more hexes containing enemy units, and those same units of yours are also adjacent to one or more hexes that contain only EZOC, you may decide to attack into the empty-but-EZOC-containing hex(es) in a procedure known as a "probing attack." Probing attacks are conducted using the same general procedures as regular attacks, with the important exceptions no odds calculation process is undertaken and neither side can in anyway suffer any step losses. Instead, just announce the probing attack and then make an advance-after-combat into the probed hex. Probing attacks count as "attacks" in regard to one-attack-per-unit-per-combat-phase stricture.

***Design Note**. Please carefully read the rule above. Its skillful application during play is essential to maximize both sides' chances of battlefield success. On the offensive, in an otherwise deadlocked situation, probing attacks can be used to open up new operational opportunities. While on the strategic defense, in in an otherwise disastrous situation, probing attacks can provide a means of rescue and escape.*

12.24 Multi-National Attacks & Defenses. Whenever an attack by the UN side contains units of more than one nationality, that generates a one-column odds shift in favor of the Soviet side. Both sides may conduct multi-national defenses without penalty, and there are never any penalties involved with multi-national Soviet attacks.

©2019 Compass Games, LLC

12.25 Soviet Artillery Attack Restriction. In general, Soviet artillery divisions attack in the same way as all other units; however, there is an exception. That is, in any given attack there may never be any more artillery attack factors involved than there are non-artillery attack factors. Any excess amount is ignored during the odds calculation process. (Of course, that means artillery units may never attack by themselves.) Also see 9.8.

13.0 ATOMIC ATTACKS & US PRESTIGE

13.1 First Use. On Turn 1, the UN player may not make any atomic attacks until after the Soviet player has made an atomic attack. On subsequent turns that stricture is no longer in effect.

13.2 Limits. The Soviet player may never make more than one atomic attack per turn. Except within the stricture given above in 13.1, the UN player may potentially make any number of atomic attacks per turn. Neither player is ever required to make any atomic attacks.

13.3 Targeting Eligibility. Any hex on the map may be attacked atomically ("nuked") by either player. Enemy unit presence isn't needed in order to allow for an attack to be made into a hex.

13.4 Atomic Attack Timing. Within the strictures given above, at any time during any friendly or enemy movement or combat phases, either player may simply say "Halt! I will now conduct an atomic attack!" With that announcement, the other player should complete whatever operation (movement or a battle's combat resolution) he was conducting at the time his opponent made that declaration. If both players declare they want to make an atomic attack at the same time, the UN player decides which attack will be resolved first. Note that no non-atomic action may be interrupted while it's actually in process. Also note the UN player may never make more than one atomic attack declaration at a time. The Soviet player is always allowed to carry out at least one discreet activity (movement or battle resolution) before another interrupting declaration may be made by the UN commander.

13.5 Attack Resolution. The player making an atomic attack should openly roll two dice (or one die twice) and then consult the Atomic Attack Terrain DRM (Dice Roll Modifiers) Table to get a final numeric result. The dice roll result is reduced by the modifier given for the terrain type in the hex where the attack is taking place.

13.6 Atomic Attack Results. The numeric result obtained using the process above is the number of steps the attacked player must immediately eliminate within the attacked hex. He's free to eliminate and reduce his involved units in any way he sees fit in order to satisfy the overall step-loss requirement. It's possible no step losses will be required. Even so, all atomic attacks result in the disruption of all the surviving units in the target hex. Show that by placing the mushroom cloud marker atop such units, keeping it there until that turn's Administrative Phase, when it would be moved to a position below the units and their disruption is ended. Disrupted units may not move or attack and, if attacked, their status grants their opponent a 1R column shift. Further disrupted units exert no ZOC while in that state.

13.7 Nuked Cities, Oil Cities, Capital Cities & Roads. If any type of city hex is once nuked (no matter the final step loss result in that attack) the hex is thereafter considered a rough terrain hex rather than a city, oil city or capital city hex (also see 9.15). For victory reckoning purposes, though, continue to count nuked city, oil city and capital city hexes as such. A nuclear detonation marker in a hex is considered to have permanently wrecked that road, both in-hex and across its hexsides, for the remainder of the game.

13.8 Atomic Detonation Markers. Within the strictures given above, there's no limit on the number of times any given hex may be nuked per turn or over the course of an entire game. Each time a strike is made into a hex, no matter the operational result, place a mushroom cloud detonation (a.k.a. "blast") marker there (see 2.11). If there are one or more blast markers in a city hex, the normal entry costs for the in-hex terrain there

©2019 Compass Games, LLC

are increased by one (total, no matter how many markers are present. If one more hexes become multiply nuked, feel free to remove all the markers but one, since the effects of each blast aren't cumulative.

13.9 US Prestige. Every turn, if/when the UN player makes that side's first atomic attack, he must, immediately after resolving the attack itself, openly roll another die. He halves that result, rounding down any remainder to get a final result of zero through three (which procedure is abbreviated as "1d6/2rd"). He then deducts that amount from his total of Prestige Points.

A second attack during the same turn on either map requires another such roll, but that time the halved result is rounded up if there's any remainder ("1d6/2ru").

A third attack in every turn gets that same second-attack procedure, but then a one is also added to it ("1d6/2ru+1).

A fourth and any subsequent attacks get that same third-attack treatment, but then a two is added to it ("1d6/2ru+2") .

Also note, in all attacks, if the target hex was until then an un-nuked city of any kind outside of the USSR, the UN player must increase his rolled prestige point debit by another one point in the case of cities, by two points in the case of oil cities, or by three in the case of capital cities.

A track is printed on the map to keep track of the number of US atomic attacks made each turn. Note that US prestige only goes down over the course of a game; no debited points may ever be regained. Also note Soviet atomic attacks have no effect on any of this, and see 4.6 for the ultimate significance of all of it.

14.0 GRAND CAMPAIGN SCENARIO

14.1 In General. It's possible to play this game in conjunction with its parent European theater game. To do that, use all the rules of both games (on their respective maps) except as modified, added, deleted or otherwise amended below.

14.2 Winning. Adjudicate victory in both games as given in each one's own rules. If the Soviet player wins on either map, he's considered to have won this entire Grand Campaign Scenario. That is, for the UN/US player to win this combined-game scenario, he must prevent his opponent from winning on both maps.

14.3 Turn & Phase Sequencing. It's not necessary to play every phase of every turn in lock step across both maps; however, don't start a new player turn or game turn on either map until the present player turn or game turn has been completed on both maps.

14.4 Seniority. If playing with different individual commanders for the two theaters, the European commanders on both sides are considered senior for their side.

14.5 Soviet Set Up & Reinforcements. Set up the European theater game normally; however, set aside all the Soviet divisions that come with the Mid-East game. The Soviet order of battle for the Mid-East theater is now determined by the Soviet European theater commander. He may assign a maximum of no more than 33 Soviet divisions to the Mid-East; he may assign fewer. Only "SU" units may be sent to the Mid-East campaign; no satellite nation units may be sent. Similarly, the Soviet units earmarked for deployment to Austria and Hungary must still be set up there. If a Soviet reserve pool of airborne and/or non-airborne units is created, those units may be dispatched to either front once play has begun based on the arrival rules for new units within both separate games. After determining the Mid-East Soviet order of battle, set up that game normally.

14.6 UN Set Up & Reinforcements. The NATO/US/UN set up for both theaters is done normally, according to the separate instructions given for each, except the US Army units given in the order of battle of the Mid-East game are set aside. US Army reinforcements to be sent to the Mid-East are cut from the normal "overseas reinforcement" pulls made on the European theater map as given in that game's rule 10.5, and as decided on a turn by turn and unit by unit basis by the US/UN commander on the European map. Note, though, when making the two-dice roll described in that rule, don't subtract anything from it; the unmodified result is now the number of units to be pulled from the European map's overseas reinforcement pull. Also note only US Army units may be diverted from that map to the Mid-East. The European commander is not required to divert any units to the Mid-East. Among those diverted, there is no delay in their arrival in the Mid-East. That is, diverted US Army units that otherwise would've been available to go ashore in Europe on a given turn become available on the Mid-East map on that same turn. Adjudicate Turkish, USMC and USN/RN reinforcement arrivals on the Mid-East map normally. No Mid-East units may be diverted to the European theater.

14.7 Airpower. Make all air superiority determination procedures, and airpower marker placements, separately. There is never any kind of airpower or air superiority crossover between either theater in either direction.

14.8 Nuclear Attacks. The Soviet player may make only one atomic attack per turn, grand total, between the two maps. On the US/UN side, maintain only one US Prestige Track point total (which starts at 99 points), deducting points from it based on the cumulative nuclear attacks on each map. US prestige may be caused to collapse by nuclear detonations on either map. If it does collapse, the game is lost to that side on both maps.

©2019 Compass Games, LLC

14.9 Column Movement vs. Road Movement. The column movement rule used on the European map is meant to reflect the fact the area shown on it was then one of the most densely road-covered areas of the planet. In regard to roads of good use to heavy mechanized units during the mid-20th century, that wasn't the case in the Mid-East. So use the column movement rules on the European map as given in that game's rules, and use the road movement rules on the Mid-East map as given in that game's rules. Neither rule has applicability on the other map.

14.10 Soviet Second Formation Divisions. These units become available in this scenario just as they do in the Sandown stand-alone game. The Soviet commander on the European theater map blindly determines how many will be entered on each map. He may potentially enter all of them on the European map, but the he not send any more to the Mid-East theater than would be necessary to bring the Soviet unit-count there back up to 33. Entries on the European map work to raise the to-win Soviet victory point total by one point each on that map (see 4.3 & 4.4 of the *Part 1: Operation Pincher* game rules). Similarly, these units may be back-fit into the *Part 1: Operation Pincher* game when it's played as a stand-alone. In either case, they're entered as reinforcements on the Europe map as given in rule 10.3.

***Design Note**. A thing to keep in mind when determining if you want to deploy these units is the fact that, though they cause an increase in the Soviet victory point count needed to win the game in that way, they needn't actually be used to try to win on points.*

Fin.

STALIN's WORLD WAR III
COMPLETE BOX INVENTORY

Part 1: Operation Pincher in Europe
- 1 Rules booklet
- 1 Western Europe Mapsheet
- 1 Eastern Europe Mapsheet
- 2 separate sheets of counters (with red trim)

Part 2: Operation Sandown in the Mid-East
- 1 Rules booklet (this one)
- 1 Western Mid-East Mapsheet
- 1 Eastern Mid-East Mapsheet
- 2 separate sheets of counters (with yellow trim)

Also Included:
- 2 identical Player Aid Cards
- 2 six-sided dice
- Box Base and Lid

CREDITS
Game Design & Development: Ty Bomba
Project Manager: Ken Dingley
Graphic Design: Mark Mahaffey
Playtesting: Ty Bomba, Grant Cardwell, Christopher Perello & Sherman Tutweiler
Box Design: Mark Mahaffey and Brien Miller
Produced by: Ken Dingley and Bill Thomas for Compass Games, LLC.

©2019 Compass Games, LLC

Terrain Effects Chart

Terrain Type	Movement Point Cost (11.0)	Combat Effects (12.0)
Clear	**1**	**No Effect**
Marsh	**3**	**No Effect**
Rough	**2**	**1L**
Mountain	**3**	**2L**
Road	**0.5** *(see 11.16)*	**No Effect**
City or Capital City	**1**	**2L & DR convert to BB & No Concentric**
Oil City		
River Hexside	**+1**	**Attackers Halved**
All-Sea or All-Lake Hex or Hexside	**Not Allowed**	
International Boundary Hexside	**No Effect** *(but see UN Geographic restrictions, 11.20)*	

Combat Results Table (12.20)

Die Roll	1:2	1:1	2:1	3:1	4:1	5:1	6:1	Die Roll
1	DR	DR	DE	DE	DE	DE	DE	1
2	BB	DR	DR	DE	DE	DE	DE	2
3	BB	BB	DR	DR	DE	DE	DE	3
4	AL1	BB	BB	DR	DR	DE	DE	4
5	AL1	AL1	BB	BB	DR	DR	DE	5
6	AL1	AL1	AL1	BB	BB	DR	DR	6

Final odds less than 1:2 have automatic AL1 results.

Final odds greater than 6:1 have automatic DE results.

Atomic Attack Terrain DRM (13.5)

Clear / Marsh	- 2
Rough	- 3
Mountain / City / Oil City / Capital City	- 4

STALIN'S WORLD WAR III

A SWEEPING TWO-FRONT WAR IN 1953

OPERATION SANDOWN IN THE MID-EAST

Copyright ©2019 Compass Games, LLC, All Rights Reserved.
No. 1064