OBJECTIVE NUREMBERG

7 DAYS TO THE RHINE, VOLUME 1

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CREDITS

Design: Ty Bomba

Managing Game Developer: Doug Johnson

Playtesters: Keith Powell, Tom Pratuch, Paul Riegel-Greene, Stephen Wagstaff

Proofers: Hans Korting, Michael C. Neubauer, Brendan Whyte

Map Graphics: Joe Youst

Counters: Nadir Elfarra

Production: Richard Aguirre

DECISION GAMES

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Note: *To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to, by peeling from the top and then the bottom, meeting in the middle. The card is not intended to be removed.*

These rules use the following color system: *Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game at* ***modernwarmagazine.com/mwm/e-rules***

1.0 INTRODUCTION

This game is a stand-alone game that will grow to be a series of games; the AFCENT (Allied Forces Central Europe) 7 Days to the Rhine Series. Each game will use the same system and will be playable alone or mated to other games in the series, with the eventual goal being a mega-monster game covering the geographical entirety of this war across the whole East German and Czechoslovakian border areas.

Important: Each game in the series has an identical set of System Rules (1.0 through 11.0). Rules that are exclusive to each individual game in the series are in section 12.0. Section 13.0 provides all the charts and tables required to play any game in the series. Not all nationalities listed in the system rules appear in each game.

1.1 Scale

Each hexagon on the map represents 2.5 miles (four kilometers) from side to opposite side. The Soviet, East German and Czechoslovakian units of maneuver (collectively identified as Warsaw Pact or Pact forces) are regiments with special units shown as battalions. NATO units of maneuver are battalions. Air power and electronic warfare counters and rules abstractly represent the effects of one side or the other gaining temporary superiority within those sub-realms of conflict. Each full game turn represents an average of six hours of daylight and about twice that amount of nighttime. Each real time day consists of one night and two daylight turns.

2.0 COMPONENTS

The components to a complete game include these rules, one 22×34 inch map and one counter sheet containing 280 ½ inch counters. Players will need to provide themselves with four six-sided dice to resolve combat and other uncertain events during play.

2.1 Map

The game map illustrates the militarily significant terrain when portrayed at this scale found in and around the portion of Europe where the main campaign would have taken place during

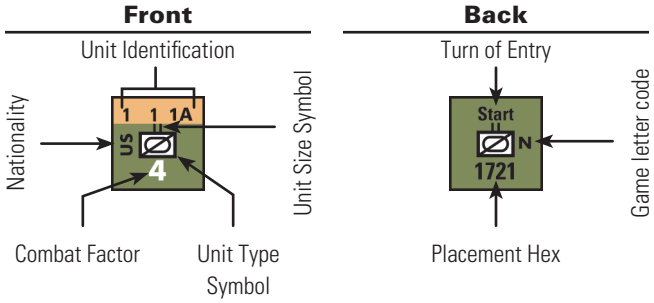
the 1980s. A hexagonal (hex) grid is printed over the map to regulate the placement and movement of units across it. A unit is always in only one hex at any one time. Every hex on the map has a unique four-digit identification number printed within it. They help find exact locations and to allow for the recording of unit positions if players take a game down before complete. See 10.7 for explanation of the Terrain Key.

Important: Partial map edge hexes are not playable (including those around the Terrain Key).

2.2 Unit Counters

Counters represent combat formations, informational markers and memory aids. Each combat unit counter displays information regarding nationality, specific historic identification, unit type, combat strength and reinforcement, or other special status. Each game in the series uses a letter code on the counters to denote the individual game the counters are associated with.

N: Objective Nuremberg
M: Objective Munich
F: Objective Frankfurt
K: Objective Kassel
H: Objective Hamburg



Important: If a combat factor is in parentheses (4), the combat factor applies to defense only. The unit may not participate in an attack.

Nationality: The counter color scheme and two-letter abbreviation identify the unit's nationality. If a rule states it applies to Warsaw Pact or Pact units, that means it applies to all the units of that side. If a rule states it applies to NATO units, that means it applies to all the units of that side. If a rule applies to only one nationality within either of those groupings, the rule will state that specific nationality.

Warsaw Pact

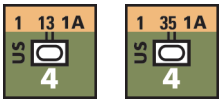
Czechoslovakian: Light Tan
East German: Gray
Polish: White
Soviet: Red
Soviet 8GA Units: Dark Red

NATO

Belgian: Black on Yellow
British: Black on Tan
Canadian: Green
Danish: Dark Blue
French: Light Blue
ICF: Black on White
US: Olive Drab
West German: Black

Historic Identification & Abbreviations: To assist in identifying a unit's organization, the top of each counter is color coded to indicate that unit's parent organization. The abbreviations used on the counters break out as follows:

Example: Pictured below is the 1st Battalion of the 13th Regiment of the 1st Armored Division and the 1st Battalion of the 35th Regiment of the 1st Armored Division.



Note: *Not all abbreviations will appear in each game.*

Warsaw Pact

2GA: 2nd Guards Army
2GTA: 2nd Guards Tank Army
8GA: 8th Guards Army
B: Baltic Military District
CGF: Central Group of Forces
CZ: Czechoslovakian
EG: East German
G: Guards
GA: Guards Airborne
GT: Guards Tank
M: Mechanized
PL: Polish
SU: Soviet Union
T: Tank

NATO

A: Armored
Ang: Anglian
BCA: *Bataillon de Chasseurs Alpins*
BE: Belgian
Bev: *Bevrijding*
BW: Black Watch
C: Armored Cavalry
CA: *Chasseurs Ardennais*
CaC: *Chasseurs a Cheval*
CG: Coldstream Guard
CH: Canadian Hussars
CN: Canadian
Cy: Cyclists
DN: Danish
DER: Duke of Edinburgh's Regiment
FF: Field Force
FR: French
Gb: *Gebirgs* (Mountain)
GC: *Group de Chasseurs*
Gd: Guides
GG: Grenadier Guards
Glo: Gloucestershire
Gr: Grenadiers
ICF: Inter-Allied Covering Force
J: Jaeger
JtP: *Jaegers te Paard*
K: King's Regiment
Kar: *Karabiniers*
KSB: King's Own Scottish Borderers
L: *Luftlandebrigade*
LCC: Landjut Corps Command
LG: Life Guards
Lg: Line
Ln: *Lanciers*
LI: Light Infantry
P: Panzer (WG)
P: Paratroop (all others)
PPCLI: Princess Patricia's Canadian Light Infantry
Q: Queen's
QH: Queen's Hussars
QR: Queen's Royal Regiment
QRIH: Queen's Royal Irish Hussars
QY: Queen's Yeomen
RAR: Royal Anglian Regiment
RC: Regiment de Cuirassiers
RCH: Regiment de Chasseurs
RCP: *Regiment de Parachutistes*
RCR: Royal Canadian Regiment
REC: *Regiment Etranger de Cavalerie*
Rec: Reconnaissance
RGJ: Royal Green Jackets
RH: Royal Hussars
RHF: Royal Highland Fusiliers
RHP: *Regiment de Hussards Parachutistes*
RI: *Regiment d'Infanterie*
RIDG: Royal Inniskillng Dragoon Guards
RIM: *Regiment d'Infanterie de Marine*
RPIM: *Regiment Parachutiste de Marine*
RRF: Royal Regiment of Fusiliers
RS: *Regiment de Spahis*
RSDG: Royal Scots Dragoon Guards
RTR: Royal Tank Regiment
RWF: Royal Welsh Fusiliers
R Yeo: Royal Yeomanry
T: Territorial
UK: United Kingdom (British)
US: United States

V: *Verteidigungbezirkskommando* (District Defense Command)
W: *Wehrbereichskommando* (Military Regional Command)
WFR: Worcestershire & Sherwood Foresters
WG: West German
WR: *Wielrijders*

Unit Sizes: All units of maneuver on the NATO side are battalions. On the Warsaw Pact side, most units of maneuver are regiments with special units shown as battalions. Game exclusive rules will list exceptions.

II: Battalion
III: Regiment
X: Brigade
XX: Division

Unit Types: The following symbols on each counter distinguish the various combat arms. Not all unit types appear in each game. The system is such that the only distinctions important in terms of the mechanics of play are those between reconnaissance (recon), non-reconnaissance (non-recon) and, for purposes of entry into play, paratroop types.

Reconnaissance

- Armored Cavalry (NATO only)

Non-Reconnaissance

- Air Landing Infantry
- Airborne Armored Recon
- Paratroop
- Para-Infantry
- Armor/Tank
- Heavy Tank
- Mechanized Infantry
- Motorized Infantry
- Mountain Infantry
- Airmobile (Heliborne)
- Static Garrison

Combat Factor: A unit's combat factor is the measure of each unit's ability to conduct offensive and defensive combat operations (11.0).
Movement Factor: A unit's movement factor (MF) is the measure of each 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 and/or water barriers in each hex and each hexside.

Important: Movement factors are not printed on the counters.

Recon Class: 9
Non-Recon Class: 6
Static (garrison) Class: 0
Heliborne: Unlimited (10.6)

2.2.1 At Start & Game Turn Entry (Reinforcements)

Units that enter play after the game has begun are reinforcements.

- Units that start the game in play have the word "**Start**" on the back of the counter. If such counters do not have a four-digit number on the back of the counter, they are set up according to scenario-specific rules. (12.0).

Important: At-start units display a hex number, or a hex number followed by a dash and a number. If just a hex number, the unit must be set up in the noted hex. If the hex number has a dash and a number after it, the number indicates the unit sets up within that number of hexes from the listed hex number (do not count the listed hex).

Example: The unit pictured below is an at-start unit that must be set up within one hex of, hex 2424.

Front

Back

- Reinforcement units show their game turn of entry, e.g., "**Turn #**" and may or may not list a hex number. See scenario instructions for details.

Important: An asterisk on a counter denotes that a special airborne entry rule applies.

2.3 Markers

The appropriate rules explain the use of the following counters.

NATO/Soviet Airpower (5.0)

Hex Control (3.0 & 12.2)

Soviet Victory Condition (12.5)

Game Turn (4.0)

Electronic Warfare (EW) (6.0)

Artillery Combat Support (CS) (11.4)

Attack Helicopter CS (11.4)

Refugee (10.10)

3.0 HEX CONTROL

Hex control (the side that owns a hex) at any given instant is important for purposes of column movement (10.9) and judging victory (12.5).

Important: Objective city hexes have a yellow boundary around their hexside.

- At the start of the scenario, hex control is determined according to the international boundaries on the map. The NATO player will control all hexes in NATO countries. The Pact player controls all hexes in Pact countries.
- Hex control passes from one side to the other when a unit from the opposing side enters the hex.
- Change of control is immediate and may occur or reoccur for each hex any number of times during play.
- Hex control markers are for use on the map to help keep track of which hexes each side controls.

> ***Note:*** *Players should use the control markers to designate control of those hexes where the deployment of units does not make control clear.*

Important: Do not confuse hex control with zones of control (ZOC). Projection of a ZOC into an enemy controlled hex does not change the side that controls that hex (8.0).

4.0 SEQUENCE OF PLAY

Each game turn consists of two player turns, one Pact and one NATO. One full sequence makes up one game turn. A full game consists of a maximum of 12 game turns. The Warsaw Pact Player Turn is the first player turn in every game turn. Each player must conduct every action during the appropriate part of the sequence. Once a player has finished a phase, or a specific activity within a phase, he may not go back to perform a forgotten action or redo a poorly executed one unless his opponent graciously permits it.

4.1 Move/Fight or Fight/Move

At the very start of a game turn, each player must declare in what order he will conduct his phases that turn.

Important: This step is critical to game play.

- The Pact player must declare the order of his phases.
- Each player may choose to conduct his Movement Phase first followed by his Combat Phase or conduct his Combat Phase first flowed by his Movement Phase. The decision is always up to each player.
- No matter what order a player chooses, all his units can participate to the limit of their normal capabilities in both phases.
- Players make only one phase order declaration per game turn.
- A player cannot choose one phase order for a portion of his units and another phase order for others.

Example: Using the turn sequence, The player, could, during his player turn, decide to either conduct phase III a) as a Combat Phase and phase III b) as a Movement Phase, OR to conduct phase III a) as a Movement Phase and then phase III b) as a Combat Phase. He could not choose to conduct both phase III a) and b) as Combat Phases, or as Movement Phases.

4.2 Turn Sequence

Players must follow the game turn sequence given below. The rest of the rules are in the order encountered as you go through each game turn's sequence.

Important: Prior to conducting the Air Superiority Phase, both players must declare the order that they will conduct their player turn (4.1).

I: Air Superiority Phase
II: Electronic Warfare Phase
III: Warsaw Pact Player Turn
  a) Warsaw Pact Movement or Combat Phase
  b) Warsaw Pact Combat or Movement Phase
IV: NATO Player Turn
  a) NATO Movement or Combat Phase
  b) NATO Combat or Movement Phase
V: Administrative Phase
  a) Remove all EW and Air Power markers from the map.
  b) Determine if the Pact player has met his victory conditions (12.5).
  c) If he has not met his victory conditions and it is not the end of GT 12, move the marker to the next box on the TRT and conduct the next game turn.

4.3 Ending a Game Turn

When Phase V is complete, the game turn concludes. Unless it is Phase V of game turn 12, move the turn marker one box forward on the TRT.

4.4 Game Turn 1 Special Rules

Section 12.0 lists any special scenario rules.

4.5 Fight/Move Prepared Combat Bonus

During any game turn in which a player declares a Combat Phase followed by a Movement Phase, all his attacks and defenses are considered prepared. Prepared attack/defense gain a possible powerful advantage when determining artillery CS (11.4.1).

4.6 Daylight & Night Turns

Each 24-hour game day consists of two daylight turns (AM and PM) and one, night turn. Each daylight turn represents six hours. Each night turn represents 12 hours.

- The movement factors available to all units are the same in all three turns of each day.

Designer's Note: *The idea is the overall efficiency of units at night is about half what it is during the day.*

- During night turns, all units may disengage from enemy zones of control (EZOC) (8.1).
- During daylight turns, only recon and heliborne units may disengage from EZOC (8.1).
- Additional night effects are in sections 5.0, 8.1 and 11.8.

4.7 Artillery Attrition

As each game turn progresses, both players should place, all their eliminated ground units off the side of the map within easy reach. Sort eliminated units by nationality.

- During each turn's Administrative Phase, players count the eliminated ground units from each nationality.
- For each nationality, remove and eliminate the number of artillery CS markers listed below.

NATO: Each nationality eliminates one artillery CS marker for every four eliminated units, with the following exceptions:

Important: When counting the number of eliminated units, do not count static or West German units V or W1 through W4.

  a) Belgium eliminates one artillery CS marker for every three eliminated units.
  b) Denmark eliminates one artillery CS marker for each eliminated unit.

Warsaw Pact: Each nationality eliminates one artillery CS marker for every three eliminated units.

Important: Do not count helicopter CS markers (NATO or Pact).

- Remove eliminated artillery CS markers using the priorities below:
  1) Remove artillery CS markers that are available.
  2) If there are no currently available artillery CS markers, or if the number of markers that must be removed is greater than those available, eliminate any artillery CS markers that arrive as reinforcements, starting with the first artillery CS markers that will be available.

Example: On game turn 2, the NATO player has two artillery CS markers available and three markers arriving on game turn 3. Due to losses the NATO player must remove three. Remove the two available

markers. Then the NATO player eliminates one marker from the game turn 3 reinforcements.

- Eliminated markers cannot return to the game.
- If the number of eliminated units do not equal the ratios below, those units remain in the eliminated pile until the next Administrative Phase. Count these units with units eliminated that turn.

Example: There were six eliminated US units: eliminate one US artillery CS marker. Put it and four eliminated US units aside, do not use them again in this game. Leave the two remaining US units off to the side of the map to begin the eliminated pile for the next turn.

4.7.1 Helicopter CS Marker Attrition (Optional)

During each turn's Administrative Phase, both players should openly roll a die for each of their helicopter CS markers used for combat support that turn. On a result of six, permanently eliminate the helicopter CS marker from play.

4.8 (Optional) Artillery Ammunition Expenditure & Resupply.

During the Administrative Phase each player who committed one or more artillery CS markers, either on attack or defense, openly rolls one die (only one die for all his used markers, not one die for each used marker) to determine the number of game turns before those markers can used again.

- The NATO player halves (round up) his result.
- Each player places his artillery CS markers in the game turn box whose number is the sum of the die roll and the current game turn number.
- The markers will be available again at the beginning of the game turn on the game turn containing the markers.
- Any markers determined to return after the last game turn, are permanently out of play.

5.0 AIR SUPERIORITY

Important: Scenario rules (12.0) will state which side has air superiority on game turn 1.

Beginning on game turn two, at the start of the Air Superiority Phase, determine the side with air superiority.

- On AM and PM game turns, each player rolls three dice, totaling the result. The player who had air superiority the previous turn rolls one additional die and halves the result (round fractions up) and adds this result to his total.
- On night turns, each player rolls two dice and then totals the results. The player who had air superiority in the previous turn rolls one additional die. divides the result by three (round fractions up) and adds this result to his total.
- If the two totals are a tie, reroll.
- The player with the highest modified total has air superiority for the current game turn.
- The player with air superiority then subtracts his opponent's modified total from his own modified total.
- The result is the number of airpower markers the player with air superiority receives that turn. A player can receive a maximum number of 15 airpower markers.
- The player with air superiority immediately places his awarded airpower markers on the map as described below. Players must place airpower markers at this time. Do not place them later in the current game turn.
- Players cannot save airpower markers for use in later turns.
- During the Administrative Phase, return all airpower markers to the pool.

Important: There will never be a turn in which both players will have airpower markers on the map at the same time.

5.1 Airpower Marker Placement

A player may place an available airpower marker in any hex on the map. Friendly and enemy ground units or ZOC do not affect placement of airpower markers. A player can place only one airpower marker in any one hex. The owning player may choose to place any number of his available airpower markers.

5.2 Range of Influence

Each airpower marker affects the hex it is in and all six of the immediately surrounding hexes. Those seven hexes are its range of influence. If the ranges of two or more friendly airpower markers overlap, there are potentially additive effects (5.4). There are no qualitative differences between hexes immediately adjacent to the marker and the one directly beneath it.

5.3 Airpower Effect on Enemy Movement

The effect of moving units into a hex within the range of influence of one or more enemy airpower marker is as follows:

- They add one MP to the cost of the hex entered and to the cost of any hexside terrain crossed when entering that hex.
- Units cannot use column or heliborne movement when entering a hex in the range of one or more enemy airpower markers.

Important: A side must have air superiority to conduct airdrops and air landings (12.0)

- Having more than one enemy airpower marker in range does not increase the above MP cost.

Important: Airpower markers have no effect on ground units belonging to the same side as the airpower marker.

5.4 Airpower in Combat

- If a player conducts an attack into a hex that is in range of one or more friendly airpower markers, that attack receives a +1 DRM for each in-range marker.
- If a player conducts an attack into a hex that is within range of one or more enemy airpower markers, that attack receives a -1 DRM for each in range marker.
- The above DRMs are cumulative with all other DRMs.

Example: A player attacks a hex that is in range of two of his (friendly) airpower markers. He would receive a +2 DRM to his attack die roll.

5.5 Duration

Deployed airpower markers remain on the map until the Administrative Phase (**Exception:** 6.5). Airpower markers are never subject to elimination, all markers are potentially available for use each turn (subject to that turn's air superiority rolls).

6.0 ELECTRONIC WARFARE

The Electronic Warfare (EW) Phase represents both sides' efforts at gaining a combat advantage using electronic code breaking and communications jamming techniques.

6.1 Determining EW Dominance

Beginning on game turn two, at the start of the Electronic Warfare Phase, determine EW superiority. See 12.0 for game turn one procedures.

- Each player rolls two dice and adds the result of both his dice to obtain a total.
- The player who had EW superiority in the previous turn rolls one additional die and divides the result by three (round fractions up) and adds this result to his total.
- The side with the higher modified total has EW superiority.
- If both totals are equal neither player gains EW superiority nor may neither player use EW markers.
- Subtract the lower total from the higher modified total. The result is the number of EW markers the player with the higher total can deploy during the current game turn.
- A player can place a maximum number of 10 EW markers during the Electronic Warfare Phase.

Important: Movement of enemy units may require a player to place additional EW markers during an opponent's movement (6.2, 3rd bullet).

- The player with the lower total cannot place EW markers during the current turn.

6.2 EW Marker Placement

The winning player may use EW markers to affect the below enemy actions.

- Place EW markers during the Electronic Warfare Phase.
- Players cannot save EW markers for use in later turns. Return EW markers to the pool during the Administrative Phase.

Important: Place EW counters on enemy units. They remain with those units based on the following rules.

- Players may place any number of EW markers in one hex (player's choice) although no more than two EW markers will have any effect on movement (6.3).
- If a player places an EW marker on a stack, the marker affects all units in that stack.
- If the owning player breaks up a stack at any time during the game turn, each individual unit or any part of the stack that moves separately from the remainder of the stack has a number of markers equal to the number that was originally placed on the full stack.

Example: A stack of two units has two EW markers on it. If the owning player moves each unit separately, he would immediately place two EW markers on each unit.

- If units join a stack or unit that has EW markers on it, the EW marker affects that unit or units upon entry into the hex.

6.3 Effect on Enemy Movement

EW markers affect enemy ground units attempting to move as follows:

- One EW marker causes the affected force to halve (round up) its remaining MP for the rest of the turn.
- A second EW marker in a hex reduces the MP of the affected force to zero.
- More than two EW markers will have no further effect on movement.
- If a heliborne unit is conducting movement (10.6) from an on-map hex and has one EW marker on it, that unit would roll two dice to determine its MF (it no longer has unlimited movement). Two EW markers would immobilize the unit(s).
- Units with at least one EW marker on top of them cannot use column movement.
- A unit using column or heliborne movement cannot enter a hex containing an EW marker.

6.4 Effect on Combat

EW markers affect enemy units conducting combat as follows:

- Each EW marker stacked with an enemy unit or stack awards a +1 DRM to attacks against that stack or unit.
- Each EW marker stacked with an enemy unit or stack awards a -1 DRM when the stack or unit conducts and attack.

Important: Not all attacking units or stacks need have an EW marker on them for the DRM to apply.

Example: Two stacks are attacking an enemy occupied hex. One of the attacking stacks has 2 EW markers, the other does not have any. The total DRM would be -2.

6.5 Enemy Airpower Disruption

The player with EW superiority may use EW markers to remove enemy airpower markers (assuming the opposing player has air superiority) from the map.

- The player expends one EW marker for each enemy airpower marker he removes.
- Players make this decision at the end of the Electronic Warfare Phase. Do not place EW markers used to remove airpower markers on the map.

7.0 STACKING

Stacking is the term used to describe the presence of more than one friendly unit in the same hex at the same time. Opposing grounds units cannot stack together; only friendly units stack together. Markers do not count against stacking.

Important: A player can place no more than one airpower marker per hex (5.1).

7.1 When to Check Stacking

Each side checks stacking differently.

Warsaw Pact: The Pact player must adhere to stacking limits throughout each phase. Pact units cannot enter a hex that would create an overstack situation, even if just passing through the hex.

NATO: Stacking limitations are in force at the end of each phase only. NATO units may move through one another or temporarily overstack, so long as all stacks meet the stacking limitations at the end of any phase.

Important: If a hex is overstacked, the owning player must eliminate enough units to meet the stacking limit.

7.2 Warsaw Pact Stacking Limit

Up to two units of one division may stack in any one hex.

- Units of different divisions cannot stack together.
- Units of different nationalities cannot stack together.

7.3 NATO Stacking Limit

Up to three NATO units may stack in any one hex.

- Units from different divisions cannot stack together.
- Units of different nationalities cannot stack together.

Exception: West German garrison units do not count for stacking purposes. All NATO units may stack with static units.

7.4 Heliborne Units

Neither player may move heliborne units in a stack with non-heliborne units, though they may end and start moves stacked with them up to the normal limit for their side and nationality as given above.

- Heliborne units must still respect the no-international-stacking stricture given above at the end of their move; however, during their moves, they may pass over units of other nationalities.

7.5 Stacking & Fog of War

Both players are always free to examine all stacks on the map. The stacking order of units in a hex has no significance.

8.0 ZONES OF CONTROL

The six adjacent hexes surrounding a hex occupied by a ground unit constitutes the ZOC of the units in that hex.

- ZOC extend across all hexsides and into and out of all types of terrain and water barriers.
- All ground units (of both sides) always project ZOCs.

Exception: Static units do not project a ZOC.

- There is no difference in effect between ZOC projected by units of the two sides into the same hex. Opposing and/or allied units may simultaneously project their ZOC into the same hexes.

8.1 Enemy Zones of Control (EZOC)

A moving unit or stack must pay one additional movement point (MP) to enter a hex containing an EZOC. EZOC MP costs are cumulative with all terrain costs.

- The presence of a friendly unit in the hex does not negate an EZOC for movement purposes.
- EZOC affect recon and non-recon units differently.

Non-Recon Units:

- Must end their movement when they enter an EZOC.
- Cannot exit or move through a hex in an EZOC during an AM or PM game turn.
- Can exit a hex in an EZOC during a night turn by expending one additional MP. The first hex entered cannot be in an EZOC. Subsequent hexes may be in an EZOC. The non-recon unit would then expend another additional MP to enter that EZOC.

Recon Units:

- A recon unit must pay the normal +1 MP to enter an EZOC hex; however, the unit may continue moving (no requirement to halt it movement).
- A recon unit that exits a hex in an EZOC must expend one additional MP. Entering an EZOC does not force a recon unit to end its movement.
- A recon unit may exit one hex in an EZOC directly into another hex containing an EZOC and then end its movement. In this case the unit would expend two additional MP to move (one for exiting and one for entering EZOC).

Heliborne Units: Heliborne units always ignore EZOC for all movement purposes, day or night. They do not expend MP to enter or exit EZOC hexes and EZOC do not force them to halt their movement during any game turn (day or night).

> ***Note:*** *ZOC of the two sides are reciprocal in their actions. That is, opposing ZOC affect both sides in the situations described, no matter which side initiated the situation by moving into it.*

8.2 Retreat & Advance After Combat

EZOC do not affect defender retreat (DR) combat results or attacker's advance after combat,

8.3 Probing Attacks

Hexes in EZOC that do not contain enemy and friendly units may be the subject of a probing attack (11.12).

9.0 REINFORCEMENTS

Reinforcements are units that do not start the game already in play on the map.

- Reinforcements enter play during the movement phases of various turns.
- Normal stacking limits apply to both sides when placing reinforcements on the map.
- See 12.0 for the reinforcement information for each game.
- Games in the series may have combat support markers arriving as reinforcements. The game turn of arrival is on the counters.

Important: A player may delay reinforcements past their earliest turn of availability, decided by the owning player on a unit by unit and turn by turn basis. Players may not accelerate the arrival of reinforcements.

10.0 MOVEMENT

A unit's movement factor (MF) is not on the counter. There are four classes (2.2) of units when determining ground movement. The number of MF a unit possess is as follows:

Recon Class: 9	**Static Class:** 0
Non-Recon Class: 6	**Heliborne:** Unlimited (10.6)

- A unit's movement factor is the number of movement points (MP) available to the unit to move across the hex grid during its side's Movement Phase in each game turn.
- Units move from hex to adjacent hex (no skipping of hexes) paying the varied MP costs to do so depending on the type of unit moving, the terrain in the entered hex, and water barriers on any hexsides crossed.
- The movement of each player's ground units takes place only during his own player turn's Movement Phase. Enemy units cannot move during the current player's Movement Phase.

10.1 Limits

Players may not accumulate MP from turn to turn or phase to phase nor may a unit loan or give MP to another unit.

- A player may potentially move any, all or none of his units in each of his Movement Phases throughout the game.
- A unit may expend any number of its available MP while moving.
- The player must complete the movement of each unit or stack before moving another stack or unit.
- A player may only change the position of an already moved unit or stack if his opponent agrees to allow it.

10.2 No Minimum Movement

There is no guaranteed ability for any unit to be able to move at least one hex during a friendly Movement Phase. A player may not move a unit into a hex if the moving unit does not have enough MP available to pay all the involved costs. Moving units never enter hexes containing enemy units. EZOC also restrict movement (8.1).

10.3 Stack Movement

To move together as a stack, units must begin a friendly Movement Phase already stacked together. There is no requirement to move units because they started a friendly Movement Phase in the same hex. Such units may move together, individually, or in sub-stacks.

10.4 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.

10.5 Different Movement Factors in Stacks

If units with different movement factors are moving together in a stack, the stack must use the movement factor of the slowest unit within it. As the slower units exhaust their MP, you may drop them off and continue moving the faster ones.

10.6 Heliborne Unit Movement

Games in the series may include heliborne units and the following rules govern their movement capabilities. Heliborne units move using heliborne movement and thus do not follow the standard movement rules.

- Heliborne units do not have a finite number of MF. They may potentially move an infinite number of hexes

Exception: EW marker placement may affect heliborne movement (6.3).

Important: Units using heliborne movement cannot enter a hex containing an EW marker (6.3) or the range of influence of an airpower marker (5.3).

- Heliborne units do not expend MP for terrain or hexside terrain.
- Heliborne units do not gain movement benefits for column movement or autobahns.
- Heliborne units must trace their movement from their starting hex to their destination hex.
- Heliborne units ignore EZOC for all movement purposes. They may move into and through EZOC. EXOCs do not pin these units; however, see 10.6.1.
- They may move through enemy units; however, see 10.6.1.
- Heliborne units may not end a move in an enemy occupied hex.

10.6.1 Heliborne Movement Attrition

Units moving via heliborne movement may suffer attrition while moving and/or landing in city hexes.

- Heliborne units check for attrition under the following circumstances:
  a) Each time a heliborne unit moves into an enemy occupied hex or a hex in an EZOC; **or,**
  b) If a heliborne unit attempts to cease its movement (land) in a city hex.
- If any of the above apply, roll one die and modify the die roll as follows:
  +2: If the opposing player has air superiority.
  +1: If the hex the heliborne unit moves into or through an enemy occupied or in an EZOC.
  +2: If the unit is attempting to land in a city hex.
- Apply the following results:
  a) If the modified die roll result is six or greater, eliminate the heliborne unit.
  b) If the modified die roll is one through five, there is no effect and the heliborne unit continues moving or lands.

Important: If a stack of heliborne units is moving together, make one die roll for each unit.

- Heliborne units may not move into or through the range of any enemy airpower marker.
- Pact heliborne units are not part of a division, so they may only stack and attack with other heliborne units of the same nationality.
- Heliborne units may only receive combat support from helicopter CS markers of their own nationality.
- The French heliborne unit is a separate unit and may only receive combat support from its own divisional attack helicopter CS markers.

10.7 Terrain & Movement

There are two categories of terrain features on the map: natural and manmade. Each consists of different terrain types. There is never more than one type of natural terrain in any one hex. More than one type of manmade terrain may exist in the same hex.

Natural Terrain & Water Barriers: There are five types of natural terrain and water features on the map: clear, forest, rough, marsh, and river (and finger-lake) hexes and hexsides.

Important: The thicker river hexsides shown on the map (i.e. hex 2950/2850) represent finger-lakes. Treat them as standard river hexsides.

a) The effects those various features have on the movement of units are on the Terrain Effects Chart (TEC) (13.2) and summarized on the map (Terrain Key).

Important: Below each terrain type on the Terrain Key is, a # (MP cost to enter or cross a hexside) a slash, and the combat DRM (if any) for that terrain type.

b) Clear terrain is the base terrain of the game. It is devoid of any natural features that would enhance defense or slow movement at this level of operations.
c) Ignore all other terrain in a hex containing a city. (**Exception:** Unless moving along an autobahn).
d) Terrain (forests) does not always completely fill the hex. A hex is a city or forest hex if even just part of the hex has the appropriate symbol.

River Hexsides: Rivers run between hexes along the hexsides rather than existing in-hex. The following MP expenditures are in addition to the cost of entering a hex. Add the number given to the total cost of entering a hex when crossing a river.

+1: If Warsaw Pact units cross a river hexside when leaving or entering a city hex.

+2: If Warsaw Pact units cross a river hexside at any other point.

+1: If NATO units cross any river hexside.

Manmade Terrain: There are three types of manmade terrain: city, autobahn and airfield hexes.

Cities: The MP cost for entering city hexes is one MP for all units.

Airfields: Have no effect on movement.

Autobahns: Provided a moving unit or stack is entering an autobahn hex from another hex with a connecting autobahn symbol, the entry cost is only one-half (0.5) MP per hex. In all other entry situations, the cost for entering an autobahn hex is the cost of the other terrain in that hex. Players should line up units off-map when entering the map using an autobahn, with each successive stack paying the progressive MP cost to enter the map.

Exception: Autobahn movement does not apply to heliborne movement (10.6).

Important: Autobahns do not negate river-crossing costs. Always use the river crossing costs listed on the TEC.

10.8 Cumulative MP Costs

The total movement cost for entering any hex is always the sum of all applicable terrain and water hexsides costs.

10.9 Column Movement

Moving units, other than heliborne, may double their MF whenever they conduct column movement.

- Prior to moving a unit, the owning player must declare that the unit is using column movement.
- The unit is using column movement throughout its move (i.e., it cannot switch to and from column movement during a single movement action).
- Column movement may not take place in the range of an enemy airpower marker or if the unit or stack has an enemy EW marker placed on it.
- A unit using column movement cannot start in or enter an EZOC. Friendly units do not negate this restriction.
- A unit cannot use column movement to enter an enemy controlled city hex (3.0) even if no actual enemy units or ZOC are present there at the time.
- The unit may move into or through any other of type of terrain not prohibited to that unit.

Designer's Note: *Do not confuse column movement with the movement point cost of moving along an autobahn. A unit with six movement points could move along an autobahn in column, moving a total of 24 hexes, however that unit would not be able to enter an EZOC or an enemy controlled city hex.*

10.10 Refugees

Beginning on game turn three during the Administrative Phase, the Warsaw Pact player rolls two dice and places that number of refugee markers on the map, no more than one marker per hex.

- Players cannot eliminate refugee markers.
- Beginning game turn four and each turn thereafter, at the beginning of the Administrative Phase, the Warsaw Pact player removes all existing refugee markers from the map, rolls two dice and places that number of refugee markers back on the map.
- Refugee markers have no effect on Pact movement.
- NATO units expend one additional MP when entering a hex occupied by a refugee marker. This includes movement along an autobahn.
- If a NATO unit conducts an attack into or out of a hex containing a refugee marker, apply a -1 DRM to the combat. Apply a maximum of one modifier to an attack.

11.0 COMBAT

Attacks take place between adjacent opposing units during the Combat Phase.

- Attacking is always voluntary; the mere fact that an enemy unit is adjacent to a friendly unit does not require an attack.

Important: Static units may not attack. Units stacked with them may attack. Eliminate static units if forced to retreat; they cannot advance after combat.

- Both players are always free to attack or not, as each chooses on a case by case basis.
- The player whose Combat Phase it is is the attacker and the other player is the defender, no matter the general situation across the map.

11.1 Multiple Defenders in One Hex

If there are two or more enemy units in a hex attacked by your units, you must attack that stack as if it were one combined defending unit.

11.2 Multi-Hex Attacks

A player may attack an enemy occupied hex from all friendly occupied adjacent hexes, although there is no requirement for all adjacent friendly units to attack.

- No more than one hex may ever be the object of any one attack.
- There is no requirement that all units stacked in the same hex participate in the same attack. Units in a stack might attack into one hex while others attack into another hex or do not attack at all.
- No defending unit may ever refuse combat; all units in an attacked hex must participate in its defense.

11.3 Indivisibility of Units

No single attacking unit may have its combat factor divided and applied to more than one battle.

- No defending unit may have part of its combat factor attacked while other units attack the other part.
- A unit can only participate in one attack per Combat Phase.
- A unit can only be the subject of an attack once per Combat Phase.

Exception: Momentum Attacks (11.11).

11.4 Combat Support Markers

Artillery and helicopter markers are combat support (CS) markers.

- Each such marker committed to a combat gives a +1 DRM (for the attacker) or -1 DRM (for the defender) for that combat.
- Prior to determining the combat ratio, players must determine the amount of CS that they will each commit to the combat.
- Each player secretly records the number of CS markers each will apply to the combat, then both players simultaneously reveal the numbers they each recorded.

Important: The restrictions below apply to both sides, it makes no difference if attacking or defending.

- Unless modified by scenario rules, CS markers can only be committed to support a combat if the CS markers are of the same nationality as the participating ground units.

Exception: DN CS markers may support LCC WG and DN units.

- If a player has chosen the movement/combat sequence, he can commit a maximum of one artillery CS marker to each battle (defensive or offensive) during that game turn (**Exception:** 11.4.1).
- If a player has chosen the combat/movement sequence, he may apply up to three artillery CS markers to each combat (either when attacking or defending). **Exception:** 11.4.1.
- Helicopter CS markers cannot be committed to a combat in range of an enemy airpower marker.
- There is no limit, other than nationality and availability, on the number of helicopter CS markers that players may apply to any one combat. Helicopter CS marker commitment does not affect artillery CS marker commitment.
- Each CS marker may be committed only once per game turn. All markers on both sides become available again during each game turn's Administrative Phase. Markers cannot satisfy combat results. Players may not eliminate them during combat.

Exception: Optional helicopter attrition (4.7.1) and artillery ammunition expenditure & resupply (4.8).

Important: Artillery CS markers can suffer attrition (4.7).

11.4.1 Pact Artillery CS Markers & Cities

Whenever Pact units (of any nationality) attack into a city hex, the Pact player may commit up to six artillery CS markers to support that battle.

Important: The above applies no matter the phase sequence the Pact player has chosen for that turn (4.1 & 11.4, 5th and 6th bullet).

Designer's Note: *This reflects what was to have been actual Soviet doctrine for city fighting in this campaign. That is, whenever circumstances allowed, Pact units would bypass cities; however, if required, Soviet planners hoped that a maximum use of artillery would minimize friendly casualties. NATO, in comparison, had no such doctrine, and there were political debates in West Germany in the 1970s and 1980s calling on the Bundeswehr to defend only along the peripheries of cities, withdrawing away from them as soon as it became clear the invaders were about to break in. While not adopted, the idea gives a clear compare-and-contrast visualization of the two sides' opposing views on this aspect of warfare at the time.*

11.5 Attack Sequencing

There is 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. The player must complete each combat prior to initiating the next combat.

11.6 Combat Procedure

Resolve combat using the following steps.

- Determine the number of CS markers applied to the combat (11.4).
- Total the combat factors of all participating attacking units. Terrain and/or other situations may require the owning player to modify the total combat factors.
- Total the combat factors of all defending units. Terrain and/or other situations may require the owning player to modify the total combat factors.
- Divide the attacker's total modified combat factors by the defender's total modified combat factors. Round down any remainders.

Example: The attacker has a total of 26 combat factors and the defender has 7. Divide 7 into 26, that yields an odds ratio of 3:1 (26 ÷ 7 = 3.71, rounded down to 3:1).

- Consult the Combat Results Table (CRT) and locate the column that corresponds to the above ratio (13.1 CRT).

Important: The column headings on the CRT range from 1:3 to 13:1. Final odds greater than 13:1 always receive an automatic "**DE**" result. Odds less than 1:3 always receive an automatic "**AE**" result.

- Determine total DRMs. Unless specifically stated all combat DRMs are cumulative. Positive DRMs add to the die roll, negative DRMs subtract from the die roll.
- Roll one die and modify the die roll by the total DRMs. The attacking player then cross references the modified die roll with the determined odds column and implements the result.

11.7 Combat Strength Modifiers

Any unit that attacks across a river hexside has its combat factor halved (round remainders up).

Important: If two stacks are attacking a hex and one stack is attacking across a river and the other is not, halve the stack attacking across the river. Do not halve the other stack.

11.8 Die Roll Modifiers (DRM)

Modify combat die rolls by the terrain in the defender's hex and around its perimeter, as well as by other factors.

- All applicable DRMs are cumulative in their effects. That is, in every battle, apply all applicable DRMs to get one final positive or negative (or no) modifier.
- Positive DRMs favor the attacker; negative DRMs favor the defender.
- Terrain DRMs are on the TEC at the end of the rules and on the map.

Important: If more than one in-hex terrain feature is present in the hex, the defender may choose the terrain DRM.

Non-Terrain DRM are as follows:

+1 for each hex beyond one, from which a ground attack originates (maximum +5).
+1 for an attack supported by airpower marker (i.e., +1 for each in-range airpower marker).
+1 for an attack supported by a helicopter marker (+1 for each committed marker).
+1 for each EW marker committed by the attacker.
+1 for each artillery CS marker committed by the attacker.
-1 if a NATO attack originates in one or more hexes containing a refugee marker (maximum -1).
-1 for a defense supported by an airpower marker (-1 for each in-range airpower marker).
-1 for a defense supported by a helicopter marker (-1 for each committed marker).
-1 for each EW marker committed by the defender.
-1 for each artillery CS marker committed by the defender.
-1 for attacks launched during night turns.

11.8.1 Armor Superiority Advantage

If an attacking force contains one or more armor/tank type units (2.8), and the defending enemy force contains none of that type of unit, there is a positive die roll modifier awarded to the attacker on account of armor superiority. DRMs for armor superiority vary depending upon the nationality of the attacking force. Use the single highest DRM applicable to the nationalities of the attacking force.

+1: East German, Dutch, Czechoslovakian and French armor.
+2: All other nationalities' armor.

11.9 Combat Results Explanations

Each player is free to divide his own side's step losses among his involved attacking or defending units as he sees fit.

AE (Attacker Eliminated): Eliminate all involved attacking units.
AL (Attacker Loss): The attacker eliminates one involved attacking unit of his choice.
DE (Defender Eliminated): Eliminate all involved defending units.
DR (Defender Retreat): The defending player retreats his units one hex. If a valid retreat hex is not available, the defending force suffers a DE result.

- The defending force may retreat into any adjacent hex into which it could move during the Movement Phase.
- Retreat is not movement, and thus does not expend MP.
- All units retreating in the same combat must retreat into the same hex.
- Units cannot retreat into a hex that would result in an overstack situation.
- Units can retreat into a hex in an EZOC but if there is more than one hex of retreat available, the owning player must retreat into a hex not in an EZOC, if available.

Important: Units defending in a city hex convert DR results into EX results.

DL (Defender Loss): The defending player eliminates one involved defending unit; the rest hold their place.
ENG (Engaged): The battle rages, neither side takes losses, all participating units remain in place.
EX (Exchange): Both players eliminate one involved unit of their choice.

11.10 Advance After Combat

If the defender's hex is empty of all units (no matter the reason), attacking units may advance into that hex. Conduct any advance immediately after resolving that combat and before commencing the next combat.

- Defending units never advance.
- Advancing units must observe all stacking limitations.
- Advance-after-combat is not movement and does not expend MP.
- Advancing units must observe normal terrain prohibitions.
- EZOC do not block advance.
- Advance after combat is optional for the NATO player.
- The Pact player must advance at least one participating unit.
- The owning player always determines the participating units that will advance.

11.11 Momentum Attacks

Attacking units that advance-after-combat may immediately attack again (owning player's choice). Momentum attacks are an exception to the one unit one attack per turn rule.

- Only units that advance after combat may conduct a momentum attack.
- The owning player must make the decision to conduct a momentum attack prior to initiating any further combats.
- Other than the restriction noted above, conduct a momentum attack using the same procedures as a normal attack.
- They may attack any enemy units that retreated, or they may attack an entirely different enemy occupied hex.
- Units that participate in a momentum attack may advance after combat after conducting the momentum attack.
- Each unit can only initiate one momentum attack per game turn.

11.12 Probing Attacks

During the Combat Phase, a player may decide to conduct a probing attack into an adjacent unoccupied hex, if he has units that are:

1) Adjacent to one or more hexes containing enemy units; and,
2) Are also adjacent to one or more unoccupied hexes that are within an EZOC.

- A unit conducting a probing attack may be in an EZOC.
- Conduct probing attacks using the same procedures as regular attacks, except do not conduct the odds calculation process and neither side can in anyway suffer any losses.
- Instead, announce the probing attack and then make an advance after combat into the designated hex.
- A player may conduct a momentum attack as a probing attack. The player may use the advance resulting from an initial probing attack to create the opportunity for a momentum attack.
- A unit can only make one probing attack and one momentum attack per friendly Combat Phase (in either order).

12.0 OBJECTIVE NUREMBURG EXCLUSIVE RULES

Objective Nuremberg is a two-player alternative history wargame intended to investigate the operational parameters that would have been in place during the first four days of fighting in that border area of West Germany had the Soviet Union decided to try to attack sometime in the early 1980s. It was during this timeframe that the Warsaw Pact had achieved a possible decisive correlation of forces between their militaries and those of the West. Their overall goal in starting such a war would not have been global Armageddon; rather, they would have been seeking to seize or thoroughly wreck the Ruhr (then, as now, one of the world's main industrial regions) or otherwise, remove the Federal Republic of Germany (West Germany) as an effective member of NATO. There are therefore no nuclear or chemical warfare rules as the use of those weapons would have undoubtedly worked to rapidly escalate the campaign beyond the bounds set by those who launched it. More particularly, as the Pact commander in this sector of the larger offensive, your goal is to achieve a decisive conventional victory. If that effort fails in a disastrous way, there will be time enough to reach for the chemical and nuclear weapons later.

12.1 Set Up

Players should first decide which of the two sides each will control. After that they each take their own side's units and place them on the map according to the instructions below. Conduct the setup in the order given below.

Important: All normal stacking rules apply during set up (7.0).

12.1.1 Combat Support Markers

Both players should start the setup process by setting aside within easy reach all their artillery and helicopter CS markers noted as start markers. Set aside those markers denoted with the word Turn followed by a number. They will be available at the start of the owning player's turn.

Example: An artillery CS marker printed with Turn 2 is available at the beginning of the NATO player turn on game turn 2.

12.1.2 Other Markers

Players set aside all airpower, EW, refugee and control markers. Place them in a convenient spot, you will use them throughout the game. Place the turn marker in the turn 1 box on the TRT.

12.1.3 NATO Set Up

The NATO player places all counters marked on the back of the counter with "Start" in accordance with 2.2.1.

- There are four US reinforcement units and eight West German reinforcement units marked with a turn number. Place the units in the game turn box on the Turn Record Track (TRT) that corresponds to the game turn listed on the counter.
- The three West German units with question marks on their reverse side should be set aside. Refer to 12.4.2 for details on their entry.

12.1.4 Warsaw Pact Set Up

The Warsaw Pact player conducts his set up following the order and instructions listed below:

1) Warsaw Pact Attack Order Determination: The Warsaw Pact player determines the victory conditions (the attack orders from his high command) under which he will be conducting the campaign.

a) Place all three (Northern Pincer, Southern Pincer and Strategic Block) Soviet victory condition markers face down (or in a cup) and blindly draw one marker.

b) Once picked, the Soviet player determines the set of orders he will be operating under and then sets the marker aside, face down. The NATO player cannot examine the marker.

c) Place the remaining two markers to the side (face down), do not use them again during the current game. The NATO player cannot examine these markers.

d) At the end of the game, the Pact player reveals the orders drawn at the beginning of the game prior to determining victory.

2) Withholding Units: Due to the limited number of hexes and stacking limitations, the Pact player will have units that cannot start on the map. The Pact player is free to decide the units that start on the map, and those held off-map during setup.

a) After determining the units withheld, the Pact player must designate the Soviet units that will enter in East Germany and Czechoslovakia. Once designated, the Pact player may not change the country of entry.

b) Units held off the map must enter map via an autobahn map edge hex. Prior to moving withheld units onto the map arrange them near any of the above hexes in East Germany and Czechoslovakia. The Pact player should stack the units to show the order in which they will arrive on map. Each successive stack entering on the same autobahn expends one-half additional movement point for each stack that entered prior to its arrival that game turn.

c) Withheld units may enter the map on any game turn including the first) during any Pact Movement Phase (4.0).

3) Soviet 103G Division: The Warsaw Pact player sets aside the 103G counter. He then secretly (meaning out of sight of his opponent) records the unit's game turn of arrival and the hexes it may arrive in (drop zone). He notes this information on a piece of paper and then sets it aside (still hidden from his opponent). 12.4.1 contains the procedures for this drop.

a) The unit may arrive on any game turn (1 to 12).

b) The drop zone hexes may be any hexes on the map.

c) The player selects two hexes, one noted as the primary and the other as the secondary landing hex.

d) The player then sets aside the record. The player may not change it.

4) Czechoslovakian: CZ units are setup in any hexes in Czechoslovakia that do not adjoin an international border (Terrain Key).

Example: Units may be setup in hex 3250. They cannot be setup in hex 3249.

5) East German: EG units are setup in any hexes in East Germany that do not adjoin an international border.

6) Soviet: SU units are setup in any hexes of either of the above countries that do not adjoin an international border.

Exception: The 103G unit.

12.2 Hex Control

At the start of the game the Warsaw Pact player controls all hexes in East Germany and Czechoslovakia. The NATO player controls all other hexes.

12.3 Game Turn One Special Rules

Apply the following special rules during game turn one.

- All Soviet attacks receive a +1 DRM bonus.
- All NATO attacks suffer a -1 DRM penalty.

Important: Both above DRMs are cumulative with all other applicable DRMs.

- The Pact player has automatic air superiority on turn one. The Pact player rolls one die. The result is the number of airpower markers the Pact player can deploy (5.0).
- The Pact player has automatic electronic warfare superiority on turn one. The Pact player rolls one die. The result is the number of EW markers the Pact player can deploy (6.0).
- All Pact units crossing a border hexside during turn one must pay an additional +1 MP to do so. The player may use column movement (10.9).

12.4 Reinforcements

All reinforcements operate normally on their turn of entry.

12.4.1 Warsaw Pact Reinforcements

Soviet 103G: This is the only mandated reinforcement unit on the Pact side. Prior to the start of the game, follow the procedures listed in 12.1.4.

a) At the start of the pre-plotted Warsaw Pact Movement Phase of the recorded turn of entry, the Pact player reveals the designated entry turn and hexes to the NATO player.

b) The Pact player then declares one of the two hexes listed as the landing hex.

c) The unit cannot enter in an enemy occupied hex. If both designated hexes are enemy occupied the unit is immediately eliminated.

d) Consult the Soviet Airborne Entry Table 1 (13.5).

e) Roll one die, apply the modifiers listed below the table and then cross reference the modified die roll with the appropriate result.

f) If the result is lands intact, place the unit in the hex showing the side with a combat factor of 8. Do not use the reverse of the counter (it is not a two-step unit).

g) If the result is landing disrupted consult the Soviet Airborne Entry Table 2 (13.6).

h) Roll one die, cross reference the die roll with the appropriate effect, and implement.

i) If the effect calls for the unit to disrupt, turn the unit so that its side with a combat factor of 4 is showing. Do not use the opposite side of the counter (combat effective side).

j) If the result calls for an elimination, place the unit in the dead pile; it does count as an eliminated unit.

k) If the unit survives (combat effective or disrupted), it cannot move or attack during the turn it lands.

l) Beginning the next game turn, the 103G functions in all ways as a regular SU ground unit.

Other Warsaw Pact Units: Units not placed on the map due to stacking limitations can enter in any Pact Movement Phase (12.1.4).

12.4.2 NATO Reinforcements

US: Use the data on the back of the counters to determine the arrival of these units (12.1.3):

a) The three units printed with Turn 6 and 3801 may only enter via that west map edge hexside or any hex along the west edge to 4801.

b) The unit printed with Turn 6 and South may enter from hex 1001 to 1023 inclusive.

c) The NATO player must have declared a movement/combat sequence.

d) Reinforcement units may enter during any NATO Movement Phase on or after turn six.

e) The entry hex may be in an EZOC.

f) They pay normal MP costs for the first hex entered (including column movement).

g) They function normally on the turn of arrival.

West German (WG)

West German Home Guard: Place the four V units (51V to 54V) (District Defense Command) and the four W5 (Military Regional Command) units during the Administrative Phase of game turn one.

a) The NATO player may not delay the arrival of V or W units until a later turn.

b) Place no more than one per hex in friendly controlled city hexes in West Germany.

c) The hex cannot be adjacent to a Pact unit.

d) Mobile units immediately (within turn sequence phase strictures) begin functioning as non-recon types, all belonging to that one division.

e) Home Guard units do not count towards artillery attrition.

26th Luftlandebrigade: Place the three question-marked units of the 26L Brigade during the NATO Movement Phase in any turn.

a) The NATO player must have air superiority.

b) The NATO player may air land all the above units during one game turn or multiple game turns.

c) They may air land in any airfield hex in West Germany that Pact units have not at any time controlled and is not in an EZOC. Normal NATO stacking limits apply.

d) Air landed units have all their movement and combat capabilities available for use according to the phase sequence that turn.

12.5 How to Win

The Pact player is on the offensive, trying to win by either exiting units off a map edge or by controlling a decisive number of city hexes on the map. The NATO player wins by preventing the Pact player from fulfilling his victory conditions.

12.5.1 When to Check for Victory

Check victory during Phase V of every game turn.

- If the Pact player has fulfilled the victory condition drawn during setup, he has won the game.
- If the NATO player prevents his opponent from fulfilling the drawn victory conditions through the end of game turn 12, the game ends in a NATO victory.
- There are no drawn games, nor are there any gradations of victory.

Designer's Note: *Of course, if prior to the end of game turn 12, one player or the other becomes convinced his situation is hopeless, he may concede at any time.*

12.5.2 Warsaw Pact Victory Conditions

Prior to the start of the game, the Warsaw Pact player will blindly and secretly draw one of the victory conditions during set up (12.1.4). To exit the map (when required):

- Units must expend one-half an MP to exit the map.
- Units that have exited the map cannot return to the map.

Northern Pincer: To fulfill this victory condition, the Pact player must:

a) Exit (at any time) over the course of the game, at least 12 units off the map at any or all the following map edge autobahn hexes: 1901, 2801, 3401, 3801, and/or 4801.

b) If the Pact player cancels the entry of the 103G, that cancellation counts as if the Pact side exited two units.

Southern Pincer: To fulfill this victory condition, the Pact player must:

a) Exit (at any time) over the course of the game at least 12 units off the map at the following map edge autobahn hexes: 1004 and 1023. A minimum of four units must exit at 1004.

b) If the Pact player cancels the entry of the 103G, that cancellation counts as if the Pact side exited two units at 1023.

Strategic Block: To fulfill this victory condition, the Pact player must:

a) At any time over the course of the game control 27 or more city hexes inside West Germany.

b) If the Pact player cancels the entry of the 103G, that cancellation counts as if the Pact side controlled two more city hexes than the actual on-map count reveals.

Maskirovka: Prior to the end of the game, the Pact player may try to operationally misinform the NATO player as to which victory condition is in effect.

Example: If the Pact player draws the Strategic Block condition, the player may still exit units off the autobahn map edge hex during the game to mislead his opponent. However, on game turn 12, none of them would count towards judging Pact victory or defeat in the game.

13.0 CHARTS & TABLES

Important: Not all charts or tables will be used in each game.

13.1 COMBAT RESULTS TABLE

Die Roll	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1
≤ -5	**AE**	**AE**	**AE**	AL	AL	AL	*ENG*	*ENG*	*ENG*	DR	DR	DR	*EX*	*EX*	*EX*
-4	**AE**	**AE**	AL	AL	AL	*ENG*	*ENG*	*ENG*	DR	DR	DR	*EX*	*EX*	*EX*	DL
-3	**AE**	AL	AL	AL	*ENG*	*ENG*	*ENG*	DR	DR	DR	*EX*	*EX*	*EX*	DL	DL
-2	AL	AL	AL	*ENG*	*ENG*	*ENG*	DR	DR	DR	*EX*	*EX*	*EX*	DL	DL	DL
-1	AL	AL	*ENG*	*ENG*	*ENG*	DR	DR	DR	*EX*	*EX*	*EX*	DL	DL	DL	**DE**
0	AL	*ENG*	*ENG*	*ENG*	DR	DR	DR	*EX*	*EX*	*EX*	DL	DL	DL	**DE**	**DE**
1	*ENG*	*ENG*	*ENG*	DR	DR	DR	*EX*	*EX*	*EX*	DL	DL	DL	**DE**	**DE**	**DE**
2	*ENG*	*ENG*	DR	DR	DR	*EX*	*EX*	*EX*	DL	DL	DL	**DE**	**DE**	**DE**	**DE**
3	*ENG*	DR	DR	DR	*EX*	*EX*	*EX*	DL	DL	DL	**DE**	**DE**	**DE**	**DE**	**DE**
4	DR	DR	DR	*EX*	*EX*	*EX*	DL	DL	DL	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**
5	DR	DR	*EX*	*EX*	*EX*	DL	DL	DL	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**
6	DR	*EX*	*EX*	*EX*	DL	DL	DL	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**
7	*EX*	*EX*	*EX*	DL	DL	DL	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**
8	*EX*	*EX*	DL	DL	DL	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**
9	*EX*	DL	DL	DL	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**
≥ 10	DL	DL	DL	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**	**DE**

Odds worse than 1:3 have automatic AE results for Pact attacks and AL results for NATO attacks. Odds greater than 13:1 have automatic DE results.

Positive Non-Terrain DRM (Strengthen the Attack)

+1 for each hex beyond one from which a ground attack is made (max. = +5).

+1 for an attack supported by airpower marker (+1 for each in-range airpower marker).

+1 for an attack supported by helicopter marker (+1 for each committed marker).

+1 for each EW marker distributed among an enemy defending force that you are attacking.

+1 for each artillery CS marker committed by the attacker.

+1 for East German, Czech, Dutch or French attacking armor superiority (11.8.1).

+2 for attacking armor superiority of other nationalities (11.8.1).

Negative Non-Terrain DRM (Strengthen the Defense)

-1 if a NATO attack originates in one or more hexes containing a refugee marker (max. = -1).

-1 for a defense supported by airpower marker (-1 for each in-range airpower marker).

-1 for a defense supported by helicopter marker (-1 for each committed marker).

-1 for each EW marker distributed among an enemy force that is attacking your defending force.

-1 for each artillery CS marker committed by the defender.

-1 for attacks launched during Night turns.

Combat Results:

AE (Attacker Eliminated): Eliminate all involved attacking units.

AL (Attacker Loss): The attacker eliminates one involved attacking unit of his choice.

DE (Defender Eliminated): Eliminate all involved defending units.

DR (Defender Retreat): The defending player retreats his units one hex. If a valid retreat hex is not available, the defending force suffers a DE result.

- The defending force may retreat into any adjacent hex into which it could move during the Movement Phase.
- Retreat is not movement, and thus does not expend MP.
- All units retreating in the same combat must retreat into the same hex.
- Units cannot retreat into a hex that would result in an overstack situation.
- Units can retreat into a hex in an EZOC, however if there is more than one hex of retreat available, the owning player must retreat into a hex not in an EZOC, if available.

Important: Units defending in a city hex convert DR results into EX results.

DL (Defender Loss): The defending player eliminates one involved defending unit; the rest hold their place.

ENG (Engaged): The battle rages, neither side takes losses, all participating units remain in place.

EX (Exchange): Both players eliminate one involved unit of their choice.

13.2 TERRAIN EFFECTS CHART		
Terrain Type	**Movement Cost (Non-Heliborne*)**	**Combat Effect**
Clear Hex	1	*No Effect*
Forest Hex	2**	-1 DRM
Marsh Hex	3**	*No Effect*
Rough Hex	3**	-2 DRM
City Hex	1	-3 DRM & Convert DR to EX
Autobahn	0.5***	Determined by Other Terrain
River Hexside	Crossing into or Out of a City: +1; Other: +2	Halve the combat strength of units attacking across river hexsides****
Lake Hex	Prohibited	Prohibited

*See 8.1 and 10.6 the unique rules governing heliborne unit movement.

****Exception:** A mountain infantry unit pays only 1.

***Only if moving from autobahn hex to autobahn hex via a hexside traversed by the autobahn symbol; otherwise, pay the costs based on the other terrain in the hex entered. Also note autobahns do not negate rivers for movement or combat purposes.

****Round up all remainders.

13.3 NATO AIRBORNE ENTRY TABLE (1st Die Roll)	
Die Roll	**Result**
≤ 1–4	Lands Intact in Targeted Drop Hex.
5	Lands Dispersed; Roll on 2nd Table.
≥ 6	Landing Disrupted; Unit Eliminated.

Non-Cumulative Airfield Hex DRM

-2 if the landing hex is an airfield not within an EZOC, day or night.
-1 if the landing hex is an airfield is within an EZOC, day or night.

Cumulative DRM

+1 if the landing hex is clear and it is a day turn.
+2 if the landing hex is forest and it is a day turn.
+3 if the landing hex is rough and it is a day turn.
+4 if the landing hex is marsh or city and it is a day turn.
+1 if it is a night turn and the landing hex is other than an airfield.
+2 if the landing hex is other than an airfield and contains an EZOC.

13.4 NATO AIRBORNE ENTRY TABLE (2nd Die Roll)	
Die Roll	**Result**
1	Land North
2	Land Northeast
3	Land Southeast
4	Land South
5	Land Southwest
6	Land Northwest

No DRM apply to 2nd die rolls.

13.5 SOVIET AIRBORNE ENTRY TABLE (1st Die Roll)	
Die Roll	**Result**
1–5	Lands Intact
≥ 6	Landing Disrupted; Roll on 2nd Table

Cumulative DRM

Use the table as-is if the drop hex is an airfield not within an EZOC; otherwise, use all the following that apply:
+2 if the drop hex is within an EZOC.
+1 if it is a night turn.
+1 if the drop hex is clear.
+2 if the drop hex is forest.
+3 if the drop hex is rough.
+4 if the drop hex is marsh or city.

13.6 SOVIET AIRBORNE ENTRY TABLE (2nd Die Roll)	
Die Roll	**Result**
1–3	Land at Reduced Strength
4–6	Fully Eliminated

No DRM apply to 2nd die rolls.