

RED STORM

BALTIC APPROACHES



Scenario Book

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SCENARIOS



BA1: Target Practice

This is a solo introductory scenario to familiarize players with the rules for detecting, identifying, and attacking naval targets.

Background

With the WP mobilizing, Allied Command Baltic Approaches (BALTAP) orders additional training missions with live ammunition. Several retired vessels are towed out to sea and used for simulated attacks with various types of ordnance.

Targets

Targets for this raid are a pair of retired West German destroyers designated Target 1 and Target 2. They are target class H with 10 Damage Points each. They do not have radar. Place them in one TF in hex 2537. The TF starts undetected.

Scenario Conditions

- **Date:** 12 May 1987
- **Time of Day:** 1000
- **Detection:** NATO Air/Naval: C/D
- **Weather:** Clear. Do not roll on the Weather Table.
- **Break/Rain Hex:** NA
- **Map:** Hexes on/west of hex column 29xx, on/south of hexrow xx29, and on/north of hexrow xx42 are in play.
- **Boundaries:** NA
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** None
- **ISR:** NA
- **SEAD:** NA
- **Early Warning:** NA
- **Setup Order:** NATO only.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 2 x {4} Tornado IDS (Navy), Naval Strike. Set up in ready status at Eggebek (0535). Arm one flight with 8 x Kormoran ASMs (2 per aircraft) and the other with 8 regular bomb points (2 per aircraft).

NATO Pilot Quality

FRG = Regular

Scenario Special Rules

1. **Random Events.** Random events are ignored in this scenario.
2. **Victory.** There are no victory points in this scenario. Instead the NATO side wins if both target destroyers are sunk. The NATO player needs to take off [9.13], detect and identify the target TF [35.7], and attack the naval units with the ASMs and bombs.



BA2: Scramble Takeoff

Background

After days of feints intended to wear down NATO air defenses, WP fighters sweep into NATO airspace. Their mission is to keep NATO fighters busy while trailing recon flights spread out to get updated intelligence on critical NATO naval installations. In response, NATO scrambles all alert fighters in the BALTAP zone of operations.

Targets

The recon targets for this raid are Danish and West German airfields and navy bases. The WP player rolls once on the following table for each Recon Raid to determine the raid's target group. If the result is a group already assigned to another raid, roll again.

Roll	Recon Target Group
1-2	Group 1: Stege (4727), Avno (4025)
3-4	Group 2: Korsør (3119), Nyborg (2720)
5-6	Group 3: Rødbyhavn (3434), Ferry (3238)
7-8	Group 4: Neustadt (2647), Kiel (1742)
9+	Roll Again

Scenario Conditions

- **Date:** 15 May 1987
- **Time of Day:** 1300
- **Detection:** NATO Air/Naval: C/D; WP Air/Naval: B/C.
- **Weather:** Clear. Do not roll on the Weather Table.
- **Break/Rain Hex:** NA
- **Map:** The entire map is in play.
- **Boundaries:**
NATO/WP Maritime Border (15-24 May line)
Sweden Maritime Border
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** NATO in Land hexes of Jutland, Funen, Zealand, and West Germany.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** Neither side. Surprise Attack condition for both sides.
- **NATO Zone Limit:** NATO flights may not move east of the NATO/WP Maritime Border.
- **Setup Order:** NATO is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 3 x {2} F-16A (DK), CAP. Setup ready with one flight each at Skrydstrup (0522), Beldringe (2016), Værløse (4809).
- 3 x OOB Table B2 (CAP). Enter on Turn 2 from Entry Points A (FRG/NE flights), B (US flights), or H (DK flights).
- 3 x Dummy Flights
- 3 x Orbit Points, each at least 15 hexes from NATO/WP Maritime Border

Ground Setup

Air Defense Units:

- 6 x HAWK C, one each in 5114, 5020, 4614, 1918, 0927, 0621. Set up located.
- 5 x HAWK D, one each in 1241, 1433, 1437, 2442, 2247. Set up located.
- 4 x EWR, one each in 0420, 1136, 2644, 5212

NATO Pilot Quality

US F-15/F-16: Ace, Other US/UK: Veteran; Other NATO/SE: Regular



WP Order of Battle

Air Setup

Air Units and Markers:

- 3 x OOB Table H2 (Fighter Sweep)
- 2 x OOB Table L2 (Standoff Jamming)
- Recon Raid 1: 2 x {2} Su-24MR, Recon. Designate ingress/egress hexes within 2 hexes of Entry Point 6. See SSR 1.
- Recon Raid 2: 2 x {2} Su-17M3R, Recon. Designate ingress/egress hexes within 2 hexes of Entry Point 5. See SSR 1.
- Recon Raid 3: 2 x {2} MiG-21RF (POL), Recon. Designate ingress/egress hexes within 2 hexes of Entry Point 4. See SSR 1.
- Recon Raid 4: 2 x {2} MiG-21RF (POL), Recon. Designate ingress/egress hexes within 2 hexes of Entry Point 3. See SSR 1.
- 3 x Orbit Points on/east of hex column 64xx and at least 5 hexes from the NATO/WP and Sweden Maritime Borders.
- 3 x Dummy Flights

Ground Setup

Air Defense Units:

- 5 x SA-2, 5 x SA-3, 3 x EWR. Set up located in accordance with 15-24 May GDR Fixed Air Defenses in Appendix C.
- 1 x SA-12 in 4450. Set up located.

WP Pilot Quality

USSR MiG-29/Su-25/Su-27: Veteran; Other USSR: Regular; Other WP = Trained

Scenario Special Rules

1. **Recon Raids.** Each WP Recon Raid is assigned a pair of recon targets from the target table. Plan each recon raid as if it was a recon mission for a bombing raid, with the goal of collecting photo reconnaissance on each raid target. Side-Looking Cameras [24.11] may be used, but Synthetic Aperture Radar [24.2] may not.
2. **Scenario End.** This scenario ends at the end of Turn 20. At that point, roll for recovery for all flights that have not yet recovered.

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VPs are assessed as follows: the WP player gets 6VP for each Recon Raid target which is successfully reconned. Successful recon of a raid target is defined as at least one aircraft in a flight that completed a recon run on the target recovering safely [24.1]. Use the WP Victory Level Table [32.2].



BA3: Clean Sweep

Background

Danish naval forces have been rapidly laying minefields for several days. After the massive fighter/recon sweep earlier in the afternoon, Pact commanders finally get the green light to attack these formations. Across airfields in northern Germany and Poland dozens of MiG and Sukhoi aircraft takeoff in rapid succession and head out over the Baltic.

Targets

Targets for this raid are Danish minelaying flotillas and support ships. Raid targets include all naval units in the three Danish TFs. The WP player may attack any or all of them.

Scenario Conditions

- **Date:** 15 May 1987
- **Time of Day:** 1630
- **Detection:** NATO Air/Naval: C/D; WP Air/Naval: B/C
- **Weather:** Clear. Do not roll on the Weather Table.
- **Break/Rain Hex:** NA
- **Map:** Only hexes on/east of hex column 39xx and on/north of hexrow xx35 are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (15-24 May line)
 - Sweden Maritime Border
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** NATO in Land hexes in Zealand.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** Neither side. Surprise Attack condition for both sides.
- **NATO Zone Limit:** NATO flights may not voluntarily move more than three hexes east of the NATO/WP Maritime Border.
- **Setup Order:** NATO is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 3 x {2} F-16A (DK), CAP
- 2 x Dummy Flights
- 2 x Orbit Points on/north of hexrow xx13

Ground Setup

Air Defense Units:

- 4 x HAWK C, one each in 5114, 5020, 4921, 4614. Set up located.
- 1 x EWR in 5212

Naval Setup

The NATO player sets up three Task Forces, undetected, consisting of the following naval units:

TF	Naval Units (DK)	Hex
1	1 x Falster ML, 3 x Lindormen ML, 1 x Niels Juel FFL	4823
2	2 x Falster ML, 2 x Lindormen ML, 1 x Niels Juel FFL	5122
3	1 x Peder Skram FFG	5224



WP Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table H2 (Fighter Sweep)
- 1 x OOB Table J3 (Naval Strike Raid). Designate ingress/egress hexes on the east edge on/south of hexrow xx26. Enter on/after Turn 3.
- 2 x Dummy Flights
- 2 x Orbit Points on/east of hex column 64xx and at least 5 hexes from the NATO/WP and Sweden Maritime Borders.

Naval Setup

The WP player sets up one Task Force, undetected, consisting of the following naval units (see SSR 2):

TF	Naval Units (GDR)	Hex
3	2 x Osa I PCM	5728

WP Pilot Quality

USSR MiG-29/Su-25/Su-27: Veteran; Other USSR: Regular; Other WP = Trained

Scenario Special Rules

1. **Safe Passage Corridor.** The NATO player may plot one Safe Passage Corridor [15.43].
2. **GDR SSMs.** The GDR naval TF may launch P-15U SSMs at the end of any Movement Phase. The target must be an identified NATO TF in range.
3. **DK SSMs.** The NATO player may not launch any SSMs.

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VP are assessed as follows: 2VP for each DP on an ML, 1VP for each DP on other naval units. However, the maximum VP the WP player may earn from naval unit DP is 72. In addition, in the Bomb Damage Assessment Phase, the NATO player is awarded 6VP for each ML not crippled or sunk. Use the WP Victory Level Table [32.2].



BA4: Knife Fight

Background

The proximity of NATO and WP surface fleets at the start of the conflict leads to numerous close-range surface engagements between opposing corvettes, mine warfare ships, and missile boats. Casualties are high on both sides in these “knife fights” in the Baltic. On the afternoon of May 16th, the surface fleets are locked in missile combat in the narrow waters of the Fehmarnbelt and both sides call in air support.

Targets

Targets for this raid are enemy naval units.

Scenario Conditions

- **Date:** 16 May 1987
- **Time of Day:** 1400
- **Detection:** NATO Air/Naval: D/D; WP Air/Naval: C/C
- **Weather:** 1-6 Good Weather, 7-10 Moderate Weather
- **Break/Rain Hex:** 3538
- **Map:** Only hexes on/south of hexrow xx29 are in play.
- **Boundaries:**
NATO/WP Maritime Border (15-24 May line)
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** NATO Land hexes of West Germany. WP in Land hexes of East Germany.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** Neither side. Surprise Attack conditions.

- **NATO Zone Limit:** NATO flights may not voluntarily enter a Land hex in East Germany.
- **WP Zone Limit:** WP flights may not voluntarily enter a Land hex in West Germany on/west of hex column 26xx.
- **Setup Order:** NATO is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table D3 (Naval Strike Raid). FRG/DK or UK raids only. Only Naval Strike and Recon flights are received. Designate ingress/egress hexes on the West edge. Enter on/after Turn 3.
- 2 x {2} Mk41, Maritime Patrol. Set up one each in 3336, 3337 at Deck altitude. See SSR 2 and SSR 3.
- 3 x Dummy Flights

Ground Setup

Air Defense Units:

- 1 x HAWC C in 3633. Set up located.
- 2 x HAWK D, one each in 2442, 2247. Set up located.
- 2 x EWR, one each in 2644, 1136.

Naval Setup

The NATO player sets up five TF. For each one, roll to determine its setup hex. No more than one TF allowed per hex. Reroll as necessary.

TF	Naval Units (FRG/DK)
1	1 x Koln FF, 1 x Thetis FFL (FRG)
2	1 x Tiger PCM (FRG)
3	1 x Gepard PCM (FRG)
4	1 x Willemoes PCM (DK)
5	2 x Lindormen ML (DK)

Roll	Hex
1-2	3036
3-4	3135
5-6	3236
7-8	3338
9+	3435

NATO Pilot Quality

US F-15/F-16: Ace, Other US/UK: Veteran; Other NATO/SE: Regular



WP Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table J3 (Naval Strike Raid). Only Naval Strike and Recon flights are received. Designate ingress/egress hexes within two hexes of Entry Point 1 (USSR Raid), Entry Point 2 (GDR Raid), or Entry Point 3 (POL Raid). Enter on/after Turn 3.

- 2 x {1} Mi-14 (GDR), Maritime Patrol. Set up in 3641, 3841 at Deck altitude. See SSR 3.
- 1 x {1} Ka-25T (USSR), Maritime Patrol. Set up in 5037 at Low altitude. See SSR 3.
- 2 x Dummy Flights

Ground Setup

Air Defense Units:

- 5 x SA-2, 5 x SA-3, 3 x EWR. Set up located in accordance with 15-24 May GDR Fixed Air Defenses in Appendix C.

Naval Setup

The WP player sets up five TF. For each one, roll to determine its setup hex. No more than one TF allowed per hex. Reroll as necessary.

TF	Naval Units (USSR/GDR)
1	1 x Koni I FFL, 1 x Parchim I FFL (GDR)
2	1 x Osa I PCM (GDR)
3	1 x Tarantul I FFL (GDR)
4	1 x Nanuchka III FFL (USSR)
5	3 x Minesweeper MS (USSR)

Roll	Hex
1-2	3740
3-4	3936
5-6	4038
7-8	4040
9+	4239

WP Pilot Quality

USSR MiG-29/Su-25/Su-27: Veteran; Other USSR: Regular; Other WP = Trained

Scenario Special Rules

1. **SSMs.** TFs of both sides may launch SSMs at the end of any Movement Phase against an identified enemy TF in range. This scenario tests the limits of the ASM/SSM counter mix, so players should use other cruise missiles counters (GLCM, SRAM, AS-4, AS-6) if needed.
2. **Mk41 Flights.** NATO Mk41 flights may carry EOGM and use them to attack WP naval units.
3. **SAM Deconfliction.** NATO/WP helicopter or ASM/SSM flights at Deck are ignored for purposes of SAM Deconfliction [15.31]. Such flights at Low are not ignored.
4. **Air-to-Air Combat.** No flight may initiate air-to-air combat.
5. **Recon.** All enemy TFs attacked in any way must be successfully reconned to avoid enemy VP award for failed recon.

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VP is assessed as follows: one VP for each DP on a naval unit. In addition, each side gets ½ VP for each SSM still on one of its naval units that is not crippled or sinking. Do not use the WP or

NATO Victory Level Tables. Instead, at the end of the scenario, compare both sides' VP counts. If one sides total exceeds the other by 10+ VP, that side wins. Otherwise the scenario is a draw.



BA5: Pact Attack

Background

Two days of raids caused extensive damage to NATO airfields and air defense sites. As NATO picks up the pieces, WP commanders follow up with afternoon raids on ports and naval installations led by the East German and Polish air forces.

Targets

Targets for this raid are Danish and West German ports and naval facilities. The WP player rolls on the Target Table below until two target groups are designated. Each WP raid is assigned one of the groups.

Roll	Recon Target Group
1-3	Stege (4727), Rødbyhavn (3434)
4-6	Korsør (3119), Odense (2117)
7-9	Kiel (1742), Eckernförde (1238)
10	Roll Again

Raid targets include one of each of the following sub-targets [9.17]:

Target	Profile
Docks	B
Shipyard	C
Fuel Storage	C

Scenario Conditions

- **Date:** 18 May 1987
- **Time of Day:** 1500
- **Detection:** NATO Air/Naval: D/D; WP Air/Naval: C/C
- **Weather:** 1-5 Good Weather, 6-10 Moderate Weather
- **Break/Rain Hex:** 3131
- **Map:** The entire map is in play.

- **Boundaries:**
 - NATO/WP Maritime Border (15-24 May line)
 - Sweden Maritime Border
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** NATO in Land hexes of Jutland, Funen, Zealand, and West Germany.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** NATO
- **NATO Zone Limit:** NATO flights may not move more than three hexes east of the NATO/WP Maritime Border.
- **Setup Order:** NATO is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table A2 (QRA)
- 2 x OOB Table B2 (CAP)
- 2 x Dummy Flights
- 3 x Orbit Points, each at least 12 hexes from the NATO/WP Maritime Border

Air Defense Units:

- 3 x HAWK C, one each in 4921, 3633, 1918. Set up located.
- 3 x HAWK D, one each in 2442, 2247, 1241. Set up located.
- 2 x Roland 2, each within one hex of Kiel (1742) and/or Eckernförde (1238).
- 2 x EWR, one each in 5212, 2644.

NATO Pilot Quality

US F-15/F-16: Ace, Other US/UK: Veteran; Other NATO/SE: Regular



WP Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table I2 (Bombing Raid). One GDR and one POL raid. Designate ingress/egress hexes within two hexes of Entry Point 2 (GDR Raid) or Entry Point 3 (POL Raid). Enter on/after Turn 1.
- 3 x Dummy Flights
- 2 x Orbit Points on/east of hex column 46xx and at least 5 hexes from the NATO/WP Maritime Border.

Ground Setup

Air Defense Units:

- 5 x SA-2, 5 x SA-3, 3 x EWR. Set up located in accordance with 15-24 May GDR Fixed Air Defenses in Appendix C.
- 2 x SA-6, one each in 3050, 2952. Set up located.
- 2 x SA-4, one each in 3550, 4249. Set up located.

WP Pilot Quality

USSR MiG-29/Su-25/Su-27: Veteran; Other USSR: Regular; Other WP = Trained

Scenario Special Rules

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

Victory Conditions

Standard Victory Points [32.1] are in effect. See [32.11] to assess raid target damage VP. Use the WP Victory Level Table [32.2].



BA6: Choke Point

Background

The West German island of Fehmarn is a prime target for air-mobile assault due to its proximity to a critical maritime choke point near Denmark. WP commanders assign its seizure to the elite 37th Independent Landing-Assault Brigade. Spetsnaz teams and ELINT aircraft precisely locate air defenses. Strong SEAD forces are assigned to suppress defenses and East German corvettes are assigned to cover the landing area.

Targets

The WP player must attempt to land two flights of Mi-8 helicopters carrying the 37th Brigade at each of the following Landing Zone hexes: 3238, 3240, 3041.

Scenario Conditions

- **Date:** 19 May 1987
- **Time of Day:** 0700
- **Detection:** NATO Air/Naval: D/D; WP Air/Naval: C/C
- **Weather:** Clear. Do not roll on the Weather Table.
- **Break/Rain Hex:** NA
- **Map:** Only hexes on/west of hex column 38xx and on/south of hexrow xx30 are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (15-24 May line)
- **Closed Airfields:** None

- **Inherent AAA/IR SAM Coverage:** NATO in non-island Land hexes of West Germany. WP in Land hexes of East Germany.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** NATO
- **Setup Order:** NATO is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table A2 (QRA)
- 2 x OOB Table B2 (CAP)
- 3 x {4} Alpha Jet A, Bombing. Set up in ready status at Husum (0237). See SSR 4.
- 3 x Dummy Flights
- 3 x Orbit Points, each at least 15 hexes from the NATO/WP Maritime Border

Ground Setup

Air Defense Units:

- 1 x HAWK C in 3633. Set up located.
- 3 x HAWK D, one each in 2442, 2247, 1437. Set up located.
- 2 x Roland 2, one each in 3043, 3340. Set up located.
- 1 x Gepard in 3239. Set up located.
- 2 x EWR, one each in 2644, 1136

NATO Pilot Quality

US F-15/F-16: Ace, Other US/UK: Veteran; Other NATO/SE: Regular



WP Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table H2 (Fighter Sweep). Enter on the east edge on/south of hexrow xx47 on Turn 1.
- 3 x {4} [SEAD], SEAD. USSR flights only. Determine aircraft type by rolling once on the USSR SEAD task line of OOB Table I2. Enter on the east edge on/south of hexrow xx47 on Turn 1.
- Helicopter Assault Raid. 6 x {4} Mi-8, Transport; 3 x {1} Mi-8PP, Escort Jamming. Use USSR Mi-8s. Set up three flights each (landed) in 3550, 3649, 3748. See SSR 1.
- 2 x Dummy Flights
- 2 x Rally Points anywhere in East Germany.

Ground Setup

Air Defense Units:

- 2 x SA-6, one each in 3050, 3052. Set up located.
- 2 x SA-4, one each in 3451, 3851. Set up located.
- 1 x EWR in 3250

Naval Setup

The WP player sets up two Task Forces consisting of the following naval units:

TF	Naval Units (GDR)	Hex
1	1 x Koni I FFL, 1 x Parchim I FFL	3338
2	1 x Koni I FFL, 1 x Parchim I FFL	3142

WP Pilot Quality

USSR MiG-29/Su-25/Su-27: Veteran; Other USSR: Regular; Other WP = Trained

Scenario Special Rules

1. **Helicopter Assault Raid Flights.** In an exception to [25.1], the WP player must plot a flight path [8.31] for each Mi-8 flight assigned to a Transport task. This flight path starts in the flight's setup hex and must end at the designated Landing Zone at Deck altitude. Mi-8 flights tasked with Transport must move to follow this path each turn until they reach their Landing Zone hex. To successfully unload the assault troops requires Mi-8s to land [25.1] and remain on the ground, without being destroyed, in its designated Landing Zone hex for two consecutive Movement Phases (including the turn it lands). After unloading, helicopter flights must remain on the ground in the Landing Zone hex. They may not take off.
2. **Morale Checks.** NATO flights get a +10 on any Morale Check rolls resulting from air-to-air combat with WP helicopter flights.
3. **Landed Helicopters.** Landed Mi-8 helicopter flights are Target Profile D. A Slight (S) result destroys one helicopter, a Heavy (H) result destroys two, and a Destroyed (T) result eliminates four.
4. **NATO bombing flights.** NATO bombing flights do not follow a flight path [8.31] in this scenario. Instead, each Bombing flight must move so it can attack at least one flight of landed Mi-8 helicopters, if possible. No other targets may be attacked. Only one landed flight in a hex may be targeted during a bombing run.
5. **Scenario End.** The scenario ends at the end of Turn 18. At that point roll for recovery for all flights that have not yet recovered. Helicopters that have not yet unloaded are considered to have returned to East Germany and recovered safely. Do not roll for recovery for helicopters that have landed and unloaded.

Victory Conditions

Standard Victory Points [32.1] are in effect. In addition, the WP receives 2VP for each Mi-8 helicopter (each individual helicopter, not flight) that lands and successfully unloads in its Landing Zone hex. Helicopters destroyed on the ground after unloading count for 2VP for NATO, so the WP player must continue to protect the Landing Zone hexes as long as possible. Use the WP Victory Level Table [32.2].



BA7: Very Low and Very Fast

Background

With the naval war raging underwater, NATO commanders have held a naval strike force in reserve waiting for a significant anti-submarine group to emerge. The morning of May 21st NATO finally gets the target it wants when, under the cover of bad weather, the WP sorties a sizable ASW force in an effort to hunt down stealthy NATO diesel submarines. However, the poor weather creates uncertainty in the target locations.

Targets

Targets for this raid are naval units in the WP Task Forces approaching off the Danish coast.

Scenario Conditions

- **Date:** 21 May 1987
- **Time of Day:** 1000
- **Detection:** NATO Air/Naval: D/D; WP Air/Naval: C/C
- **Weather:** 1-4 Moderate Weather, 5-10 Poor Weather
- **Break/Rain Hex:** 5426
- **Map:** Only hexes on/east of hex column 39xx and on/north of hexrow xx43 are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (15-24 May line)
 - Sweden Maritime Border
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** NATO in Land hexes of Zealand and Falster. WP in Land hexes of East Germany.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** WP
- **Setup Order:** WP is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table D3 (Naval Strike Raid). Designate ingress/egress hexes within four hexes of 3915. Enter on/after Turn 1.
- 3 x Dummy Flights

Ground Setup

Air Defense Units:

- 2 x HAWK C, one each in 5114, 5020. Set up located.
- 1 x EWR in 5212

Naval Setup

The NATO player sets up the following DK naval units in one TF. See SSR 2.

TF	Naval Unit (DK)	Hex
1	1 x Willemoes PCM	4233

NATO Pilot Quality

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



WP Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table G2 (QRA). Each sets up within two hexes of any WP Orbit Point.
- 2 x Dummy Flights
- 2 x Orbit Points at least 5 hexes to the east/south of the NATO/WP and Sweden Maritime Borders.

Ground Setup

Air Defense Units:

- 3 x SA-3 in 6234, 5839, 5040. Set up located.
- 2 x SA-2 in 6338, 5343. Set up located.
- 1 x EWR in 6434

Naval Setup

The WP player sets up four TF and two dummy TF arranged in two groups.

- **Air Defense TF x 1.** Roll on the table below to determine the content. Set up in 5631.

Roll	Naval Units (USSR)
1-3	1 x Kashin Mod DDG, 1 x Krivak II FFG
4-6	1 x Sovremenny DDG, 1 x Krivak II FFG
7-9	1 x Kashin Mod DDG, 1 x Krivak II FFG
10	Roll Again

- **ASW TF x 3.** Roll on the table below to determine the content of each. None may be identical (roll again as needed). Each TF generated may set up in 5436, 5634, 5934, 6133, or 6231.

Roll	Naval Units (USSR/GDR)
1-2	3 x Riga FFL, 1 x Parchim II FFL (USSR)
3-4	3 x Pauk I FFL, 1 x Grisha III FFL (USSR)
5-6	3 x Parchim I FFL, 1 x Koni I FFL (GDR)
7-8	3 x Riga FFL, 1 x Grisha III FFL (USSR)
9+	3 x Pauk I FFL, 1 x Nanuchka I FFL (USSR)

- **Dummy TF x 2.** Set up in any ASW TF placement hexes not containing a real TF.

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5+ Regular; GDR/POL: 1 Veteran, 2-4 Regular, 5+ Trained

Scenario Special Rules

1. **Safe Passage Corridors.** The NATO player may plot one Safe Passage Corridor [15.43].
2. **SSMs.** The DK naval TF may launch Harpoon SSMs at the end of any Movement Phase. The target must be an identified WP TF in range. The WP player may not launch any SSMs.
3. **NATO AAA.** NATO Light AAAs in 4727, 4227, and 4025 are inactive and may not activate during the scenario.

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VP are assessed as follows: 2VP for each DP on an FFL, 1VP for each DP on other naval units. However, the maximum VP the NATO player may earn from naval unit DP is 72. In addition, in the Bomb Damage Assessment Phase, the WP player is awarded 4VP for each FFL not crippled or sunk. Use the NATO Victory Level Table [32.2].



BA8: Waterways

Background

After pounding NATO airfields for several days, WP commanders switch focus to strategic targets near Kiel associated with maritime transport. The WP bombers use a low altitude route over East Germany and extensive jamming to surprise NATO air defenses.

Targets

Targets for this raid are port, bridge, and canal locations in and around Kiel. The WP player must assign one bombing flight to each target.

Target	Hex	Profile
Port Facilities	1742	C
Bridge (1 Span)	1641	A
Canal Lock	1441	B
Bridge (1 Span)	1142	A
Bridge (1 Span)	0943	A
Canal Lock	0844	B

Scenario Conditions

- **Date:** 22 May 1987
- **Time of Day:** 0700
- **Detection:** NATO Air/Naval: C/D; WP Air/Naval: C/D
- **Weather:** 1-6 Good Weather, 7-10 Moderate Weather
- **Break/Rain Hex:** 1437
- **Map:** Only hexes on/west of hex column 38xx and on/south of hexrow xx30 are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (15-24 May line)
- **Closed Airfields:** Holtenau (1741), Hohn (0842). Hohn's AAA is in effect.
- **Inherent AAA/IR SAM Coverage:** NATO in Land hexes of West Germany.
- **ISR:** Neither side
- **SEAD:** WP

- **Early Warning:** NATO
- **NATO Zone Limit:** NATO flights may not move east of the NATO/WP Maritime Border.
- **Setup Order:** NATO is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 4 x OOB Table B2 (CAP). Enter on/after Turn 1 at Entry Points A, B, or C.
- 3 x Dummy Flights

Ground Setup

Air Defense Units:

- 1 x HAWK C in 3633. Set up located.
- 7 x HAWK D, one each in 2442, 2247, 1433, 1437, 1241, 0746, 0540. Set up located.
- 4 x Roland 2, each one within 2 hexes of a raid target.
- 2 x Gepard, each within one hex of a raid target.
- 1 x EWR in 1136

NATO Pilot Quality

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



WP Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table H2 (Fighter Sweep). Enter anywhere on the east edge on/after Turn 1.
- 1 x OOB Table J2 (Deep Strike Raid). Designate ingress / egress hexes on the east edge on/south of hexrow xx43. All flights enter on/after Turn 1. See SSR 2 for ordnance limits.
- 2 x Dummy Flights
- 1 x Rally Point in 3748

Ground Setup

Air Defense Units:

- 2 x SA-6, one each in 3050, 3052. Set up located.
- 2 x SA-4, one each in 3451, 3851. Set up located.
- 1 x EWR in 3250

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5+ Regular; GDR/POL: 1 Veteran, 2-4 Regular, 5+ Trained

Scenario Special Rules

1. **Safe Passage Corridors.** The WP player may plot two Safe Passage Corridors [15.43].
2. **Cruise Missiles.** Cruise missiles are NA for all WP flights.
3. **Attack Profile Limits.** Tu-22M2 and Tu-16K flights are restricted to using Level or Radar attack profiles [17.3].
4. **NATO AAA.** NATO Light AAA in 2944 and 3238 start inactive and may not be activated during the scenario.

Victory Conditions

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



BA9: Baltic Flag

Background

After five days of defensive operations, NATO commanders are eager to shift to the offense. Doing so in the BALTAP area will require rolling back the belt of WP SAMs and radars arrayed along the north coast of East Germany. Under the cover of poor weather, a specialized strike force is sent in at night.

Targets

Elements of the WP air defense network along the Baltic coast are the targets for this mission. The NATO player rolls on the Target Table below until four different raid targets are designated. At least one bombing flight must be allocated to each target.

Roll	Target	Hex	Profile
1	SA-2	6338	C
2	SA-2	5843	C
3	SA-2	5343	C
4	SA-2	4845	C
5	SA-3	6234	C
6	SA-3	5839	C
7	SA-3	5040	C
8	SA-3	4645	C
9	EWR	6434	D
10	EWR	5245	D

Scenario Conditions

- **Date:** 23 May 1987
- **Time of Day:** 0100 (Night, Full Moon)
- **Detection:** NATO Air/Naval: C/D; WP Air/Naval: C/D
- **Weather:** Poor Weather

- **Break/Rain Hex:** 3743
- **Map:** Only hexes on/east of hex column 20xx and on/south of hexrow xx28 are in play.
- **Boundaries:**
NATO/WP Maritime Border (15-24 May line)
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** WP in Land hexes of East Germany.
- **ISR:** NATO
- **SEAD:** Neither side
- **Early Warning:** WP
- **WP Zone Limit:** WP flights may not voluntarily move west of the NATO/WP Maritime Border.
- **Setup Order:** WP is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table D2 (Deep Strike Raid). Designate ingress/egress hexes within five hexes of hex 2038. Enter on/after Turn 1.
- 4 x Dummy Flights

Ground Setup

Air Defense Units:

- 2 x HAWK C, one each in 3633, 2247. Set up located.
- 1 x EWR in 2644

NATO Pilot Quality

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



WP Order of Battle

Air Setup

Air Units and Markers:

- 3 x OOB Table G2 (QRA)
- 2 x Dummy Flights

Ground Setup

Air Defense Units:

- 5 x SA-2, 5 x SA-3, 3 x EWR. Set up located in accordance with 15-24 May GDR Fixed Air Defenses in Appendix C.
- 1 x SA-12 and 1 x Dummy Radar, each within three hexes of 5549.
- 3 x SA-4, each one on/west of hex column 50xx, at least three hexes from any Sea hex, and five hexes from another SA-4.
- 4 x 2K22, each within 2 hexes of a WP SAM.
- 4 x Fire Can, each with any WP Medium AAA.

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5+ Regular; GDR/POL: 1 Veteran, 2-4 Regular, 5+ Trained

Scenario Special Rules

1. **Night.** Night Rules [23.0] are in effect.
2. **Safe Passage Corridor.** The WP player may plot one Safe Passage Corridor [15.43].
3. **Random Events.** The Random Events “Weather Change” and “Cloud Deck Drops” are ignored in this scenario.

Victory Conditions

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



BA10: Winged Infantry

Background

Soviet airborne divisions (“Winged Infantry”) were eager to get into the fight. Warsaw Pact commanders commit two elite airborne units to the invasion of Denmark, with the Soviet 7th Guards Airborne division dropping into southern Zealand and the Polish 6th Airborne brigade targeting Lolland and Falster to the south. However, due to stubborn NATO air defenses they will have to fight their way in with support from fighters, bombers, and EW aircraft.

Targets

The WP player rolls on the Drop Zone Tables below to generate a hex for each paratroop raid. The WP player then chooses a Land hex within one hex of the hex rolled. The hex chosen is that raid’s Drop Zone hex. Raids may not share Drop Zone hexes. These hexes are considered target hexes for the purposes of Raid/Task Planning [8.0]. Also see SSR 1.

Raids 1 & 2 (7th Guards Airborne Division):

Roll	Hex
1-2	4720
3-4	4624
5-6	4321
7-8	4225
9-10	4123

Raids 3 & 4 (6th Airborne Brigade):

Roll	Hex
1-2	3931
3-4	4033
5-6	4129
7-8	4333
9-10	4430

Scenario Conditions

- **Date:** 24 May 1987
- **Time of Day:** 0800
- **Detection:** NATO Air/Naval: C/D; WP Air/Naval: C/D
- **Weather:** Clear. Do not roll on the Weather Table.
- **Break/Rain Hex:** NA
- **Map:** The entire map is in play.
- **Boundaries:**
 - NATO/WP Maritime Border (15-24 May line)
 - Sweden Maritime Border
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** None
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** NATO
- **NATO Zone Limit:** NATO flights may not enter Land hexes of East Germany.
- **WP Zone Limit:** WP flights may not move on/west of hex column 30xx
- **Setup Order:** NATO is first.

**NATO Order of Battle****Air Setup****Air Units and Markers:**

- 2 x OOB Table A2 (QRA)
- 3 x OOB Table B2 (CAP)
- 3 x Dummy Flights
- 3 x Orbit Points, each at least 12 hexes from NATO/WP Maritime Border

Ground Setup**Army Ground Units:**

(15-24 May locations, in Appendix C.)

- DK 2nd Zealand Brigade

Air Defense Units:

- 3 x HAWK C, one each in 4921, 4515, 3633. Set up located.
- 3 x Light AAA, each within two hexes of any DK army ground unit.
- 1 x EWR in 3913

NATO Pilot Quality

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

**WP Order of Battle****Air Setup****Air Units and Markers:**

- 3 x OOB Table H2 (Fighter Sweep)
- 4 x {4} Su-24M, SEAD
- 2 x {1} Tu-16P, Standoff Jamming
- **Paradrop Raid 1** (7th Gds Abn): 3 x {4} IL-76MD, Transport. Designate ingress/egress hexes within two hexes of Entry Point 6.
- **Paradrop Raid 2** (7th Gds Abn): 3 x {4} IL-76MD, Transport. Designate ingress/egress hexes within two hexes of Entry Point 6.
- **Paradrop Raid 3** (6th Pol Abn): 3 x {4} An-12B, Transport. Set up Ready at Tutow (6151). Raid flight path starts at the airfield. Egress hex is Entry Point 2.
- **Paradrop Raid 4** (6th Pol Abn): 3 x {4} An-12B, Transport. Set up Ready at Peenemünde (6946). Raid flight path starts at the airfield. Egress hex is Entry Point 2.
- 2 x Chaff corridors [19.4]. See SSR 3.
- 2 x Rally Points
- 3 x Orbit Points on/east of hex column 60xx and at least 8 hexes to the east/south of the NATO/WP and Sweden Maritime Borders
- 6 x Dummy Flights

Ground Setup**Air Defense Units:**

- 2 x SA-2, one each in 4048, 5343. Set up located.
- 2 x SA-3, one each in 4046, 5040. Set up located.
- 1 x SA-4 in 3451. Set up located.
- 2 x EWR, one each in 5245, 6434

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5+ Regular; GDR/POL: 1 Veteran, 2-4 Regular, 5+ Trained

Scenario Special Rules

1. **Paradrop Raid Flights.** The WP player must plot a flight path for the four paradrop raids. However, all IL-76 or An-12 flights in a raid must use the same middle section of the flight path. This flight path must pass through the Drop Zone hex. To successfully drop the paratroops, each IL-76 or An-12 flight must pass through the Drop Zone hex at Deck altitude at a speed of 2 or less. The IL-76 and An-12 flights are restricted to this flight path as if they were Bombing flights. IL-76 and An-12 aircraft only Abort [8.4] if Crippled [12.22]. An IL-76 or An-12 flight with a Crippled aircraft may split the flight [4.14] so that the Crippled aircraft is alone in the new flight (a second non-Damaged aircraft is not required to join it). They may continue with their mission if Damaged or if their

flight is Disordered [13.11]. If engaged in Standard air-to-air combat, they must try to disengage [11.41].

2. **Pre-Game Chaff Laying.** As part of the Air Deployment Phase, the WP player may place two bloomed chaff corridors [19.4] on/east of hex column 48xx and on/south of hexrow xx23.
3. **Safe Passage Corridors.** The NATO player may plot one Safe Passage Corridor [15.43].
4. **Morale Checks.** NATO flights get a +10 on their Morale Check rolls for any air-to-air combats with IL-76 or An-12 flights.
5. **Random Events.** The Random Events “Weather Change” and “Cloud Deck Drops” are ignored in this scenario.

Victory Conditions

Standard Victory Points [32.1] are in effect. Exceptions: each IL-76 or An-12 aircraft shot down prior to dropping its paratroops is worth 6VP. Those shot down after dropping paratroops are worth 3VP. In either case, do not roll for crew bailout. In addition, the WP receives ½ VP for each individual IL-76 or An-12 aircraft (not flight) that successfully drops its paratroops. The WP earns an additional ½ VP for each IL-76 or An-12 aircraft that successfully drops its paratroops and recovers safely. Use the WP Victory Level Table [32.2].



BA11: Nothing's Going to Stop Us

Background

On May 24th Soviet and Polish airborne forces took more losses than expected but were still able to establish themselves around their objectives in Denmark. Late that same night, the follow-on amphibious assault force left ports in Poland, bound for landing beaches on Zealand. The next morning, NATO sends in two powerful naval strike raids to try to turn them back. WP commanders expect this and call in additional fighter cover, so the NATO raiders will have to fight their way to the targets.

Targets

Targets for this raid are the four WP amphibious assault Task Forces approaching the Danish coast. However, any naval unit may be attacked.

Scenario Conditions

- **Date:** 25 May 1987
- **Time of Day:** 0730
- **Detection:** NATO Air/Naval: B/C; WP Air/Naval: C/D
- **Weather:** 1-6 Good Weather, 7-10 Moderate Weather
- **Break/Rain Hex:** 5329
- **Map:** Only hexes on/east of hex column 25xx are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (25 May+ line)
 - Sweden Maritime Border
- **Closed Airfields:** København (5313), Roskilde (4514). Their AAA is in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP in Land hexes on their side of the Front in West Germany, East Germany, and Zealand.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** WP
- **NATO Zone Limit:** NATO flights may not voluntarily move south of hexrow xx37.

- **WP Zone Limit:** WP flights may not voluntarily move on/ west of hex column 35xx.
- **Setup Order:** WP is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table D3 (Naval Strike Raid). Each raid must be a different nationality. Designate ingress/egress hexes within two hexes of Entry Point H. Enter on/after Turn 1.
- 6 x Dummy Flights
- 2 x Rally Points in Land hexes of Zealand on/north of hexrow xx14.

Ground Setup

Air Defense Units:

- 3 x HAWK C, one each in 4610, 4311, 3514. Set up located.
- 1 x EWR in 3908

NATO Pilot Quality

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



WP Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table G2 (QRA). Each sets up within two hexes of a WP amphibious TF.
- 2 x OOB Table H2 (Fighter Sweep). Enter on/after Turn 1 within 2 hexes of Entry Point 5.
- 2 x Dummy Flights
- 2 x Orbit Points on/east of hex column 50xx and at least 5 hexes from the NATO/WP Maritime Border.

Ground Setup

Air Defense Units:

- 3 x SA-2, 3 x SA-3, 1 x SA-12, 2 x EWR. Set up located in accordance with 25 May+ GDR Fixed Air Defenses in Appendix C.

Naval Setup

The WP player sets up seven TF and three dummy TF arranged in three groups.

- **ASW TF x 2.** Roll on the table below to determine the content of each. The two may not be identical (roll again as needed). Each TF generated may set up in 5524, 5326, or 5329.

Roll	Naval Units (USSR/GDR)
1-2	4 x Riga FFL, 1 x Krivak I FFG (USSR)
3-4	4 x Pauk I FFL, 1 x Krivak II FFG (USSR)
5-6	4 x Pauk I FFL, 1 x Grisha III FFL (USSR)
7-8	4 x Parchim I FFL, 1 x Koni I FFL (GDR)
9+	Roll Again

- **Air Defense TF x 2.** Roll on the table below to determine the content of each. The two may not be identical (roll again as needed). Each TF generated may set up in 5926, 5930, or 5628.

Roll	Naval Units (USSR)
1-2	1 x Kynda CG, 1 x Grisha III FFL
3-4	1 x Kashin DDG, 1 x Krivak I FFG
5-6	1 x Sovremenny DDG, 1 x Nanuchka III FFL
7-8	1 x Kashin Mod DDG, 1 x Krivak I FFG
9+	Roll Again

- **Amphibious TF x 3.** Roll on the table below to determine the content of each. None of the three may be identical (roll again as needed). Each TF generated may set up in 5827, 5928, 6028, or 6129.

Roll	Naval Units (USSR)
1-2	3 x Alligator LST, 3 Polnocny B LST *, 1 x Kildin Mod DD*
3-4	6 x Ropucha I LST, 1 x Kotlin DD*
5-6	6 x Polnocny B LST, 1 x Grisha III FFL*
7-8	6 x Polnocny B LST, 1 x Tarantul III FFL*
9+	Roll Again

* In an exception to [35.21], these TFs may have more than five naval units.

- **Dummy TF x 3.** Set up in three TF placement hexes not containing a real TF.

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5+ Regular; GDR/POL: 1 Veteran, 2-4 Regular, 5+ Trained

Scenario Special Rules

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

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VP are assessed as follows: 2VP for each DP on an LST, 1VP for each DP on other naval units. However, the maximum VP the NATO player may earn from naval unit DP is 72. In addition, in the Bomb Damage Assessment Phase, the WP player is awarded 3VP for each LST not crippled or sunk. Use the NATO Victory Level Table [32.2].





BA12: Flying Artillery

Background

Despite taking damage from NATO air attacks, WP marine units successfully land on Zealand in force. However, Danish Army resistance is greater than expected, stopping the Soviet marine and parachute regiments cold. Lacking artillery, WP commanders call in bombing raids to soften the NATO ground units prior to a major ground assault.

Targets

Targets for this raid are Danish Army frontline and support units. The WP player rolls on the Target Table below until six different raid targets are designated. Three are assigned to each WP Bombing raid and at least one Bombing flight must be assigned to each target.

Roll	Target	Hex	Profile
1	Armor	4615	B
2	Artillery	4414	C
3	Mech	4416	B
4	HQ	4314	D
5	Mech	4216	B
6	Infantry	4018	C
7	HQ	3816	D
8	Mech	3819	B
9	T. Artillery	3619	D
10	Infantry	3722	C

Scenario Conditions

- **Date:** 27 May 1987
- **Time of Day:** 0700
- **Detection:** NATO Air/Naval: B/C; WP Air/Naval: C/D
- **Weather:** 1-6 Moderate Weather, 7-10 Poor Weather
- **Break/Rain Hex:** 4822

- **Map:** Only hexes on/east of hex column 29xx and on/north of hexrow xx33 are in play.
- **Boundaries:**
NATO/WP Maritime Border (25 May+ line)
Sweden Maritime Border
- **Closed Airfields:** København (5313), Roskilde (4514). Their AAA is in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP in Land hexes on their side of the Front in Zealand.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** NATO
- **Setup Order:** NATO is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table A2 (QRA). DK flights only.
- 2 x OOB Table B2 (CAP). US/DK flights only.
- 2 x Dummy Flights
- 2 x Orbit Points, each at least 12 hexes from the NATO/WP Maritime Border

Ground Setup

Army Ground Units:

(25 May+ locations, in Appendix C.)

- DK 1st Zealand Brigade and 2nd Zealand Brigade

Air Defense Units:

- 3 x HAWK C on Zealand and at least six hexes from the Front.
- 1 x Dummy SAM and 1 x Dummy Radar, each at least six hexes from the Front.
- 1 x EWR in 3908
- 2 x Light AAA within one hex of any DK ground unit and at least two hexes from the Front.

NATO Pilot Quality

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



WP Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table I2 (Bombing Raid). Each raid must be a different nationality. Designate ingress/egress hexes within three hexes of 5533. Enter on/after Turn 1.
- 3 x Dummy Flights
- 2 x Rally Points

Ground Setup

Air Defense Units:

- 3 x SA-8 on Zealand and at least three hexes from the Front. Set up located.

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5+ Regular; GDR/POL: 1 Veteran, 2-4 Regular, 5+ Trained

Scenario Special Rules

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

Victory Conditions

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

**BA13: Own the Night****Background**

As fighting rages in Denmark and West Germany, NATO air commanders continue to pursue offensive counter-air operations against WP airfields at night. However, the recent landings in Denmark will force raids closer to WP SAMs protecting the advancing armies.

Targets

WP Airfields are the targets for this raid. The NATO player rolls on the Target Table below until four different raid targets are designated. Two are assigned to each NATO Deep Strike raid and at least one Bombing flight must be assigned to each target.

Roll	Target	Hex
1	<u>Groß Mohrdorf</u>	5741
2	<u>Barth</u>	5342
3	<u>Damgarten</u>	5043
4	<u>Gnoien</u>	5450
5	<u>Kavelstorf</u>	4649
6	Rakow	3849
7	Rerik Wes	3748
8	Rambin	6142
9+	Roll Again	

Airfields with underlined names are military airfields that include one of each of the following sub-targets [9.17]:

Target	Profile
Runway	A
Aircraft Shelters	B
Fuel Storage	B

Other (temp) airfields include one each of the following sub-targets [9.17]:

Target	Profile
Runway	A
Aircraft Parking Area	D
Fuel Storage	C

Scenario Conditions

- **Date:** 27 May 1987
- **Time of Day:** 2300 (Night, No Moon)
- **Detection:** NATO Air/Naval: B/C; WP Air/Naval: C/D
- **Weather:** 1-6 Moderate Weather, 7-10 Poor Weather
- **Break/Rain Hex:** 3441
- **Map:** Only hexes on/south of hexrow xx34 are in play.
- **Boundaries:**
NATO/WP Maritime Border (25 May+ line)
- **Closed Airfields:** Holtenau (1741), Brekendorf (0940), Hohn (0842), Schleswig (0739). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** WP in Land hexes of East Germany.
- **ISR:** NATO
- **SEAD:** NATO
- **Early Warning:** WP
- **WP Zone Limit:** WP flights may not voluntarily move within five hexes of the NATO/WP Maritime Border.
- **Setup Order:** WP is first.

**NATO Order of Battle****Air Setup****Air Units and Markers:**

- 2 x OOB Table D2 (Deep Strike Raid). Designate ingress/egress hexes within two hexes of Entry Point C. Enter on/after Turn 1.
- 4 x Dummy Flights

Ground Setup**Air Defense Units:**

- 1 x EWR in 1136

NATO Pilot Quality

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



WP Order of Battle

Air Setup

Air Units and Markers:

- 3 x OOB Table G2 (QRA). USSR or GDR flights only.
- 2 x Dummy Flights

Ground Setup

Air Defense Units:

- 3 x SA-2, 3 x SA-3, 2 x EWR. Set up located in accordance with 25 May+ GDR Fixed Air Defenses in Appendix C. The SA-12 is not set up.
- 2 x SA-8 and 1 x Med AAA, each within two hexes of 3635
- 2 x SA-8 and 1 x Med AAA, each within three hexes of 3141
- 2 x SA-8 and 1 x Med AAA, each within three hexes of 2446
- 2 x SA-6 and 1 x Med AAA, each within three hexes of 1850
- 2 x SA-6 and 1 x Med AAA, each within two hexes of 4151
- 2 x SA-4, on/south of hexrow xx41, six to ten hexes from the Front
- 3 x 2K22. Set up within 2 hexes of a WP airfield.
- 5 x Fire Can. Set up with any WP Medium AAA.

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5+ Regular; GDR/POL: 1 Veteran, 2-4 Regular, 5+ Trained

Scenario Special Rules

1. **Night.** Night Rules [23.0] are in effect.
2. **Safe Passage Corridors.** The WP player may plot one Safe Passage Corridor [15.43].
3. **Random Events.** The Random Events “Weather Change” and “Cloud Deck Drops” are ignored in this scenario.
4. **Light AAA.** The map printed AAA in West Germany but east of the Front is not in effect.
5. **Temp Airfields.** Place Temp Airfield markers in each of the following hexes: 3849 (Rakow), 3748 (Rerik Wes), 6142 (Rambin).

Victory Conditions

Standard Victory Points [32.1] are in effect. See [32.11] to assess raid target damage VP. Use the NATO Victory Level Table [32.2].



BA14: Hold the Line

Background

Under heavy attack from three Polish divisions, Bundeswehr professionals and reserve Landers continue to hold the line just east of Kiel and the Kiel Canal. However, reinforcements are few and supplies are running low. Intelligence predicts strong attacks by the Polish 20th Tank and 8th Motor Rifle divisions the morning of May 28th, so NATO air commanders quickly assemble raids to hit both divisions just after dawn.

Targets

Targets for this raid are Polish Army frontline and support units. The NATO player rolls on the Target Table below until six different raid targets are designated. Three are assigned to each NATO raid and one Bombing flight must be assigned to each target.

Roll	Target	Hex	Profile
1	Artillery	2444	C
2	Armor	2243	B
3	Mech	2245	B
4	Artillery	2247	C
5	Mech	1845	B
6	Artillery	1748	C
7	Armor	1646	B
8	Artillery	1550	C
9	Armor	1448	B
10	Mech	1248	B

Scenario Conditions

- **Date:** 28 May 1987
- **Time of Day:** 0515
- **Detection:** NATO Air/Naval: B/C; WP Air/Naval: C/D
- **Weather:** 1-5 Good Weather, 6-10 Moderate Weather
- **Break/Rain Hex:** 2142
- **Map:** Only hexes on/west of hex column 38xx and on/south of hexrow xx30 are in play.

Boundaries:

NATO/WP Maritime Border (25 May+ line)

- **Closed Airfields:** Holtenau (1741), Brekendorf (0940), Hohn (0842), Schleswig (0739). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP in Land hexes on their side of the Front in Lolland, West Germany, and East Germany.
- **ISR:** NATO
- **SEAD:** NATO
- **Early Warning:** WP
- **NATO Zone Limit:** NATO flights tasked with Bombing or SEAD may not voluntarily move east of hex column 30xx.
- **WP Zone Limit:** WP flights may not voluntarily move more than three hexes west of the NATO/WP Maritime Border.
- **Setup Order:** WP is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 3 x OOB Table B2 (CAP).
- 2 x OOB Table C2 (CAS Raid). Designate ingress/egress hexes on the west edge on/north of hexrow xx36.
- 4 x Dummy Flights
- 2 x Orbit Points, each at least 12 hexes from the Front

Ground Setup

Air Defense Units:

- 3 x HAWK D, in West Germany, five to eight hexes west of the Front.
- 1 x EWR in 1136

NATO Pilot Quality

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



WP Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table H2 (Fighter Sweep). Enter on the east edge on/after Turn 1.
- 2 x Dummy Flights
- 2 x Orbit Points, each at least eight hexes from the Front

Ground Setup

Army Ground Units:

(25 May+ locations, in Appendix C.)

- 8th Polish Motor Rifle Division
- 20th Polish Tank Division

Air Defense Units:

- 2 x SA-8 and 1 x Med AAA, each within three hexes of 3141
- 2 x SA-8 and 1 x Med AAA, each within two hexes of 2245
- 2 x SA-6 and 1 x Med AAA, each within two hexes of 1750

- 2 x SA-8 and 1 x Med AAA, each within two hexes of 1051
- 1 x SA-4, on/south of hexrow xx41 and at least eight hexes from the Front
- 3 x Fire Can. Set up with any WP Medium AAA.

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5+ Regular; GDR/POL: 1 Veteran, 2-4 Regular, 5+ Trained

Scenario Special Rules

1. **Safe Passage Corridors.** The NATO player may plot two Safe Passage Corridors [15.43].
2. **Light AAA.** The map printed AAA in West Germany but east of the Front is not in effect.

Victory Conditions

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



BA15: Supply Lines

Background

With ammunition stocks running low for the Danish forces defending København, NATO risks running a convoy of ammunition and supply ships into the Danish port of Kalundborg. However, submarines and bad weather delay the convoy overnight, giving the WP an unexpected chance for a daylight raid on the valuable cargo ships.

Targets

Targets for this raid are NATO Cargo TFs heading into port near Kalundborg. However, any naval unit may be attacked.

Scenario Conditions

- **Date:** 29 May 1987
- **Time of Day:** 0600

- **Detection:** NATO Air/Naval: B/C; WP Air/Naval: C/D
- **Weather:** 1-5 Moderate Weather, 6-10 Poor Weather
- **Break/Rain Hex:** 3918
- **Map:** Only hexes on/north of hexrow xx33 are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (25 May+ line)
 - Sweden Maritime Border
- **Closed Airfields:** København (5313), Roskilde (4514). Their AAA is in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP in Land hexes on their side of the Front in Zealand, Lolland, Falster, and Funen.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** NATO
- **WP Zone Limit:** WP flights may not voluntarily move more west of hex column 13xx.
- **Setup Order:** NATO is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 4 x OOB Table B2 (CAP)
- 2 x Dummy Flights
- 2 x Orbit Points at least 12 hexes from the NATO/WP Maritime Border

Ground Setup

Air Defense Units:

- 6 x HAWK C, one each in 4610, 4311, 3514, 2318, 0927, 1121. Set up located.
- 1 x HAWK D in 1433. Set up located.
- 2 x EWR, one each in 3908, 0420

Naval Setup

The NATO player sets up five TF and three dummy TF arranged in two groups.

- **Escort TF x 3.** Roll on the table below to determine the content of each. None of the three may be identical (roll again as needed). Each TF generated may set up in 2611, 2707, 2908, 2911, 2913, or 3109.

Roll	Naval Units (UK/NE/FRG/US)
1-2	1 x Type 42 DDG, 1 x Type 22/1 (UK)
3-4	1 x Jacob van H. FFG, 1 x Kortenaer FF (NE)
5-6	1 x Lütjens DDG, 1 x Bremen FFG (FRG)
7-8	1 x OH Perry FFG, 1 x Knox FF (US)
9+	Roll Again

- **Cargo TF x 2.** Roll on the table below to determine the content of each. The two may not be identical (roll again as needed). Each TF generated may set up in 2708, 2709, 2710, or 2810.

Roll	Naval Units (FRG/DK)
1-2	3 x MV, 1 x Bremen FFG (FRG)
3-4	3 x MV, 1 x Hamburg DDG (FRG)
5-6	3 x MV, 1 x Niels Juel FFL (DK)
7-8	3 x MV, 1 x Koln FF (FRG)
9+	Roll Again

- **Dummy TF x 5.** Set up in five TF placement hexes not containing a real TF.

NATO Pilot Quality

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



WP Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table H2 (Fighter Sweep)
- 1 x OOB Table L2 (Standoff Jamming)
- 2 x OOB Table J3 (Naval Strike Raid). Designate ingress/egress hexes for each raid on the east edge within four hexes of Entry Point 6. Maritime Patrol flights set up within two hexes of a WP orbit point. Other flights enter on/after Turn 1.
- 3 x Dummy Flights
- 2 x Orbit Points on/east of hex column 58xx and at least 5 hexes from the NATO/WP and Sweden Maritime Borders.

Ground Setup

Air Defense Units:

- 3 x SA-8, each within 4 hexes of 4522

Naval Setup

The WP player sets up the following naval unit in one TF. See SSR 2.

TF	Naval Units (USSR)	Hex
1	1 x Kynda CG	6832

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5+ Regular; GDR/POL: 1 Veteran, 2-4 Regular, 5+ Trained

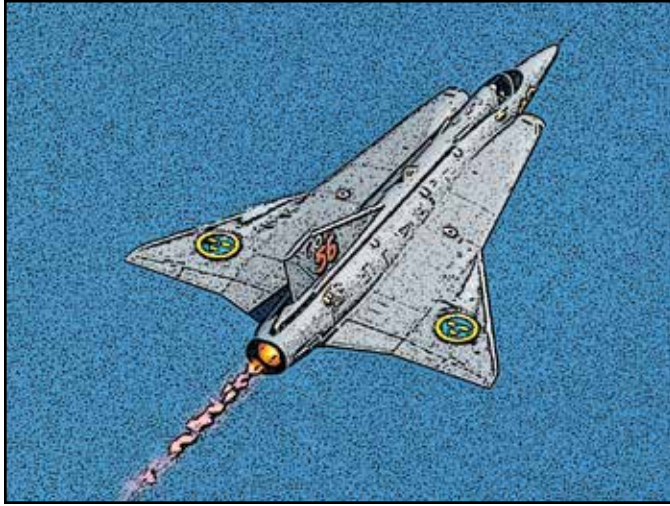
Scenario Special Rules

1. **Safe Passage Corridors.** The WP player may plot two Safe Passage Corridors [15.43].
2. **USSR SSMs.** The WP naval TF may launch 3M44 SSMs at the end of any Movement Phase. It must have an identified NATO TF in range.
3. **NATO SSMs.** The NATO player may not launch SSMs.

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VP are assessed as follows: 2VP for each DP on an MV, 1VP for each DP on other naval units. However, the maximum VP the WP player may earn from naval unit DP is 72. In addition,

in the Bomb Damage Assessment Phase, the NATO player is awarded 8VP for each MV not crippled or sunk. Use the WP Victory Level Table [32.2].



BA16: Chasing Dragons

Background

With the unexpected stalemate in Denmark allowing NATO to block exits from the Baltic, WP commanders decide to execute a supporting offensive into southern Sweden. The first phase is a series of fighter sweeps and recon missions intended to confirm Swedish Air Force operating sites and wear down Swedish fighter squadrons. NATO offers support but can't provide much assistance with operations focused elsewhere.

Targets

Recon targets for this raid are Swedish airfields and dispersal sites. The WP player rolls on the Target Table below to determine the recon targets for WP Recon Raids 1-4. Raids may not share a target group. Reroll as necessary until all four groups are assigned.

Roll	Recon Target Group
1-2	Group 1: Landskrona (5605), Kageröd (5804)
3-4	Group 2: Everöd (7305), Horby (6607)
5-6	Group 3: Revinge (6310), Sturup (6314)
7-8	Group 4: Sjöbo (6611), Tågra (6812)
9+	Roll Again

Scenario Conditions

- **Date:** 30 May 1987
- **Time of Day:** 1100
- **Detection:** NATO Air/Naval: C/D; WP Air/Naval: C/D
- **Weather:** Good Weather
- **Break/Rain Hex:** 6520
- **Map:** Only hexes on/east of hex column 39xx are in play.

Boundaries:

NATO/WP Maritime Border (25 May+ line)
Sweden Maritime Border

- **Closed Airfields:** København (5313), Roskilde (4514). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO in Land hexes of Sweden. NATO and WP in Land hexes on their side of the Front in Zealand.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** NATO
- **NATO Zone Limit:** NATO flights may not voluntarily enter Sweden, engage WP flights in Sweden (see [29.22]), or voluntarily move on/south of hexrow xx30.
- **SE Zone Limit:** SE flights may not voluntarily move on/west of the NATO/WP Maritime Border or south of hexrow xx30.
- **Setup Order:** NATO is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 2 x {2} J-35F2, CAP. Enter at 6501 on Turn 1.
- 3 x OOB Table A2-SE (QRA)
- 1 x OOB Table B2 (CAP). Set up within 3 hexes of 4406.
- 3 x Dummy Flights
- 1 x Orbit Point in 4406

Ground Setup

Air Defense Units:

- 3 x HAWK C in Sweden on/north of hexrow xx12
- 1 x Dummy Radar in Sweden
- 2 x HAWK C in Zealand on/north of hexrow xx12
- 2 x EWR, one each in 5903, 7003

NATO Pilot Quality

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



WP Order of Battle

Air Setup

Air Units and Markers:

- 3 x OOB Table H2 (Fighter Sweep)
- 1 x OOB Table L2 (Standoff Jamming)
- Recon Raid 1: 2 x {1} MiG-21RF (POL), Recon. Designate ingress/egress hexes within 2 hexes of Entry Point 6. Enter on/after Turn 3. See SSR 1.
- Recon Raid 2: 2 x {1} MiG-21RF (POL), Recon. Designate ingress/egress hexes within 2 hexes of Entry Point 5. Enter on/after Turn 3. See SSR 1.
- Recon Raid 3: 2 x {1} MiG-25RB, Recon. Designate ingress/egress hexes within 2 hexes of Entry Point 2. Enter on/after Turn 3. See SSR 1.

- Recon Raid 4: 2 x {1} MiG-25RB, Recon. Designate ingress/egress hexes within 2 hexes of Entry Point 1. Enter on/after Turn 3. See SSR 1.
- 3 x Orbit Points on/south of hexrow xx30.
- 3 x Dummy Flights

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5+ Regular; GDR/POL: 1 Veteran, 2-4 Regular, 5+ Trained

Scenario Special Rules

1. **Recon Raids.** Each WP recon raid is assigned a pair of recon targets from the target table. Plan each recon raid as if it was a recon mission for a bombing raid, with the goal of collecting photo reconnaissance on each raid target. Side-Looking Cameras [24.11] and Synthetic Aperture Radar [24.2] may not be used.
2. **Scenario End.** This scenario ends at the end of Turn 15. At that point, roll for recovery for all flights that have not yet recovered.
3. **Random Events.** For all Random Events [21.0], references to “NATO” apply to Swedish forces. For the NATO QRA event, use OOB Table A2-SE.
4. **Temp Airfields.** Place Temp Airfield markers in each of the following hexes: 5605 (Landskrona), 5804 (Kageröd), 6607 (Horby). All are open Class 2 airfields with runways NE/SW.

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VP is assessed as follows: the WP player gets 6VP for each Recon Raid target which is successfully reconned. Successful recon of a raid target is defined as at least one aircraft in a flight that completed a recon run on the target recovering safely [24.1]. Use the WP Victory Level Table [32.2].



BA17: Escalation

Background

Following a day of relentless air-to-air combat, the WP follows up with a day of bombing raids targeting Swedish airfields and aircraft dispersal sites. Highly decentralized Swedish Air Force operations require the WP to try to hit every possible runway or temporary runway. Assuming the Swedes took serious losses the day before, NATO air commanders position additional CAP flights near Sweden in an effort to support their new allies.

Targets

Swedish Airfields are the targets for this raid. The WP player rolls on the Target Table below until four different raid targets are designated. Two are assigned to each WP Bombing raid and at least one Bombing flight must be assigned to each target.

Roll	Target	Hex
1	<u>Ljungbyhed</u>	6102
2	<u>Everöd</u>	7305
3	Landskrona	5605
4	<u>Revinge</u>	6710
5	<u>Sjöbo</u>	6611
6	<u>Tågra</u>	6812
7	Sturup	6314
8	Horby	6607
9	Kageröd	5804
10	Roll Again	

Airfields with underlined names are military airfields that include one of each of the following sub-targets [9.17]:

Target	Profile
Runway 1	A
Runway 2	A
Aircraft Revetments	B
Aircraft Revetments	B

Other (temp or civilian) airfields include one each of the following sub-targets [9.17]:

Target	Profile
Runway	A
Aircraft Parking Area	D
Fuel Storage	C

Scenario Conditions

- **Date:** 31 May 1987
- **Time of Day:** 0800
- **Detection:** NATO Air/Naval: C/D; WP Air/Naval: C/D
- **Weather:** Good Weather
- **Break/Rain Hex:** 6520
- **Map:** Only hexes on/east of hex column 39xx are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (25 May+ line)
 - Sweden Maritime Border
- **Closed Airfields:** København (5313), Roskilde (4514). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO in Land hexes of Sweden. NATO and WP in Land hexes on their side of the Front in Zealand. WP in Land hexes of East Germany.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** NATO
- **NATO Zone Limit:** NATO flights may not voluntarily enter Sweden or engage WP flights in Sweden. See [29.22].
- **SE Zone Limit:** SE flights may not voluntarily move on/ west of the NATO/WP Maritime Border.
- **Setup Order:** NATO is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 3 x OOB Table A2-SE (QRA)
- 3 x OOB Table B2 (CAP). Set up within 3 hexes of 4406
- 3 x Dummy Flights
- 1 x Orbit Point in 4406

Ground Setup

Air Defense Units:

- 2 x HAWK C in Sweden on/north of hexrow xx12
- 1 x Dummy Radar and 1 x Dummy SAM in Sweden
- 2 x HAWK C in Zealand on/north of hexrow xx12
- 2 x EWR, one each in 5903, 7003

NATO Pilot Quality

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



WP Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table H2 (Fighter Sweep)
- 1 x OOB Table L2 (Standoff Jamming)
- 2 x OOB Table I2 (Bombing Raid). USSR Raids only. Designate ingress/egress hexes within two hexes of Entry Point 5. Enter on/after Turn 1.
- 3 x Dummy Flights
- 2 x Orbit Points on/south of hexrow xx30
- 2 x Rally Points

Ground Setup

Air Defense Units:

- 3 x SA-2, 3 x SA-3, 2 x EWR. Set up located in accordance with 25 May+ GDR Fixed Air Defenses in Appendix C. The SA-12 is not set up.
- 2 x SA-8 and 1 x SA-6, each within three hexes of 4521

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5+ Regular; GDR/POL: 1 Veteran, 2-4 Regular, 5+ Trained

Scenario Special Rules

1. **Safe Passage Corridors.** The NATO player may plot one Safe Passage Corridor [15.43] in Sweden.
2. **Pre-Game Chaff Laying.** As part of the Air Deployment Phase, the WP player may place one bloomed chaff corridor [19.4], on/south of hexrow xx23, twenty hexes in length with no more than one 30° “turn”. It remains bloomed throughout the scenario.
3. **Temp Airfields.** Place Temp Airfield markers in each of the following hexes: 5605 (Landskrona), 5804 (Kageröd), 6607 (Horby). All are open Class 2 airfields with runways NE/SW.
4. **Random Events.** For all Random Events [21.0], references to “NATO” apply to Swedish forces. For the NATO QRA event, use OOB Table A2-SE.

Victory Conditions

Standard Victory Points [32.1] are in effect. See [32.11] to assess raid target damage VP. Use the WP Victory Level Table [32.2].



BA18: Death from Above

Background

WP commanders commit the Western TVD reserve airborne division to the invasion of southern Sweden. The Swedish Air Force remains a threat, so two naval task forces are moved into place to provide additional air defense support for the airborne drops. Swedish radar and ELINT detect the transports forming up off the East German coast, so all available fighters are scrambled from dispersed sites across southern Sweden.

Targets

The WP player rolls on the Drop Zone Tables below to generate a hex for each paradrop raid. The WP player then chooses a hex within one hex of the hex rolled. The hex chosen is that raid's Drop Zone hex. Raids may not share Drop Zone hexes. These hexes are considered target hexes for the purposes of Raid/Task Planning [8.0]. Also see SSR 1.

Raid 1: 317th Parachute Regiment, 103rd Guards Airborne

Roll	Hex
1-2	6910
3-4	7112
5-6	7411
7-8	7414
9+	Roll Again

Raid 2: 350th Parachute Regiment, 103rd Guards Airborne

Roll	Hex
1-2	6212
3-4	6514
5-6	6216
7-8	6716
9+	Roll Again

Scenario Conditions

- **Date:** 1 June 1987
- **Time of Day:** 1000

- **Detection:** NATO Air/Naval: B/C; WP Air/Naval: C/D
- **Weather:** Clear. Do not roll on the Weather Table.
- **Break/Rain Hex:** NA
- **Map:** Only hexes on/east of hex column 39xx are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (25 May+ line)
 - Sweden Maritime Border
- **Closed Airfields:** København (5313), Roskilde (4514), Revinge (6310), Sturup (6314), Sjöbo (6611), Tågra (6812). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO in Land hexes of Sweden. NATO and WP in Land hexes on their side of the Front in Zealand. WP in Land hexes of East Germany.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** NATO
- **NATO Zone Limit:** NATO flights may not voluntarily enter Sweden or engage WP flights in Sweden. See [29.22].
- **SE Zone Limit:** SE flights may not voluntarily move on/west of the NATO/WP Maritime Border.
- **Setup Order:** NATO is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 5 x OOB Table A2-SE (QRA)
- 1 x OOB Table B2 (CAP). Set up within 3 hexes of 4406
- 1 x {1} J-32E, Standoff Jamming. Enter at SE Entry Point on/after Turn 1.
- 4 x Dummy Flights
- 1 x Orbit Point in 4406

Ground Setup

Air Defense Units:

- 2 x HAWK C in Sweden on/north of hexrow xx09
- 2 x Dummy Radars in Sweden
- 2 x HAWK C in Zealand on/north of hexrow xx12
- 1 x EWR in 7003

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8+ Regular; Other NATO/SE: 1 Ace, 2-6 Veteran, 7+ Regular



WP Order of Battle

Air Setup

Air Units and Markers:

- 3 x OOB Table H2 (Fighter Sweep)
- 3 x {4} Su-24M, SEAD
- 2 x {1} Tu-16P, Standoff Jamming
- 2 x {1} MiG-21PFM (POL), Chaff Laying

- Paradrop Raid 1 (317th Parachute Regiment): 6 x {4} IL-76MD, Transport. Designate ingress/egress hexes within two hexes of Entry Point 5.
- Paradrop Raid 2 (350th Parachute Regiment): 6 x {4} An-12B, Transport. Designate ingress/egress hexes within 2 hexes of Entry Point 6.
- 2 x Orbit Points, one each in 6437, 7237
- 4 x Dummy Flights

Ground Setup

Air Defense Units:

- 3 x SA-2, 3 x SA-3, 1 x SA-12, 2 x EWR. Set up located in accordance with 25 May+ GDR Fixed Air Defenses in Appendix C.

Naval Setup

The WP player sets up two Task Forces. Roll on the tables below each group to determine the content of the TFs.

- **Air Defense TF x 2.** Roll on the table below to determine the content of each. The two may not be identical (roll again as needed). Each TF generated may set up in 6422 or 7222.

Roll	Naval Units (USSR)
1-2	1 x Kynda CG, 1 x Krivak I FFG
3-4	1 x Kashin Mod DDG, 1 x Tarantul III FFL
5-6	1 x Sovremenny DDG, 1 x Nanuchka III FFL
7-8	2 x Kashin DDG
9+	1 x Kanin DDG, 1 x Krivak II FFG

WP Pilot Quality

USSR: 1 Ace, 2-5 Veteran, 6+ Regular; GDR/POL: 1 Veteran, 2-5 Regular, 6+ Trained

Scenario Special Rules

1. **Paradrop Raid Flights.** The WP player must plot a flight path for the two paradrop raids. However, all IL-76 or An-12 flights in a raid must use the same middle section of the flight path. This flight path must pass through the raid's Drop Zone hex. To successfully drop the paratroops, each IL-76 or An-12 flight must pass through the Drop Zone hex at Deck altitude at a speed of 2 or less. The IL-76 and An-12 flights are restricted to this flight path as if they were Bombing flights. IL-76 and An-12 aircraft only Abort [8.4] if Crippled [12.22]. An IL-76 or An-12 flight with a Crippled aircraft may split the flight [4.14] so that the Crippled aircraft is alone in the new flight (a second non-Damaged aircraft is not required to join it). They may continue with their mission if Damaged or if their flight is Disordered [13.11]. If engaged in Standard air-to-air combat, they must try to disengage [11.41].
2. **Safe Passage Corridors.** The NATO player may plot one Safe Passage Corridor [15.43] in Sweden.
3. **Morale Checks.** NATO flights get a +10 on their Morale Check rolls for any air-to-air combats with IL-76 or An-12 flights.
4. **Random Events.** The Random Events "Weather Change" and "Cloud Deck Drops" are ignored in this scenario. For

all Random Events [21.0], references to "NATO" apply to Swedish forces. For the NATO QRA event, use OOB Table A2-SE.

Victory Conditions

Standard Victory Points [32.1] are in effect. Exceptions: each IL-76 or An-12 aircraft shot down prior to dropping its paratroops is worth 6VP. Those shot down after dropping paratroops are worth 3VP. In either case, do not roll for crew bailout. In addition, the WP receives ½ VP for each individual IL-76 or An-12 aircraft (not flight) that successfully drops its paratroops. The WP earns an additional ½ VP for each IL-76 or An-12 aircraft that successfully drops its paratroops and recovers safely. Use the WP Victory Level Table [32.2].



BA19: Baltic Thunder

Background

With Soviet airborne troops engaged with Swedish Army forces in southern Sweden, the follow up amphibious force begins moving toward their landing beaches carrying the Polish 7th Naval Assault Division. In response, the Swedes launch a nighttime combined air and SSM attack in an attempt to turn back the invasion force. Constant NATO night attacks on WP airfields limits vital fighter cover.

Targets

Targets for this raid are the four WP amphibious assault Task Forces approaching the Swedish coast. However, any naval unit may be attacked.

Scenario Conditions

- **Date:** 2 June 1987
- **Time of Day:** 0200 (Night, No Moon)
- **Detection:** NATO Air/Naval: B/C; WP Air/Naval: C/D
- **Weather:** 1-6 Moderate Weather, 7-10 Poor Weather
- **Break/Rain Hex:** 6520
- **Map:** Only hexes on/east of hex column 39xx are in play.

- **Boundaries:**
NATO/WP Maritime Border (25 May+ line)
Sweden Maritime Border
- **Closed Airfields:** København (5313), Roskilde (4514), Revinge (6310), Sturup (6314), Sjöbo (6611), Tågra (6812). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO in Land hexes of Sweden. NATO and WP in Land hexes on their side of the Front in Zealand.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** WP
- **Setup Order:** WP is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- Swedish Naval Strike Raid: 4 x {2} JA-37, CAP; 2 x {1} J-32E, Escort Jamming; 1 x {1} SH-37, Maritime Patrol; 2 x {2} AJ-37, SEAD; 4 x {4} AJ-37, Naval Strike; 2 x {1} SH-37, Recon. Designate ingress/egress points within two hexes of a Swedish Entry Point. Enter on/after Turn 1. Any allowed ordnance is available.
- 6 x Dummy Flights

Ground Setup

Air Defense Units:

- 2 x HAWK C in Sweden on/north of hexrow xx09
- 2 x Dummy Radars in Sweden
- 2 x HAWK C in Zealand on/north of hexrow xx12
- 1 x EWR in 7003

Army Ground Units:

- 2 x Missile (SSM Shore Batteries), one each in 7417, 7517. See SSR 3.

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8+ Regular; Other NATO/SE: 1 Ace, 2-6 Veteran, 7+ Regular



WP Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table H2 (Fighter Sweep)
- 2 x Dummy flights
- 2 x Orbit Points on/south of hexrow xx32

Ground Setup

Air Defense Units:

- 3 x SA-2, 3 x SA-3, 1 x SA-12, 2 x EWR. Set up located in accordance with 25 May+ GDR Fixed Air Defenses in Appendix C.

Naval Setup

The WP player sets up six TF and four dummy TF arranged in two groups.

- **Air Defense TF x 3.** Roll on the table below to determine the content of each. None may be identical (roll again as needed). Each TF generated may set up in 6424, 6523, 6722, 6923, or 7124.

Roll	Naval Units (USSR)
1-2	1 x Sovremenny DDG, 1 x Krivak I FFG
3-4	1 x Kashin DDG, 1 x Krivak II FFG
5-6	1 x Kashin DDG, 1 x Nanuchka I FFL
7-8	1 x Sverdlov CL, 1 x Kashin Mod DDG
9+	Roll Again

- **Amphibious TF x 3.** Roll on the table below to determine the content of each. None may be identical (roll again as needed). Each TF generated may set up in 6724, 6725, 6726, 6824, or 6825.

Roll	Naval Units (USSR)
1-2	3 x Alligator LST, 3 x Polnocny B LST, 1 x Kotlin DD*
3-4	6 x Ropucha I LST, 1 x Kotlin DD*
5-6	6 x Polnocny B LST, 1 Grisha III FFL*
7-8	6 x Polnocny B LST, 1 x Tarantul III FFL*
9+	Roll Again

* In an exception to [35.21], these TFs may have more than five naval units.

- **Dummy TF x 4.** Set up in four TF placement hexes not containing a real TF.

WP Pilot Quality

USSR: 1 Ace, 2-5 Veteran, 6+ Regular; GDR/POL: 1 Veteran, 2-5 Regular, 6+ Trained

Scenario Special Rules

1. **Night.** Night Rules [23.0] are in effect.
2. **Safe Passage Corridors.** The NATO player may plot one Safe Passage Corridor [15.43] in Sweden.
3. **SSMs.** Each Swedish Missile unit includes 4 x RB-08 SSMs. Each may launch RB-08s at the end of any Movement Phase. They must have an identified WP TF in range. The WP player may not launch SSMs.
4. **Random Events.** The Random Events “Weather Change” and “Cloud Deck Drops” are ignored in this scenario. For all Random Events [21.0], references to “NATO” apply to Swedish forces. For the NATO QRA event, use OOB Table A2-SE.

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VP are assessed as follows: 2VP for each DP on an LST, 1VP for each DP on other naval units. However, the maximum VP the NATO player may earn from naval unit DP is 72. In addition, in the Bomb Damage Assessment Phase, the WP player is awarded 3VP for each LST not crippled or sunk. Use the NATO Victory Level Table [32.2].



BA20: On Station

Background

Polish Marines manage to get ashore, but their strength is reduced due to aggressive Swedish air and naval attacks during the landings. Fighting rages across southern Sweden as the Swedish Army 42nd, 12th and 7th Brigades fight to contain the lodgment. The Swedish Air Force runs non-stop ground attack missions in support. WP fighters patrolling off the Swedish coast try to provide air cover.

Targets

Targets for this raid are Soviet and Polish units in the WP beachhead near Malmö. The NATO player rolls on the Target Table below until four different raid targets are designated. At least one Bombing flight must be assigned to each target.

Roll	Target	Hex	Profile
1	Mech	6115	B
2	Armor	6315	B
3	Mech	6412	B
4	Artillery	6516	C
5	HQ	6613	D
6	Infantry	6812	C
7	Supply	6915	D
8	Infantry	7113	C
9	T. Artillery	7115	D
10	Infantry	7314	C

Scenario Conditions

- **Date:** 4 June 1987
- **Time of Day:** 1200
- **Detection:** NATO Air/Naval: B/C; WP Air/Naval: C/D
- **Weather:** Moderate Weather
- **Break/Rain Hex:** 6520

- **Map:** Only hexes on/east of hex column 49xx and on/north of hexrow xx32 are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (25 May+ line)
 - Sweden Maritime Border (4+ June line)
- **Closed Airfields:** København (5313), Revinge (6310), Sturup (6314), Sjöbo (6611), Tågra (6812). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP in Land hexes on their side of the Front in Sweden and Zealand.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** WP
- **Setup Order:** WP is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- Swedish CAS Raid: 4 x {2} [CAP], CAP; 2 x {2} AJ-37, SEAD, 4 x {4} AJ-37, Bombing, 1 x {1} J-32E, Standoff Jamming. Designate ingress/egress points within two hexes of a Swedish Entry Point. All flights enter on/after Turn 1. Roll once for CAP aircraft type: 1-5 J-35F2, 6-10 JA-37.
- 3 x Dummy Flights

Ground Setup

Air Defense Units:

- 1 x HAWK C in 5009. Set up located.
- 2 x HAWK C in Sweden on/north of hexrow xx09
- 2 x Dummy Radars in Sweden

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8+ Regular; Other NATO/SE: 1 Ace, 2-6 Veteran, 7+ Regular



WP Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table H2 (Fighter Sweep)
- 2 x Dummy Flights
- 2 x Orbit Points on/south of hexrow xx24.

Ground Setup

Army Ground Units:

- 4 x Infantry, one each in 6611, 6812, 7113, 7314
- 5 x Mech, one each in 5918, 5916, 6115, 6213, 6412
- 1 x Armor in 6315
- 2 x Artillery, one each in 6216, 6516
- 2 x Towed Artillery, one each in 6714, 7115
- 3 x HQ, one each in 6417, 6613, 7014
- 1 x Supply in 6915

Air Defense Units:

- 2 x SA-8 and 1 x SA-6, each within three hexes of 6614
- 3 x 2K22, 3 x Medium AAA in Sweden, south of the Front
- 2 x Fire Can. Set up with any WP Medium AAA.

Naval Setup

The WP player sets up the following USSR naval units in one TF. See SSR 2.

TF	Naval Units (USSR)	Hex
1	1 x Kashin Mod DDG, 1 x Krivak I FFG	6718

WP Pilot Quality

USSR: 1 Ace, 2-5 Veteran, 6+ Regular; GDR/POL: 1 Veteran, 2-5 Regular, 6+ Trained

Scenario Special Rules

1. **Safe Passage Corridors.** The NATO player may plot one Safe Passage Corridor [15.43] in Sweden.
2. **Attacks on WP Naval Units.** The NATO/SE player may only attack the WP TF with ARMs. No other attacks are allowed.
3. **Random Events.** For all Random Events [21.0], references to "NATO" apply to Swedish forces. For the NATO QRA event, use OOB Table A2-SE.

Victory Conditions

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

**BA21: Enemy Coast Ahead****Background**

West German and Danish minelaying diesel submarines recently scored several kills on WP coastal convoys supporting the front. WP commanders order an all-out mine clearing and ASW effort off the ports of Wismar and Rostock in the GDR. In response, NATO sends in a strong anti-surface strike package to attack the surface groups. A limited number of anti-air ships available means the groups will have to depend on land based SAMs and fighter cover for protection.

Targets

Targets for this raid are the WP Minesweeping and ASW Task Forces off the East German coast.

Scenario Conditions

- **Date:** 6 June 1987
- **Time of Day:** 0800
- **Detection:** NATO Air/Naval: B/B; WP Air/Naval: C/D
- **Weather:** 1-6 Moderate Weather, 7-10 Poor Weather
- **Break/Rain Hex:** 2936
- **Map:** Only hexes on/west of hex column 53xx and on/south of hexrow xx28 are in play.
- **Boundaries:**
NATO/WP Maritime Border (25 May+ line)
- **Closed Airfields:** Holtenau (1741), Brekendorf (0940), Hohn (0842), Schleswig (0739). Their AAA is in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP in Land hexes in on their side of the Front in West Germany, East Germany, Lolland, and Falster.
- **ISR:** Neither side
- **SEAD:** NATO
- **Early Warning:** WP
- **Setup Order:** WP is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table B2 (CAP). Enter on the west edge on/after Turn 1.
- 1 x OOB Table D3 (Naval Strike Raid). FRG/DK or UK(RN) Raids only. Designate ingress/egress hexes within three hexes of Entry Point C. Enter on/after Turn 1. See SSR 4.
- 3 x Dummy Flights
- 2 x Rally Points

Ground Setup

Air Defense Units:

- 4 x HAWK D, one each in 1433, 1437, 1241, 0746. Set up located.
- 1 x EWR in 1136

Naval Setup

The NATO player sets up the following DK naval unit in one TF. See SSR 2.

TF	Naval Units (DK)	Hex
1	2 x Willemoes PCM	2832

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8+ Regular; Other NATO/SE: 1 Ace, 2-6 Veteran, 7+ Regular



WP Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table H2 (Fighter Sweep). Enter on the east edge on/after Turn 1.
- 2 x Dummy Flights

Ground Setup

Air Defense Units:

- 3 x SA-6, each within 3 hexes of 1850
- 3 x SA-8, each within 3 hexes of 2446
- 2 x SA-8, one within 3 hexes of each of the following locations: 3041, 3534
- 2 x SA-4, one each in 2946, 2552. Set up located.
- 2 x SA-2, one each in 4048, 5343. Set up located.
- 2 x SA-3, one each in 4645, 5040. Set up located.
- 1 x SA-12 in 3849. Set up located.
- 5 x Fire Can, one each in 3238, 3434, 3552, 3848, 4546
- 2 x EWR, one each in 3250, 4348

Naval Setup

The WP player sets up six TF and four dummy TF arranged in two groups.

- **MS/ASW TF x 3.** Roll on the table below to determine the content of each. None may be identical (roll again as needed). Each TF generated may set up in 3247, 3445, 3448, 3746, or 3843.

Roll	Naval Units (GDR)
1-2	3 x Parchim I FFL(ASW), 1 x Tarantul I FFL
3-4	3 x Parchim I FFL(ASW), 1 x Koni I FFL
5-6	3 x Schwalbe MS, 1 x Tarantul I FFL
7-8	3 x Kondor II MS, 1 x Koni I FFL
9+	Roll Again

- **MS/ASW TF x 3.** Roll on the table below to determine the content of each. None may be identical (roll again as needed). Each TF generated may set up in 4041, 4044, 4341, 4343, or 4642.

Roll	Naval Units (USSR)
1-2	3 x Riga FFL(ASW), 1 x Krivak I FFG
3-4	3 x Riga FFL(ASW), 1 x Kotlin DD
5-6	3 x Yurka MS, 1 x Nanuchka III FFL
7-8	3 x Yurka MS, 1 x Grisha III FFL
9+	Roll Again

- **Dummy TF x 4.** Set up in four TF placement hexes not containing a real TF.

WP Pilot Quality

USSR: 1 Ace, 2-5 Veteran, 6+ Regular; GDR/POL: 1 Veteran, 2-5 Regular, 6+ Trained

Scenario Special Rules

1. **Safe Passage Corridor.** The NATO player may plot one Safe Passage Corridor [15.43].
2. **DK SSMs.** The DK naval TF may launch Harpoon SSMs at the end of any Movement Phase. It must have an identified WP TF in range.
3. **WP SSMs.** The WP player may not launch SSMs.
4. **Short Range Raid.** In an exception to [8.345], Bombing and SEAD flights in the Naval Strike Raid may use their highest bomb point rating.

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VP are assessed as follows: 2VP for each DP on an FFL(ASW) or MS, 1VP for each DP on other naval units. However, the maximum VP the NATO player may earn from naval unit DP is 72. In addition, in the Bomb Damage Assessment Phase, the WP player is awarded 3VP for each FFL(ASW) or MS not crippled or sunk. Use the NATO Victory Level Table [32.2].



BA22: Paras

Background

With Zealand largely cut off from significant reinforcements by sea, NATO orders an airborne operation to help the Danes hold the line. Two battalions of the UK 5 Airborne Brigade are assigned the task. WP intelligence detects the preparations and WP commanders plan a powerful fighter sweep over Denmark to try to intercept the British paras.

Targets

The NATO player rolls on the Drop Zone Tables below to generate a hex for each paradrop raid. The NATO player then chooses a hex within one hex of the hex rolled. The hex chosen is that raid's Drop Zone hex. Raids may not share Drop Zone hexes. These hexes are considered target hexes for the purposes of Raid/Task Planning [8.0]. Also see SSR 3.

Raid 1: 2nd Para Battalion (UK)

Roll	Hex
1-2	3913
3-4	4115
5-6	4210
7-8	4313
9+	Roll Again

Raid 2: 3rd Para Battalion (UK)

Roll	Hex
1-2	3316
3-4	3413
5-6	3617
7-8	3715
9+	Roll Again

Scenario Conditions

- **Date:** 8 June 1987
- **Time of Day:** 0300 (Night, No Moon)
- **Detection:** NATO Air/Naval: B/B; WP Air/Naval: C/D
- **Weather:** Clear. Do not roll on the Weather Table.
- **Break/Rain Hex:** NA
- **Map:** Only hexes on/west of hex column 54xx and on/north of hexrow xx36 are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (25 May+ line)
 - Sweden Maritime Border (4 June+ line)
- **Closed Airfields:** København (5313), Roskilde (4514). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP in Land hexes on their side of the Front in West Germany, Jutland, Funen, Lolland, Falster, and Zealand.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** NATO
- **Setup Order:** WP is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 4 x OOB Table B2 (CAP)
- Paradrop Raid 1: 2 x {2} FGR2, CAP; 3 x {4} C-141, Transport. Designate ingress/egress points within two hexes of Entry Point D on Turn 1 or Turn 2.
- Paradrop Raid 2: 2 x {2} FGR2, CAP; 3 x {4} C-141, Transport. Enter within two hexes of Entry Point E on Turn 3 or Turn 4.
- 2 x Orbit Points on/west of hex column 25xx
- 6 x Dummy Flights

Ground Setup

Air Defense Units:

- 3 x HAWK C in Zealand on/north of hexrow xx12
- 1 x HAWK C in Funen within 3 hexes of 1918
- 2 x HAWK C, one each in 0621, 0927. Set up located.
- 1 x HAWK D in 1433. Set up located.
- 3 x EWR, one each in 0420, 1136, 3908

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8+ Regular; Other NATO/SE: 1 Ace, 2-6 Veteran, 7+ Regular



WP Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table H2 (Fighter Sweep), 2 x {1} Tu-16P, Standoff Jamming. Enter on the east edge on/south of hexrow xx30 on Turn 1.
- 2 x Orbit Points, one each in 4434, 5129
- 3 x Dummy Flights

Ground Setup

Air Defense Units:

- 3 x SA-8, each within 3 hexes of 4522
- 5 x Light AAA in Lolland, Falster, or Zealand

WP Pilot Quality

USSR: 1 Ace, 2-5 Veteran, 6+ Regular; GDR/POL: 1 Veteran, 2-5 Regular, 6+ Trained

Scenario Special Rules

1. **Night.** Night Rules [23.0] are in effect.
2. **C-141 Night Navigation.** Ground Collision [23.22] rolls are NA to C-141 flights entering a hex at Deck within three hexes of their raid's paratroop target hex.
3. **Paradrop Raid Flights.** The NATO player must plot a flight path for the two paradrop raids. However, all C-141 flights in a raid must use the same middle section of the flight path. This flight path must pass through the Drop Zone hex. To successfully drop the paratroops, each C-141 flight must pass through the Drop Zone hex at Deck altitude at a speed of 2 or less. The C-141 flights are restricted to this flight path as if they were Bombing flights. C-141 aircraft only Abort [8.4] if Crippled [12.22]. A C-141 flight with a Crippled aircraft may split the flight [4.14] so that the Crippled aircraft is alone in the new flight (a second non-Damaged aircraft is not required to join it). They may continue with their mission if Damaged or if their flight is Disordered [13.11]. If engaged in Standard air-to-air combat, they must try to disengage [11.41].
4. **Safe Passage Corridors.** The NATO player may plot two Safe Passage Corridors [15.43].
5. **Morale Checks.** WP flights get a +10 on their Morale Check rolls for any air-to-air combats with C-141 flights.
6. **Random Events.** The Random Events "Weather Change" and "Cloud Deck Drops" are ignored in this scenario.

Victory Conditions

Standard Victory Points [32.1] are in effect. Exceptions: each C-141 aircraft shot down prior to dropping its paratroops is worth 6VP. Those shot down after dropping paratroops are worth 3VP. In either case, do not roll for crew bailout. In addition, NATO receives 1VP for each individual C-141 aircraft (not flight) that successfully drops its paratroops. NATO earns an additional 1VP for each C-141 aircraft that successfully drops its paratroops and recovers safely. Use the NATO Victory Level Table [32.2].



BA23: Danger Zone

Background

The arrival of a US Navy Carrier Air Wing (CVW) in southern Norway tasked with reinforcing BALTAP Command significantly shifts the naval strike power balance in NATO's favor. Eager to show support for embattled Swedish forces, the CVW is tasked with hitting a well defended supply convoy headed for the WP beachhead in southern Sweden. NATO quietly coordinates with the Swedish military to allow entry to Swedish airspace and additional fighter cover for the strike.

Targets

Targets for this raid are the four WP cargo amphibious task forces approaching the Swedish coast. However, any naval unit may be attacked.

Scenario Conditions

- **Date:** 9 June 1987
- **Time of Day:** 0700
- **Detection:** NATO Air/Naval: B/B; WP Air/Naval: C/D
- **Weather:** 1-6 Good Weather, 7-10 Moderate Weather
- **Break/Rain Hex:** 5128
- **Map:** Only hexes on/east of hex column 39xx and on/north of hexrow xx38 are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (25 May+ line)
 - Sweden Maritime Border (4 June+ line)
- **Closed Airfields:** København (5313), Roskilde (4514), Revinge (6310), Sturup (6314), Sjöbo (6611), Tågra (6812). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP in Land hexes on their side of the Front in Lolland, Falster, Zealand, and Sweden. WP in Land hexes of East Germany.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** WP
- **Setup Order:** WP is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table D3 (Naval Strike Raid). USN Raid. Designate ingress/egress hexes on the north edge on/west of hex column 49xx. Enter on/after Turn 1.
- 3 x OOB Table A2-SE (QRA)
- 6 x Dummy Flights
- 1 x Rally Point

Ground Setup

Air Defense Units:

- 2 x HAWK C in Sweden on/north of hexrow xx09
- 3 x HAWK C in Zealand on/north of hexrow xx12
- 1 x EWR in 3908

NATO Pilot Quality

USN: F-14 Ace, Other US/UK: 1-2 Ace, 3-7 Veteran, 8+ Regular; Other NATO/SE: 1 Ace, 2-6 Veteran, 7+ Regular



WP Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table H2 (Fighter Sweep). Enter on the south edge on/east of hex column 43xx on Turn 1.
- 2 x Dummy Flights
- 2 x Orbit Points on/east of hex column 43xx and at least 10 hexes from the NATO/WP or Sweden Maritime Borders.

Ground Setup

Air Defense Units:

- 1 x SA-2, 1 x SA-3, 1 x SA-12, 1 x EWR in 6338, 6234, 6537, and 6434 respectively. Set up located.
- 3 x SA-8 each within 4 hexes of 4522
- 3 x SA-8 each within 4 hexes of 6616



Naval Setup

The WP player sets up seven TF and three dummy TF arranged in two groups.

- **Air Defense TF x 3.** Roll on the table below to determine the content of each. None may be identical (roll again as needed). Each TF generated may set up in 6731, 6829, 6928, 7031, 7127, or 7228. Roll for TF contents as follows.

Roll	Naval Units (USSR)
1-2	1 x Sovremenny DDG, 1 x Kotlin DD
3-4	1 x Kanin DDG, 1 x, Krivak I FFG
5-6	1 x Kashin Mod DDG, 1 x Grisha III FFL
7-8	1 x Sverdlov CL, 1 x Kashin DDG
9+	1 x Kanin DDG, 1 x Krivak II FFG

- **Amphibious TF x 4.** Roll on the table below to determine the content of each. None may be identical (roll again as needed). Each TF generated may set up in 7029, 7030, 7130, 7229, or 7230. Roll for TF contents as follows.

Roll	Naval Units (USSR)
1-2	3 x MV, 1 x Nanuchka III FFL
3-4	3 x MV, 1 x Grisha III FFL
5-6	3 x MV, 1 x Krivak I FFG
7-8	3 x Polnocny B LST, 1 x Krivak I FFG
9+	3 x Ropucha I LST, 1 x Nanuchka III FFL

- **Dummy TF x 3.** Set up in three TF placement hexes not containing a real TF.

WP Pilot Quality

USSR: 1 Ace, 2-5 Veteran, 6+ Regular; GDR/POL: 1 Veteran, 2-5 Regular, 6+ Trained

Scenario Special Rules

1. **Swedish Coordination.** NATO flights may enter Sweden but may not land at airfields in Sweden. Any NATO crew that bailout and land in Sweden are automatically captured.
2. **Safe Passage Corridors.** The NATO player may plot one Safe Passage Corridor [15.43].
3. **Random Events.** For all Random Events [21.0], references to "NATO" flights, ground units, detection levels, etc. also apply to Swedish ones. For the NATO QRA event, use OOB Table A2-SE.

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VP are assessed as follows: 2VP for each DP on an MV or LST, 1VP for each DP on other naval units. However, the maximum VP the NATO player may earn from naval unit DP is 72. In addition, in the Bomb Damage Assessment Phase, the WP player is awarded 4VP for each MV or LST not crippled or sunk. Use the NATO Victory Level Table [32.2].



BA24: MAGTF

Background

With supplies running low in Denmark and daylight convoys too dangerous, WP commanders try running night supply convoys to the beachheads. The one for tonight also includes a desperately needed regiment of East German Army reinforcements. However, the newly arrived US Marine Corps Air Wing is prepared for night anti-surface missions. In the early hours of June 10th, NATO commanders send the Marines in for their first combat mission in support of BALTAP command.

Targets

Targets for this raid are the four WP amphibious assault Task Forces approaching the Danish coast. However, any naval unit may be attacked.

Scenario Conditions

- **Date:** 10 June 1987
- **Time of Day:** 0100 (Night, No Moon)
- **Detection:** NATO Air/Naval: B/B; WP Air/Naval: C/D
- **Weather:** 1-6 Good Weather, 7-10 Moderate Weather
- **Break/Rain Hex:** 3924
- **Map:** Only hexes on/east of hex column 23xx and on/north of hexrow xx37 are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (25 May+ line)
 - Sweden Maritime Border (4 June+ line)
- **Closed Airfields:** København (5313), Roskilde (4514), Revninge (6310), Sturup (6314), Sjöbo (6611), Tågra (6812). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP in Land hexes on their side of the Front in Lolland, Falster, Zealand, and Sweden.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** WP
- **SE Zone Limit:** SE flights may not voluntarily leave Sweden or attack WP flights outside Sweden.
- **Setup Order:** WP is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table D3 (Naval Strike Raid). USMC Raid. Designate ingress/egress hexes within two hexes of Entry Point G. Enter on/after Turn 1. See SSR 4 for ordnance limits.
- 2 x OOB Table A2-SE (QRA)
- 6 x Dummy Flights
- 1 x Rally Point

Ground Setup

Air Defense Units:

- 2 x HAWK C in Sweden on/north of hexrow xx09
- 2 x HAWK C in Zealand on/north of hexrow xx12
- 1 x EWR in 3908

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8+ Regular; Other NATO/SE: 1 Ace, 2-6 Veteran, 7+ Regular



WP Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table H2 (Fighter Sweep)
- 2 x Dummy Flights
- 2 x Orbit Points on/east of hex column 50xx and at least 5 hexes from the NATO/WP or Sweden Maritime Borders.

Ground Setup

Air Defense Units:

- 1 x SA-3 in 6234, set up located
- 1 x SA-12 in 6235, set up located
- 1 x EWR in 6434
- 3 x SA-8, each within 4 hexes of 4522
- 3 x Light AAA, each within 4 hexes of 4621
- 3 x Light AAA, each within 4 hexes of 4030

Naval Setup

The WP player sets up seven TF and three dummy TF arranged in two groups.

- **Air Defense TF x 3.** Roll on the table below to determine the content of each. None may be identical (roll again as needed). Each TF generated may set up in 4924, 5022, 5025, 5223, 5225, 5323, or 5424.

Roll	Naval Units (USSR/GDR)
1-2	2 x Koni I FFL, 1 x Parchim I FFL (GDR)
3-4	1 x Kashin DDG, 1 x Krivak I FFG (USSR)
5-6	1 x Kanin DDG, 1 x Grisha III FFL (USSR)
7-8	1 x Kotlin DD, 1 x Krivak I FFG (USSR)
9+	Roll Again

- **Amphibious TF x 4.** Roll on the table below to determine the content of each. None may be identical (roll again as needed). Each TF generated may set up in 5124, 5125, 5224, 5324, 5325, or 5425.

Roll	Naval Units (USSR/GDR)
1-2	3 x MV, 1 x Tarantul II FFL (USSR)
3-4	3 x Ropucha I LST, 1 x Krivak II FFG (USSR)
5-6	3 x MV, 1 x Nanuchka III FFL (USSR)
7-8	3 x Frosch I LST, 1 x Koni I FFL (GDR)
9+	3 x Ropucha I LST, 1 x Krivak I FFG (USSR)

- **Dummy TF x 3.** Set up in three TF placement hexes not containing a real TF.

WP Pilot Quality

USSR: 1 Ace, 2-5 Veteran, 6+ Regular; GDR/POL: 1 Veteran, 2-5 Regular, 6+ Trained

Scenario Special Rules

1. **Night.** Night Rules [23.0] are in effect.
2. **Safe Passage Corridors.** The NATO player may plot one Safe Passage Corridor [15.43].
3. **Random Events.** The Random Events “Weather Change” and “Cloud Deck Drops” are ignored in this scenario.
4. **ASM Shortage.** Only one of the A-6E flights may be armed with Harpoon ASMs.

Victory Conditions

Standard Victory Points [32.1] are in effect, except raid target VP are assessed as follows: 2VP for each DP on an MV or LST, 1VP for each DP on other naval units. However, the maximum VP the NATO player may earn from naval unit DP is 72. In addition, in the Bomb Damage Assessment Phase, the WP player is awarded 4VP for each MV or LST not crippled or sunk. Use the NATO Victory Level Table [32.2].



BA25: Two Suns

Background

Just after noon on 11 June, tactical nuclear weapons begin hitting NATO defenses all along the front in West Germany. The Commander, BALTAP knows his command won't be spared. Minutes later, AWACS aircraft detect a large number of single-aircraft flights heading west at high speed. They are trailed by Tu-22M2 bombers, likely carrying nuclear armed cruise missiles. NATO puts every last plane in the air in an attempt to stop at least some of the incoming strikes.

Targets

The WP player selects 20 raid targets. Four must be in Sweden. Allowed targets include open airfields and HQ, Supply, and Missile units.

Scenario Conditions

- **Date:** 11 June 1987
- **Time of Day:** 1300
- **Detection:** NATO Air/Naval: B/B; WP Air/Naval: C/D
- **Weather:** Good Weather
- **Break/Rain Hex:** 2137
- **Map:** The entire map is in play
- **Boundaries:**
 - NATO/WP Maritime Border (25 May+ line)
 - Sweden Maritime Border (4 June+ line)
- **Closed Airfields:** Holtenau (1741), Hohn (0842), København (5313), Roskilde (4514), Revinge (6310), Sturup (6314), Sjöbo (6611), Tågra (6812). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP in Land hexes on their side of the Front in Jutland, Funen, Zealand, Sweden, West Germany, and East Germany.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** NATO
- **Setup Order:** NATO is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table A2 (QRA)
- 2 x OOB Table A2- SE (QRA)
- 4 x OOB Table B2 (CAP)
- 4 x Dummy Flights
- 3 x Orbit Points in Denmark or West Germany, each at least 12 hexes from NATO/WP Maritime Border
- 1 x Orbit Point in Sweden on/north of hexrow xx06

Ground Setup

Army Ground Units:

- 5 x HQ, one each in 6905, 4012, 3816, 0643*, 0348*
 - 5 x Supply, one each in 6508, 3814, 1541*, 0942*, 0147*
 - 3 x Missile, one each in 0741*, 0642*, 0341*
- * Roll for Gepard capability [14.1]

Air Defense Units:

- 2 x HAWK C, one each in 6008, 6908. Set up located.
- 4 x HAWK C, one each in 4311, 3514, 1918, 0927. Set up located.
- 4 x HAWK D, one each in 1433, 1241, 0540, 0746. Set up located.
- 3 x EWR, one each in 6306, 3908, 0420

NATO Pilot Quality

US/UK: 1-2 Ace, 3-7 Veteran, 8+ Regular; Other NATO/SE: 1 Ace, 2-6 Veteran, 7+ Regular



WP Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table H2 (Fighter Sweep)
- Nuke Bombing Raid 1: 3 x {4} MiG-25PD, Close Escort, 2 x {4} Mig-25BM, SEAD, 1 x {1} Tu-22PD, Escort Jamming, 6 x {1} MiG-25RB, Bombing. Designate ingress/egress hexes within one hex of Entry Point 1. See SSR 2 and SSR 5.
- Nuke Bombing Raid 2: 3 x {4} Su-27S, Close Escort, 2 x {4} Su-24M, SEAD, 1 x {1} Tu-22PD Escort Jamming, 8 x {1} Su-24M, Bombing. Designate ingress/egress hexes within one hex of Entry Point 3. See SSR 2 and SSR 5.
- Nuke Bombing Raid 3: 6 x {1} Tu-22M2, Bombing. Designate ingress/egress hexes within two hexes of Entry Point 6. Enter on/after Turn 1. See SSR 1.
- 3 x {4} Tu-16K, SEAD. See SSR 5.
- 1 x {1} An-12PP, Standoff Jamming
- 6 x Dummy Flights
- 4 x Orbit Points on/east of hex column 50xx and on/south of hexrow xx34.
- 3 x Rally Points

Ground Setup

Air Defense Units:

- 3 x SA-2, 3 x SA-3, 2 x EWR. Set up located in accordance with 25 May+ GDR Fixed Air Defenses in Appendix C.
- 2 x SA-4, in West/East Germany, six to ten hexes from the NATO/WP Maritime Border

WP Pilot Quality

USSR: 1 Ace, 2-5 Veteran, 6+ Regular; GDR/POL: 1 Veteran, 2-5 Regular, 6+ Trained

Scenario Special Rules

1. **AS-4s.** Tu-22M2 flights may only carry AS-4(1) with nuke warheads. AS-4 flights are considered to have been visually identified [10.4] at all times (do not use generic flight counters).
2. **Nuke Raids.** MiG-25RB and Su-24M flights tasked with Bombing may only carry Nuke ordnance (one point), IRM, and Guns. Plot a flight path [8.31] for each individual flight as if they were separate raids. After delivering their Nuke points, these flights Abort.
3. **Nuke Raids.** In an exception to [12.21], WP aircraft carrying Nuke ordnance are not required to jettison their bomb load if Damaged (they still must if Crippled). They may still conduct air-to-ground attacks with Nuke ordnance if Damaged. They are immune to Aborts due to random events or Morale checks from SAM/AAA attacks.
4. **Safe Passage Corridors.** The NATO player may plot two Safe Passage Corridors [15.43].
5. **Nuclear ARMs.** MiG-25BM, Tu-16K, and Su-24M flights tasked with SEAD may carry nuclear ARMs. All Kh-28M and Kh-58 ARMs [17.57] have nuclear warheads. Apply a +8 modifier on the Air-to-Ground Damage Table. However, do not place a nuclear attack marker or apply any other Nuke [17.67] effects.
6. **Morale Checks.** NATO flights get a +10 on their Morale Check rolls for any air-to-air combats with AS-4 flights.
7. **Random Events.** For all Random Events [21.0], references to "NATO" flights, ground units, detection levels, etc. also apply to Swedish ones. For the NATO QRA event, use OOB Table A2.

Victory Conditions

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



BAC1: Setting Conditions

Background

Early in the war, WP air commanders are tasked with setting the conditions for the upcoming airborne and amphibious assault on Denmark. Doing so will require hitting a combination of naval, air defense, and ground targets over several days, while also minimizing aircraft losses. A special air division is created for this high priority task.

Targets (Bombing Campaign)

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

Target	Hex	Profile	VP
Armor	4713	B	3/6/9
Mech	4516	B	3/6/9
Mech	4718	B	3/6/9
Infantry	4421	C	3/6/9
Supply	4425	C	3/6/9
HQ (2nd Zealand Bde)	4226	D	3/6/9
HQ (Air Defense Cmd)	4710	A	6/9/12
HQ (1st Zealand Bde)	4312	D	3/6/9
HQ (Eastern Corps)	4012	B	3/6/9
Værløse runway	4809	A	6/9/12
Avno runway	4025	B	3/6/9
Maribo runway	3534	B	3/6/9
København naval base	5211	B	6/9/12
Stege naval base	4727	B	3/6/9
Korsør naval base	3119	B	6/9/12
Highway Bridge (2 Spans)**	4227	A	3/6/9
Highway Bridge (1 Span)	4030	A	3/6/9
Ferry Port	3434	C	6/9/12
Minelaying TF*	5315	B	6/9/12
Missile TF*	4625	B	6/9/12
Cargo TF*	3019	B	6/9/12
Cargo TF*	3623	B	6/9/12
* See NATO Campaign OOB for TF composition			
** VP awarded separately for each span			

Scenario Conditions

- **Sides:** WP (Offensive), NATO (Defensive)
- **Date:** 16-18 May 1987
- **Campaign Length:** 3 days
- **Detection:** NATO Air/Naval: C/E; WP Air/Naval: B/D
- **Weather:** At the start of each campaign day, roll for the general weather condition: 1-6 Good Weather, 7-10 Moderate Weather. Then roll for weather normally. At the start of each afternoon raid scenario, roll to see if any existing Haze or Rough Seas are removed (roll for each in effect): 1-6 remove, 7-10 no effect.
- **Break/Rain Hex:** Roll in Weather Phase of each Raid Scenario: 1-5 5016, 6-10 4128
- **Map:** Only hexes on/east of hex column 28xx and on/north of hexrow xx36 are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (15-24 May line)
 - Sweden Maritime Border
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** NATO in Land hexes of Zealand.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** NATO
- **NATO Zone Limit:** NATO flights may not voluntarily move more than three hexes east of the NATO/WP Maritime Border.
- **Setup Order:** NATO is first.



WP Order of Battle

Raid Planning

A maximum of five raids may occur during the campaign. The WP player must plan at least one morning Bombing raid (OOB I2), Deep Strike raid (OOB J2), or Naval Strike raid (OOB J3) per day. On two days of the campaign, an afternoon raid of one of those types may also be planned. Night raids are not allowed.

A planned Bombing, Deep Strike, or Naval Strike raid may also have a Fighter Sweep (OOB H2) planned to accompany it. No other types of raids may be planned. Each raid must have aircraft and flights assigned to conduct all the tasks listed on the applicable OOB Table. The WP player is free to assign any aircraft type to the various tasks. However, each task in the raid must be conducted by one type of aircraft. Each individual flight in the raid must consist of aircraft from the same squadron.

Raid targets are limited to targets on the campaign Target Table. Recon targets are limited to raid targets for the current raid or targets from previous raids still marked with an Attack Success marker. Each raid may have up to five raid targets. Naval units may only be attacked by flights tasked with Naval Strike or SEAD that are part of a Naval Strike raid.

For each raid, the WP player must add, if possible: 2 x {1} MiG-21R, Recon or 2 x {1} Su-17M3R, Recon. For any raid, the WP player may choose to add 1 x {1} Su-24MP, Escort Jamming

and/or 1 x {1} An-12PP, Standoff Jamming. In all cases, these flights may not be added if there are not sufficient Combat Ready aircraft to create them.

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

All raids ingress/egress from east edge hexes within two hexes of Entry Points 5 or 6. For each raid, the WP player may designate two Rally Points in Falster or Mon within eight hexes of the NATO/WP Maritime Border.

Air Units (USSR):

- 1/846 MAS: 16 x Su-17M3 (Kaliningrad); Maint. 7
- 2/846 MAS: 16 x Su-17M3 (Kaliningrad); Maint. 7
- 1/372 MAS: 16 x MiG-27M (Kaliningrad); Maint. 7
- 2/372 MAS: 16 x MiG-27M (Kaliningrad); Maint. 7
- 1/321 FBAS: 12 x Su-24M (Estonia); Maint. 6
- 2/321 FBAS: 12 x Su-24M (Estonia); Maint. 6
- 1/733 Fighter Sqdn: 16 x MiG-23MLD (Damgarten); Maint. 7
- 2/733 Fighter Sqdn: 16 x MiG-23MLD (Damgarten); Maint. 7
- 1/979 Fighter Sqdn: 16 x MiG-23MLA (Poland); Maint. 7
- 1/15 Recon Sqdn: 6 x MiG-21R (Estonia); Maint. 6
- 1/886 Recon Sqdn: 6 x Su-17M3R (Poland); Maint. 6
- 1/145 Mar. Recon Det: 3 x IL-38 (Kaliningrad); Maint. 7
- Electronic Det: 2 x Su-24MP, 1 x An-12PP (Poland); Maint. 7
- Dummy Flights: 5

WP Pilot Quality

USSR MiG-29/Su-25/Su-27: Veteran; Other USSR: Regular; Other WP = Trained

PGM Stocks

- Damgarten – EOGM (15)
- Kaliningrad – EOGM (30), Kh-25MP (10)
- Estonia – EOGM (20), Kh-25MP (20), Kh-58 (10), LGB (10), EOGB (10)

Maintenance Rolls (1d10)

Roll	Results
≤ Rating	Ready
> Rating	Down

Modifiers:

- 2 No Raid Flown Previous Day
- +1 Flew two Raids Previous Day
- +1 Damaged
- +3 Crippled

Replacement Aircraft Available

- 5 x MiG-23MLD, VP Cost -2 each
- 10 x MiG-27M, VP Cost -3 each
- 10 x Su-24M, VP Cost -4 each
- 3 x Su-17M3R, VP Cost -4 each
- 3 x MiG-21R, VP Cost -4 each



NATO Order of Battle

Raid Planning

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

Air Units:

- AAP Pool: 100
- Dummy Flights: 3
- Aircraft (AAP Value): F-15C (6), F-4E (4), F-4F (2), F-16A (2). F-16A flights may be either DK or NE flights.

Ground Units:

- 1 x Armor, 2 x Mech, 1 x Infantry, 1 x Supply, 4 x HQ. Set up in hexes listed on the Target Table.
- 6 x HAWK C. Set up located in 5213, 5114, 4614, 4515, 5020, 4921.
- 2 x HAWK C. Set up hidden anywhere in Zealand, Lolland, or Falster.
- 2 x EWR. Set up one in 5212 and one anywhere in Zealand, Lolland, or Falster.
- 3 x Light AAA, each within 2 hexes of targets listed on the Target Table.
- 2 x Dummy Radars anywhere in Zealand, Lolland, or Falster.

Naval Units:

The NATO player sets up the following DK naval units in four TFs.

TF	Naval Units (DK)	Hex
1	2 x Falster ML, 2 x Lindormen ML, 1 x Niels Juel FFL	5315
2	5 x Willemoes PCM	4625
3	1 x Niels Juel FFL, 4 x MV	3623
4	1 x Peder Skram FFG, 4 x MV	3019

NATO Pilot Quality

US F-15/F-16: Ace, Other US/UK: Veteran; Other NATO/SE: Regular

Special Rules

1. Naval Unit Special Rules.

- At the end of each Raid, the NATO player rolls to replenish SAM Ammo [34.46] for SAMs on naval units as if they were land based SAMs and all TFs revert to undetected status.
- During the Refit and Redeployment Phase [34.34] the NATO player removes any Crippled or Sinking naval units from the Task Forces.
- TF Campaign VP are assessed as follows: one naval unit in TF Crippled/Sunk (6), three naval units in TF Crippled/Sunk (9), five naval units in TF Crippled/Sunk (12).

2. Rain. Rain [22.8] is treated like Cloud Breaks for the purposes of Campaign Game weather [34.32].

3. Campaign VP. For Campaign Victory Points [34.71] purposes, enemy aircraft tasked with Naval Strike or Maritime Patrol are also considered "Bomber Aircraft". For both sides, no CVP are awarded for shot down ASM, SSM, or Cruise Missiles.

Campaign Random Events

Roll	Event
1	NATO Reinforcements. The NATO player adds 10 AAP to the NATO AAP total.
2	WP Reinforcements. The WP player may draw 5 aircraft from the replacement pool at no VP cost.
3	NATO Missile Shortage. For all raids the next day, all NATO flights increase their IRM and RHM depletion numbers by one.
4	Weather Deteriorates. For all raids the next day, roll on the Moderate Weather column.
5	WP Maintenance Problems. Randomly select one WP squadron. Aircraft from that squadron may not participate in any raids the next day.
6	WP Deep Strikes. Effective WP strikes on airfields in the Netherlands pull away NATO air cover. Reduce NATO AAP total by 10.
7+	No Event.

Victory Conditions

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

VP Diff	Victory Level
≥ 88	Decisive Victory. Danish military forces are severely damaged, allowing the timeline for the invasion of Denmark to be accelerated.
80-87	Victory. Attacks have damaged Danish defenses significantly, enabling long-range bomber raids into the North Sea.
64-79	Inconclusive Operation. Objectives were not achieved at an acceptable cost. Additional air assets will have to continue the campaign several more days.
43-63	Defeat. NATO defense operations are a success. Even though they took losses, NATO defenses are quickly reconstituted.
≤ 42	Significant Defeat. NATO defenses hold. The timeline for the invasion of Denmark is delayed.



BAC2: From the Sea

Background

With NATO air forces being slowly ground down after weeks of combat, fresh reinforcements in the form of a US Carrier Air Wing (CVW) and Marine Corps air group are deployed to support the BALTAP sector of the front in early June. They are immediately tasked with a combination of ground support, naval interdiction, and suppression of WP air defenses on the Baltic coast.

Targets (Bombing Campaign)

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

Target	Hex	Profile	VP
Supply	6617	D	3/6/9
Artillery	6516	C	3/6/9
Armor	6315	B	3/6/9
Artillery	6216	C	3/6/9
Supply	6218	D	3/6/9
Mech	5916	B	3/6/9
Towed Artillery	4619	D	3/6/9
Supply	4424	D	6/9/12
Armor	4418	B	3/6/9
HQ (108th Para)	4321	D	6/9/12
Mech	4120	B	3/6/9
Towed Artillery	4022	D	3/6/9
SA-3	4645	C	3/6/9
Damgarten Runway	5043	A	6/9/12
SA-2	5343	C	6/9/12
Groß Mohrdorf Runway	5741	A	6/9/12
SA-2	6338	C	6/9/12
SA-12	6537	C	6/9/12
Cargo TF*	6819	B	6/9/12
Air Defense TF*	6420	B	6/9/12
Cargo TF*	5123	B	6/9/12
Air Defense TF*	4823	B	6/9/12

* See WP Campaign OOB for TF composition

Scenario Conditions

- **Sides:** NATO (Offensive), WP (Defensive)
- **Date:** 5-7 June 1987
- **Campaign Length:** 3 days
- **Detection:** NATO Air/Naval: B/C; WP Air/Naval: D/E
- **Weather:** At the start of each campaign day, roll for the general weather condition: 1-6 Moderate Weather, 7-10 Poor Weather. Then roll for weather normally. At the start of each afternoon raid scenario, roll to see if any existing Haze, Mist, or Rough Seas are removed (roll for each in effect): 1-6 remove, 7-10 no effect).
- **Break/Rain Hex:** Roll in Weather Phase of each Raid Scenario: 1-5 5016, 6-10 4128
- **Map:** The entire map is in play.
- **Boundaries:**
 - NATO/WP Maritime Border (25 May+ line)
 - Sweden Maritime Border (4 June+ line)
- **Closed Airfields:** None
- **Inherent AAA/IR SAM Coverage:** NATO and WP in Land hexes on their side of the Front in Zealand, Lolland, Falster, West Germany, East Germany, and Sweden.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** WP
- **WP Zone Limit:** WP flights may not voluntarily move on/west of hex column 25xx.
- **Setup Order:** WP is first.



NATO Order of Battle

Raid Planning

A maximum of six raids may occur during the campaign. The NATO player must plan at least one morning Deep Strike raid (OOB D2) or Naval Strike raid (OOB D3) per day. On one day of the campaign, an afternoon raid may also be planned. On two days of the campaign with only a morning raid, a night raid may also be planned.

Up to three raids may be designated as USN raids and may only use aircraft from USN squadrons. Up to three raids may be designated as USMC raids and may only use aircraft from USMC squadrons. Exception: USMC Naval Strike raids may always include 1 x {1} S-3A, Maritime Patrol USN flight.

Each raid must have aircraft and flights assigned to conduct all the tasks listed on the applicable OOB Table. The NATO player is free to assign any aircraft type to the various tasks. However, each task in the raid must be conducted by one type of aircraft. Each individual flight in the raid must consist of aircraft from the same squadron.

Raid targets are limited to targets on the campaign Target Table. Recon targets are limited to raid targets for the current raid or targets from previous raids still marked with an Attack Success marker. Each raid may have up to five raid targets.

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

All raids ingress/egress from east edge hexes within two hexes of Entry Points G or E. For each raid, the NATO player may designate two Rally Points within eight hexes of the NATO/ WP Maritime Border.

Air Units:

- USN VF-31: 12 x F-14A (Norway); Maint. 7
- USN VF-11: 12 x F-14A (Norway); Maint. 7
- USN VA-176: 12 x A-7E (Norway); Maint. 7
- USN VA-105: 12 x A-7E (Norway); Maint. 7
- USN VA-37: 10 x A-6E (Norway); Maint. 6
- USN VS-28: 10 x S-3A (Norway); Maint. 7
- USN VAQ-132: 5 x EA-6B (Norway); Maint. 6
- USMC VMFA-115: 12 x F/A-18A (Denmark); Maint. 7
- USMC VMFA-251: 12 x F/A-18A (Denmark); Maint. 7
- USMC VMA-231: 10 x AV-8B (Denmark); Maint. 7
- USMC VMA-331: 10 x AV-8B (Denmark); Maint. 7
- USMC VMA-224: 10 x A-6E (Denmark); Maint. 6
- USMC VMA-332: 10 x A-6E (Denmark); Maint. 6
- USMC VMAQ-2: 5 x EA-6B (Denmark); Maint. 6
- USMC VMFP-3: 6 x RF-4B (Denmark); Maint. 7
- Dummy Flights: 5

NATO Pilot Quality

USN: F-14 Ace, Other US/UK: 1-2 Ace, 3-7 Veteran, 8+ Regular; Other NATO/SE: 1 Ace, 2-6 Veteran, 7+ Regular

PGM Stocks

- USN/Norway – HARM (20), Shrike (20), EOGB (15), LGB (15), Harpoon (20)
- USMC/Denmark – EOGM (20), HARM (20), Shrike (10), EOGB (10), LGB (10)

Maintenance Rolls (1d10)

Roll	Results
≤ Rating	Ready
> Rating	Down

Modifiers:

- 2 No Raid Flown Previous Day
- +1 Flew two Raids Previous Day
- +1 Damaged
- +3 Crippled
- +2 Recovered at On-Map Airfield Previous Day

Replacement Aircraft Available

- 4 x F-14A, VP Cost -4 each
- 4 x F/A-18A, VP Cost -4 each
- 4 x A-6E, VP Cost -4 each
- 4 x A-7E, VP Cost -3 each
- 4 x AV-8B, VP Cost -3 each



WP Order of Battle

Raid Planning

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

Air Units:

- AAP Pool: 100
- Dummy Flights: 3
- Aircraft (AAP Value): MiG-29A (USSR) (5), MiG-23MLD (USSR) (4), MiG-21bis (POL) (3), MiG-23MLA (POL) (4), MiG-21MF (GDR) (3), MiG-23ML (GDR) (4)

Ground Units:

- 2 x Armor, 2 x Mech, 2 x Artillery, 2 x Towed Artillery, 3 x Supply, 1 x HQ. Set up in hexes listed on the Target Table.
- 3 x SA-2, 3 x SA-3, 1 x SA-12, 2 x EWR. Set up located in accordance with 25 May+ GDR Fixed Air Defenses in Appendix C.
- 2 x SA-4, in West/East Germany, six to ten hexes east of the NATO/ WP Maritime Border
- 2 x SA-8 each within three hexes of 4422
- 2 x SA-8 each within three hexes of 6616
- 3 x Light AAA in Zealand and at least 2 hexes from the NATO/ WP Maritime Border
- 3 x Light AAA within four hexes of 4030
- 5 x Fire Can in East Germany with any WP Medium AAA. No more than one per hex.

Naval Units:

The WP player sets up the following USSR naval units in four TFs.

TF	Naval Units (USSR)	Hex
1	1 x Krivak I FFG, 4 x MV	6819
2	1 x Kashin Mod DDG, 1 x Krivak I FFG, 1 x Kotlin DD, 2 x Parchim II FFL	6420
3	1 x Nanuchka III FFL, 4 x MV	5123
4	1 x Sovremenny DDG, 1 x Krivak II FFG, 3 x Parchim FFL	4823

WP Pilot Quality

USSR: 1 Ace, 2-5 Veteran, 6+ Regular; GDR/POL: 1 Veteran, 2-5 Regular, 6+ Trained

Special Rules

1. Naval Unit Campaign Rules.

- During the Refit and Redeployment Phase [34.34] the WP player removes any Crippled or Sunk naval units from the Task Forces.
- At the end of each Raid, the WP player rolls to replenish SAM Ammo [34.46] for SAMs on naval units as if they were land based SAMs.
- TF Campaign VP are assessed as follows: one naval unit in TF Crippled/Sunk (6), three naval units in TF Crippled/Sunk (9), five naval units in TF Crippled/Sunk (12).

2. Rain. Rain [22.8] is treated like Cloud Breaks for the purposes of Campaign Game weather [34.32].

3. SAM Damage/Destruction. In an exception to [34.44], SA-2, SA-3, and SA-12 SAMs that are damaged or destroyed may not be replaced during the campaign.

4. Campaign VP. For Campaign Victory Points [34.71] purposes, enemy flights tasked with Naval Strike or Maritime Patrol are also considered "Bomber Aircraft". For both sides, no CVP are awarded for shot down ASM, SSM, or Cruise Missiles.

Campaign Random Events

Roll	Event
1	WP Reinforcements. The WP player adds 10 AAP to the NATO AAP total.
2	NATO Reinforcements. The NATO player may draw 4 aircraft from the replacement pool at no VP cost.
3	WP SAM Shortage. For all raids the next day, all WP SAMs have their ammo reduced by 3 shots at the start of the raid.
4	Weather Improves. For all raids the next day, roll on the Moderate Weather column.
5	NATO Fuel Shortage. Randomly select one NATO squadron. Aircraft from that squadron may not participate in any raids the next day.
6	NATO Counter-Air Success. NATO raids on airfields draw away fighter cover. Reduce WPAAP total by 10.
7+	No Event.

Victory Conditions

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

VP Diff	Victory Level
≥ 88	Decisive Victory. WP beachheads in Sweden and Denmark severely damaged, allowing Danish and Swedish forces to go on offensive.
80-87	Victory. Effective air support significantly slows down WP movement toward objectives in Denmark and Sweden.
64-79	Inconclusive Operations. Objectives were not achieved at an acceptable cost. Additional air assets will have to continue the campaign several more days.
43-63	Defeat. WP defensive operations are a success and USN/USMC units take significant losses.
≤ 42	Significant Defeat. WP ground operations are not significantly affected. Ground attacks toward København and Malmö continue.





BA Solo Scenario E: The Hunt for K-79

Background

NATO anti-submarine forces continue to hunt down WP submarines that attempted to infiltrate NATO shipping lanes just before the conflict. On the morning of 17 May, the Golf II class submarine K-79 is under attack by NATO naval units after it sunk two ships exiting the Kiel canal. WP air commanders are ordered to support the submarine by attacking NATO surface ASW groups.

Targets

The WP targets for this mission are NATO ASW TFs and helicopters operating near Kiel. WP SEAD flights may also attack land based SAMs.

Scenario Conditions

- **Date:** 17 May 1987
- **Time of Day:** 0700
- **Player Sides:** The Human player is the WP player. The Bot player is the NATO player.
- **Scenario Size:** Large
- **Detection:** NATO Air/Naval: C/E; WP Air/Naval: B/D
- **Weather:** 1-6 Good Weather, 7-10 Moderate Weather
- **Break/Rain Hex:** 2537
- **Map:** Only hexes on/west of hex column 38xx and on/south of hexrow xx26 are in play.
- **Boundaries:**
NATO/WP Maritime Border (15-24 May line)
- **Closed Airfields:** Maribo (3534)
- **Inherent AAA/IR SAM Coverage:** NATO and WP in Land hexes on their side of the Front in Jutland, West Germany, and East Germany.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** NATO
- **Setup Order:** NATO is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- Set up the following FRG and DK helicopter flights, undetected and visually identified, at Deck altitude:
 - 1 x {1} FRG Mk-41 in 2032 facing north
 - 1 x {1} FRG Mk-41 in 1735 facing south
 - 1 x {1} UK Lynx in 1732 facing southwest
- Set up 9 randomly selected generic flights (three of each suit: diamond, heart, spade). Randomly select one to setup in each of the following hexes, at High altitude, facing east: 0929, 0829, 0830, 0835, 0736, 0737, 0542, 0442, 0443.
- 3 x Orbit Points: 0930, 0836, 0543

Flight Activation Information:

- All flights 1 x {2} [CAP], CAP
- 1 DK: F-16A
- 2-5 FRG: F-4F
- 6-8 US: 1-6 F-15C; 7-10 F-4E
- 9-10 NE: F-16A

NATO Real Flight Max Number Allowed: 5

Ground Setup

Air Defense Units:

- 2 x HAWK C, one each in 3633, 0927. Set up located.
- 2 x EWR in 2644, 1136.
- All NATO printed AAA begins active.

SAM Activation Information:

- Divisional SAM Zone = hex columns 30xx to 00xx
 - SAM Warn Locations (9): 3038, 2442, 2247, 1749, 1433, 1437, 1241, 0746, 0451(Radar on)
 - SAM Types: 1-7 HAWK D; 8+ Roland 2
- Max SAM Types Allowed (including SAMs setting up located at start):
 - HAWK C/D (8), Roland 2 (3)

Naval Setup

The NATO player sets up five Task Forces consisting of the following naval units:

TF	Naval Units (FRG/UK)	Hex
1	1 x Lütjens DDG, 1 x Bremen FFG (FRG)	2534
2	1 x Hamburg DDG, 1 x Bremen FFG (FRG)	2437
3	1 x Type 22/1 FF (UK)	1631
4	3 x Thetis FFL (FRG)	1933
5	3 x Thetis FFL (FRG)	1835

NATO Pilot Quality

US F-15/F-16: Ace, Other US/UK: Veteran; Other NATO/SE: Regular



WP Order of Battle

Air Setup

Air Units and Markers:

- 2 x OOB Table H2 (Fighter Sweep). Set up within two hexes of the WP Orbit Point in 3838.
- 1 x OOB Table J3 (Naval Strike Raid). Designate ingress/egress hexes on the east edge. Maritime Patrol flight may enter on/after Turn 1. All other flights enter on/after Turn 3.
- 1 x Orbit Point in 3640.

Ground Setup

Air Defense Units:

- 1 x SA-4 in 3451. Set up located.
- 1 x SA-12 in 3849. Set up located.
- 1 x EWR in 3250

WP Pilot Quality

USSR MiG-29/Su-25/Su-27: Veteran; Other USSR: Regular; Other WP = Trained

Scenario Special Rules

1. **Bot Helicopter Flights.** Unless damaged, NATO helicopters may not move during the scenario. If engaged, they automatically try to disengage. If damaged they will move to 1 hex each turn toward the nearest Land hex and land. When they land, they are considered to have recovered and are removed from the map. They do not count as “Real flights on map” for flight activation purposes and are ignored for SAM Deconfliction [15.31].
2. **Bot Naval Units.** All NATO TFs start undetected, with their radars on. Bot TFs will attempt as many naval EWR detection attempts as possible. SAMs on NATO naval units start the scenario as activated real SAMs and follow the Bot SAM Actions Table. However, they do not count as “Real SAMs on map” for SAM Activation. AAA on NATO naval units start as activated real AAA and follow the Bot AAA Action Table. The human player rolls for any bot sub-target damage and applies the effects.
3. **SAM Zones.** There is only one SAM Zone (Divisional).
4. **Morale Checks.** WP flights get a +10 on their Morale Check resulting from air-to-air combat with NATO helicopters.

Victory Conditions

Standard Victory Points [32.1] are in effect, except shot down helicopters are worth 2VP (no VP if damaged) and raid target VP are assessed as follows: 2VP for each DP on a Thetis FFL, 1VP for each DP on other naval units. However, the maximum VP the WP player may earn from naval unit DP and NATO helicopter flights is 72. In addition, in the Bomb Damage Assessment Phase, the NATO player is awarded 8VP for each Thetis FFL not crippled or sunk. Use the WP Victory Level Table [32.2].



BA Solo Scenario F: Take Down

Background

Earlier raids failed to permanently end operations at several critical NATO airfields near the German-Danish border. A major follow up raid is ordered to take down the airfields once and for all.

Targets

The Human player rolls to generate three different raid targets. Two WP bombing flights must be allocated to each one. Each target includes multiple sub-targets that may be attacked.

Roll	Target	Hex
1-2	Skrydstrup	0522
3-4	Sønderborg	1227
5-6	Eggebek	0535
7-8	Husum	0237
9-10	Schleswig	0739

Each airfield has one of each of the following sub-targets [9.17]:

Target	Profile
Runway	A
Aircraft Shelters	B
Fuel Storage	B

Scenario Conditions

- **Date:** 26 May 1987
- **Time of Day:** 1300
- **Player Sides:** The Human player is the WP player. The Bot player is the NATO player.
- **Scenario Size:** Large
- **Detection:** NATO Air/Naval: B/C; WP Air/Naval: C/D
- **Weather:** 1-6 Good Weather, 7-10 Moderate Weather
- **Break/Rain Hex:** 1635
- **Map:** Only hexes on/west of hex column 38xx and on/south of hexrow xx17 are in play.

- **Boundaries:**
NATO/WP Maritime Border (25 May+ line)
- **Closed Airfields:** Holtenau (1741), Brekendorf (0940), Hohn (0842). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP in Land hexes on their side of the Front in Jutland, Funen, Lolland, West Germany, and East Germany.
- **ISR:** Neither side
- **SEAD:** WP
- **Early Warning:** NATO
- **Setup Order:** NATO is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- Set up 9 randomly selected generic flights (three of each suit: diamond, heart, spade). Randomly select one to setup in each of the following hexes, at High altitude, facing east: 0929, 0829, 0830, 0835, 0736, 0737, 0542, 0442, 0443.
- 3 x Orbit Points: 0930, 0836, 0543

Flight Activation Information:

- All flights 1 x {2} [CAP], CAP
- 1-3 DK: F-16A
- 4 FRG: F-4F
- 5-9 US: 1-6 F-15C; 7-10 F-4E
- 10 NE: F-16A

NATO Real Flight Max Number Allowed: 5

Ground Setup

Air Defense Units:

- 3 x HAWK C, one each in 1918, 0927, 0620. Set up located.
- 5 x HAWK D, one each in 1433, 1437, 1241, 0746, 0540. Set up located.
- 2 x EWR in 0621, 1136.
- All NATO printed AAA begins active.

SAM Activation Information:

- Divisional SAM Zone = hex columns 09xx to 00xx
 - SAM Warn Locations (6): 0938, 0736, 0740, 0633, 0338, 0236 (Radar On)
 - SAM Types: 1-2 HAWK D; 3+ Roland 2
- Max SAM Types Allowed (including SAMs setting up located at start):
 - HAWK C/D (9), Roland 2 (4)

NATO Pilot Quality

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



WP Order of Battle

Air Setup

Air Units and Markers:

- 1 x OOB Table H2 (Fighter Sweep)
- 1 x OOB Table J2 (Deep Strike Raid). Designate ingress/egress hexes on the east edge on/south of hexrow xx35. Enter on/after Turn 3.
- 2 x Orbit Points on/east of hex column 34xx and at least 5 hexes from the NATO/WP Maritime Border.

Ground Setup

Air Defense Units:

- 2 x SA-4, one each in 2946, 2552. Set up located.
- 1 x SA-12 in 3849. Set up located.
- 1 x EWR in 3250

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5+ Regular; GDR/POL: 1 Veteran, 2-4 Regular, 5+ Trained

Scenario Special Rules

1. **Pre-Game Chaff Laying.** As part of the Air Deployment Phase, the WP player may place one bloomed chaff corridor [19.4], on/east of hex column 24xx twenty hexes in length with no more than one 30° “turn”. It remains bloomed throughout the scenario.
2. **Cruise Missiles.** In each Deep Strike raid, up to three Tu-22M2 or Tu-16K flights tasked with bombing may carry AS-4 or AS-6 cruise missiles, respectively. Other bombing flights in the raid must carry regular bombs.
3. **Attack Profile Limits.** Tu-22M2 and Tu-16K flights not loaded with cruise missiles are restricted to using Level or Radar attack profiles [17.3].
4. **Targets.** When a Cruise Missile flight enters its target hex, randomly select the specific sub-target by rolling 1d10 for each missile: 1-4 Runway, 5-7 Aircraft Shelters / Cargo Terminal, 8+ Fuel Storage. The same sub-target may be selected more than once.

Victory Conditions

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

Airfield Sub-Target	VP Slight/Heavy/Destroyed
Runway	2 / 4 / 6
Shelters/Cargo Terminal	1 / 3 / 5
Fuel Storage	1 / 3 / 5

Use the WP Victory Level Table [32.2].



BA Solo Scenario G: Clearing the Way

Background

A series of night raids on WP airfields in East Germany is planned for the early morning hours of May 28th. In advance of the raids a powerful USAF/USN fighter sweep operation is planned to push back WP fighter cover and ensure more aircraft are on the ground when the raids hit the bases later. WP air defenses are scrambled, and a massive air-to-air battle erupts over the Baltic in the fading daylight.

Scenario Conditions

- **Date:** 27 May 1987
- **Time of Day:** 1900 (Day)
- **Player Sides:** The Human player is the NATO player. The Bot player is the WP player.
- **Scenario Size:** Large
- **Detection:** NATO Air/Naval: B/C; WP Air/Naval: C/D
- **Weather:** 1-6 Moderate Weather, 7-10 Poor Weather
- **Break/Rain Hex:** 5622
- **Map:** Only hexes on/east of hex column 39xx are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (25 May+ line)
 - Sweden Maritime Border
- **Closed Airfields:** København (5313), Roskilde (4516). Their AAA is still in effect.
- **Inherent AAA/IR SAM Coverage:** NATO and WP in Land hexes on their side of the Front in Zealand, Falster, Lolland, and East Germany.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** Neither side. Surprise Attack conditions for both sides.
- **Setup Order:** WP is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- NATO Fighter Sweep. 3 x {2} F-14A, CAP, 3 x {2} F-15C, CAP, 3 x {2} F-4E, CAP, 1 x {1} EA-6B, Escort Jamming. Enter on Turn 1 within four hexes of 4301.
- 1 x Rally Point in 4205

Ground Setup

Air Defense Units:

- 4 x HAWK C, one each in 7204 (SE), 6009 (SE), 4610 (DK), 4311 (DK). Set up located.
- 1 x EWR in 3908
- All NATO printed AAA begins active.

NATO Pilot Quality

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



WP Order of Battle

Air Setup

Air Units and Markers:

- Set up four groups of flights, each with three randomly selected generic flights of the same suit (Roll 1-3: spade, 4-6 heart, 7+: diamond). For each group, randomly select one flight to set up in the following hexes, at High altitude, facing as specified:
 - o Group 1 (7226, 7127, 7128). Facing Northwest.
 - o Group 2 (6530, 6430, 6431). Facing Northwest.
 - o Group 3 (5634, 5534, 5434). Facing North.
 - o Group 4 (4637, 4537, 4437). Facing North.
- 4 x Orbit Points: 7227, 6531, 5535, 4538

Flight Group Activation Information:

- Each group is 3 x {4} [CAP], CAP. All flights in group are same nationality/aircraft type.
- 1-4 USSR: 1-7 MiG-23MLD; 8-10 MiG-29A
- 5-7 POL: 1-5 MiG-21bis; 6-10 MiG-23MF
- 8+ GDR: 1-4 MiG-21MF; 5-9 MiG-23ML; 10 MiG-23MF

WP Real Flight Max Number Allowed: 12

Ground Setup

Air Defense Units:

- 3 x SA-2, 3 x SA-3, 1 x SA-12, 2 x EWR. Set up located in accordance with 25 May+ GDR Fixed Air Defenses in Appendix C.

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5+ Regular; GDR/POL: 1 Veteran, 2-4 Regular, 5+ Trained

Scenario Special Rules

1. **Scenario End.** This scenario ends at the end of Turn 15. At that point, roll for recovery for all flights that have not yet recovered.
2. **Turn 1 Initiative.** NATO automatically has the initiative on Turn 1 and is considered to have drawn a 3 chit as the first chit.
3. **Winchester.** Bot flights that land due to Winchester status may rearm/refuel [9.16] and takeoff again.
4. **Random Events.** The NATO and WP QRA random events are NA in this scenario.
5. **Sweden.** WP flights may enter Sweden if required to by Bot Flight Actions. For each WP flight that enters Sweden, the Human player may generate 1 x {2} JA-37, CAP flight, which is set up to enter hex 6501 in that turn's Admin Phase. A maximum of three such flights may be generated. Swedish flights may not voluntarily leave Sweden but may otherwise engage WP flights without restriction. Swedish HAWK-C SAMs may only acquire and engage WP flights in Sweden.
6. **WP Bot Flight Group Activation.** In an exception to the normal activation process, all WP Bot flights are automatically real flights (no dummies) and are activated in groups (1-4) rather than individually. When the first WP flight in a group is activated, roll to determine the nationality and aircraft type for all Bot flights in the group. The other two flights in the group are also activated at the same time and will share the same nationality/aircraft type.
7. **WP Bot Flight Group Movement.** Until a WP flight group is activated, all three flights in the group move "in formation" by using the same Bot Flight Action rather than rolling for individual actions. When the first flight in a flight group generates a flight action (such as "Advance/Climb") the other two flights in the group immediately conduct the same flight action. Move all flights in the group even if doing so exceeds the chit flight total. Once the flight group activates (see SSR 6) then flights conduct individual actions normally.

Victory Conditions

Standard Victory Points [32.1] are in effect. In addition, the NATO player receives 20VP if, at the end of Turn 15, all WP flights are Disordered, Aborted, Landed, or Recovered off-map prior to the Recovery Phase. Also, if the WP shoots down at least four NATO aircraft and has a 2:1 or better kill ratio, the WP Bot player receives an additional 10VP. Use the NATO Victory Level Table [32.2].



BA Solo Scenario H: Danger Close

Background

Swedish Army units fight to contain the growing WP beachhead in southern Sweden. Continuous air support by the Swedish Air Force is required to disrupt repeated attacks toward Malmö. A fresh assault by the Polish 7th Naval Assault Division and Soviet Airborne troops on the morning of June 6th leads to urgent calls for support.

Targets

Targets for this raid are Soviet and Polish troops in southern Sweden. There are four raid targets. Two raid targets must be the WP Supply units in 6617, 6418, or 6218. One Bombing flight must be allocated to each one chosen. For the remaining two SE Bombing flights, roll to determine the type of ground unit each must attack (each flight may only attack one of that type).

Roll	Target	Profile
1-2	Mech/Armor	B
3-4	Infantry	C
5-6	Artillery/Towed Artillery	C/D
7-8	HQ	D
9+	Roll again	

In an exception to [17.11], SE Bombing flights may not attack other units within two hexes of their targets. WP naval units may only be attacked by flights tasked with SEAD.

Scenario Conditions

- **Date:** 6 June 1987
- **Time of Day:** 1500
- **Players Sides:** The Human player is the NATO (SE) player. The Bot player is the WP player.
- **Scenario Size:** Large
- **Detection:** NATO Air/Naval: B/C; WP Air/Naval: D/E
- **Weather:** 1-5 Good Weather, 6-10 Moderate Weather
- **Break/Rain Hex:** 6512

- **Map:** Only hexes on/east of hex column 53xx and on/north of hexrow xx30 are in play.
- **Boundaries:**
 - NATO/WP Maritime Border (25 May+ line)
 - Sweden Maritime Border (4 June+ line)
- **Closed Airfields:** Tågra (6812), Sjöbo (6611), Revinge (6310), Sturup (6314), København (5313). Their AAA is not in effect.
- **Inherent AAA/IR SAM Coverage:** NATO in Land hexes of Sweden.
- **ISR:** Neither side
- **SEAD:** Neither side
- **Early Warning:** WP
- **Setup Order:** WP is first.



NATO Order of Battle

Air Setup

Air Units and Markers:

- Swedish Bombing Raid: 4 x {2} J-F35F2, CAP; 1 x {1} J-32E, Standoff Jamming; 2 x {2} AJ-37, SEAD; 4 x {4} AJ-37, Bombing. Designate ingress/egress points within two hexes of a Swedish Entry Point. Enter on/after Turn 1. Any allowed ordnance is available.

Ground Setup

Air Defense Units:

- 2 x HAWK C, one each in 7008, 6009. Set up located.
- 1 x EWR in 6905

NATO Pilot Quality

SE: 1 Ace, 2-4 Veteran, 5+ Regular



WP Order of Battle

Air Setup

Air Units and Markers:

- Set up 6 randomly selected generic flights (two of each suit: diamond, heart, spade). Randomly select one to setup in each of the following hexes, at High altitude, facing north: 7324, 7124, 6724, 6524, 6124, 5924.
- 3 x Orbit Points: 7224, 6624, 6024

Flight Activation Information:

- All flights 1 x {2} [CAP], CAP
- 1-4 USSR: 1-7 MiG-23MLD; 8-10 MiG-29A
- 5-7 POL: 1-5 MiG-21bis; 6-10 MiG-23MF
- 8+ GDR: 1-4 MiG-21MF; 5-9 MiG-23ML; 10 MiG-23MF

WP Real Flight Max Number Allowed: 3

Ground Setup

Army Ground Units:

(4 June+ locations, in Appendix C)

- 7th Polish Naval Assault Division
- 103rd Guards Airborne Division

SAM Activation Information:

- Divisional SAM Zone = hexrows xx11 to xx18
 - SAM Warn Locations (9): 7213, 7215, 6916, 6713, 6615, 6416, 6313, 6118, 6015 (Radar On)
 - SAM Types: 1-6 SA-8, 7+ SA-6
- Max SAM Types Allowed (including SAMs setting up located at start):
 - SA-8 (4), SA-6 (2)

AAA Activation Information:

- 8 x Light AAA, inactive, in the following locations: 7013, 6814, 6717, 6612, 6517, 6318, 6214, 6016.
- Roll: 1-2 2K22, 3-6 Light AAA, 7+ Med AAA
- Max types/number allowed: 2 x 2K22, 4 x Light AAA, 2 x Med AAA

Naval Setup

The WP player sets up the following USSR naval units in two TFs. See SSR 3.

TF	Naval Units (USSR)	Hex
1	1 x Kashin DDG	6718
2	1 x Krivak I FFG	6219

WP Pilot Quality

USSR: 1 Ace, 2-4 Veteran, 5+ Regular; GDR/POL: 1 Veteran, 2-4 Regular, 5+ Trained

Scenario Special Rules

1. **Safe Passage Corridors.** The NATO player may plot one Safe Passage Corridor [15.43].
2. **Turn 1 Initiative.** NATO automatically has the initiative on Turn 1 and is considered to have drawn a 5 chit as the first chit. All CAP and Standoff Jamming flights must enter on this chit.
3. **Bot Naval Units.** All NATO TFs start undetected, with their radars on. Bot TFs will attempt as many naval EWR detection attempts as possible. SAMs on NATO naval units start the scenario as activated real SAMs and follow the Bot SAM Actions Table. However, they do not count as "Real SAMs on map" for SAM Activation. AAA on NATO naval units start as activated real AAA and follow the Bot AAA Action Table. The human player rolls for any bot sub-target damage and applies the effects.
4. **Random Events.** For all Random Events [21.0], references to "NATO" apply to Swedish forces. For the NATO QRA event, use OOB Table A2-SE.

Victory Conditions

Standard Victory Points [32.1] are in effect. Note that no VP are awarded for damage to naval units. Use the NATO Victory Level Table [32.2].



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