SUWAŁKI GAP

THE BALTIC 2023

CONTENTS

CREDITS

DECISION GAMES

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

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

1.0 INTRODUCTION

The Suwałki Gap is a wargame based on a hypothetical Russian attack on the Baltic States and Poland taking place sometime between 2023 and 2025. The sides and capabilities in this game are based on current procurement, recruitment, and basing plans to the extent of publicly available information. This game in particular examines the concept of the "Suwałki Gap", a 65km section of the Polish-Lithuanian border between Belarus and Kaliningrad, and the potential of a Russian encirclement of the Baltic States by attacking over this route.

1.1 General

The Suwałki Gap is a two-player game, one player commands the NATO forces and the other player controlling the Russian forces.

1.2 Game Scale

Each hex is 28 Km (17.3 miles) across. Each game turn represents one day. Each combat unit represents a battlegroup or task force and can be considered to include a mix of infantry, armor, artillery, and other support units.

2.0 COMPONENTS

The components to a complete game of **The Suwałki Gap** include 280 ½-inch game pieces (counters), one 22×34 inch map, and these rules. Players must provide three six-sided dice.

2.1 The Map

Each hex has a terrain type that represents the dominant lie of the ground within the hex area. Terrain will affect the type of unit that can enter a specific hex, the movement cost of entering or crossing a hexside, and combat. Additional map features include:

Important: All islands on the map except for Gotland and Bornholm are not playable.

Map Errata:

1) Ignore the place name Bornholm in hex 3117.
2) See 9.4.3 regarding results on the Anti-Asset/Infrastructure Table.
3) Ignore the Finnish flag in hex 0818.

Regional Entry Areas: There are a series of regional entry areas on the edge of the map used for reinforcement and air unit deployment.

- Each regional entry area represents a geographic region where aircraft are stationed outside the play area. Air units assigned to off-map air bases may be placed in these areas to denote their bases when not deployed onto the map.
- They are also used for denoting the sides of the map where reinforcements may be placed (17.0). Land units may not re-enter a regional entry area once they have moved onto the map.

Regions: The map is divided into a number of geographic regions that restrict where units may be placed or may operate (15.0). These replicate the international borders present in the region. These regions are indicated by the name of the region on the map and its borders by border hex lines or sea hexes.

Russian Majority Areas (Major Russian Population)**:** There are certain hexes within Estonia and Latvia that have a Russian majority population and may become, through prior Russian propaganda efforts, hostile to their home states (5.2). These hexes are used for denoting where insurgency units may be placed (13.0).

2.2 Playing Pieces

There are several types of playing pieces. In general, each player treats all units in their contingents the same for stacking, supply, march and other game functions.

Counter Errata: UK Marham F35 and UK QE F35 air units should have the "**UK**" country identifier.

NATO: The NATO player in **The Suwałki Gap** represents the following forces:

Estonia (EST): Light Grey	**Germany (GER):** Dark Grey
Latvia (LAT): Burgundy	**USA:** Gold
Lithuania (LIT): Lime Green	**Netherlands (NL):** Orange
Poland (PL): Red	**Visegrád Group (VG):** Light Purple
Direct NATO Command (NATO): Purple	**Denmark (DEN):** Light Red
UK: Dark Green	**Sweden (SWE):** Yellow
France (FRA): Light Blue	

Russia: The Russian player in **The Suwałki Gap** represents the following forces:

Russia (RUS): White	**Russian-backed Estonian Rebels (E-R):** White
Kaliningrad-based Russian-units (KAL): Turquoise	**Russian-Backed Latvian Rebels (L-R):** White
Belarus (BEL): Green	

Important: The term "active" is used to define those units of nationalities that have intervened or been available for operations under the constraints outlined in 15.0 and 16.0.
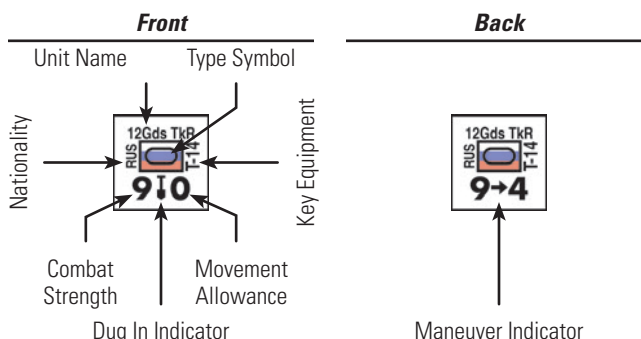
2.3 Land Units

Land units make up the majority of the units in the game and represent the land forces of each side. There are several categories of land units.

2.3.1 Combat Units

Combat units are the majority of land units and can engage in regular combat within the game (8.0).

- Each combat unit has two sides that reflect its current stance (6.0):

  Maneuver Side   **Dug-In Side**
- Each combat unit has two main attributes:

  Combat Strength: This is a value that represents the unit's combat capabilities in the offense or defense and is used in combat (8.0).

  Movement: This is a value that presents how many movement points may be expended in a single turn (6.0).
- Combat Units are split by the country they belong to and their type.

  Designer's Note: NATO symbology has been used to denote the prominent element in the unit, but this has no direct gameplay effect other than how attributes were calculated.

Front	*Back*
Unit Name Type Symbol	
Nationality ← 12Gds TkR / RUS / T-14 → Key Equipment	12Gds TkR / RUS / T-14
9 I 0	**9→4**
Combat Strength Movement Allowance	
Dug In Indicator	Maneuver Indicator

Marine Units: Represent amphibious units of mixed types that may make naval landings (17.4). Marine units may contain the amphibious symbol combined with an additional symbol.

Airborne Units: Represent airborne units of mixed types that may be air dropped (17.5). Airborne units may contain the airborne symbol combined with an additional symbol (such as the French airborne units combined with light motorized symbol and the Russian airborne mechanized units).

Mechanized Infantry Units: Represent infantry units transported and supported by tracked vehicles, including tanks.

Motorized Infantry Units: Represent infantry units transported primarily by wheeled vehicles and supported by light recon units and/or light tanks.

Tank Units: Represent tank units with some supporting infantry.

Light Motorized (Recon) Units: Represent light motorized infantry used in the reconnaissance role.

2.3.2 Asset Units

Asset units are land units that do not possess an intrinsic direct combat purpose but instead contribute to other factors of gameplay. There a number of different types of asset units, each with different purposes. See 8.5 for ground combat capabilities.

Important: Asset units only have one side and can never be considered dug in.

Anti-Air Units: Can be used to affect the actions of enemy air units (9.3) and ballistic missiles (11.0). Anti-air units have two main attributes:

Range: The range in hexes in which it can affect air units and ballistic missiles.

Movement: This is a value that presents how many movement points may be expended in a single turn (6.0).

|	**Front**	**Back**
Range / Movement		

Anti-Ship Units (K-300P): Are used to affect control of the Baltic Sea. Anti-ship units' only attribute is its movement. They do not function as on-map ballistic missile units.

Paramilitary, Insurgents, and Special Forces Asset Units: Represent unconventional forces that operate in the region after the conflict starts. Each rebel/special forces unit has two main attributes:

Combat Strength: This value represents the unit's combat strength and is used in combat specific to paramilitary/rebel and special forces units (13.0).

Movement: This value represents the number of hexes that unit may move in a single turn.

Important: Paramilitary, Insurgents, and SF forces do not use movement points. Instead their movement is in hexes, regardless of terrain movement costs (they may not enter terrain prohibited to land units or enter hexes occupied by enemy units). They are not affected by EZOC.

|	**Front**	**Back**
		Suppressed Indicator
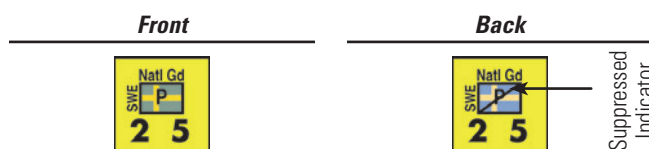
I **Insurgents Unit**

SF **Special Forces Unit**

2.4 Air Units

Air Units: Represent units that contribute to control over the air in the game and engage in combat with other air units (9.4.1) and attacks on land units (9.4.2) or infrastructure (9.4.3). Air units have two main attributes:

CAS Combat Strength: Represents the ability of the unit to engage in combat with land units and infrastructure.

Air-to-Air Combat Strength: Represents the ability of the unit to engage in combat with other air units.

	Front	**Back**
CAS Combat Strength / Air-to-Air Combat Strength		1-Step Indicator
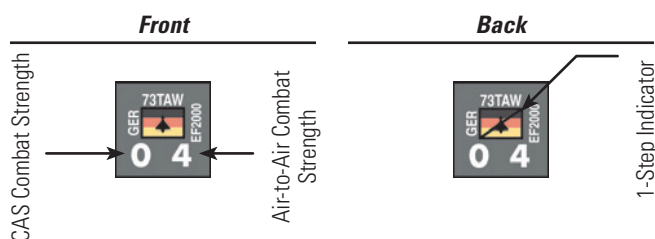
Important: The front of an air unit represents a two-step unit; the back represents one step. One and two step air units maintain the same combat strengths.

2.5 Markers

There are a series of markers included with the game. For their use see the relevant sections within these rules (5.1).

2.6 Organizational Sizes

All units represent task forces or battlegroups of battalion-sized units.

2.7 Abbreviations

Aero Def (Russia): Air Force 2nd Aerospace Defense Brigade

A Cav: Armored Cavalry

Abn (US): Airborne

Air Aslt (Russia): Air Assault

Arm BCT (US): Armored Brigade Combat Team

Bat AD (US): 1st Air Defense Artillery Regiment

BMD (Russia): Airborne Troops Air Mobile BMD-4

Cav (US): Cavalry

CAS: Combat Air Support

Cntaro (Italian): *Centauro* Wheeled Tank Destroyer

Conngsby (UK): RAF Squadrons based at Conningsby

CVRT (Latvian): Combat Vehicle Reconnaissance (Tracked)

Fgtr (Belorussia): Fighter

FlaRak (German): *Luftwaffe Flugabwehrraketengeschwader* surface to air missile wing.

FW (US): USAF Fighter Wing

GdFR (Russia): Air Force 72nd Guards Fighter Aviation Regiment

GHB CVW (US): Navy Carrier Wing 8, based on USS George H. W. Bush

Gds MRR (Russia): Guards Motor Rifle Regiment

Gds TKR (Russia): Guards Tank Regiment

Grd As (Belorussia): 116th Guards Assault Air Base Unit

Lclrc (UK, FR, D): Leclerc main battle tank

LossMth (UK): RAF Squadrons based at Lossiemouth

Mech: Mechanized

Msl Bde (Russia): Missile Brigade

Natl Gd: National Guard

NVDF (Lithuanian): Lithuanian reservist National Defense Volunteer Forces

PASI (Estonian): Key equipment identifier for series of armored personnel carriers

P/I: Paramilitary/Insurgents

Pod R (Polish): Podhale Rifles Brigade

Pz (German): Panzer (tank)

QE (UK): CV Queen Elizabeth Royal Fleet Air Arm Squadron

Rkt AA (Russia): Rocket Anti-Aircraft

Rosmk (Polish): Equipment identifier for the KTO *Rosomak* infantry fighting vehicle

SAS (UK): Special Air Services

SF: Special Forces

Sqdrn: Squadron

Tac AB (Polish): Tactical Air Base

Ter DF: Territorial Defense Force

TkR (Russia): Tank Regiment

Trndo (German): Tornado

VJTF IT (Italian): NATO Very High Readiness Joint Task Force

3.0 SEQUENCE OF PLAY

Each game turn is divided into a series of phases in which each phase must be completed before conducting the next phase. If a phase is listed as a NATO or Russian phase, the player who controls that side is the active player.

Important: There are no specific player turns. Some phases are conducted by both players jointly and some phases designate the specific player that will conduct actions during that phase.

1) NATO Intervention Phase (16.0)

Important: Skip on game turn one.

    Roll for suppressed P/I units (13.0).

2) Joint Reinforcement Phase (17.0, 13.5 & 13.6)

3) NATO Air Base Assignment Phase (9.1)

4) Russian Air Base Assignment Phase (9.1)

5) Joint Air Deployment Phase (9.2)

    Anti-Air Interception occurs (9.3).

    Air-to-Air Combat occurs (9.4.1).

6) Russian Land Unit Movement Phase (6.0)

7) NATO Land Unit Movement Phase (6.0)

8) Russian Combat Phase (8.0)

9) NATO Combat Phase (8.0)

10) Baltic Sea Situation Phase (10.1)

11) Victory Check Phase (18.0)

3.1 Game Turns

Game turns represent one day. Markers are used to mark both the current week and current day.

- At the end of each game turn the day marker is moved forward by one day.
- When the day marker reaches Day 7 then the day marker is moved back to Day 1 and the week marker advanced by 1.

Important: At the end of Week 2 Day 7 a Russian Victory check must be made (18.2)

- When the week marker reaches Week 3 and the day marker reaches Day 7, the game is over (18.0).
- The turn markers have NATO and Russian sides so that the player taking the current phase can be marked.

4.0 STACKING

Stacking is defined as having more than one counter in a hex.

- Unless stated otherwise in the rules, stacking only applies to land and air units (markers do not count towards stacking).
- Stacking restrictions are always in effect. A unit cannot move into or through a hex in which it would create an overstack situation.
- Units in dug-in mode and maneuver mode may stack in the same hex.
- Units from opposing sides cannot stack in the same hex.

Exception: Air units may move into a hex containing enemy units.

- Three land units may stack in one hex.
- Three steps of air units may be based on an on-map base.
- Three air units (from each side) may be committed to a hex to conduct an action.

Important: Air basing is in steps and air unit stacking in combat is in units.

5.0 SET-UP

Follow the below procedures in the order given.

5.1 Markers

The set up begins with the placement of the following markers:

Place the Baltic Sea control marker in the Naval Control Box with the Russian flag side showing to indicate Russian control of the Baltic (10.1).

Place the turn markers on the Turn Track on Day 1 and Week 1, NATO side showing (3.1).

Important: Due to counter limitations players should use a blank counter or coin to track the current week.

Place the NATO intervenes marker on the NATO Intervention Track in the No NATO Entry Box (16.0).

Place the Russian off-map ballistic missiles marker on the Russian Off-Map Ballistic Missiles Track in the 9 box (11.0). The NATO off-map ballistic missile marker is left off the board.

Errata: The ballistic missile markers were printed with a cruise missile icon rather than an SRBM icon.

Air Units Landed markers are included as a player aid to show that all air units in the hex have completed their missions.

5.2 Russian Set Up

The Russian player sets up first. Units may be placed either on their maneuver or dug-in sides (6.0).

Kaliningrad (KAL): Place all land and asset units anywhere within Kaliningrad.

Russian (RUS):

    Land Units: All Russian land units may be placed in Russia or Belarus. The Russian player may choose not to place all land units; he may withhold any number of units from his at-start forces. Withheld units can enter as reinforcements later in the game (17.0).

    Air Units: All Russian air units may be placed on any on-map air base in Russia, Kaliningrad, or Belarus. They may also be placed in the Russian or Belarus Regional Entry Areas (2.1).

Belarussian (BEL):

    Land Units: All Belarussian land units may be placed in Belarus. The Russian player may choose not to place all land units; he may withhold any number of units from his at-start forces. Withheld units can enter as reinforcements later in the game (17.0).

    Air Units: All Belarussian air units may be placed on any on-map air base in Belarus, or in the Belarus Regional Entry Area (2.1).

Estonian Russian and Latvian Russian Insurgent Rebel Units:
The Russian player must determine the effect that pre-war propaganda efforts and infiltration effects have had. Roll one die and the result is the total number of Estonian (E-R) and Latvian (L-R) insurgents that may be placed in Majority Russian Population Areas within the above two countries.

1: 1 unit.
2–3: 2 units.
4: 3 units.
5–6: 4 units.

- Units may be any mix of Estonian and Latvian Russian insurgent units.
- Estonian insurgents must be placed in any hex within the Majority Russian Population Areas in Estonia.
- Latvian insurgents must be placed in any non-urban area hex within the Majority Russian Population Areas in Latvia.

Important: The Kaliningrad insurgent unit is not placed during set-up.

5.3 NATO Set Up
The NATO player sets up second.

Polish (PL):
Land Units: Place all Polish land units in any hex in Poland.
Air Units: Place all Polish air units in any on-map air base in Poland or on the Western Europe Regional Entry Area.

Lithuanian (LIT): Place all Lithuanian land units in any hex in Lithuania.

Latvian (LAT): Place all Latvian units in any hex in Latvia.

Estonian (EST): Place all Estonian units in any hex in Estonia.

Sweden (SWE):
Gotland BG: Place the Swedish Gotland BG in any hex in Gotland.
Air Units: Place the Swedish air unit on the Gotland air base or in the Swedish Regional Entry Area.

Denmark (DEN): Place the 3/1 BG on Bornholm (hex 3623 or 3624).

NATO: Place the NATO units (purple counters) listed below in the designated hexes.
UK-Fr BG and UK-Fr-D BG: 0612
Canadian (CAN) BG: 1710.
German (GER) BG and Ger-NL-NOR BG: 2506
US BG (two units): 3308
Air Policing BG: Place in any on-map air base in Estonia, Latvia, or Lithuania.

Important: The two VJTF IT BGs and the VJTF ES BG are not placed during setup.

6.0 LAND MOVEMENT
During each side's Land Unit Movement Phase the active player may move friendly land units to different hexes on the map.

- Land units may move into any valid adjacent hex that does not contain enemy units (except enemy air units) or does not violate stacking rules (4.0).
- Land units are moved one at a time. All movement for one unit must be completed before moving another unit.
- Every Land Unit has a Movement Value (2.3.1) that determines how many movement points (MP) they may expend in a single turn.
- By default, it costs 1 MP to move into a hex.
- The terrain cost of the hex being moving into, plus any special hexsides or roads, will add to or subtract from the number of MPs required to be expended when moving into a hex (see the on-map Terrain Key).
- If the unit does not have sufficient MP remaining to pay the cost of moving into a hex (including hexside cost) the unit cannot move into the hex. There is no minimum move.

6.1 Maneuver/Dug-In Side
Each combat unit has modes. When its front side is visible, it is in dug-in mode. When the back of the counter is showing, it is in maneuver mode.

- A unit in maneuver mode suffers no penalty in combat and may move normally.
- A unit with its dug-in side up receives positive benefits when defending and negative benefits when attacking (8.1).
- A dug-in unit cannot move unless it abandons its dug-in mode or if it must retreat.
- The digging in process takes two full friendly Movement Phases to complete. A unit in maneuver mode may dig in by conducting the below procedure.

1) At the beginning of a player's Movement Phase, the active player removes each second turn digging in marker (the side showing two spades) from the map and flips the unit that was digging in to its dug-in side.

2) The active player then flips all first turn digging in markers (the side showing one spade) to their second turn side.

3) The active player then places first turn digging-in markers on any units he wishes to dig in.

- Any unit that is in the process of digging in or already dug-in may voluntarily stop the process or switch to maneuver mode at any time at the cost of one MP. Remove the marker and place the unit with its maneuver side up.
- If a unit is attacked and suffers any type of adverse result, the marker is removed. It defends as if it was in maneuver mode.

Important: If a unit receives a DL result and passes the retreat die roll, the marker is not removed.

- A unit that is digging in cannot attack or move.
- If a unit moves into a hex with a friendly dug-in unit, that unit can convert to its dug-in mode by expending one MP.
- A dug-in unit can return to maneuver mode at any time during a friendly Movement Phase by expending one MP.

7.0 ZONES OF CONTROL

The six hexes immediately surrounding a hex containing one or more active land units constitute the zone of control (ZOC) of the unit(s) in that hex.

- ZOCs extend across all hexsides and into all types of terrain.
- All non-asset land units of both sides project their ZOC at all times and in all supply states.
- There is no difference in effect between ZOCs projected by units of different sides or nationalities into the same hex; Opposing units always simultaneously project ZOC into the same adjacent hexes.

7.1 Effect of Enemy Zones of Control

When a land unit enters an enemy zone of control (EZOC), it must end its movement for that Movement Phase.

- If a unit begins its movement in an EZOC, that unit may exit that ZOC without effect, but it must immediately stop if it subsequently enters another EZOC.
- A unit may exit a hex in an EZOC directly into another hex in an EZOC, but the unit must immediately stop its movement.

8.0 COMBAT

During each side's Combat Phase, active friendly land units may attack adjacent enemy land units.

Important: See 15.0 and 16.0 to determine if a nationality is active.

- The attacking player is not required to identify all attacks; he may declare them one at a time.
- A unit is never required to attack.
- Each friendly unit can only attack a single adjacent hex.
- Each enemy occupied hex can only be attacked once per Combat Phase.
- All defending land units in a hex must participate in the defense.
- All friendly occupied hexes adjacent to the defending hex may participate in the attack.
- All active units in each friendly occupied hex that are designated as attacking a hex, must participate in the attack. A single occupied hex cannot use units to attack one hex and others to attack another, nor may any unit in that hex be withheld from the designated attack.

8.1 Combat Process

The attacker must first declare the enemy occupied hex that will be the target of the attack. He then declares the adjacent units that will participate in that attack. Then follow the below steps for each combat.

Important: If stacked with other land units; asset units do not contribute to the defense. If not stacked with other land units; asset units defend with a defense of one. See 13.0 for additional P/I units.

1) Total the combat strengths (2.3.1) of all participating attacking and defending combat units to find the total attack and defense strengths.
2) Determine the combat ratio of the attack by dividing the total attack strength by the total defense strength. Locate that ratio on the Combat Results Table (CRT).

- If the determined ratio is less than 1:2 or greater than 8:1 use those columns.
- If the ratio is between any of the ratio columns on the CRT use the lower ratio.

- If all the defending land units are dug-in, shift the ratio two columns to the left.
- If at least one, but not all defenders are dug-in, shift the ratio one column to the left.
- For each hex that contains at least one participating attacking unit that is dug-in, shift the ratio one column to the left (maximum of two shifts).

Important: Asset units are not considered when applying dug-in shifts.

- Hex and/or hexside terrain may shift the ratio column (Terrain Key). Always apply the in-hex terrain that is most beneficial to the defender. Hex and hexside terrain shifts are cumulative.

Important: Only apply a hexside terrain if all attacking units are attacking across that hexside terrain.

- Roll 1D6 and add/subtract any die roll modifiers (DRMs) gained from CAS (9.4.2).
- Apply any column shifts garnered for urban area damage (12.0).
- Cross-reference the final ratio and the modified die roll to obtain the combat result.
  AD (Attacker Destroyed): All attacking units are eliminated.
  AR (Attacker Routed): One half of all attacking units are eliminated (round up). Conduct retreat die rolls for surviving attacking units. Modify the defender's retreat die roll by +2 (8.3).
  AF (Attack Failed): No losses. Conduct retreat die rolls for the attacking units. Modify the defender's retreat die roll by +1 (8.3).
  SM (Stalemate): No losses. Do not roll for retreat; however, each player may choose to retreat if desired. This retreat is not required; however, a player may want to retreat due to other circumstances.
  DL (Defender Loss): No losses. Conduct retreat die rolls for the defending units. Modify the attacker's retreat die roll by +1 (8.3).
  DR (Defender Routed): One half of all defending units are eliminated (round up). Conduct retreat die rolls for surviving defending units. Modify the attacker's retreat die roll by +2 (8.3).
  DD (Defender Destroyed): All defending units are eliminated.

8.2 Losses

If the combat results call for any units to be eliminated then the player losing the units must take those units off the map. If not all units are to be eliminated then the owning player may choose the eliminated units.

8.3 Retreat Rolls

Some combat results call for a retreat die roll in addition to other results. The die roll determines whether the affected side will retreat or hold its ground. Units cannot retreat into prohibited or enemy occupied hexes.

Important: ZOC have no effect on retreat.

- Both players roll 1D6. Each player adds any DRMs awarded by the result. The player that has the higher modified result may choose whether the units in question withdraw or hold their ground. If the modified DRs are equal, reroll.
- If the player with the higher roll decides that the units are to retreat, then the units must be moved by the owning player into an adjacent hex of his choice.

Important: Stacked units can be retreated into different hexes they are not required to retreat into the same hex.

- If the player decides that the affected units must retreat and there are no valid hex(es) to which the retreating force could retreat, one affected unit must be eliminated. If there are any remaining units, they hold their ground.

Important: If any of the affected units could not retreat due to stacking limitations, the above procedure applies.

- Units in dug-in mode can retreat, flip them to their maneuver mode side, and retreat them normally.
- If the player with the higher roll decides that the units are to hold their ground, then the units simply stay in the same hex.

8.4 Advance After Combat

If all enemy units retreat or are destroyed, all friendly units may advance after combat. Stacking limits apply.

Exception: There is no advance after combat when a stalemate result is obtained.

- If all attacking units are destroyed/retreated, the defending units may advance into any of the hexes vacated by the attacker.
- If all defending units are eliminated/retreated, all attacking units (up to the stacking limit) may advance into the vacated hex.
- Units that are dug-in cannot advance after combat.

8.5 Combat Against Asset Units

Combat units may attack asset units (13.0).
- Attacks on asset units may only be made if no non-asset units are in the hex.
- Follow the standard combat procedure. Each asset unit has a combat strength of one for defense only.

Exception: P/I/SF use their printed combat strength.

- If an asset unit is stacked with at least one non-asset unit, the asset unit does not contribute to the defense of the hex. It can only be taken as a loss if all other units are eliminated.

9.0 AIRPOWER

9.1 Airpower Basing

Each side has a number of air bases positioned to mark geographical locations of air support, both on-map and off-map. During a friendly Air Base Assignment Phase, the active player may assign airpower resources to an air base.

On-Map Air Bases: On-map air bases are indicated by the air base symbol in the hex (Terrain Key). There are on-map air bases that may be used by each side as positions to station aircraft close to the frontline. Only the side controlling the on-map air base may use it for these purposes.
- Air units may be assigned to any friendly non-destroyed (see 9.4.3) on-map air bases by placing them in the hex containing a friendly air base.
- A maximum of three steps of air units may be assigned to a single on-map air base.

- Control of an on-map air base at the beginning of the game is determined by the national flag displayed.
- An on-map air base may be controlled by either side during the game. An air base is friendly (controlled) by the side currently occupying that hex or was the last side to occupy that hex.

Note: *There are a limited number of airfield captured markers that players may use to mark control of air bases. Players should feel free to create additional markers if needed.*

Important: The term "airfield" and air base are synonymous.

- If there are friendly air units in an air base when an enemy unit enters the hex, the owning player must roll one die to determine the status of those air units. Results are implemented immediately.
  1–3: The owning player moves all air units to a valid off-map air base.
  4–6: All air units take a one step loss. Surviving air units are moved to a valid off-map air base.

- If an on-map air base is destroyed for any reason, place an airfield destroyed marker on the air base.

- A destroyed air base cannot be used by either player as an air base for any purpose for the remainder of the game.
- All air units present on an air base when it is destroyed immediately take one step loss and surviving air units must be moved to an off-map air base.

Off-Map Air Bases: Off-map air bases are denoted by the colored Regional Entry Areas (2.1) on the sides of the map. They may be neither attacked nor captured.
- Units may be assigned to off-map air bases by being placed within the relevant colored Regional Entry Area.
- A maximum of 10 steps of air units may be assigned to each Regional Entry Area.

Air Base Assignment: During the Air Base Assignment Phase, air units may be moved:
  a) From one on-map air base to one other on-map air base; **or,**
  b) From one on-map air base to one off-map air base; **or,**
  c) From one off-map air base to one on-map air base.

NATO Assignment Limits: The NATO player may only base air units on the following Regional Entry Areas:

Finland	**Western Europe**	**Sweden**

The two USA CVW and UK QE air units may only be assigned to the Swedish Regional Entry Area. These units do not count toward the maximum steps allowed.

Russian Assignment Limits: The Russian player may only assign units to the following Regional Entry Areas:

Russia	**Belarus**

9.2 Air Unit Deployment

During the Joint Air Deployment Phase each player may move his air units to target hexes.

- Air units have an unlimited range and may be committed to any hex on the map.
- A maximum of three air units per side may be committed to air actions in a single hex.
- Anti-air ground units may intercept air units en-route to their target hexes (9.3).
- At the beginning of the Joint Air Deployment Phase, each player rolls one die. The player with the higher die roll has the initiative (reroll ties).
- The player with the initiative may then decide to move one air unit, or he may pass the initiative to the other player. The player who now has the initiative cannot pass it back to the other player.
- After the first air unit is moved, player alternate moving one air unit each, until both players have made all desired moves.
- Air units may be moved to any hex desired by the owning player, the hex may be occupied by enemy units (including air units).
- After both players have completed all air unit movement, air-to-air combat occurs (9.4).

9.3 Anti-Air Interception

Air units that are committed to an air action can be intercepted by anti-air units.

- Air units that are committed to an air action must trace a line of flight from their deployment hex to the target hex. The line of flight must be via the most direct route (least number of hexes). If there are two routes that are equidistant the owning player is free to choose the route he uses.
- As the owning player traces the line of flight through each hex, the opposing player should tally the number of anti-air units within range of each hex along the route of flight (inclusive of the deployment hex and the target hex).
- An anti-air unit can be counted as intercepting in every hex within its range.
- An anti-air unit can intercept any number of air units in any number of hexes.
- When all possible intercepts have been tallied, Consult the Air Interception Table. Locate the column that matches the number of intercepts and roll one die for each air unit.

Important: If the air unit is being moved from an off-map area, subtract one from the die roll.

- Results are as follows:
  Survive (S): The air unit is placed in the target hex.
  Abort (A): The air unit returns to base (any eligible on-map or off-map base). The air unit cannot conduct any further actions.
  Emergency Abort (E): The air unit takes one step of damage. If the air unit is not eliminated, it then aborts.

9.4 Airpower Actions

Normally, air units can only conduct one action per game turn; however, an air unit can conduct up to two actions in one game turn if one of the air actions is air-to-air combat. There are four types of air unit actions that take place during different phases. The actual action each air unit conducts is decided when the action could take place. Air units that have returned to an on-map air base should have an "air units landed" marker placed on them or be rotated to show that they have flown a mission this game turn.

Air-to-Air Combat: Occurs in the Joint Air Deployment Phase after all air movement is complete.
Combat Air Support (CAS): Occurs in the air unit's friendly or enemy Combat Phase.
Asset/Infrastructure Strikes: Occurs in the air unit's friendly Combat Phase.
Land Movement Interdiction: Occurs in the opposing player's Movement Phase.

9.4.1 Air-to-Air Combat Action

After all air movement has been completed in the Air Deployment Phase, air-to-air combat occurs if both sides have air units in the same hex. If neither player's total air-to-air strength exceeds zero, there is no air-to-air combat, and all air units may remain in the hex to conduct their missions.

- Either or both players may decide to abort all missions in the hex. Players should create two notes, one stating abort and the other stating continue. Both players determine whether they wish to abort, then lay the corresponding note face down on the table and reveal their choice.
  a) If both players abort, all air units of both sides immediately return to any friendly base.
  b) If only one side decides to abort, the player who did not abort becomes the attacker and the aborting player the defender. Air-to-air combat is conducted normally, except all AD and DD results convert to AR and DR respectively.
  c) If neither player aborts, air-to-air combat occurs normally.

- To resolve air-to-air combat, conduct the following steps:
  1) Each player totals the air-to-air values of all air units in the hex. If one player has a total equal to zero and the other player has a total of one or greater, the player with the higher total is the attacker and the air-to-air combat occurs on the 8:1 column. If both players have a total of one or greater, the player who won the initiative at the beginning of the phase is the attacker and the opposing player is the defender.
  2) Determine the combat ratio of the attack by dividing the total attack strength by the total defense strength.
  3) The attacker rolls one die and cross references the die roll with the designated column. Apply the results as follows:
    AD (Attacker Destroyed): All attacking air units take one step loss. Surviving air units must immediately return to any friendly base.
    AR (Attacker Routed): One half of all attacking units take one step loss, round up (owning player's choice). Surviving attacking units must immediately return to any friendly base.
    AF (Attack Failed): No losses. The attacking units must immediately return to any friendly base.
    SM (Stalemate): No losses. Both sides must immediately return to any friendly base.

DL (Defender Loss): No losses. The defending units must immediately return to any friendly base.
DR (Defender Routed): One half of all defending units take one step loss, rounded-up (owning player's choice). Surviving defending units must immediately return to any friendly base.
DD (Defender Destroyed): All defending units take one step loss. Surviving defending units must immediately return to any friendly base.

9.4.2 CAS Action
During each Combat Phase both players may declare that a friendly air unit or, ballistic missile strike is conducting a CAS mission in any hex within three hexes of an air unit's current hex or, in the case of a ballistic missiles strike any hex on the map. Each player totals the CAS combat value of all friendly air units/ballistic missile strikes in the hex and divides the total by three (round up). The result is a modifier to the combat die roll.

Important: A maximum of three air units and/or ballistic missiles (per side) may conduct a CAS mission against a single hex (any combination with a total of three units).

- The maximum total die roll modifiers that can be applied is three, and regardless of total modifiers, the die can never be modified lower than one or higher than nine.
- If the air/missile strikes are friendly to the attacker, add the result to the die roll.
- If the air/missile strikes are friendly to the defender, subtract the result from the die roll.

Important: The attacking and defending die roll modifiers could cancel each other out.

Example: The attacker has a total CAS value of 5 and the defender a total CAS value of 4. The attacker would receive die roll modifier of +1.

- Air units/ballistic missiles are not affected by any combat results when conducting CAS.
- Air units return to any friendly base after completion of the CAS action.

9.4.3 Anti-Asset/Infrastructure Action
During a friendly Combat Phase, the active player may declare that a friendly air unit or ballistic missile strike is conducting an asset or infrastructure attack in any hex within three hexes of an air unit's current hex, or in the case of a ballistic missile strike, any hex on the map. See 12.0 for the effect of infrastructure attacks on urban area hexes.
- More than one air unit or ballistic strike can attempt an attack on the same hex, but each attack must be against a separate target.
- Each asset unit or infrastructure target can only be attacked once per Combat Phase.
- Both (asset and infrastructure) missions are conducted using the below steps:
  1) The active player rolls one die and modifies the result as follows:
  –4: If a SAM unit is the target of a missile/airstrike and attacking units are not a CVW/QE or F-35 air unit. This anti-air unit would not then count towards the total anti-air units below.
  –2: If a SAM unit is attacked by CVW/QE or F-35 air unit.

Errata: The –2 modifier on the map should include "**F-35**".

–1: For each enemy anti-air unit within three hexes of the target hex and that is not the target of the current strike.

2) Consult the Anti-Asset/Infrastructure Strike Table. Cross-reference the CAS value of the attacking unit with the modified DR. If the unit attacked was an asset unit, use the left-hand result. If the unit attacked was an infrastructure target, use the right-hand value.

Map Errata: Anti-Asset/Infrastructure Table, at the bottom of the table (Results) the right side and left side results are incorrect, use results as noted in 2) above.

Important: Ballistic strikes always have a CAS value of four.

3) Implement the result:
AL: The attacking air unit takes one step loss. A ballistic missile has no effect.
NE: No Effect.
DL: The asset unit is eliminated.
  a) If the asset unit is a P/I/SF, unit it is suppressed.
  b) If the target was a port or air base, place a "port/airfield destroyed" marker. That port/air base can no longer be used by either side. All air units on the ground in the targeted air base take one step loss and survivors must be moved to an off-map base.
  c) If the target was an urban area, the target takes one hit. If this is the first hit, place a minor damage marker; if it is the second place a major damage marker.

4) Return the striking air unit(s) to any friendly base.

9.4.4 Land/Sea Movement Interdiction Action
At any time during an enemy Movement Phase, the in-active player may declare that a friendly air unit (those currently on-map only) or ballistic missile strike is conducting a land or sea movement interdiction action against any hex within three hexes of an air unit's current hex or' in the case of a ballistic missile strike, any hex on the map.
- When the active player's land unit (not asset unit) attempts to move out of a hex, the inactive player may declare the interdiction attempt.

Important: This includes units conducting sea movement (10.2).

- The land unit may be interdicted in each hex it attempts to leave; however, only one interdiction attempt per hex may be attempted.
- The non-active player can commit any air units within three hexes of the target hex that have not yet conducted an action and possess an air-to-air value greater than zero to suppress an air unit's action. This is not considered an air-to-air combat. Suppression has no effect on ballistic missile strikes.
- When an interdiction attempt is declared, the moving player temporarily halts the unit's movement and the interdicting player rolls one die, modifying the result as follows:
  +#: The CAS value of the air unit or ballistic strike (ballistic strikes always have a CAS value of 4).
  –3: If the target is an anti-air unit. This anti-air unit would not then count towards the total anti-air units below.
  –1: For each enemy anti-air unit within three hexes of the target hex.
  –1: For each enemy air unit committed to suppression.

- Consult the Land Interdiction Table, cross reference the modified die roll with the result.
  1–4: No Effect, the land unit continues its movement.
  5–7: If interdicting a unit using land movement, the land unit must halt its movement in the hex it was attempting to move from. If interdicting a unit using sea movement the unit returns to its original off-map area.
  8–9: The land unit is eliminated.

- After completion of the interdiction attempt, an air unit is returned to any friendly base.

10.0 NAVAL RULES

10.1 Baltic Sea Situation Check

The wider naval situation on the Baltic Sea is simulated through an abstracted check to determine the side that currently has control of the area. Use the Baltic Sea control marker to denote this status.

- Beginning the game turn after NATO air intervention has occurred, both players determine if both of the following conditions are true during the Baltic Sea Situation Check Phase.
  a) All three Russian anti-ship units have been destroyed.
  b) There are no Russian land units (P/I/SF do not count) in Bornholm or Gotland hexes.

Important: The three Kaliningrad coastal missile units (27 Coastal) are the only anti-ship units. See 15.1 for movement restrictions.

- If both conditions are true, the NATO player rolls one die and implements the result.
  3 or greater: NATO takes control of the Baltic Sea for the rest of the game. Turn the Baltic Sea control marker to the NATO side.
  2 or less: Russia remains in control. A roll is made again at the next Baltic Sea Situation Phase if all the pre-requisites are still true.

10.2 Sea Movement

The side that currently controls the Baltic Sea can move land units using sea movement.

- During a friendly Movement Phase, land units that start in a port hex may be moved from that port to any other friendly-controlled port on the map.
- A maximum of two land units may start and/or end their sea movement in each port hex.
- Units using sea movement may not move using land movement.

10.3 Ports

Hexes may have port symbols. These hexes may be used for sea movement (10.2) and/or reinforcement (17.0).

- The control of a port at the beginning of the game is determined by the national flag displayed. The port is friendly to all units of the owning country's side.
- If an enemy unit moves into a port hex, that side then has captured the port and now controls that port. Players can use the "port captured" markers to denote the change in control.
- A captured port is immediately available for use by the capturing player.

- If a port is destroyed by an infrastructure attack, players should place a "port destroyed" marker in the hex.

- If a port has been destroyed, it cannot be used by either side for either sea movement or reinforcement purposes.

11.0 BALLISTIC MISSILES

Both sides have access to off-map non-nuclear ballistic missile strikes. Use the Off-Map Ballistic Missile Tracks to show the remaining ballistic strikes available during each game turn. Unused strikes are not carried over to the next game turn.

- The Russian side has nine off-map ballistic missile strikes available each game turn starting on game turn one.
- The NATO side has six off-map ballistic strikes available each game turn.

Important: NATO off-map ballistic missile strikes are not available until NATO air units have intervened.

- Ballistic missiles may launch strikes during various phases during a game turn.
- Each ballistic missile strike can be used once per game turn.
- Ballistic missiles may strike infrastructure and asset units, provide combat air support (CAS), and perform ground interdiction.

11. 1 Asset/Infrastructure Strikes

Asset/infrastructure strikes are launched and conducted during a friendly Combat Phase. Use the procedures given in 9.4.3. Ballistic missile strikes have a CAS value of 4.

11.2 Combat Air Support

Ballistic missile strikes are launched and conducted during any Combat Phase. They support land combat in the same manner as air units (9.4.2). Ballistic missile strikes have a CAS value of 4. See 9.4.3 for procedures and limitations.

11.3 Land & Sea Movement Interdiction

Ballistic missile strikes may be launched at any time during an enemy Movement Phase against land units to interdict their movement. Ballistic missile strikes are conducted in the same manner as interdiction by air units (9.4.4).

12.0 URBAN AREA HEXES

Across the map there are urban areas representing major population areas or major cities (Terrain Key). Control of urban areas count toward victory points.

Important: The NATO player will need to track the number of air unit and ballistic missile infrastructure strikes against urban area hexes conducted by the Russian player until full NATO intervention has occurred (16.0).

- An urban area is controlled by the side whose flag appears in the hex, unless that hex is occupied by an enemy unit at which time the urban area is immediately controlled by that unit's side.
- Only the Russian player may conduct infrastructure attacks against ports and air bases in urban areas (NATO cannot).

Exception: The Russian player may not conduct infrastructure attacks in the Kaliningrad urban area hex.

- If a Russian infrastructure attack in an urban area obtains an AL result, the urban area is damaged, place a "minor damage" marker on the urban area. If a "minor damage" marker is already in the hex, turn the marker over to its major damage side.

- Urban areas that have suffered major damage provide a two-column shift to the left on the CRT when units belonging to the original controlling player are defending in the urban area.

- Damaged urban areas improve the chance that NATO units intervene.
  1) Each urban area containing a minor damage marker adds one to the die roll.
  2) Each urban area containing a major damage marker adds two to the die roll.

12.1 Capital Cities

Certain urban areas are designated as capital cities (Terrain Key). Capital cities that are controlled by enemy forces garner victory points at the end of the game.

13.0 UNCONVENTIONAL ASSET UNITS

Each side has a collection of units that can be used for unconventional warfare effects. These units are asset units.

- Paramilitary units (those with a "**P**" on the counter) and insurgents (those units with a "**I**" on the counter) (P/I) units may be placed on the map within a specific set of hexes. This area is known as their operations area (OA). These units may not move outside their OA but may move anywhere within it.
  a) Paramilitary unit's OA is any hex within their country's border.

  b) Insurgent unit's OA are hexes marked as Majority Russian Population areas.

- Special Forces (SF) units may be placed anywhere on the map.

Exception: SF units belonging to the NATO player cannot be placed in or operate in Russia or Belarus.

- P/I and SF units have two sides (active and suppressed).
- P/I and SF units may not attack enemy combat units, but they may attack any asset unit.
- Once placed on the map, P/I and SF forces may move using the same rules as land combat units.

Exception: See 2.3.2.

13.1 Placement

P/I and SF units are placed on the map either during set up or as reinforcements during the Joint Reinforcement Phase.

- NATO SF units may only be placed after NATO intervention has occurred. They may not be placed within any hex in Russia or Belarus.
- An SF unit may be removed from the map during the Reinforcement Phase. Place the unit on the next turn's box on the game's Turn Track. It may be placed in a new location on that turn.

13.2 Area of Effect

Each P/I/SF unit has an area of effect (AoE) that exists for a radius of two hexes (do not count the hex in which the unit is currently located).

- This area of effect does not extend to hexes outside a unit's OA.
- A suppressed P/I/SF unit does not have an AoE, so suppressed units do not have the below capabilities.
- P/I and SF units cause the following within its AoE:
  a) Enemy units cannot trace supply through an AoE.

Important: This effect does not count when determining encirclement.

  b) If combat takes place within a P/I/SF unit's AoE then the owning player may:
    1) If the unit is friendly to the attacking force, shift the odds column one to the right (only one shift is applied regardless of the number of eligible P/I/SF). The P/I/SF unit used is suppressed.
    2) If the P/I/SF unit is friendly to the defending force, shift the odds column one to the left (only one shift is applied regardless of the number of eligible P/I/SF).. The P/I/SF unit used is suppressed.

Important: In both the above cases, the defending hex must be in the AoE of the P/I/SF unit. Other than being suppressed, if the P/I/SF unit is not in the defending/attacking hex, it cannot be affected by any combat results.

13.3 Combat

All land combat units may directly attack P/I and/or SF asset units only if the asset unit is not stacked with a friendly land combat unit (8.5). In this case, the AoE of the defending asset unit(s) have no effect on the combat, although other P/I and/or SF AoE can affect the combat.

- A P/I/SF unit that is part of a stack that is attacking or defending does not contribute to the attack or defense; however, their AoE effects are used to affect the outcome.
- P/I/SF units will retreat with friendly units but are not otherwise affected by combat results unless all other units in the stack are eliminated, then the P/I/SF unit is also eliminated.
- P/I units may conduct an attack against any asset unit (except SF units) that is not stacked with land combat units.
- SF units may conduct an attack against any asset unit that is not stacked with a land combat unit (8.5).

13.4 Infrastructure Attacks

P/I and/or SF units may capture or destroy enemy-controlled infrastructure and/or urban areas that are not currently occupied by an enemy unit.

- P/I/SF units may capture an urban area or infrastructure hex by moving into the hex during their friendly Movement Phase or being placed in the hex during the Joint Reinforcement Phase.
- SF units may attempt to destroy ports or on-map air bases not located in urban areas. An SF unit can make one attempt to destroy either a port or air base once per turn. During a friendly Combat Phase, if a port or air base is within the SF unit's AoE and is not occupied by an enemy unit, the player owning the SF unit rolls one die.
  a) If the result is 3 or less: the port or air base is destroyed. All air units on the ground in the air base suffer one step loss. Surviving air units must move to an off-map base.
  b) If the result is 4 or greater: the SF unit is suppressed.

13.5 Suppressed P/I Units

Suppressed P/I units may still move but do not possess an OA and can neither conduct nor support combat. Suppressed P/I units may be un-suppressed. During the Joint Reinforcement Phase, the owning player rolls one die to determine the number of suppressed P/I units which are immediately returned to normal operational capability. If the die roll is:

1: No Units.
2–4: One Unit.
5–6: Two Units.

13.6 Suppressed SF Units

Suppressed SF units must immediately be removed from the map and placed in the next game turn box on the Turn Track. During the Joint Reinforcement Phase, the owning player rolls one die for each SF force in the current game turn box.

a) If the result is four or greater, the unit is immediately placed back on the map.
b) If the result is three or less, the SF unit is placed in the next game turn box and may be checked again that game turn.

14.0 SUPPLY

All land units (except P/I/SF units) must be able to trace a line of supply to a supply source. Supply status is checked the moment a unit attempts to move or conduct combat (offensive or defensive). A line of supply cannot be traced through:

a) An enemy-occupied hex.
b) An EZOC. In this case, a friendly unit in the hex would negate the EZOC.
c) A P/I/SF AoE. A friendly unit in the hex would negate the AoE.
d) An all-sea hex.

Exception: NATO units can trace through a sea hex if NATO has control of the Baltic Sea.

14.1 NATO Supply

All units belonging to the NATO side can trace a line of supply of any length to the following areas or hexes:

a) Western Europe Entry Area hex.
b) Any capital city that has not suffered major damage and is not controlled by the Russian side (except Kaliningrad).
c) If NATO controls the Baltic Sea, the line of supply may be traced to a non-destroyed port and then via any number of sea hexes to the Western Europe Entry Area. It cannot trace from one port to another port.

Important: Swedish units in Gotland and or Bornholm are always automatically in supply. NATO must control the Baltic Sea for any other NATO units to be in supply in the above areas.

14.2 Russian Supply

Russian units can trace a line of supply of any length to one of the following:

a) Russia or Belarus Entry Area Hex.
b) If currently Russian controlled, the Kaliningrad city hex. This applies even if Kaliningrad was captured by NATO and then recaptured by Russian forces.

14.3 Out of Supply Effects

A unit is out of supply if it is unable to trace a valid line of supply to a supply source. It is affected as follows:

a) Its movement value is halved (round up).
b) Its combat strength is halved (round up)

Important: See 18.0 regarding victory points.

15.0 NATIONAL RESTRICTIONS

Each national group has limits on movement and combat. Unless stated otherwise, the rules and restrictions to movement and combat apply to all units of that national group.

15.1 Russia & Belarus

Russian and Belarussian land, air, and SF units may enter all valid land hexes on the map. They may also attack any unit within any valid land hex on the map.

Exceptions:
- Estonian Russian units may not leave the Russian majority areas in Estonia.
- Latvian Russian units may not leave the Russian majority areas in Latvia.
- In both the above cases, a unit is eliminated if it is forced to retreat out of its area.

Important: The three Kaliningrad coastal defense asset units may not leave the Kaliningrad Region.

15.2 Baltic States

The Baltic States comprise Lithuanian, Latvian, and Estonian units. Units of these three countries are active beginning on game turn one. They operate under the below rules and restrictions.
- Units may operate in any hex within the territory of Lithuania, Latvia, Estonia, and Kaliningrad without restriction.
- Units may neither enter a hex in Russia or Belarusia at any time, nor may they attack enemy units located in these areas.
- On the game turn that Poland intervenes, these units may now also operate in Poland without restriction.
- On the game turn that NATO Air Entry is triggered, these units may operate on Bornholm without restriction.
- On the game turn that Sweden intervenes, these units may operate on Gotland without restriction.

Exceptions: The following units may not leave their home country.

1) Estonian Defence League Partisan Units.
2) Latvian National Guard Units (this is all units with an ID of Ntl Gd).
3) Lithuanian National Defence Volunteer Forces (NVDF) Units.

15.3 Poland

Poland starts the game inactive. While inactive, all Polish units may move normally within Polish territory; however, they are restricted as follows:

a) Polish units must remain within Polish territory.
b) Polish units cannot conduct any attacks, however if attacked they defend normally.

- Poland intervenes when:
  a) Polish intervention is triggered by an intervention check.
  b) An enemy unit has entered Polish territory.
  c) A Polish unit has been attacked.

- On the game turn that Poland is activated (intervenes), Polish units may:
  a) Move and conduct combat operations (attack or defend) in Lithuania, Latvia, Estonia, and Kaliningrad.
  b) Neither move into, nor attack Russian units in Russia or Belarus.

Exception: Polish Territorial Defence Force units may not leave Poland.

- On the game turn that NATO Air Entry is triggered, these units may operate in Bornholm without restriction.
- On the game turn that Sweden intervenes, these units may operate in Gotland without restriction.

15.4 The Visegrád Group

The Visegrád Group countries are Poland, Czech Republic, Slovakia, and Hungary. In this game the Visegrád Group units represent these countries minus Poland.

Important: The Visegrad rules do not affect Polish units.

- At the start of the game the Visegrád Group is inactive and starts off the map.
- The Visegrad Group only intervenes by a successful intervention check.
- On the game turn in which the Visegrád Group countries and Sweden intervene then the Visegrád Group may enter from the Western Europe Regional Entry Area.
- The Visegrád Group is treated as a NATO unit for all purposes once activated.

15.5 Sweden

At the start of the game Sweden is inactive. Until Sweden intervenes, Swedish units must remain in Gotland. They cannot attack but may defend normally.

- Sweden intervenes when:
  a) Swedish intervention is triggered by an intervention check.
  b) An enemy unit has entered Gotland or Bornholm.
  c) A Swedish unit in Gotland or Bornholm has been attacked.

- On the game turn that Sweden intervenes, Swedish units are treated as NATO units for all purposes.

Exception: The Swedish National Guard unit may not leave Gotland.

15.6 NATO

NATO is inactive at the start of the game. There are NATO units on the map and until they are active (intervene) they are restricted as follows:
  a) They must remain in the country of their initial setup.
  b) They may move normally within that territory, but they cannot enter an urban area hex. They may enter EZOCs.
  c) They cannot attack enemy units, but they defend normally.

- There are two levels of NATO intervention, Air and Land. Land entry intervention is not permitted before one game turn after air intervention is triggered. This is true even if land intervention is rolled on the same game turn as air intervention. The air intervention may have been triggered either:
  a) By an intervention check.
  b) When a NATO land unit is attacked by a Russian unit. In this case, the intervention occurs in the next game turn, not the same game turn and phase as the triggering attack.

- NATO air invention allows all available NATO air units, off-map ballistic missiles, and SF units to enter play.
  a) Air units may be assigned to off-map and on-map air bases during the following Joint Reinforcement Phase.
  b) They may operate normally at that time conducting operations normally.

- NATO land intervention allows all available land units (including other asset units) to enter play. Units may enter the map via the Western Europe Regional Entry Area or via the Baltic Sea as an Ocean Reinforcement (17.2)
- NATO land units may not enter or attack enemy units in Russian or Belarussian territory at any time in the game.
- NATO air units and ballistic missiles can conduct asset attacks against asset units in Russian or Belarussian territory. No other type of attack may be conducted by NATO forces in those areas.

Exception: NATO units can operate freely in Kaliningrad territory.

15.7 NATO Allied Countries

NATO allied units not specifically mentioned (Estonia, Latvia, Lithuania, Poland, Visegrád, Sweden) operate under the same restrictions and rules as outlined in 15.6.

16.0 NATO INTERVENTION

On game turn one, the NATO intervention marker is placed in the No NATO Entry Box on the NATO Intervention Track. Beginning game turn two, the NATO player must make an intervention check to determine if any of the intervention levels has been reached.

- An intervention check is made each game turn (starting with game turn two) until all NATO states on the NATO Intervention Track have intervened.
- The NATO player rolls three dice and totals the result. Modify the total using the following conditions:
  +2: If a Russian ground unit has at any time entered Estonia.
  +2: If a Russian ground unit has at any time entered Latvia.
  +2: If a Russian ground unit has at any time entered Lithuania.
  +4: If a Russian ground unit has at any time entered Poland.

Important: Insurgents and Paramilitary units are not land units they do not count for the above modifiers (2.3.2).

  +1: For each capital city controlled by the Russian player (do not count Kaliningrad).
  +1: For each strike conducted by air units and/or ballistic missiles in an urban area hex in Poland, Lithuania, Latvia, or Estonia.

Important: The NATO player will need to track the number of strikes against urban area hexes conducted by the Russian player until full NATO intervention has occurred.

16.1 NATO Intervention Track

The Intervention Track is broken into separate boxes.

Entry Boxes: These boxes designate the level of NATO intervention (15.6).

Numbered Boxes: These boxes signify the modified intervention dice roll required to activate the force printed in the next National Entry Box.

- If the modified intervention check die roll is greater than the number printed in the box, move the marker to the next entry box and activate that force in accordance with 16.0.

Important: Each intervention check uses all applicable DRMs, even if used on a previous check.

- The intervention level can only increase one level each game turn and a higher intervention level cannot be obtained until a lower level has been met.

Example: The current intervention level is 12. The modified die roll is 23. The marker would only be moved to the 16 box.

- The intervention level can never decrease, no matter the DR.

Important: If intervention is triggered by an event, the indicator is moved up to the next level on the Intervention Track.

Exception: If a specific country's intervention or NATO intervention is triggered by an action taken by the Russian player, an intervention check is not needed for the NATO player to intervene at that level.

Example: If the Russian player enters Gotland prior to NATO air intervention, then land and air intervention by NATO and Swedish units is immediately triggered.

17.0 REINFORCEMENTS

Important: Deployment of reinforcements does not constitute movement, and thus cannot be interdicted.

17.1 Russian Reinforcements

The Russian player does not have any reinforcements. All Russian units start the game on the map; however, the Russian player may withhold units in either Russia or the Belarus Regional Entry Areas as long as he desires. Withheld units may either enter from the Russian or Belarus Regional Entry Area or;

a) If the Russian side currently has control of the Baltic Sea, then one land unit reinforcement may be placed on any friendly port per game turn.

b) If the Russian side has control of an on-map air base, and can trace a line of hexes from the Russian or Belarus Regional Entry Area (that does not intersect the range of an enemy anti-air unit) to the on-map air base, then land unit reinforcements may be delivered by air landing. Only one Russian land unit per game turn may arrive by air landing.

c) If the Russian side can trace a line of hexes from the Russian or Belarus Regional Entry Area that does not intersect the range of an enemy anti-air unit, the Russian unit can launch an air assault using the procedures outlined in 17.5.

Important: Russian units arriving via any of the above are automatically in supply on the game turn of arrival.

Exception: The Russian side can only conduct one air assault per game.

Important: Units arriving using a) or b), can move in the ensuing Russian Land Unit Movement Phase.

Exception: The Kaliningrad Russian Rebel unit begins the game off the map. When a NATO player unit enters Kaliningrad territory, it is immediately placed in any hex within Kaliningrad territory by the Russian player.

17.2 NATO Reinforcements

NATO reinforcements become available beginning with game turn one; however, these reinforcements must be held off the map until activated by a level of intervention. If the appropriate intervention for each unit has occurred, all units activated automatically appear in the Western Europe Entry Area, **or:**

a) If the NATO side currently has control of the Baltic Sea, then one land unit reinforcements may be placed on any friendly port per game turn.

b) If the NATO side has control of an on-map air base and can trace a line of hexes from the Western Europe Regional Entry Area (that does not intersect the range of an enemy anti-air unit) to the on-map air base, then land unit reinforcements may be delivered by air landing. Two NATO land units may arrive by air landing each game turn.

- All reinforcements are added during the Reinforcement Phase. A reinforcement may be optionally delayed by the owning player for as many turns as the player wishes.

Air Units: All air units, US ballistic missiles, and NATO SF units are available during the Joint Reinforcement Phase of the game turn that NATO Air Intervention is triggered.

Week 1 Day 1:
US: 1 Arm BCT 3 (3 units), 173 Airborne BCT (3 units), 82 Airborne BCT (3 units), US 1 Batt 1 Air Def (3 units)
UK: 16 Air Aslt. Brig (2 units), UK-NL Marines (1 unit)
FRA: 11 Para Brig (1 unit), 11 Mar. Para Brig (1 unit)
GER: FlaRakG 1 (2 units)

Week 1 Day 2:
NL: 802 Squadron (1 unit)

Week 1 Day 3:
US: 2 Cav (3 units)
UK: 1 Strike Brig (2 units)

Week 1 Day 5:
FRA-GER: Boxer BG (3 units)

Week 1 Day 7:
NATO: VJTF IT (2 units)
GER: 21 Panzer Brig (2 units)
UK: 12 Arm Inf Brig (3 units)
FRA: 7 Arm. Brig (3 units)

Week 2 Day 3:
US: 3 Cav Reg (3 units)

Week 2 Day 7:
US: 2 BCT 1 Arm. (3 units), 8 Marine Reg (3 units)

Week 3 Day 3:
NATO: VJTF ES (1 unit)

17.3 Sweden/The Visegrád Group

When Sweden and the Visegrád Group nations intervene in the conflict (15.4), their remaining units may be added from the next turn's Reinforcement Phase.

- The Visegrád Group unit must be placed on a hex next to the Western Europe Regional Entry Point (2.1).
- The Swedish unit may be placed on a hex next to the Western Europe Regional Entry Point or on Gotland.

17.4 Marine Reinforcements

NATO Marine units may arrive as either outlined in 17.2 or, the NATO player may conduct an amphibious landing with any or all marine units.

- To conduct an amphibious landing, a marine unit cannot have previously moved onto the map in any manner from the Western Europe Regional Entry Area.
- Baltic Sea control must be set at NATO control.
- Each marine unit can make only one amphibious landing per game.
- A maximum of three marine units may conduct amphibious landings each game turn. The landings may be in any combination of hexes. This limit is in addition to the normal sea movement allowed.
- Marine units conducting an amphibious landing may be placed (mobile side showing) in any unoccupied (no units of either side in the hex) non-urban area coastal hex that is in a territory in which NATO units are allowed to enter.
- Once placed their movement is complete for that game turn, however they may attack during ensuing Combat Phase.

17.5 Airborne Reinforcement

NATO airborne units may arrive as outlined in 17.2, or the NATO player may conduct an air assault with any or all airborne units.

- To conduct an air assault, an airborne unit cannot have previously moved onto the map in any manner from the Western Europe Regional Entry Area.
- Each airborne unit can make only one air assault per game.
- To conduct an air assault, the airborne units must be able to trace a path of hexes (of any length) that are not in range of any enemy anti-air units.
- A maximum of three airborne units may conduct an air assault each game turn. The assaults may be in any combination of hexes. This ability is in addition to the normal air movement allowed.
- Airborne units conducting an air assault may be placed (mobile side showing) in any unoccupied (no units of either side in the hex) non-urban area hex that is in a territory NATO units are allowed to enter. Once placed their movement is complete for that game turn; however, they may attack during the ensuing Combat Phase.

17.6 Unconventional Forces

All Unconventional Forces units are placed using the procedures in 13.1.

18.0 VICTORY

18.1 Sudden Death Victory

At any time in the game, a player may achieve a sudden death victory if one of the below circumstances is true:

a) The Russian side wins if all active NATO land units are encircled; **or,**

b) The NATO or Russian player wins if all currently active enemy land units have been eliminated.

Important: An encircled hex is any hex in a NATO country (Poland, Lithuania, Latvia, or Estonia) that cannot trace a NATO line of supply to the Western Europe Regional Entry Point. Also see 13.2 (a).

If one of the above conditions have been met, play immediately ceases and that player is declared the winner.

18.2 Russia Victory

If the criteria in 18.1 is not met, there are two points in the game at which victory is determined.

- The game turn ends if NATO land intervention has not occurred by the end of Week 2 Day 7 game turn. The Russian player totals his victory points (Victory Point Chart).

  a) The Russian player wins if the final total is greater than zero.

  b) The NATO player wins if the final total is zero or less wins.

- If NATO land intervention has occurred by the end of Week 2 Day 7, the game continues until Week 3 Day 7, at which time the Russian player totals his victory points to determine the winner using the same criteria noted above.

18.3 Degree of Victory

A NATO win is always considered a Strategic Victory. Russia's gamble to re-establish undisputed dominance in the area was dealt a staggering blow.

The total victory points the Russian player has accumulated determines the level of victory achieved.

0–50: Tactical Victory (Russia gains significant bargaining chips during subsequent peace talks).

51–80: Operational Victory (Russia makes major gains in keeping traditional Eastern Bloc countries from continuing to approach the West for support).

81 or more: Strategic Victory (Russia achieved all political goals solidifying its hold on traditional Eastern Bloc countries).

VICTORY POINT CHART

Each encircled non-urban area or large town hex occupied by a NATO unit (those unable to trace a NATO supply line).	+1 Victory Point.
Each encircled Urban area hex in a NATO country (those whose hex cannot trace a NATO supply line). This applies even if the urban area hex has suffered major damage.	+12 Victory Points if a Russian land unit is present within the city hex. +8 Victory Points if the city hex has no land units inside. +2 Victory Points if a NATO land unit is present within the city hex.
Each encircled large town in a NATO country (those whose hex cannot trace a NATO supply line).	+5 Victory Points if a Russian land unit is present within the large town hex. +3 Victory Points if the large town hex has no land units inside. +1 Victory Points if a NATO land unit is present within the large town hex.
Each destroyed NATO land or air unit (do not count P/I units).	+6 Victory Points.
If no NATO unit is present on Gotland, but a Russian unit is.	+8 Victory Points.
If no NATO unit is present on Bornholm, but a Russian unit is.	+4 Victory Points.
Each destroyed Russian/Belarussian/Kaliningrad unit land or air unit (do not count P/I units).	–4 Victory Points.
Kaliningrad city occupied by NATO units.	–16 Victory Point.

ANTI-ASSET / INFRASTRUCTURE TABLE

	CAS Value:				
Die Roll:	**0**	**1**	**2**	**3**	**4**
≤ 1	AL/AL	AL/AL	AL/AL	NE/AL	NE/NE
2	AL/AL	AL/AL	NE/AL	NE/NE	DL/NE
3	AL/AL	NE/AL	NE/NE	DL/NE	DL/DL
4	NE/AL	NE/NE	DL/NE	DL/DL	DL/DL
5	NE/AL	DL/NE	DL/DL	DL/DL	DL/DL
≥ 6	DL/NE	DL/DL	DL/DL	DL/DL	DL/DL

Die Roll Modifiers (DRMs):

(F-35 air units are not affected by these DRMs)

–4 if SAM unit is target of missile/airstrike and attacking unit is not a CVW/QE or F-35.

–2 if SAM is attacked by CVW/QE or F-35 air unit.

–1 for each SAM unit within 3 hexes of the target hex if that SAM is itself not the target of the attack.

Results:

Left Side of /: Against asset units.

Right Side of /: Against infrastructure.

AL: Attacking air unit takes 1 step loss; a ballistic missile has no effect.

DL: The asset unit is eliminated.

NE: No Effect.

a) If the asset is a P/I/SF unit it is suppressed.

b) If the target was a port or air base, place a **Destroyed** marker on it—it can no longer be used by either side. All air units on the ground in the targeted air base take 1 step loss and survivors must be moved to an off-map base.

c) If the target was an urban area it takes 1 hit. If this is the first hit, place a **Minor Damage** marker; if a second hit, use a **Major Damage** marker.

AIR INTERCEPTION TABLE

	Total Number of Possible Intercepts:					
Die Roll:	**0**	**1–5**	**6–15**	**16–20**	**21–25**	**≥ 25**
1	S	A	E	E	E	E
2	S	A	A	E	E	E
3	S	S	A	A	E	E
4	S	S	S	A	A	E
5	S	S	S	S	A	A
6	S	S	S	S	S	S

Explanation of Results:

S: Survive: The air unit is placed in the target hex.

A: Abort: The air unit returns to base (any eligible on- or off-map base). The air unit cannot conduct any further actions.

E: Emergency Abort: The air unit takes 1 step of damage. If the air unit is not eliminated, it then aborts.

LAND INTERCEPTION TABLE

1D6+CAS Value:	Result:
1–4	No Effect.
5–7	No land unit in hex may move for rest of turn.
8–9	No land unit in hex may move for rest of turn, **and** 1 unit must be destroyed.

During the movement phase, take the CAS value of the ballistic missile or air unit within 3 hexes of the targeted hex containing enemy land units. Roll 1D6 and add to the result the CAS value of the ballistic missile or air unit.