1987

ON TO KALININGRAD!

CSL

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1.0 INTRODUCTION

1987 simulates a hypothetical World-War-3 operation using the Procedural Combat System (PCS). It is designed to showcase all of the aspects of the mechanics used in our game 1950 and expand upon them. The tactical situation is inspired by the envisioned Russian invasion of East Prussia in 1914. During that operation, two Russian armies intended to meet-up in the theater depicted in 1987 and then take what was then Konigsberg, the cultural heart of then Prussia/ Germany. Of course, Tannenberg intervened and both Russian armies were beaten separately and in detail. 1987 recreates a similar situation in the interest of fun. Real orders of battle from NATO and the Warsaw Pact were used to build the armed forces, and creates an even more interesting situation by leaving out NATO heavyweights such as the US, France, and the UK.

1.1 Background

Note that this is a completely fictional account that is meant to bear no relation to history other than the forces included in the Order of Battle. It assumes that Hitler was successfully assassinated in 1943 allowing Admiral Canaris of the Abwehr to stage a defensive campaign and negotiate a truce with the western allies. As related in Bodyguard of Lies, Canaris had been working towards a rapprochement with the western allies throughout the war. The assassination of Hitler provided the Wehrmacht to activate Beck's plans to take over the government under Canaris' guidance and attempt to enlist the West in a crusade against Bolshevism. While this attempt failed it did result in the immediate removal of any Germans who were in the Nazi Party. Canaris, Beck et al were violent anti-Nazis. Not that they were nice guys but they weren't racist, paranoid criminals.

While England and the United States were happy to end the war on a status quo ante basis and turn their attention to crushing the Japanese, they were less willing to attempt to force such a result on the Germans on the Eastern Front. Stalin, facing the

likelihood of the full weight of the German war machine (with the SS units nationalized, raising the quality of the entire army), sought and obtained an armistice on the lines established by the Nazi-Soviet pact.

Under pressure from the United States and the Commonwealth, Canaris permitted an independent Poland which slid into the Soviet orbit due to lingering distrust over the German invasion of 1939 (Katyn's grisly harvest would not be discovered in this timeline.) and the return of the eastern provinces absorbed by the Soviets as a result of the Pact.

An early end to the war resulted in a slowing of war technology and the development of nuclear weapons in smaller packages, suitable for tactical (artillery fired) weaponry first. Rocketry remains rudimentary, jets do dominate the skies but the equipment remained 15-20 years behind what developed in our 1987. As a result while there is a possibility of true strategic level nuclear war, the delivery of such weapons is by large jet bombers and not by ICBMs.

The years leading up to 1987 had been bleak for the west. NATO had been developed as a potential counterbalance to an eastern European defensive alliance with the Soviets resulting from the fear of economic vassalage to the western powers. With the Soviets relatively impoverished due to World War II and the despair of having fought so hard with only an armistice to end things. The lack of a significant threat from the Soviet/Eastern European bloc caused the NATO powers to reconsider their commitment to the alliance, with many seeking to make their joint security pledges contingent on their own interests. This came to a head in early 1987 as Article 5 pledges were made voluntary and many parties to the alliance indicated that their choice to respond would be made on a case by case basis. The active components of NATO who would clearly respond to the call of the victim or aggression were reduced to Germany, the Netherlands, Belgium, aspects of US airpower and Canada.

Meanwhile in the Soviet Union significant unrest grew as frustration over a permanent state of war with Germany caused

continued economic sanctions (remember, no peace was signed, merely an armistice). Army morale sagged, citizens demonstrated and it seemed that the Soviet Union would come undone from internal centripetal forces. Something had to be done and the Politburo grabbed at the straw that always seemed to bring Russia together – a war. After all, they were already at war and the unwillingness of the Germans to end it was strangling the Soviet Union. The Poles would help as they wanted revenge.

        The goal was simple. Cause NATO a loss. Show that the Eastern bloc retained its vitality while NATO was losing its. No one wanted a full-fledged war, just enough of a spat to move from armistice to peace...

        CSL wants to ensure that readers understand that this work of fiction is nothing more. The Germany that results in this timeline has also thrown out the Nazis as Beck, Canaris and their followers hated the Nazis more than any external power. This scenario is not a would-be Nazi fever dream. To be clear, all Nazis are scum, as well as anyone else who decide to attack others on the basis of ethnicity, religion, sexual orientation, disability, and many other aspects of what makes humanity unique and special.
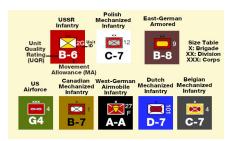
2.0 SCALE AND MAP

The unit scale for the game depends more on proficiency of a unit as compared to actual numbers. Each hex represents 2.5 miles and each turn represents one day, broken up into half-day segments. The scale is reduced from **1950** given the size of most units in this period were more uniform and smaller. NATO units are generally brigades while Warsaw Pact (WP) units are often divisions. The game covers 1 week of operations, equivalent to 7 full game turns.

3.0 IMPORTANT CONCEPTS
Glossary

1d8 Die roll with an 8-sided die (all die rolls are 1d8)

AAC Advance after Combat

CD Combat Differential

DRM Die Roll Modifier

EC Effectiveness Check

ER Effectiveness Rating

F Fighter air units

G Ground Support air units

LP Loss Points

MA Movement Allowance

MP Movement Points

NHC Nuclear Holocaust Check

OOS Out of Supply

PO Political Objectives

SAM Surface-to-Air Missile

UQR Unit Quality Rating

VP Victory Points

WP Warsaw Pact

3.1 Units

1987 features mechanized infantry formations supported by armored and airmobile units. None of these formations were purely made up of one type or the other, but at this scale it makes sense to represent them as their most numerous type. All ground units function the same, the letter on the bottom left is the **Unit Quality Rating** (UQR). The UQR identifies the letter to use when selecting random Combat chits during combat. To the right of the UQR is a unit's **Movement Allowance** (MA). To the right of the Unit Type is the unit ID; the ID has no in-game effect other than to use for reference dur-

ing setup or historical curiosity. The backside represents a unit's Static side; a unit is flipped to its Static side once it has finished its activation.

3.2 Initiative

Unlike **1950**, initiative is determined at the start of each Half-Day Segment. Having the initiative allows players to act first during the Air Commitment and Sortie Phase, take the first activation during the Action Phase, and gives them a bonus -1 Die Roll Modifier (DRM) when performing air missions that require an **Effectiveness Check** (EC).

3.2.1 Refugees:

Whenever an initiative roll during the Action Phase results in a tie, the NATO player may place 3 Refugee Markers on the board. Hexes containing a Refugee marker cost +1MP during movement, and no combat may be conducted against units in those hexes. Refugee Markers may only be placed in or adjacent to major city and city hexes. If another tie is rolled in the segment refugees are placed, ignore and reroll. Players may create extra Refugee Markers if necessary. Refugees are removed at the end of a full Game Turn.

3.3 Airpower

There are two basic types of air units in **1987**, Fighters (F) and Ground Support (G). The airbase counters represent groups of air units. The number after the letter on their counter is their **Effectiveness Rating** (ER), which is used in combat or strategic bombing. An EC is a 1d8 roll that is equal to or less than the ER, with a -1DRM for the initiative player. Air-to-Air Combat will be

explained in its own chapter (see 6.0), but we'll briefly touch on the different operations players can conduct:

- **Ground Support (G):** Support infantry in Combat.
- **Patrol (F):** Intercept enemy planes on missions.
- **Interdiction (G):** Interrupt enemy Strategic Movement or attack their supply line during combat.
- **Tactical Nuclear Strike (G, WP ONLY):** All enemy units are eliminated in the hex, a nuclear strike counter is then placed in the hex.

3.3.1 Airmobile Infantry

Infantry with the paratrooper NATO symbol and a movement rating of 'A' are Airmobile units that possess special qualities. They may be placed in any empty hex on the map when activated and go static immediately after. Airmobile units have 6 MP when they use ground movement. They cannot combine Airmobile and ground movement in the same activation. Units using Airmobile movement must trace a line of adjacent hexes from the Airmobile unit to the destination hex, friendly air units assigned to Patrol missions may intercept any enemy air units attempting to attack a friendly Airmobile unit anywhere along the pathway of hexes.

3.4 Seapower

Neither side has any naval units, though the Russian Marine division may make invasions against Baltic coastal hexes. Any combat within 2 hexes of the Baltic Coast grants the Russian player a +2 DRM for Naval Support.

3.5 Zones of Control
Unlike **1950**, **1987** has no Zones of Control. Units using Strategic Movement and Supply Lines still may not move/pass adjacent to an enemy unit.

3.6 Combat Chits
Prior to the start of the game, all of the white chits with letters and numbers on both sides are placed into an opaque cup (preferably empty). Whenever a unit enters Combat with another unit, each player draws a random chit from the cup and flips it like a coin (or randomize the side in your hand, both sides feel exactly the same). The number next to the letter that corresponds to a unit's UQR is its Combat Strength. This Combat chit stays with a unit until the end of a full game turn when it is removed during the Cleanup Phase.

3.7 Recovery
Units attempt to recover from the Rout box during the Reinforcement & Recovery Phase. Depending on their Nationality, units must roll equal to or higher than a given number on the Recovery Table on the Game Charts. Note that units that roll a 1 are considered 'surrendered' and permanently removed from the game, earning the opponent 1 Victory Point per unit.

3.8 Victory Points (VP)
VP are a loose representation of production capacity, political will, and national morale. VP can be exchanged for 1 Loss Point (LP) during combat. VP go up for the WP, down for NATO. NATO wins if VP are reduced to 0, the WP wins if VP reach 20.

3.9 Supply
Supply allows units to function at full capacity. Units must be within 5 MP of a road or rail hex that can in turn, trace a line of unlimited road/rail hexes unobstructed by enemy units and adjacent to enemy units to a Supply Source. For NATO, Kaliningrad or any city under its control is a friendly Supply Source. For the WP, the eastern edge of the board is its Supply Source. If a unit is found to be out of supply during the supply phase, place an OOS marker on top and (unlike *1950 where OOS units cannot activate) the unit subtracts both their UQR and Movement Allowance by 1.*

3.10 Stacking
Stacking refers to placing one unit on top of the other in a hex; only one unit may occupy a hex at the end of any movement or combat phase. Air units and other markers do not count towards stacking. Reinforcements are allowed to temporarily overstack (i.e. more than one unit), but overstacked units must be activated before other friendly units on the map may be activated during an action phase.

3.11 Victory and Political Objectives
Victory is achieved through the acquisition of VP, which are awarded through the capture of **Political Objectives** (PO) and combat. At the start of the game immediately after Setup (see 11.0), place all of the PO Markers into a single opaque cup, preferably with no liquid. Each player then alternates pulling PO,

starting with the initiative player, placing them on eligible hexes (see next paragraph). Note that PO are only counted for victory if an Automatic Victory (see 10.0) does not occur.

When pulling a PO, randomize the side of the counter used for its VP value in the palm of your hand. Both sides of the counters feel the same as they are very thick unlike other wargames, or you can flip the counters to determine the side used if you are dexterous enough. If a player pulls a PO that belongs to them (black = NATO, red = WP) they may place the marker on an enemy occupied/controlled Major City hex, otherwise they return the chit to the cup and the opposing player pulls their next chit if any remain to be pulled. At the end of a game, absent an Automatic Victory, the player whose units occupy PO hexes earn the listed amount of VP on the PO marker.

4.0 SEQUENCE OF PLAY

Daily Game Turn

1. **First Half-Day Segment**

i.   **Reinforcement & Recovery Phase**
ii. **Initiative Determination Phase**
iii. **Air Commitment**
iv. **Action Phase**
- Both sides roll for initiative, high side wins (on first tie only Refugees are placed).
- The Initiative side may activate a unit followed by the non-initiative side.
- Continue until both sides pass

consecutively or all units have activated.
- Refresh all units.

2. **Second Half-Day Segment**

i.   **Reinforcement & Recovery Phase**
ii. **Initiative Determination Phase**
iii. **Air Commitment**
iv. **Action Phase**
- Both sides roll for initiative, high side wins (on first tie only Refugees are placed).
- The Initiative side may activate a unit followed by the non-initiative side.
- Continue until both sides pass consecutively or all units have activated.
- Refresh all units.

3. **Cleanup**

i.   **Check all on-map units for supply**
ii. **Place all Combat chits back into the cup.**
iii. **Advance Game Turn Marker**

5.0 REINFORCEMENT & RECOVERY PHASE
Depending on the scenario being played, the NATO player receives variable reinforcements while the WP player starts with all of their available units. NATO units enter on any empty hex on the Kaliningrad peninsula, defined as west/north of the river running from Polessk through Gvardeysk and to Kaliningrad. NATO units may also enter from the west edge of the board south of hexrow xx17 but north of

the Polish border.

5.1 NATO Reinforcement Procedure

Each turn, the NATO player rolls 1d8 to see if they receive any reinforcements this turn. If the modified result is 1-3, then the NATO side receives no reinforcements for the turn. If the modified result is 4 or more then another 1d8 is rolled to determine the nationality of reinforcements. . The initial die roll is modified by +1 if the VP marker currently is at a level of 15 or higher. If the NATO player rolls a reinforcement type that is already on the board, the NATO player receives no reinforcements that turn.

5.1.1 Reinforcement Type

- **1-2: Canadian** (brown, red and white.)
- **3-4: Dutch** (blue, white and red.)
- **5-6: Belgian** (grey, yellow, red.)
- **7-8: Remaining US Air Force** (green, red, blue.)

5.2 Recovery Table:

Routed units attempting to recover use this table to determine success or failure. Players must roll equal to or greater than the associated number with 1d8:

- **WP: 5**
- **NATO: 6**
- **German: 7**

5.2.1 Surrender

Routed units which roll a 1 during Recovery are permanently removed from the game and count for VP as

per 10.1.

6.0 AIR COMMITMENT AND SORTIE PHASE

Both sides have air units that are used to influence maneuvers and combat on the ground. Starting with the player who holds the initiative, players alternate placing air units in the boxes labeled Patrol, Ground Support, or Interdiction printed on the player aids.

        The initiative player and non-initiative player each take turns allocating ait units to the different air mission boxes printed on the player aids. Air missions are performed during the Action Phase. After any Ground Support or Interdiction mission, the defending player checks for Surface-to-Air Missile fire (SAM fire, see 6.5.1) and then the air unit rolls for On-Call (see 6.5) status.

6.1 Committing Patrols

Air units in Patrol Boxes may be used to intercept other enemy air units during the Action Phase (and when all units check for supply following the end of an Action Phase). The intercepting player interrupts the active player in the middle of one of their air missions and conducts Air-to-Air combat. Air units assigned to patrol missions may also immediately cancel enemy Airmobile movement by making an EC. Patrolling aircraft check for On-Call status after any Air-to-Air combat. Friendly air units assigned to patrol missions may intercept enemy patrols attacking friendly Airmobile units. An Airmobile unit that is successfully intercepted is immediately Routed.

6.2 Interdiction

G air units assigned to Interdiction missions are placed in the Interdiction box on the map. These units may attempt to interrupt enemy undertaking Movement or tracing supply for combat, though they may be intercepted by enemy air units on patrol before being able to do so.

6.2.1 Movement Interdiction

Whenever the phasing player is using Movement or Strategic Movement, the non-phasing player may interrupt the phasing player at any point during that movement subject to any interceptions by Patrols of the phasing player. After any possible interceptions, the interdicting player makes an EC for the air unit modified by the initiative DRM, if applicable. If successful, the phasing player must immediately end their activation, flipping the activated unit to Static. Exception: no Interdiction attempts may be made whenever a unit is temporarily overstacked during strategic movement. Air units still must check for both SAM fire and On-Call status after any Interdiction missions. Air units interdicting Combat Supply must check for both SAM fire and On-Call status after the attempt.

6.2.2 Combat Supply Interdiction

During combat, both players may attempt to use units assigned to Interdiction missions to cut their opponent's supply. If Interdicting units get past any enemy Patrols, they must then make an EC modified by initiative DRM, if applicable. If the EC is passed, their opponent may not satisfy LP in combat using VP.

6.3 Air-to-Air Combat

Whenever **F** units intercept enemy air units, Air-to-Air combat takes place. Each **F** air unit may fire at each enemy air unit, while each **G** air unit may only fire once in total. When an air unit fires it undertakes an EC and if successful the targeted enemy air unit is damaged and flipped to its reduced side, or if already reduced placed into the Routed Box.

All air units check for On-Call status after Air-to-Air combat.

6.4 Ground Support

A Ground Support mission is used to support units in combat. If a friendly **G** air unit make it past any potential enemy patrols to the combat hex the player wishes to support, the player may add the ER of the **G** unit as a DRM (see 8.0), no EC necessary to add Ground Support to a combat. Each side may only have 1 **G** air unit offer ground support to any given combat. After the combat, if the **G** air unit survives SAM fire (see 6.5.1), it must then check for On-Call (6.5) status.

6.4.1 SAM Fire

Immediately after any Ground Support Mission, the player being attacked rolls 1d8, with a +1DRM if the targeted ground unit has a UQR of A. If the result is 7 or higher, the air unit is damaged. Air attacks against units in Cities also receive a +1 DRM to SAM rolls. Units with a UQR of D do not roll for SAM fire unless in a friendly city which started the game in the player's control. *For example, a D quality unit in a city would need a roll of 7 in order to damage an attacking air unit with the SAM fire inherent to the*

city hex. If an air unit attacks an A quality unit inside a city, the player performing SAM fire would need to roll at least a 5 due to the A UQR and the city hex granting a +2 DRM.

6.4.2 Tactical Nuclear Strike

The WP player may make Tactical Nuclear Strikes during an Action Phase with a **G** air unit assigned to Ground Support instead of activating a ground unit. Instead of making an EC, the WP player chooses an enemy-occupied hex and rolls 1d8 (applying DRMs per 6.4.2.1) and checks the result. This is called a **Nuclear Holocaust Check** (NHC). If the NHC result is 8 or more, the WP immediately loses the game as a nuclear holocaust breaks out between the great powers. Otherwise, the enemy unit in the chosen hex is permanently eliminated from the game and a Mushroom Cloud Marker is placed on the hex. No units may enter a Mushroom Cloud hex. On the following turn, the marker is flipped to its Radioactive side which adds a +1MP cost to the hex. Players may make as many Mushroom Cloud/Radioactive markers as needed.

Note: As long as NHCs are passed, a hex may be nuked any number of times during a turn, the radioactive +1MP cost is cumulative.

6.4.2.1 NHC DRM

• **Major City Hex: +1 DRM**

• **After the first Nuke: +1 DRM** (max DRM of +1)

The above DRM are cumulative, meaning the max DRM for a NHC is +2.

6.5 On-Call

After an air unit performs Air-to-Air combat or Ground Support (**after** rolling for any SAM fire), the player must check to see if the air unit remains On-Call or if it is then placed in the spent box until the next half-day segment. By making a successful EC the air unit may remain On-Call, staying on the same mission or switching the mission at the player's discretion.

7.0 ACTION PHASE

The action phase is the heart of the game in which players alternate back and forth, activating individual units to move and/or attack enemy units. Starting with the player that holds the initiative, there are five potential actions a player can take per activation. Players alternate activating units for movement or attacks until both players pass or all units have gone static. Remember, units go static after finishing their activation.

• Move
• Strategic Movement
• Meeting Engagement
• Prepared Attack
• Pass

7.1 Move

When a unit is activated to move, it moves from hex to hex, paying the MP cost of the terrain as specified in the TEC for each hex entered, up to the total of its movement allowance. Upon completing movement the unit is flipped to its static side. Note that whenever a hex is overstacked due to reinforcements, one of those units must be activated to move before other units may move.

7.2 Strategic Movement

Strategic Movement functions the same as regular movement except a unit doubles its MA and may not move adjacent to an enemy unit at any point in its movement. A unit utilizing Strategic Movement is flipped to its Static side as normal when finished moving. Enemy air units set aside for Interdiction may attempt to interrupt a unit using Strategic Movement (see 6.3.1). A unit moving along continuous, unobstructed rail hexes while using Strategic Movement pays ⅓ MP for each rail hex entered. A unit may use both rail and non-rail movement in the same activation.

Note that units using Strategic Movement may only move into hexes under friendly control.

7.3 Meeting Engagements

A Meeting Engagement is a combination of movement and combat. A unit may undertake multiple Meeting Engagements during movement if it has the MP available to do so. When adjacent to an enemy unit, the activated unit must spend MP equal to the movement cost of the enemy hex plus a chosen number of MP (1-4) for the Meeting Engagement DRM. Supporting units during Meeting Engagements may not suffer losses in place of the lead unit during combat. Use the table below (also on the game charts) to determine the Meeting Engagement DRM:

- **1MP:** -2 DRM
- **2MP:** -1 DRM
- **3MP:** 0 DRM
- **4MP:** +1 DRM

For the combat procedure refer section 8.0.

7.4 Prepared Attack

If one or more Fresh units are adjacent to an enemy unit, they may conduct a Prepared Attack against the enemy unit. The attacking player must designate one of these attacking units as the lead unit. Only the lead unit automatically becomes static after combat. A supporting adjacent unit does not become static unless it decides to **Advance After Combat** (AAC, see 8.4) with the Lead unit, then any units who do so become static when finished.

For the combat procedure refer section 8.0.

8.0 COMBAT

Combat is done the same way during a Meeting Engagement or Prepared Attack, but the modifiers involved and the way results are applied differ. Whenever combat is declared, the players perform any relevant air operations, and then each draws a random Combat chit, randomly chooses a side of their chit, and places it underneath their lead unit. For the defender the lead unit is always the single defending unit. For the attacker, in a Meeting Engagement the lead unit is the single activated, attacking unit, while in a Prepared Attack the lead unit is selected (see 7.4) and multiple units may AAC. Each player then determines their own DRMs for Combat which are summarized below and in the game charts. All modifiers are cumulative.

Both players then roll 1D8 each, add appropriate DRMs and the Combat Strength on the Combat chit of their respective lead unit. The

Victor of the combat has the higher modified result and the **Combat Differential** (CD) is equal to the difference between the two modified results.

Note that the defender does not go static from the combat unless it chooses to do so in order to absorb losses. The lead attacker always goes static, while other participating attacking units in Prepared Assaults only go static if they choose to AAC.

8.1 Applicable Combat DRMs

- **All combats**
  - ◊ **Air Support:** +ER
  - ◊ **UQR Difference:** +1 to +3 scaled difference in quality, see 8.1.1
  - ◊ **Friendly units adjacent to combat hex:** +1 per unit, excluding the lead unit, see 8.1.2
  - ◊ **Terrain:** See TEC
  - ◊ **Naval Support:** +2 WP ONLY (Must be within 2 hexes of the Baltic coast)

- **Meeting Engagement only**
  - ◊ **MP Spent Modifier:** -1 to +2 DRM
  - ◊ **Flanking Attackers:** +2 each (max of +4), see 8.1.3

- **Prepared Attack only**
  - ◊ **Flanking Attackers:** +3 each (max of +6), see 8.1.2

8.1.1 UQR
This DRM is scaled by class, meaning, for example, an **A** unit fighting against a **D** unit would get a +3 DRM,

a B unit against a D unit +2 DRM and a C unit against a D unit +1 DRM. [. A **B** unit against a **C** unit would receive a +1 DRM, etc. Only the unit with the higher UQR receives a DRM.

8.1.2 Adjacent Combat Support
Units adjacent to other friendly units involved in combat each provide a +1 DRM to the combat.
        (Design note: This is an important difference between the 1950 and 1987 rules; adjacency is much more potent in combat.)

8.1.3 Flanking Units
An enemy unit is considered Flanked if there is a friendly unit on the opposite side of the lead unit, or if there are at least 3 units (with or without the lead) in 3 non-adjacent hexes and next to the combat hex. The Flanking bonuses are cumulative with the bonuses for unit adjacency. NATO may only Flank with Fresh units, while the WP may Flank with either Fresh or Static units.

8.1.4 Combat Example
During an activation, unit X conducts a meeting engagement against unit Y, spending 4MP thus granting unit X a +2 DRM in the upcoming combat. In addition, unit X has 2 friendly units adjacent to unit Y granting another +2 DRM bringing its total DRM to +4. Unit X has a C UQR while unit Y has a B UQR so unit Y receives a +1 UQR DRM. Unit Y is in a Woods hex and has 1 friendly unit adjacent granting a further +2 DRM, and it also receives Ground Support from a **G** air unit with an ER of 2 which brings its total DRM to +5. For the upcoming combat, the attacker unit X has a +4 DRM while the de-

fender unit Y has a DRM of +5. Unit X draws a 6 for its Combat Strength while Unit Y draws a 2.. Both players then each roll 1d8 adding the modified result of their die roll to their lead unit's Combat Strength.

8.2 Loss Ratio
Units suffer LP in combat based on the Victor, the CD and the applicable Loss Ratio.

8.2.1 Loss Ratio for Meeting Engagements
If **defender** is the Victor, use a 1:1 ratio. For every 1 point of the CD, 1 LP is inflicted on the attacker (e.g. if the attacker scores a modified 6 and the defender a modified 8, the CD is 2 and the attacker suffers 2 LP).

If the **attacker** is the Victor, use a 2:1 ratio; for every 2 points of the CD, 1 LP is inflicted on the defender, always ignoring any remainder (e.g. if the attacker scored a modified 9 and the defender a modified 6, the CD is 3 and the defender suffers 1 LP).

8.2.2 Loss Ratio for Prepared Attack
LP are applied on a 1:1 ratio to the CD for both attackers and defenders.

8.2.3 Terrain Adjustment
If the defender is in a major city or mountain hex then the loss ratio to be applied against the defender increases by 1 (i.e. in a Prepared Attack it becomes 2:1, but in a meeting engagement it becomes 3:1).

8.3 Satisfying LP
All LP that are called for must be satisfied, which may be done in several ways cumulatively:

- A defending unit may flip to static to satisfy 1 LP.
- All units may retreat 1 hex to satisfy 1 LP.
- A UQR A or B unit may retreat 2-3 hexes to satisfy 2 LP (note that units may not combine this method of absorbing LP with the above method, players must choose one or the other if eligible).
- Spend 1VP to satisfy 1 LP (only if unit can trace a valid supply route at the moment of combat). An adjacent supporting unit may go static to satisfy 1 LP each (*EXCEPTION: supporting attacking units during Meeting Engagements may not go static to satisfy LP*).
- The Lead unit can be eliminated to the Rout box to satisfy **ALL** LP.

8.3.1 Absorbing LP in Combat Example
Continuing the example from 8.1.4, Unit AX scores a modified 12 (roll of 8 +4 DRM) which is added to its Combat Strength of 6 for a result of 18. Unit BY scores a modified 6 (roll of 1 +5 DRM) which is added to its Combat Strength of 2 for a total result of 8. The attacker has the higher score so is the Victor, with a CD of 10 (18-8). As it is a Meeting Engagement, the Loss Ratio is 2:1, so 5 LP (10/2) must be absorbed by the defender. If this were a Prepared Attack, 10 LP would have been generated against the defender.

8.4 Retreating and Advance After Combat (AAC)
A unit must attempt to retreat to-

wards a Supply Source and away from enemy units, if possible. If the defender's hex is vacated, the attacker may AAC into the hex (with no MP cost). In a Meeting Engagement the attacker may continue movement with any MP that remain unspent. Note that if the defender's hex is not vacated, the attacker may attack again in a Meeting Engagement if it has sufficient MP remaining.

In a Prepared Attack, if the combat hex is vacated by defending units, roll 1d8 and halve the result (rounded down); this is the Advance After Combat Movement Allowance (AACMA) for any attacking units involved that choose to advance. Each unit may immediately move into the combat hex (for no MP) and then it uses the AACMA to move in any direction. Any supporting units that choose to advance become static after they spend their AACMA, while any supporting units that do not advance remain Fresh and in place.

9.0 TERRAIN

9.1 Terrain, Movement and Combat.
The movement costs and combat effects for terrain are listed in the Terrain Effects Chart (TEC), but the specifics are explained here.

9.2 Clear
Clear hexes cost 1MP and have no effect on combat.

9.3 Woods
Woods hexes cost 2MP and grant the defender a +1 DRM in combat.

9.4 Mountain
Mountain hexes cost 3MP, and grant the defender a +2 DRM in combat and raise the loss ratio by which the defender absorbs losses by 1 (see 8.2.3)

9.5 City
City hexes use the other terrain in the hex for its movement cost. The defender is granted a DRM equal to the DRM from the other terrain in the hex plus an additional +1. *So for example, a clear hex with a city would have a +1 DRM during combat instead of none.*

9.5.1 Major City
Major city hexes cost 1MP, and grant the defender a +2 DRM in combat and raise the loss ratio by which the defender absorbs losses by 1 (see 8.2.3). A major city also adds +1 to any SAM fire roll (see 6.4.1).

9.6 Rivers
Crossing a river hexside adds an additional +1 MP cost. Defending behind a river hexside grants the defender an additional +1 DRM in combat. Only one attacking unit needs to be across a river hexside in order for the +1 DRM to apply during combat.

9.7 Roads
Moving along consecutive road hexes cost 0.5 MP regardless of the other terrain in-hex. Roads have no effect on combat, use other terrain in the hex. (*Design Note: No effect other than lessening the MP cost of Meeting Engagements*).

9.8 Rail
Moving along consecutive rail hexes costs 1MP regardless of the other

terrain in-hex. While using Strategic Movement, each rail hex costs ⅓ MP. Rail hexes have no effect on combat, use other terrain in the hex.

10.0 VICTORY
Automatic Major Victories are achieved by bringing the VP total to 0 for NATO or 20 for the WP, respectively. If an Automatic Victory is not achieved players determine the winner by referencing the number of VP at the end of the game using the chart below:

- **1-4 VP:** Substantial NATO Victory.
- **5-10 VP:** Minor NATO Victory.
- **11-15 VP:** Minor WP Victory.
- **16-19 VP:** Substantial WP Victory.

10.1 VP Schedule
Players earn VP according to the following schedule:
- **Political Objectives: +/-** VP listed on the marker if hex controlled *at the end of the game.*
- **City Hexes: +/-** 1 VP at the moment a friendly unit occupies a city hex.
- **Surrendered Units: +/-** 1 VP for each surrendered unit at the end of the game.
- **VP Exchanged for LP: +/-** 1 VP.
- **Each Eliminated Air Unit: +/-** 1 VP.
- **Each Nuked Major City Hex:** -1 VP.

11.0 SETUP
The VP marker starts on the 10 box on the VP display. NATO units may set up inside of the Kaliningrad peninsula which is defined as west of

hex-column 29XX and north of the river running from hex 2818 (Gvardeysk) west through Kaliningrad into hex 1717 which empties out into the Baltic Sea. NATO receives US air units 1-4 at the start of the game. The NATO player is considered to be in control of all hexes inside the Kaliningrad Peninsula.

The Soviet player starts the game in control of all hexes outside of the Kaliningrad peninsula. Russian and East German (DDR) units may set up in or adjacent to all city hexes under their control. Polish units must set up south of the Polish border. All Soviet units are present at the start of the game.

Note that the turn track is broken down into Full Day Game Turns and Half Day Segments.

11.1 Strategic Surprise
This is considered the 'standard' setup for the game. Consider the other options given to explore other possibilities based on NATO's preparedness.
- NATO may set up German units only (remaining troops come on as reinforcements per 5.1).
- WP gets initiative automatically on the first game turn.

11.2 Tactical Surprise
- NATO may set up with Germans and one randomly determined NATO ally only (remaining troops come on as reinforcements per 5.1).
- Initiative is rolled for on the first turn.

12.0 DESIGN NOTES
1987 is in its purest form an experimental game. I designed it as a means of testing out the limits of scaling down the

Procedural Combat Series rules I developed for 1950. By making a number of subtle changes, while probably more confusing for those familiar with both games, it allows the system to shine by showcasing its versatility in scale. 1987 presents a situation that is fairly gonzo given Kaliningrad has effectively been under Russian control since the end of WW2, but in fact the theater and operational situation (the goal to capture Kaliningrad, then Konigsberg,) is based on the original objective of the Russian invasion of East Prussia in 1914.

The 1914 operation failed when Tannenberg intervened and completely obliterated the Russian second army in detail. The then Imperial German army then promptly moved to defeat the Russian first army in a Bonapartist 1-2-punch strategy that allowed a smaller force to defeat a much larger one. One way to study that campaign is to focus on the Observe, Orient, Decide and Act (OODA) loop of the German Army. The leaders of both Russian armies hated each other and this precluded any cooperation beyond the planning phase of the campaign.

I had thought about making a game on the Eastern Front in WW1 previously but as much as I love the campaign, it's been done exceptionally well by several other designers and I am hard-pressed to add a worthwhile contribution that would have added something I felt was lacking. Taking the operational situation into the late 20th century with several historical accommodations allowed me to explore the possibility of two Russian armies working together to reach Konigsberg and how a defense would have been staged. The mobile nature of infantry

warfare in 1914 and in modernity creates a balanced situation tactically through considering an earlier campaign through a modern operational lens.

It's tempting to almost classify this game as more of a sandbox, but obviously doing so would be inviting a bunch of negative commentary. That said, an roleplaying-game-style sandbox situation is the basis from which I worked out the general thesis of this game, and wargames are truly in essence nothing more than an easier to visualize roleplaying-game, you are dealing with probabilities based on established variables between 2 parties, the constraints are so linear in a wargame that you often don't need a referee or game-master. I hope serves as a fun, playable experiment in hybrid war/sandbox game design and thank you so much for the purchase. I encourage you to create your own scenarios and send me the results at rweiss@consimsltd.com

With Love
Ray Weiss

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