BREZHNEV'S WAR

The Warsaw Pact vs. NATO in Germany, 1980

RULESBOOK

Compass Games
New Directions in Gaming

TABLE OF CONTENTS

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1. 0 Introduction

1.1 Brezhnev's War (BW) is an alternative history wargame intended to investigate the strategic parameters that would've been in placeduring the first 30 days of operations had the leaders of the Soviet Union decided to try to overturn the postwar settlement in Europe sometime between the fall of Saigon and the end of 1980 (when things began to turn sour for them in Afghanistan). I chose that timeframe because it was then the Soviets seemingly had achieved their most advantageous "correlation of forces" between their forces and those of the West. Their main goal in starting such a war wouldn't have been global Armageddon; rather, they would've been seeking to seize or thoroughly wreck the Ruhr – then, as now, one of the world's main industrial regions – or otherwise remove the Federal Republic of Germany ("West Germany") as an effective member of NATO. There are therefore no nuclear or chemical warfare rules, as the use of those weapons would've undoubtedly worked to rapidly escalate the campaign beyond the bounds set by those who launched it. As the Soviet commander, your goal is to achieve a decisive conventional victory. If that effort fails in some disastrous way, there will be plenty of time to reach for the chemical and nuclear weapons after the first month.

1.2 Scales. Each hexagon on the map represents 6.66 miles (10.8 kilometers) from side to opposite side. The Soviet units of maneuver are divisions, as are most NATO units, along with a few separate brigades and regiments. Air power is represented abstractly, with counters and rules showing the effects of one side or the other gaining temporary air superiority above the theater of operations. Each full game turn represents three days of 'real time.'

1.3 Assembling the Mapsheets. There are three mapsheets in the game, "East," "West" and "South," and they are each identified as such in one or another of their corners. The three sheets must be joined into one contiguous map in order to play the game. Do that the following way. The East Map is considered the "base map," so position it on your game table first. Next cut off the right-half of the easternmost column of hexes on the West Map (*4200-4244*). Then fit the West Map atop the western edge of the East Map such that the West Map's newly trimmed *4200* hex overlaps *1000* on the East Map and hex *4244* on the West Map overlaps hex 1044 on the East Map. Join together those two maps using either small pieces of permanent tape or larger strips of removable transparent tape. (The latter is easily available from any art or office supply store or online source of such supplies.) Next, along the north edge of the South Map, trim off the top-half of hexes *0101*, *0301*, *0501*, etc., over to 4901. Then fit that map across the already joined West and East Maps such that South Map half-hex 0101 overlaps the south half of West Map hex *2543*, and South Map full-hex *0201* fully overlaps West Map hex *2644*, repeating that pattern over to East Map hexes *4143* and *4244*. With that done, join the South

Map to the West and East Maps using the same taping technique you used above to join together the West and East Maps.

1.4 Compass Directions. The compass roses printed on the maps show their relationship to magnetic north. For all play purposes, though, whenever a map direction is referenced in these rules, the north side of the assembled maps is composed of West Map hexes *2508* through *4200* (inclusive) along with East Map hexes *1000* to *4200* (inclusive). The east side of the assembled map is composed of East Map hexes *4200* to *4244* (inclusive) along with South Map hexes *5000* to *5017* (inclusive). The south side is made up of all the South Map hexes from *0122* to *4221* (inclusive).The west side is made up of West Map hexes *3100* to *2543* (inclusive) along with South Map hexes *0100* to *0122* (inclusive).

1.5 Hexagonal Grid Coordinate Numbers. If a referenced hexagon ("hex") is on the West Map, it will be prefixed with the letter "W." Similarly, hexes on the South and East Maps will be prefixed with an "S" or "E," respectively. So, for example, hex *W3827* is the city of Siegen. Hex *S1306* contains the South Map city of Karlsruhe, while hex *E3639* is the city of Zwickau.

1.6 Definitions. If a rule is said to apply to "Soviet units," that means it applies to all the units of that side, including East German and Czechoslovakian divisions. If a rule is said to apply only to the Soviet side's Eighth Guards Army, the East Germans, the Czechoslovakians or any other subset of Soviet units, that will be specifically stated.If a rule is said to apply to "NATO units," that means it applies to all the units of that side, regardless of their nationalities. If a rule applies only to some national or unit-type subset of NATO units, that will be specifically stated. The name "East Germany" is used synonymously with "German Democratic Republic," while "West Germany" is used synonymously with "Federal Republic of Germany."

2.0 Game Components

2.1 The components to a complete game of BW include these rules, the three mapsheets, and two sheets of die-cut counters (totaling 352 units altogether, and which are also referred to as "units" and "unit-counters"). Players must provide a standard six-sided die to resolve combat and other probabilistic game events.

2.2 The Assembled Game Map (see *1.3* above) illustrates the militarily significant terrain found in and around the western portion of Germany during 1976-80 when portrayed at this scale. A hexagonal ("hex") grid is printed over the map to regulate the placement and movement of units across it, much like in Chess and Checkers. A unit is considered to be in only one hex at any one time.Every hex on the map has a unique four-digit identification number printed within it. They're provided to help find exact locations more quickly and to allow for the

recording of unit positions if a game has to be taken down before it can be completed. For example, the Dutch city of Groningen is in hexes *W3603*, *W3702* and *W3703*.

2.3 Unit-Counters. There are 352 unit-counters in the game, most of which represent combat formations. Others are provided as informational markers and memory aids. After reading through these rules at least once, carefully punch out the counters. Using a nail clipper (or a purpose-designed counter-clipping device) to remove the nub-like "dog ears" from their corners will facilitate the units' easy handling and stacking during play, and it will also demonstrate to your opponents your samurai-like determination and discipline.

2.4 Sample Combat Unit. Each combat unit-counter displays several pieces of information: nationality, specific historical identification, unit type and size, combat and step strengths, movement allowance and reinforcement or other special status or set up code.
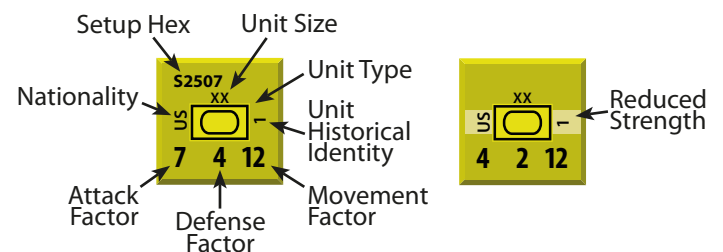
2.5 Nationality. A unit's nationality, and therefore the side it's on, is shown by its color scheme and two-letter abbreviation.

The Soviet Side

8th Guards	white on red
Guards Airborne	red on white
All other Red Army	black on red
East Germany	black on gray
Czechoslovakia	white on gray

The NATO Side

US	black on olive drab
France	black on sky blue
United Kingdom	black on tan
Canada	black on leaf-green
Netherlands	black on orange
Belgium	black on yellow
West Germany	white on black

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

Soviet Abbreviations
Cr – Carpathian
Cz – Czechoslovakian
EG – East German
G - Guards
Kv – Kiev
Ln - Leningrad
SU – Soviet Union

NATO Abbreviations
Al – Alpine
Be – Belgian
C – Commando
CA – Canadian
Cv – Cavalry
FL – Foreign Legion
FR – French
J – Jaeger
M – Marines
NL – Netherlands
P – Para-Commando
RM – Royal Marines
T – Territorial
UK – United Kingdom
US – United States
WG – West German

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

XX – division
X – brigade
III – regiment

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

Paratroops	⌢
Air Landing	⧖
Heliborne	Ⴟ
Armor / Tank	◯
Armored Cavalry	⊘
Artillery	•
Mechanized Infantry / Motorized Rifle	⊠
Mountain Infantry	▲
Special Forces	⧖
Territorial Infantry	T

2.9 Combat Factors. Attack and defense factors are the measures of each unit's ability to conduct those types of combat operations. Their specific uses are explained in section *13.0*.

2.10 Movement Factor. This number is a measure of a unit's ability to move across the hex grid printed over the map. Units pay varied movement costs to enter different hexes, depending on the terrain in each and the moving unit's type. See section *12.0* for details.

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

Design Note: Two-step units are printed with a stripe on their reverse sides to aid in their visual differentiation in that regard.

2.12 Reinforcement & Starting Units. Units that enter play after the game has begun, rather than starting play already set up on the map, are called "reinforcements." NATO reinforcements can be distinguished from that side's starting units by the fact they – the reinforcement units – have only one-digit numbers ("1" or "2," etc.) printed in their upper-left corners. Those numbers refer to their game turns of entry into play; see section *11.0* for details. Other NATO reinforcement units, specifically those of the US and UK, don't have turn numbers to indicate their status. Instead, they have only dots in their front upper-left corners to indicate they're reinforcements but don't have specified arrival times. On the Soviet side, all reinforcement units have only dots, rather than specific turn numbers, in their upper-left corners. All units of the Soviet side without dots in their front upper-left start the game in play on the map or enter play via paradrop; see *3.3* and *11.4*.

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

NATO/Soviet Aerial Supply Markers (see *10.18*)

NATO/Soviet Airpower Markers (see section *6.0*)

Hex Control Markers
(see *3.5* & section *4.0*)

Game Turn Marker
(see section *5.0*)

GAME TURN   GAME TURN

Electronic Warfare Points Markers
(see section *7.0*)

1   2   3

3.0 Set Up & Hex Control

3.1 The players should first decide which of the two sides each will control. After that they each take their own side's units and sort them onto and around the map according to the instructions below. The Soviet player controls all the Soviet Red Army units along with all the East German and Czechoslovakian units. The NATO player controls all other units. Note that all normal stacking rules apply during set up (see section 8.0).

3.2 NATO Set Up. The NATO player sets up first. He places all his initially available units, which includes all those units that have four-digit placement-hex numbers in their upper-left corners, on the map directly in the hexes corresponding to those numbers. He should sort his reinforcement units – all those with one-digit turn-of-entry numbers in their upper-left corners – directly into the corresponding blocks on his Turn Track. He should place all the US units with dots in their upper-left corners into an conveniently available large-mouth opaque container (such as a cereal bowl or coffee mug). He should do the same, but in a separate container, with the dotted UK reinforcement units.

3.3 Soviet Set Up. The Soviet player begins his set up by placing all his 8th Guards Army (8GA) units all stacked together in any one hex in East Germany that lies anywhere directly along that country's border with West Germany. He should then set up the East German and Czechoslovakian units, respectively, in any non-border hexes of those two countries. Next, he should set off to the side of the map, but within easy reach, all four divisions of the Guards Airborne Army (GAA) along with the seven Spetsnaz markers. He should then randomly select one of each of the seven Red Army artillery divisions with dots in their upper-left corners onto his Turn Track such that one of those divisions ends up in each box for Turns 1 through 7, inclusive. He should then put all the remaining dotted Red Army units into an conveniently available large-mouth opaque container (such as a cereal bowl or a coffee mug). The remaining undotted Red Army units may be set up by him in any non-border hexes of East Germany and/or Czechoslovakia.

3.4 Marker Deployment. Either player should temporarily set off to the side of the map, within easy reach, all 10 airpower markers along with both sides' aerial supply markers and all 10 electronic warfare markers. Put one Game Turn marker in the "1" box of both players' Turn Track. Put the "Ruhr VP x 1" and "Ruhr VP x 10" markers into the "0" (zero) box of that track. Put the "City VP x 10" marker into the "10" box of that track, and put the "City VP x 1" marker into that same track's "4" box. Put the hex control markers into any easily reach pile off to the side of the map. That completes the set up process.

3.5 Hex Control. The idea of "hex control" — which side "owns" which hexes at any given instant — is important for purposes of column movement (see *12.21*) judging victory (see section *4.0*), and tracing supply (see section *10.0*). At the start of play the Soviet player controls all hexes in East Germany and Czechoslovakia; the NATO player controls all others. Generally, the control status of a hex switches from one side to the other whenever a ground unit from the other side enters it (exception: see *12.19*). Control switching is immediate, and may occur and reoccur in the same hexes any number of times during play. Hex control markers are provided for use on the board to help keep track of which hexes are controlled by which side in areas where the deployment of actual units doesn't make that clear.

3.6 Hex Control vs. Zone of Control. Don't confuse the idea of "hex control," explained above, with that of "zones of control"(a.k.a. "ZOC"), which is explained in section 9.0. For now, all you need understand in regard to the latter is the fact the mere projection of a ZOC into an enemy-controlled hex isn't enough by itself to cause the control status of that hex to switch from one side to the other.

4.0 How to Win

4.1 In General. The Soviet player is generally on the offensive, trying to win by driving west as fast as possible and in such a way as to bring about the neutralization of West Germany or the conquest of the Ruhr industrial area, while optimally also setting the stage for a further advance into NATO territory beyond the Rhine. The NATO player generally wins by preventing the Soviet player from having fulfilled any victory conditions by the conclusion of Game Turn 10; however, see *4.5* below for an exception that allows for a NATO victory earlier than that.

4.2 When to Check for Victory. Victory is checked during the last Phase V of every game turn (see section *5.0*). Any victory condition found to have been fulfilled at those times is sufficient to end the game. If the NATO player prevents his opponent from fulfilling any of the Soviet side's victory conditions through Phase V of Turn 10, that game ends in a NATO victory. There are no drawn games, nor are there any gradations of victory.

4.3 Soviet Victory Conditions. The Soviet player is declared to have won the game when, during any turn's victory check phase, he's found to have fulfilled any one or more of the following three victory conditions.

4.4 NATO Loss of the Ruhr. The Ruhr industrial area ("Ruhrgebiet") is considered to have been lost to NATO if 13 or more of its 25 hexes are Soviet-controlled. The supply state of the Soviet-controlled hexes is irrelevant.

4.5 Conquest, Fair & Square. There is a grand total of 169 city and Ruhr city hexes on the assembled map. At the start of play the Soviet player controls 24 of them, all in East Germany and Czechoslovakia. If, during any turn's Phase V, that side is found to be in control a total of 85 or more city and/or Ruhr city hexes (from among any countries on the map), play stops and the Soviet player is declared to have won the game on that account. Conversely, if during any turn's Phase V, the Soviet side is found to control fewer than 24 such hexes, the game stops and the NATO player is declared to have won the game on that account. Supply status is irrelevant in making those determinations. Use the Soviet Total City & Ruhr Hex Control Track on the mapsheet, and the markers provided, to keep an open count of that situation

4.6 Soviet Rhine Bridgehead. The Soviet player is considered to have created a viable Rhine River bridgehead – which is possible anywhere between hexes *W2511/2512* and *S0113/0114*, inclusive – when, during any turn's Phase V, his forces control four or more contiguous west bank hexes in overland supply.

5.0 Turn Sequence

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

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

Turn Sequence Outline
I.   **Air Superiority Phase**
II. **Electronic Warfare & Countermeasures Phase**
III. **Soviet Player Turn**
      A. **Soviet Movement or Combat Phase**
      B. **Soviet Combat or Movement Phase**
IV. **NATO Player Turn**
      A. **NATO Movement or Combat Phase**
      B. **NATO Combat or Movement Phase**
V.   **Victory Check Phase**
VI. **Mutual Reinforcement Phase**

5.3 Move/Fight or Fight/Move. At the start of every one of his one of his player turns, the player about to take that turn must declare in what order he will carry out his movement and combat phases that turn. That is, he may choose to have his units move first and attack after that, or he may make take his combat phase first and movement phase second. That decision is generally up to each player, but see *7.7* for an exception. No matter what phase order a player chooses, all his units are allowed to participate to the limit of their normal capabilities in both of them. The players only make one phase order declaration per game turn, at the start of his own player turns, which is then applied to all his units throughout that player turn. He may not choose one phase order for some of his units and the other phase order for others.

5.4 Ending a Game Turn. Game Turns 1 through 9 are completed when each one's Phase VI is concluded. At those times move forward by one box the Game Turn marker on the Game Turn Track printed on the mapsheet. Game Turn 10 is concluded at the end of its Phase V; on that turn Phase VI is omitted.

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

- All Soviet attacks receive an automatic one-column-right odds shift, while all NATO attacks suffer a one-column-left odds penalty.
- All units of both sides are automatically in supply throughout Game Turn 1.
- The normal air superiority procedures aren't followed. Instead, the Soviet player openly rolls one die and receives and deploys that number (1-6) airpower markers.
- The normal electronic warfare procedures aren't followed. Instead, the Soviet player automatically has six electronic warfare points.
- The GAA is available as a special reinforcement during the Soviet Movement Phase. It's not required the GAA be entered on Turn 1, but it is available (see *11.4*).
- At the end of the Soviet Movement Phase, the NATO player deploys all West German Territorial units as a unique reinforcement arrival (see *11.11*).

5.6 Fight/Move Prepared Attack Bonus. During player turns in which either player chooses the fight/move phase sequence, all his attacks are considered "prepared attacks," and they therefore gain a one-column-right odds shift in conjunction to all other applicable bonus and penalty shifts. See section *13.0* for more details.

5.7 Soviet Eighth Guards Army (8GA) Special Rules. The following rules apply to all four 8GA units during Game Turns 1 through 3. After the end of Turn 3 these rules no longer apply in whole or part and all 8GA units lose all special distinctions.

- 8GA units are always in supply.
- 8GA may only move and stack alone or in combination with other 8GA units and/or the 34G Artillery Division and/or units of the GAA. Within those combinations, normal stacking limits apply.
- 8GA units may only attack alone or in combination with each other, and/or the 34G Artillery Division, and/or units of the GAA, and/or with Spetsnaz and/or airpower markers.
- All attacks made such that the attacking force contains all four divisions of 8GA gain a one-column-rightward odds shift. Attacks qualifying for this bonus on Game Turn 1 therefore actually receive a two-column-rightward shift on account of the first point in rule *5.5* above.

6.0 Air Superiority

6.1 In General. At the start of every theAir Superiority Phase of Turns 2 through 10,both players openly roll two dice. (For Turn 1's unique procedure, see *5.5*). The player getting the higher totalhas "air superiority" for that turn (reroll ties). If you had air superiority the turn before, add one to your roll this turn; though that addition may never be greater than one no matter how many turns you may have had air superiority. Subtract the lower rolled total from higher roll total: the winning player gets that many airpower markers. He immediately places all those markers as described below. Note there will never be a turn in which both players have airpower markers deployed on the map at the same time.

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

6.3 Range. Every airpowermarker on the map effects the hex in which it's placed, all six of the immediately surrounding hexes, and all 12 of the hexes immediately adjacent to those six hexes. That's termed its "range,"which, in this case, is more specifically referred to as a "two-hex range." If the ranges of two or more friendly airpower markers overlap, there are no additive effects because of it. Also note there are no qualitative differences between hexes immediately adjacent to the marker and those farther out from it.

6.4 Airpower's Effect on Enemy Movement. For an enemy unit or stack to make a regular ground move into a hex that's in range of one or more of your airpower markers, it must pay an extra movement point (MP) to do sofor each such hex entered, for both in-hex and hexside costs. Further, no heliborne or column movement may take place in the range of an enemy airpower marker. Heliborne movement may not be used to enter into an enemy airpower marker's range (see *12.19*). Your own airpower markers have no effect on the movement of your own forces. Note that enemy airpower presence in a hex doesn't absolutely prohibit your units making regular ground moves into and/or through such hexes; it merely makes it more expensive in terms of MP.

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

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

7.0 Electronic Warfare

7.1 In General. The Electronic Warfare (EW) Phases represent both sides' efforts at gaining a combat advantage through the use of electronic code-breaking and communications jamming techniques.

7.2 Turn 1 Procedure. On Turn 1, don't follow the procedure given below in *7.2*. Instead, use rule *5.5*.

7.3 Determining EW Dominance. At the start of every turn's Electronic Phase after that of Turn 1, follow this procedure. Both players will generally (and always openly) roll two dice to get a Electronic Warfare Point (EWP) total of two through 12. That done, subtract the lower total from the higher total. The player with the higher total of EWP has achieved temporary EW dominance and, accordingly, he can expend those points (the amount remaining after subtracting his opponent's rolled total from his own rolled total) to enhance the combat power of his ground force and diminish that of his opponent. If both players roll the same total, neither player has EW dominance and the two sides' efforts in that area are considered to be fully tied up that turn battling each other to a temporary standstill.

7.4 EWP Application. The winning player should select the

number of EWP markers from the counter-mix equal to his overall EWP point count. He immediately expends those points as described below. No EWP may be saved for use beyond the next turn's Electronic Warfare Phase. For example, EWP earned during Turn 1's EW Phase would all need to be expended prior to the start of Turn 2's EW Phase or else they're forfeit at that time.

7.5 Enemy Command-Control Disruption. To disrupt an enemy ground unit or stack, you should place the desired number of your available EWP atop the unit or stack on the map. That is, if an EWP counter is placed atop a stack at that time, the entire stack is affected throughout the following phases of that. If the opposing player breaks up that stack during the turn, place equal markers atop each moved away unit or sub-stack. Those points' effects would apply among all the units in any new stack that might be created when such moved away units came to rest in a new and possibly already partially stacked hex. The effect of each EWP on their targeted units/stacks is as follows:

- **For movement purposes**, each EWP causes a one point deduction from the movement allowance that would otherwise be available to the that unit or stack. It's possible for a unit or stack to be fully immobilized throughout turn in this way.
- **For combat purposes**, each one of your EWP atop an enemy unit or stack generates a one attack factor addition to the odds calculation process in any attack you make against that force during the turn. Similarly, any attacking enemy force that has atop it one or more of your side's EWP gives your defending force in that battle a one defense factor addition during that odds calculation process.

7.6 Enemy Airpower Disruption. You may expend EWP to remove enemy airpower markers from the map at the rate of two EWP expended for one airpower marker removed.

7.7 Battlefield Dominance. For the cost of six EWP, you may pick your opponents phase order during the coming turn. No markers are placed on the map; just immediately announce to your opponent what his phase order will be that turn.

8.0 Stacking

8.1 In General. Stacking is the term used to describe the piling of more than one friendly unit in the same hex at the same time. Opposing grounds units will generally never stack together; only friendly units stack together. (For the exception to that, see 12.19.)

8.2 The stacking rules are in effect all through every phase of every turn. You therefore need to be careful in regard to the order in which you move your units; otherwise, moves made carelessly early in your movement phases may work to jam you up later in those phases. If, at the end of any phase, any hexes are found to be over-stacked, the player owning the units in

those hexes must eliminate enough excess units there, of his choice, so as to bring the hexes into compliance with the stacking rules.

8.3 Stacking Limit. Up to four divisions may stack in a hex. Brigades and regiments are each considered to be a half of a division for stacking purposes. Within that overall limit, friendly brigades, regiments and divisions may stack together.On the Allied side international stacking, attacking and defending is allowed; however, see *12.22* and *13.28* for details.

8.4 Hex Control Markers don't count for stacking.

8.5 Airpower & Electronic Warfare Markers have no effect on friendly or enemy ground unit stacking.See sections 6.0 and 7.0, respectively, for details on their use.

8.6 The informational markers pictured in rule *2.13* have no stacking values, and they may be placed inany hexes according to the rules for their respective uses.

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

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

8.9 International Soviet-Side Stacking. Within the strictures given above, Russian and East German units may stack, move and fight together without penalty. Russian and Czechoslovakian units may do the same. East German and Czechoslovakian units may never stack, move or attack together.

8.10 International NATO Stacking. Within the strictures given above, international stacking may take place on the NATO side in any combinations.If, however, any moving stack of NATO units contains more than one nationality, every unit in that stack loses one MP on that account. Similarly, if a NATO attack or defense contains more than one nationality, that side suffers a one-column penalty odds shift on that account. That's one column total, and one lost MP, no matter how nationalities are involved.

9.0 Zones of Control

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

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

9.3 Enemy Zones of Control & Movement. A moving unit must pay one additional MP to enter a hex containing an enemy zone of control (EZOC). A moving unit must pay an additional MP to leave a hex containing an EZOC. A unit may therefore move from EZOC hex to EZOC hex for a total cost of two additional movement points. "Additional" means in addition to all the normal terrain costs otherwise involved in the move. See section *12.0* for further details. The presence of one or more of your units in a hex containing an EZOC doesn't work to negate that EZOC for purposes of counting the movement costs of units you want to move there later in the phase.

9.4 EZOC & Supply. Your units are always able to trace their supply lines into one EZOC hex without penalty (see section *10.0*). In order to trace a supply both into and through one or more EZOC hexes, a friendly ground unit must be in each such hex in order to "negate" the effect of the EZOC.

9.5 EZOC & Retreat After Combat. For purposes of defender retreat (DR) combat results EZOC are negated by the presence of friendly units (see 13.23).

9.6 EZOC & Advance After Combat. EZOC don't in any way inhibit or stop or block the ability of victorious units advancing-after-combat (see 13.25).

9.7 Probing Attacks. EZOC hexes that are otherwise empty of enemy and friendly units may be the subject of "probing attacks." See *13.27* for details.

9.8 EZOC & Paradrops. EZOC by themselves don't prohibit an otherwise allowably paratroop drop into those hexes. See *11.4* and *11.10*.

10.0 Supply

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

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

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

10.4 EZOC & Supply Lines. Your units may trace their supply lines into and through EZOC hexes. A supply line may be traced into any one EZOC hex; however, no supply line may ever be traced through an EZOC hex into any other hex unless there are one or more friendly units in those EZOC hexes. That friendly unit presence works to negate EZOC for purposes of supply line tracing.

10.5 Heliborne Units of both sides are generally always in supply anywhere on the map. Exception: see *10.13* below.

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

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

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

10.9 OOS Combat. If an attack contains one or more attacking and/or defending non-artillery units that are found to be OOS at the start of that battle's resolution, those OOS units have their relevant combat factor halved when that battle's odds are calculated. When halving, round up all remainders. Soviet artillery divisions that are OOS may not attack at all while in that state.

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

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

10.12 Home Country Supply Advantage. Units are always in supply when in their own country. Note East Germany and West Germany are two different countries.

10.13 Frankfurt & US/Canadian Supply. Until such time, if ever, that it becomes Soviet controlled, US and Canadian units trace their supply lines to the city of Frankfurt (*W4236*). The

instant that place becomes Soviet controlled, the NATO player should openly roll a die. That result, halved and rounded up, is the number of turns through which all US and Canadian units will be OOS. For example, if the Soviet player gained control of Frankfurt on Turn 2, and the NATO roll result was three, all US and Canadian units (including heliborne) would be inescapably OOS through the remainder of Turn 2, as well as all through Turns 3, 4 and 5. At the end of Turn 5, and thereafter through the rest of the game, US and Canadian units would trace their supply into any West Map west edge hexes in France.

10.14 Appropriate Supply Sources. The units of the various nationalities trace their supply line to the following hexes. Also keep in mind, though, by the provision of rule *10.12* above, units operating in their own country don't have to do any supply line tracing.

Nationality	Traces To
US & CA	Frankfurt or west map edge in France (see *10.13*).
BE & UK	West map edge north of Moselle River.
NL	West map edge in the Netherlands.
FR	West map edge in France.
Soviets	East map edge anywhere.
EG	East map edge in East Germany.
CZ	East map edge in Czechoslovakia.
WG	To any cities in West Germany containing three or more friendly controlled hexes.

Everyone is always in supply inside their own country. Heliborne is almost always in supply (see *10.13* for the exception).

10.15 With the exception of Frankfurt, as given above in *10.13*, supply source hexes only temporarily lose their supply-providing capacity while enemy controlled, but they regain it as soon as that enemy controlled status is reversed.

10.16 Appropriate Supply Sources. Units may only use supply sources appropriate to their own side and nationality as described in the rules above.

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

10.18 Aerial Supply. A one-hex aerial supply capacity is available to the side that has air superiority. The advantaged player may place his side's aerial supply marker atop any one of his side's units or stacks anywhere on the map anytime during the turn. Friendly units in that hex, regardless of specific nationalities, are considered fully supplied while the marker remain in place. The marker remains in the chosen hex throughout the

remainder of that turn or until it becomes enemy controlled, whichever comes first. An aerially supplied unit or stack moving away from the chosen hex might therefore still run into supply difficulties later in the turn, depending on the phase sequence (see *10.8* and *10.9* above).

11.0 Reinforcements

11.1 In General. Reinforcements are units of both sides that don't start the game already in play on the map; rather, they enter play during the Reinforcement Phases of the various turns starting with that of Turn 1. See *2.12, 3.2* and *3.3*. During what are otherwise mutual reinforcement phases, the Soviet player should place on the map all his arriving units before the NATO player starts placing that side's units. Normal stacking limits apply during both sides' reinforcement placement.

11.2 Soviet Reinforcement Arrivals. There are no East German or Czechoslovakian reinforcements, only Red Army units arrive as reinforcements for the Soviet side. In each turn's Reinforcement phase the Soviet player receives one artillery division. He also randomly draws – meaning without looking to see exactly which units he's drawing until after he's drawn them – from the pool of reinforcements he created during set up (see *3.3*) a number of units equal to that turn's number. For example, on Turn 1 he draws one unit; on Turn 2 he draws two units, etc., up to Turn 9 when he draws nine units. Note when the game ends there will still be some units never drawn from the pool.

11.3 Soviet Reinforcement Map Placement. The Soviet reinforcements received according to rule *11.2* arrive on the map by being immediately placed on any east edge map hex(es) anywhere in East Germany and/or Czechoslovakia, and that contain neither enemy units (EZOC OK), as decided by that player on a unit-by-unit and turn-by-turn basis. None of these units may have their entries delayed from one turn's reinforcement phase to that of a later one (nor is there any way to accelerate their arrivals).

11.4 Guards Airborne Army (GAA). The four paratroop divisions of the GAA together constitute a unique increment of reinforcements available to the Soviet player starting on Turn 1. During any turn during which he has air superiority, the Soviet player may decide to enter the GAA during any portion of his movement phase. He may pick any unoccupied clear or city hex on the map as the GAA's entry point. That selection made, he places all four divisions into that hex. They remain their throughout the rest of the game turn unless destroyed by enemy attack. During that turn of entry they may neither move nor attack but are automatically in supply. (If forced to retreat-after-combat they may do so normally.) After their turn of entry, they trace supply like normal units. They may be assigned aerial supply under the provisions of rule 10.18 and, further, during their turn of entry the GAA is considered to be using up the

Soviet side's aerial supply capacity for that that turn.

11.5 US/Canadian Reinforcement Arrivals. Each turn, as soon as the Soviet player has finished with his reinforcement arrivals, the NATO player should openly roll a die and halve that result. All remainders are rounded down, which will give a final result of zero through three. That is the number of US/Canadian units he then randomly pulls from the pool of such units he created when setting up according to rule *3.2*. That procedure is followed every turn until there are no more US or Canadian units left in the pool.

11.6 US/Canadian Frankfurt Reinforcement Placement. If Frankfurt is NATO controlled, and it's never been Soviet controlled at any time in the game, arriving US and Canadian reinforcements enter the map by being placed in Frankfurt (*W4236*). If the stacking situation there is such that the all the arriving units can't be placed within normal stacking limits, the NATO player decides which of the arriving units are to be considered excess and he then puts those units back into the pool. Otherwise, units drawn from the pool may not have their entry delayed. Also see *11.10*.

11.7 Frankfurt Lost. If Frankfurt is under Soviet control, or had earlier been temporarily under Soviet control, it may never again serve as a reinforcement entry point for US or Canadian units. In that case use the procedure given in *10.13*. That is, during the OOS interim until US/Canadian supply is switched to the west map edge in France, there are no US/Canadian reinforcement rolls made. Once that interim period is over, the reinforcement rolls are resumed and the arriving units are entered along the west map edge in France in any hexes not containing enemy units (EZOC OK), as decided by the NATO player on a turn-by-turn and unit-by-unit basis. Also see *11.10*.

11.8 United Kingdom Reinforcement Arrivals. Each turn, as soon as the Soviet player has finished with his reinforcement arrivals, the NATO player should openly roll a die and halve that result. All remainders are rounded down, which will give a final result of zero through three. That is the number of UK units he then randomly pulls from the pool of such units he created when setting up according to rule *3.2*. That procedure is followed every turn until there are no more UK units left in the pool. The arriving units are entered along the west map edge in the Netherlands, and/or in West Germany north of the Moselle River, in any hexes not containing enemy units (EZOC OK), as decided by the NATO player on a turn-by-turn and unit-by-unit basis. Units drawn from the pool may not have their entry delayed.

11.9 Belgian, Dutch & French Reinforcements enter from west edge in own countries in any hexes not containing enemy units (EZOC OK), as decided by the NATO player on a turn-by-turn and unit-by-unit basis. Note these nations' reinforcement units don't have dots in their upper-left corners; rather, they

the numbers printed there of their turns of arrival. For example, the Netherlands 4th Mechanized Infantry Division has a "2" printed in its upper-left corner, meaning it arrives during Turn 2's reinforcement phase. These units may not have their arrivals delayed of accelerated.

11.10 US 82nd & French 11th Airborne Divisions may, at the NATO player's option, enter the map via airdrop. That is, when they arrive – the 82nd by random draw and the 11th has scheduled on Turn 2 – and provided the NATO side has air superiority that turn – the NATO player may enter them in roughly the same way the Soviet GAA is entered. That is, the NATO player may select any unoccupied clear or city hex(es) on the map and paradrop one or both units into it/them. Note, however, these units would still e entering during the reinforcement phase, not during the NATO Movement Phase. Once on the ground they will need to trace supply normally or be provided aerial supply.

Design Note: The other paratroop and air-landing units on the NATO side (all West German) are effectively only infantry in game play. The assumption is the chaotic aerial situation wouldn't allow for those units to plan an airdrop and obtain air transport for it during this first month of the war's operations.

11.11 German Territorial Brigades together form a unique reinforcement contingent on the NATO side. That is, immediately upon the completion of the Soviet Movement Phase in Turn 1, the NATO player places all 15 of these brigades, no more than one per hex, in any friendly controlled city hexes in West Germany (Soviet EZOC OK). A further stipulation is, in multi-hex cities, no more than one brigade may be placed for every three hexes (or fraction thereof) making up that city. So, for example a 10-hex city could received up to four brigades. Once placed these units never move except to go into the dead pile. If forced to retreat via a DR combat result they instead die in place. They exert ZOC and count normally for stacking, but they never attack, nor may they be used, if present, to in any way satisfy any part of the combat result of a NATO attack.

Design Note: There is also a single Netherlands Territorial unit in the game, which begins play already set up in the city of Arnhem. It remains there, exerting a zone of control but never attacking, until such time, if ever, that it's eliminated while defending against a Soviet attack.

12.0 Movement

12.1 Every ground unit in the game has a movement factor printed in its lower-right corner. That factor is the number of "movement points" (also called "MP," "movement factors" and "MF") available to the unit to use to move across the hex grid during its side's movement phases in each game turn. Units move from hex to adjacent hex — no "skipping" of hexes is allowed — paying varied costs to do so depending on the type of unit moving and the terrain in, and water barriers along the

sides of, the hexes being entered. In general, the movement of each player's ground units takes place only during his own player turn's movement phase; no enemy movement takes place during your own player turn. For the exception, see *13.23*.

12.2 Limits. MP may not be accumulated from turn to turn or phase to phase, nor may they be loaned or given from one unit or stack to another. A player may potentially move all, some or none of his non-static units in each of his movement phases throughout the game. The few NATO Territorial static units never move once they've been placed on the map, except possibly to be lifted off it and put into the dead pile. Mobile units that move aren't required to expend all their MP before stopping. The movement of each unit or stack must be completed before that of another is begun. A player may only change the position of an already moved unit or stack if his opponent agrees to allow it.

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

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

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

12.6 Different MF in Stacks. If units with different MF are traveling together in a stack, the stack must use the movement factor of the slowest unit within it. Of course, as the slower units exhaust their MF, you may drop them off and continue moving the faster ones.

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

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

12.9 Clear terrain is the "base" terrain of the game; it's devoid of any natural features that would enhance defense or slow movement at this level of operations. Each clear hex costs all ground units one MP to enter. All city hexes are considered to otherwise be clear terrain.

12.10 Rough. Each rough hex costs most units two MP to enter, while mountain infantry units pay one MP. Also see *12.19*.

12.11 Mountains. Each mountain hex costs most units three MP to enter, while mountain infantry pay one MP. Also see *12.19*.

12.12 Heath hexes cost units three MP per hex entered. Also see *12.19*.

12.13 River Hexsides. Rivers run between hexes, along the hexsides, rather than existing in-hex. Every river hex side may be crossed by all units by paying one extra MP for the crossing provided the units are crossing that hexside while leaving or entering a city hex. If no city hex is involved on either side of a river crossing, to determine the extra MP cost involved in getting across the moving player rolls a die. Halve that result and round up any remainder, for a final result of one through three. If a stack of units is making a crossing together, make just one roll for the whole stack; don't roll individually for each unit in the stack. "Extra" means in addition to whatever normal movement cost is involved for the hex being moved into. Also see *12.19*.

12.14 All-Sea Hexes & Hexsides. No movement is generally allowed across or into them (but see *12.19* for the exception), and combat is never allowed across them. Also see *12.19*.

12.15 Manmade Terrain & Movement. Manmade terrain exists in three types: cities, Ruhr cities and mountain passes.

12.16 Cities & Ruhr Cities. The cost for entering city and Ruhr city hexes is one MP for all units. Except for purposes of adjudicating victory (see section 4.0) there are no functional differences between city and Ruhr city hexes.

12.17 Mountain Passes represent areas across which manmade transport lines have been extended through them in order to facilitate movement. Units moving from one pass hex directly to another pass hex across a hexside traversed by a pass symbol pay only one MP to do so. Entered in any other

way, the movement cost for a pass hex is then generally three MP (but also see *12.19*).

12.18 Cumulative Costs. The total movement cost for entering any hex is always the sum of all the applicable terrain and water-barrier costs.

12.19 Heliborne Movement. If a moving force consists only of one or more heliborneunits (see *2.8*), that force pays only one MP per hex, no matter the in-hex terrain involved, and such forces don't pay any water hexside crossing costs. Units using such movement may even "fly over" all-sea hexsides and hexes, as well as hexes containing enemy units. The heliborne units may not stop their move in such hexes; they may only move over them, and all at a cost of only one MP per hex. Also note, if one or more heliborne units is moving within a stack that also contains one or more non-heliborne units, those heliborne units may themselves only make use of regular movement (and its attendant costs) during that move. Heliborne movement is subject to aerial interdiction (see *6.4*). Within these strictures, heliborne units may make any number of heliborne moves per game. Also note, however, each such move may be no longer than 15 MP; column movement (see *12.21* below) is never available to heliborne units (even if they move using regular movement), and heliborne and regular movement may not be combined during the same phase by the same heliborne unit. Even further, as given in *3.5*, note that the movement of a heliborne unit using heliborne movement doesn't change the control status of the hexes it overflies in that way. Control status would change in the last hex of such a move, and heliborne units using regular movement would cause the control status of the hexes it enters to change

12.20 Paratroop Airdrops. There is a limited ability for some reinforcement paratroop units of both sides to enter play via airdrop. See *11.4* and *11.10*.

12.21 Column Movement. Column Movement. Supplied non-heliborne units using regular ground movement may double their MP whenever they conduct a move such that they don't start, enter anywhere along it, or end it in acontaining an EZOC. The presence of friendly units in EZOC hexes doesn't serve to negate those EZOC for purposes of determining column movement eligibility. Further, column movement may never be used to enter an enemy controlled city or Ruhr city hex even if no actual enemy units or ZOC are present there.

12.22 Multi-National Stack Movement. If one or more stacks on the NATO starts a NATO Movement Phase containing units of more than one nationality all the units in that stack lose one MP that phase on that account. That penalty doesn't increase beyond one no matter how many nationalities are in a given stack. On the Soviet side there are no penalties for international stack movement as long as the strictures given in *8.9* are observed.

13.0 Combat

13.1 Attacks generally take place between adjacent opposing units during the combat phases in every player turn (see *13.26* for the exception). Attacking is always voluntary; the mere fact of enemy unit adjacency doesn't necessitate your units launch attacks against those adjacent enemy units. Both players are always free to attack or not, as each chooses on a case by case basis, during both of his own combat phases in each turn throughout the game. The player whose combat phase it is, is considered the "attacker," and the other player is considered the "defender," no matter the general situation across the map.

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

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

13.4 Indivisibility of Units. No single attacking unit may have its attack factor divided and applied to more than one battle. Likewise, no defending unit may have part of its defense factor attacked by one or a few attackers while another part is attacked by others. In general, no attacking unit may attack more than once per combat phase, and no defending unit may be attacked more than once per combat phase – but see *13.26* below for the important exception of "momentum attacks."

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

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

13.7 Combat Procedure. Normally the attacking player should strive to have several times more attack factors involved in a battle than the defender has defense factors. Such battles are called "high odds" attacks. To resolve such fights, the attacking player begins by calculating his "odds." Do that by adding together the attack factors of all the attacking units involved in the battle; then add up the defense factors of the enemy units defending in the battle. Divide the defender-total into the attacker-total and round down any remainder.

Example: If 26 attack factors attack 7 defense factors, the situation yields an odds ratio of 3:1 ("three to one"). That is, 27÷7=3.71, which rounds down to 3. To turn that "3" into a ratio, you must set a "1" next to it on the right. Thus "3" becomes "3:1," which corresponds to a column-heading on the Combat Results Table (CRT) printed on the mapsheet.

13.8 Poor Odds Attacks. Battles in which the attacking force has fewer combat factors than the defender are called "poor odds attacks." Procedures in such situations are modified from what's described above in that here you divide the defender's total by the attacker's, round up all remainders, and set the "1" on the left side of that result. For example, if a force with 5 attack factors is attacking a force with 11 defense factors, it's a poor odds attack. In that case, divide 11 by 5 (11÷5=2.2), and round up (2.2 becomes 3); then set a "1" on the left of that "3," yielding odds of 1:3 ("one to three").

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

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

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

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

13.13 Mountains & Mountain Passes. Units defending in mountain or mountain pass hexes receive a two-column-left benefit on that account.

13.14 Heath. Units defending in heath hexes derive no benefit to their defense.

13.15 River Hexsides. Unit attacking across a river hexside have their attack factors halved on that account. When halving, round up all remainders. If more than one unit is to be halved, add together those attack factors and make just one division. Heliborne units never suffer this halving when attacking across river hexsides (even if they used regular movement to get into attack position there).

13.16 Cities & Ruhr Cities. Shift the odds two columns left-ward (2L), and no concentric attack bonus (see *13.21*) is ever possible when attacking any defenders in a city or Ruhr city. Further, convert DR combat results to BB (see *13.23*).

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

13.18 East German & Czechoslovakian Loyalty. Whenever one or more Czechoslovakian or East German units is involved in an attack or defense, as a first step in that battle's resolution roll a die for each such unit. Consult the East German & Czechoslovakian Loyalty Table printed on the mapsheet; apply all applicable modifiers listed beneath it, and roll separately for every involved unit. Every unit for which a "Disband" result is received is immediately eliminated and permanently removed from play. A "Remain Loyal" result means a unit receiving that result participates normally in that battle. A disbanded unit in no way contributes to the regular combat result subsequently obtained for that battle. Check for every Czechoslovakian and East German unit every time they become involved in combat; getting through one such check doesn't give them immunity.

13.19 Soviet Spetsnaz Support Markers. At the start of play the Soviet player has available seven Spetsnaz support markers. He may expend one per attack in order to get a one-column rightward odds shift. An expended marker is permanently removed from play. He's never required to expend a marker simply because one is available.

13.20 Soviet Ranged Artillery Attacks. The Soviet player generally has the option, decided by him on a unit-by-unit and attack-by-attack basis, to use his artillery divisions to attack from two-hex range. (That is, with one hex intervening between the attacking artillery unit and the defending NATO unit or stack.) An artillery unit located in the EZOC of one or more NATO units may not be used to attack at range; if it attacks that phase it may only do so adjacently. Artillery units attacking at range may do so in conjunction with adjacently attacking Soviet units, and they may also do so without such participation in what are called "bombardment attacks." In the latter case, use all normal combat procedures but convert "DR," "AL1" to "No Effect on the Defender," and "BB" results only cause the defender to lose a step with no concomitant loss to the bombarding artillery. When artillery attacks adjacently it does so like any other non-artillery unit.

13.21 Concentric Attack. If a defending hex is attacked by units in opposite hexes, or by units from three surrounding hexes with one hex between each and the next attacker-occupied

hex, or by units from more than three hexes, that attack may be eligible to receive the "concentric attack" rightward odds shift bonus. The concentric shift is never awarded for attacks into city or Ruhr city hexes. In eligible attacks, to determine the odds shift bonus, as a last step in that battle's odds calculation process, the attacking player should roll a die and half that result, rounding down any remainder, for a final result of zero through three. That's the number of column shifts he's awarded.

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

13.23 Combat Results are defined and applied as follows:

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

EX = Exchange. Both sides lose one step (grand total) from among their involved units. Each player chooses which among his own involved units he'll reduce or eliminate.

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

DR = Defender Retreat. The player owning the defending force must move it from its present hex to any adjacent hex into which it can move while still observing the stacking limit. If no such hex is available, the defending force remains in place and suffers a DE result instead. If more than one hex is available to receive the retreating force, the owning player generally has his choice; however, if retreat hexes are available and some contain EZOC and others don't, a non-EZOC hex must be chosen. If an EZOC hex has to be retreated into, the retreating force must lose one step (total) on that account (owning player's choice as to which unit in it to reduce or eliminate). Note that the presence of a friendly unit in an EZOC hex negates that EZOC for retreat purposes (see 9.5) but stacking limits must also still be taken into account. In that regard, a retreating force must be considered in a unitary fashion; that is, all the units in it go or stay together.

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

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

13.26 Momentum Attacks. Supplied attacking units that advance-after-combat may attack again immediately (owning player's choice), but this is always done only as one hex of attackers versus one hex of defenders (and there may never be any ranged artillery involvement). Further, the option to do it must be exercised immediately, prior to starting the resolution of any other battle. This is the exception to the one-combat limit given above in 13.1 and, even so, there are never any serial momentum attacks. That is, even if a given momentum attack is successful in clearing another defended hex, and those victorious attacking units advance-after-combat again, they would then not be allowed to make yet another momentum attack that same phase.In all other ways, momentum attacks are resolved as normal combat (including air support if available). Further, don't forget to recheck the supply status of advancing attackers, as they may, due to EZOC, advance themselves into an OOS position.

13.27 Probing Attacks. If you have units located such that they're adjacent to one or more hexes that don't contain any enemy or friendly units but that do contain EZOC, you may decide to attack into that empty-but-EZOC-containing hex in a procedure known as a "probing attack." Probing attacks are conducted using the same general procedures as regular attacks, with the important exceptions no odds calculation process is undertaken and neither side can in anyway suffer any step losses. Instead, just announce the probing attack and then make an advance-after-combat into the probed hex. Momentum attacks may be conducted as probing attacks, and the advance resulting from an initial probing attack may be used to create the opportunity for a momentum attack. Again, though, no given attacking unit or stack may make more than one probing attack and one momentum attack per friendly combat phase (in either order).

13.28 Multi-National Attacks & Defenses. Whenever an attack or defense by units of the NATO side contains one or more nationalities that generates a one-column odds shift in favor of the Soviet side. On the Soviet side there is never any penalty for multi-national attacks or defenses.

Combat Results Table

Die Roll	1:2	1:1	2:1	3:1	4:1	5:1	6:1
1	DR	DR	DE	DE	DE	DE	DE
2	EX	DR	DR	DR	DE	DE	DE
3	EX	EX	EX	DR	DR	DE	DE
4	AL 1	EX	EX	DR	DR	DE	DE
5	AL 1	AL 1	EX	EX	DR	DR	DR
6	AL 1	AL 1	AL 1	EX	EX	DR	DR

Supply Tracing Table

Nationality	Trace To
US & CA	Frankfurt or West Map edge in France (see *10.13*)
BE & UK	West Map edge north of Moselle River
NL	West Map edge in the Netherlands
FR	West Map edge in France
WG	To any cities in West Germany containing three or more friendly controlled hexes.
USSR	Whole East Map edge
EG	East Map edge in East Germany
CZ	East Map edge in Czechoslovakia
Everyone	Allways in supply within own county#
Heliborne	Almost always in supply (exeption: *10.13*)

East German & Czechoslovakian Loyalty

Die Roll	Effect
1-5	Remains Loyal
6	Disband