

NEXT WAR:

POLAND

2nd Edition



GAME SPECIFIC RULES & SCENARIOS

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STANDARD GAME RULES

1.0 Introduction

These rules extend the Series Rules and add nuances as they apply to the situation between NATO, Russia, and their respective allies. Unless otherwise specified, Game Specific Rules apply to both the Standard and Advanced Game and take precedence over any of those rules that they may contradict.

“Europe’s new front-line states are the Nordic five (Denmark, Finland, Iceland, Norway and Sweden), the Baltic three (Estonia, Latvia and Lithuania), plus Poland. These countries (the NBP9) share a common concern about a revisionist and rapidly rearming Russia. On paper they are rich enough to defend themselves: their combined gross domestic product (GDP) is \$2.3 trillion, roughly a third more than Russia’s \$1.7 trillion. But the NBP9 are divided—into NATO and non-NATO, EU and non-EU, big and small, rich and poor, heavy spenders on defense and free riders. These countries’ strategic incoherence, their resulting inability to defend themselves without outside help, and the threat this creates to NATO’s credibility in the region make the NBP9’s security an issue of global importance.” – Edward Lucas in *The Coming Storm: Baltic Sea Security Report*, June 2015

1.1 Components

Next War: Poland should contain the following:

- One 22" x 34" map depicting areas of Poland, Kaliningrad, Lithuania, and Belarus
- One 22" x 34" Strategic Display depicting the Baltic Sea and surrounding countries
- One 11" x 34" northern map extension
- One 8" x 11" optional island map
- One Standard & Advanced Game Rules booklet
- One Game Specific Rules (GSR) booklet (this one)
- Five sheets of 9/16" Counters
- Seven 8½" x 11" Play-aids:
 - 2 identical CRT & TEC cards
 - 1 Standard & Advanced Game Player Aid card
 - 1 Advanced Sequence of Play card
 - 1 Standard Sequence of Play & Advanced ADF Resolution Chart
 - 1 NATO & US Setup & Reinforcement Chart
 - 1 Strike Effects & Strategic Display Movement card
- Two 11" x 17" Play-aids
 - 2 Advanced Game Player Aid Card
- One 10-sided dice (0-9)

1.2 Nationality Colors

Different nationality’s counters are colored as the images below show:

Allied

	Belgium (BE)		Canada (CA)
	Denmark (DE)		Estonia (ES)
	France (FR)		Germany (GE)
	Italy (IT)		Latvia (LA)
	Lithuania (LI)		Poland (PO)
	Spain (SP)		Sweden (SW)
	NATO (shared)		Netherlands (NE)
	United Kingdom (UK)		U.S. Army (USA)
	U.S. Air Force (USAF)		U.S. Marine Corps (USMC)
	U.S. Navy (USN)		
	Russia (RU)		Belarus (BS)

Non-Allied

1.2.1 Designations

For all purposes where the terms are referenced in rules and charts, NATO [GSR 1.2.2] is “Allied”. Russia and Belarus are “non-Allied”. Sweden begins Neutral and may join the “Allied” side [GSR 6.6.2].

1.2.2 NATO

Belgium (BE), Canada (CA), Denmark (DE), Estonia (ES), France (FR), Germany (GE), Italy (IT), Latvia (LA), Lithuania (LI), Netherlands (NE), Poland (PO), Spain (SP), United Kingdom (UK), and United States (US).

Design Note: There are, obviously, several other NATO countries. For counter-mix limitations and various other reasons, these are the ones that have been chosen to represent NATO's response in this situation.

1.2.3 New Markers



We have included three new markers: Collateral Damage, Helicopter Strike, and Helicopter CS markers. Use the

Collateral Damage markers to mark new damage to Airfields/Airbases during a Strike Phase as a reminder of the level of Collateral Damage to roll for at the end of the Phase. Use the Helo Strike and Helo CS markers as reminders, during a Strike Phase or Combat Segment, of what value Attack Helicopter has been assigned to that mission. This allows you to leave the unit in place.

1.2.4 New All-weather A-10s

The A-10 has received many upgrades, one of which is the ability to operate in all weather conditions. To reflect this, we have included 3 sets of replacement counters for the A-10s in NWK2E, NWT, and NWV.

2.0 Terrain

[8.0 Standard/Advanced]

2.1 Installations/Hardened Targets

The following are Hardened Targets: Nuclear Weapon Facilities, Ballistic and Cruise Missile markers, Aegis Ashore [GSR16.11], Pre-Positioned Equipment [GSR16.12], and S-400 SAM [GSR13.7] counters (including those printed on the map).

2.2 Maps and Friendly Map Edges

The main map of Poland and the Extension Map is the Operational Map. The friendly map edges on the Operational Map are:

Allied: All west and south edge hexes.

Non-Allied: All east edge hexes from KK4-6306 and 5009-5023.

Either: Depending on Control of Lithuanian Land Areas on the Strategic map:

Zemaitija: north edge hexes J1-N1.

Vilnius: north edge hexes O2-GG2.

Aukstaitika: north and east edge hexes HH1-KK3.

2.3 All-Sea Hexes

As an exception to 8.3.1.11, hexes 2004, 2104, 2603, 2703, and 2803 can be entered by Naval Units.

2.4 Capital Urban Hexes

The only hexes on the Operational Map that are Capital Urban hexes for VP or Automatic Victory purposes are the hexes comprising Warszawa.

2.5 Kaliningrad Rail Line

This rail line consists of all the rail hexes on the line running between Belarus and Kaliningrad (3002). It is a Secondary Road for all purposes except that it is not affected by Refugees (16.3).

2.5.1 Rail Status

The different statuses and their definitions are:

Fully Operational: Each Town, City, and Urban hex is non-Allied Controlled, and all rail line hexes are free of enemy units with an Attack Strength greater than zero, EZOCs, Interdiction Strike 2, and Nuke markers. A friendly ground unit in the hex negates EZOCs for this purpose.

Partially Operational: If the rail line would otherwise be Fully Operational, but there is an Interdiction Strike 1 marker or non-negated EZOC in any rail line hex.

Not Operational: Not Fully or Partially Operational.

The rail line can have a different status between Belarus (6303) and Chernyakhovsk (3803) and between that city and Kaliningrad (3002). Markers have been provided to denote this.

2.5.2 Rail Status VP

Each game turn, the non-Allied player earns VP for the status of the rail line as follows:

Fully Operational:

Only to Chernyakhovsk: 2VP

Through to Kaliningrad: 4 VP

Partially Operational:

Only to Chernyakhovsk: 1VP

Through to Kaliningrad: 2 VP

Not Operational to Chernyakhovsk: 0 VP

Design Note: The rail line VP are meant to encourage the non-Allied player to keep a functioning rail line between Belarus and Kaliningrad. So, if it's only partially operational, it's worth less. And, yes, you could be fully operational between Chernyakhovsk and Kaliningrad, but if the rail line back to Belarus isn't at least partially operable, it doesn't matter, i.e., 0 VP.

3.0 Units

[2.0 Standard/Advanced]

3.1 NATO Formations



Several rules and setup notes mention using units from various multinational corps. Those corps are the Rapid Reaction Corps (RRC), French-German Brigade (FG), and Multinational Corps Northeast (MNCNE). These are NATO formations that can be comprised of units from several nations. All such units will have “RRC”, “FG”, or “MNCNE” as their Formation designation as appropriate.

3.2 Russian Artillery Units

3.2.1 Russian Divisional Artillery



The new Russian divisional Formation regular artillery units (not the Rocket Artillery units) are ONLY used in Standard Scenario games. To be clear, that means the following units are never set up in an Advanced Game scenario: 147/2Gd, 275/4GT, 99/3, 856/144, 50/42Gd, 400/90GT, 90GT. They have their unit designations on a white background (see image).

Design Note: Why, you ask? Because their capabilities are built into the HQs in the Advanced Game.

3.2.2 Russian MLRS & Sub-munitions



Russian Rocket Artillery Strikes receive an additional -1 DRM as noted on the Strike chart DRMs.

Design Note: The Russians have invested substantially in MLRS systems and advanced conventional munitions. Arguably, they have outpaced NATO in this respect especially given the fact that the US, followed by NATO, is retiring huge quantities of such ammunition to be compliant with the International Campaign to Ban Landmines (which includes sub-munitions).

3.3 Russian Airborne/Airmobile

We have provided an updated Russian Order of Battle for the Airborne and Air Assault Divisions and Independent Regiments.

The Russian Airborne and Air Assault regiments come in two configurations, Light Infantry and Motorized. Only one version of the counter for a regiment can be on the map at any one time. The player may deploy either counter when using the chosen transport type as follows:

3.3.1 Air Transport

Russian Motorized Airborne units may use Air Transport as if they were Leg units (as an exception to 8.5.2) but they count as two stacking points when doing so.

3.3.2 Airmobile Transport

When using Airmobile Points to transport the unit, the Motorized counter counts as two stacking points; i.e., it will take two Airmobile Points to transport the unit.

3.3.3 Airborne Transport

When using Paradrop/Airborne Transport, the player must choose between the Light Infantry or Motorized configuration for the division and/or regiments. If Motorized is chosen, then a maximum of two motorized regiments (plus an HQ) may use Airborne Transport that turn (instead of the restrictions in GSR 5.4).

3.3.4 Switching Configurations

The player may, at the beginning of any friendly Movement Segment, switch the unit’s configuration. It can switch from Motorized to Light Infantry without restriction. In the Standard Game, it can only switch from Light Infantry to motorized if it can trace a line of hexes, via roads, to a friendly map edge hex with a road exiting the map. In the Advanced Game, it can only switch from Light Infantry to motorized if it can trace a LOC at that time to any non-Airborne Supply Source. Alternatively, using the limitations above, the unit can switch if its Motorized unit counters are delivered to it via Air, Airmobile, or Airborne Transport.

4.0 Weather

[4.0 Standard/22.2 Advanced]

Current Weather	Season
	Before a scenario begins, the non-Allied player may choose whether it is Summer/Fall, Spring, or Winter.

The different seasons have effects on the Weather Die Roll [4.0].

Weather DRMs:

Summer/Fall -1
Spring +1
Winter +2

Play Note: On-Map Weather Table is Clear 0-5 / Overcast 6-7 / Storm 8-9. Players may, optionally, determine the season randomly in any mutually acceptable fashion.

4.1 Winter Effects

If the non-Allied player chooses Winter as the season, roll a die to determine the severity: 0-8, it’s a “normal” winter; on a 9, it’s a “severe” winter.

4.1.1 Normal Winter

Minor rivers and canals on the Operational Map are frozen; ignore them for all purposes. Naval Movement or Sea Transport always adds an additional Contested Sea Movement die roll for the entire move.

4.1.2 Severe Winter



In addition to the Normal Winter effects above, Major Rivers, lakes, and ponds on the Operational Map are frozen; ignore them for all purposes. Marsh hexes are frozen and treated as Flat hexes. The Gulf of Finland is frozen and cannot be entered by naval units. Mark each of these with Frozen markers. The only combat effect is that Armor Advantage is reduced to x1.5 and there is no Mechanized Advantage during a Severe Winter. Each location entered via Naval Movement or Sea Transport is always a Contested Sea Movement.

5.0 Movement and Naval Affairs

[8.0 Standard/Advanced]

5.1 Polish Border Guards



Scenario Special Rules will state whether Border Guards apply. If so, then during the first Movement Segment of the first Game Turn, entering border hexes in Poland costs two additional movement points and non-Allied units cannot use roads to enter those hexes. Place the “Border Guards” marker in a hex on the Operational Map near the Poland-Belarus border as a reminder.

Play Note: *I also highly recommend playing with the Refugees optional rule [GSR 16.3].*

5.2 Multi-national stacking

If non-NATO [1.2.2] ground units from different nationalities are stacked together, each of their Efficiency Ratings is reduced by one.

Play Note: *This means Russia and Belarus as all other ground units are NATO.*

5.3 Transport Limitations

5.3.1 Air Transport

In any allowable Movement Segment, a side can use Air Transport as follows:

- **Allied:** six stacking points
- **Non-Allied:** four stacking points

The Allied limit is increased as indicated by the arrival of reinforcements per each scenario.

5.3.2 Sea Transport

In any allowable Movement Segment, a side can use Sea Transport as follows:

- **Allied:** four stacking points
- **Non-Allied:** three stacking points

The Allied limit is increased as indicated by the arrival of reinforcements per each scenario.

5.4 Airborne/Paradrop Movement Limitations

Unless modified by Scenario Special Rules, in any allowable Movement Segment, a side can use Airborne/Paradrop Movement as follows:

- **Allied:** six stacking points of airborne units
- **Non-Allied:** three stacking points of airborne units

GSR 3.1 contains a listing of applicable Formations/units that can use Airborne/Paradrop movement.

5.5 Holding Boxes

There are three holding boxes in Next War Poland: Russia, Belarus, and NATO.

The Holding Boxes can, at the player’s option, be used to receive and hold reinforcements [GSR 8.0]. For all intents and purposes, the Holding Box corresponds to a Land Area on the Strategic Display: Belarus for the Belarus Holding Box, Russia for the Russia Holding Box, and Germany for the NATO Holding Box.

Only ground units of the appropriate side can enter that side’s Holding Boxes.

Regardless of Strike or Destroyed markers present on Airbases in a Holding Box, all Holding Boxes are assumed to have an undamaged Airbase allowing the use of Airmobile Movement, Air Transport, or Airborne Movement.

5.5.1 Airmobile Movement & Attack Helicopters

Attack Helicopters can Rebase between a Holding Box, a friendly Airbase/Airfield/City/Urban Hex on the Operational Map, a friendly-controlled Land Area [GSR 6.6], or any Land Area [GSR 6.1] occupied by friendly ground units.

5.5.2 Air Transport & Airborne Movement

Players can utilize Air Transport to/from the Holding Boxes from any friendly controlled Land Area or a friendly Airbase/Airfield on the Operational Map. Airborne Movement/Paradrop can be conducted to any eligible hex or Land Area from the Holding Box.

5.5.3 Strikes and SOF Missions Against Installations in Holding Box

[Advanced]

The Airbases and Nuclear Weapon Facilities in a Holding Box and the S-400 boxes in Russia can be the target of Strikes and SOF Missions. They can receive Strike and Destroyed markers. These Installations are:

- in Rough Woods terrain for all purposes.
- within 2 hexes of an HQ unit for Detection and Air Defense Fire.
- for SOF Raids they are “occupied, but by less than a brigade” and generate a +1 Raid DRM.
- within 10 hexes of an S-400 [GSR 13.7].

5.6 Naval Affairs

Due to the congested nature of the naval picture, special rules are required. In all scenarios, the Gulf of Finland is permanently non-Allied Controlled and cannot be entered by Allied Naval units, and the North Sea is permanently Allied Controlled and cannot be entered by Non-Allied Naval units. Unless otherwise noted in Scenario Special Rules, all other At Sea or Inshore Boxes begin the game Contested. The Allied player makes all sea control rolls.

5.6.1 At Sea Boxes

There are only three At Sea Boxes/Sea Zones that can change control; roll for them in this order: Bornholm Basin, Southern Baltic, and Northern Baltic. The Allies must control the Bornholm Basin before they can control the Southern Baltic. The Allies must control the Southern Baltic before they can control the Northern Baltic. An At Sea Box can be Contested regardless of Allied Control pre-requisites. Once control changes to Allied, do not continue to roll for that At Sea Box (this overrides rule 7.2.2).

5.6.2 Inshore Boxes

It is generally clear which Land Area is associated with a particular Inshore Box. Several Boxes straddle lines between At Sea Boxes and/or Land Areas. This indicates that the Inshore Box is associated with both areas. The Gulf of Riga Inshore Box is special in that it is associated with each Land Area as indicated by the arrows.

Airmobile Movement can be conducted between AMPHs in an Inshore Box and any associated Land Areas. For Airmobile Movement between Land Areas and/or between the Strategic Display and the Operational Map, see the appropriate Land Areas [GSR 6.7.x].

5.6.3 Naval Detection

Each At Sea Box contains DRMs for Naval Detection rolls. The number to the right of the symbol (in red) applies to non-Allied Naval Detection attempts; the number to the left (in blue) applies to Allied Naval Detection Attempts. This applies in both the At Sea and any associated Inshore Box. For Inshore Boxes that are associated with more than one, apply the lowest DRM.

5.6.4 Mining

All Series mining rules are in effect on the Operational Map. Additionally, on the Strategic Display, Ports in Land Areas, Inshore Boxes, and the connection between the North Sea and Bornholm Basin can be mined. All Aerial Mining on the Strategic Display is always along a coastline. Friendly or enemy is determined by control of the adjacent Land Area. In the Gulf of Riga, if any associated Land Area is friendly, it is a friendly coastline. The connection between the North Sea and Bornholm Basin is along a coastline friendly to the Allied player (Denmark).

For Detection purposes, a Naval unit on the Strategic Display is adjacent if it is in the Inshore Box. For a Port, this means the associated Inshore Box.

Design Note: The connection line represents The Sound between Denmark and Sweden as well as the various Belts (Samso, Store, Langeland, and Fehmarn) between the Danish islands. The Land Area Ports represent mining the approaches to any potential landing beaches as well as the Ports themselves. The Inshore Boxes represent mining the most likely avenues of approach.

5.6.4.1 Mine Clearing

Naval units on the Strategic Display that are in Ports or Inshore Boxes that are mined qualify for the -2 DRM for Mine Clearing. In addition, if the Allies have naval units in both the North Sea and Bornholm Basin, apply a -2 DRM to the Mine Clearing roll in the North Sea/Bornholm Basin connection.

5.6.5 Submarine Sortie

Once per turn, if the Submarine Threat Level is greater than zero, the non-Allied player may, during any one Naval Surface Combat step, reduce the Submarine Threat Level by one and conduct an attack on any Detected naval unit in any At Sea/Inshore Box (except the North Sea) using the "Naval 2" column on the Strike table.

5.6.5.1 Baltic Sea Modifier

Apply a -2 DRM to any Submarine Sortie attack in the Bornholm Basin, Southern Baltic, Northern Baltic, or Gulf of Finland At Sea Boxes or an associated Inshore Box.

5.6.6 North Sea to Germany Transit

USMC ground and helicopter units on AMPHs (but not the AMPHs themselves), as well as NATO SAGs, can move freely between the North Sea At Sea Box and the Germany Land Area. This is considered Naval Movement. The AMPH may not move during the movement segment it attempts to unload in Germany. From the Germany Land Area, the units can move normally in a subsequent movement segment.

Design Note: SAGs are using the Kiel Canal to transit between the North Sea and the Bornholm Basin. AMPHs and CVs are not allowed because of size limitations on the canal. An AMPH unloading in Germany cannot move that segment, because it has already moved to a German port and back into the North Sea..

5.6.7 Baltic Sea Strikes

Apply an additional -2 DRM to Cruise Missile, Naval, and Air Strike vs Naval Units in the Bornholm Basin, Southern Baltic, Northern Baltic, or Gulf of Finland At Sea or an associated Inshore Box.

5.6.8 Submarine Threat and ASW Level changes

Only Ports on the Operational Map count for Submarine Threat and ASW Level changes [7.4.3].

6.0 Strategic Display

“...the chairman of NATO’s military committee, General Petr Pavel, has said publicly that Russia would be able to conquer the Baltic states “in a couple of days” before NATO’s decision-making processes could react.”

—Edward Lucas

The Coming Storm: Baltic Sea Security Report, June 2015

The Strategic Display contains a depiction of the Baltics that is area based, both land and sea [GSR 5.6], rather than filled with hexagons. In addition, several of the charts that are normally separate Player Aids are on the Strategic Display as well. This is an expansion of the concepts introduced in *Next War: Taiwan’s* Naval Display, and the rules below detail how movement, combat, etc. are conducted on the display.

6.1 Land Areas

Several countries are depicted on the Strategic Display. Most are divided into two or more Land Areas. There are also two Island Land Areas, Gotland and Bornholm, that are depicted as single large hexes.

All rules that apply to Land Areas also apply to Island Land Areas, unless otherwise specified.

Important: *ZOC rules and references are ignored in Land Areas with the exception of Island Land Areas. In which case, if an EZOC would be present, any Paradrops/Airmobile Movement is considered to be in an EZOC.*

6.1.1 Ports

Ports in Land Areas are a representation of various port facilities in the Land Area. They are Ports for all purposes except Clearing DRMs. They can be attacked by Strikes and SOF Raids as normal, and have boxes around them to facilitate the placement of Strike/Destroyed markers.

The Ports in the Poland and Kaliningrad Land Areas represent those that are located on the Operational Map. If at least one Port on the Operational Map is functional, the Port on the Strategic Display is functional for providing DRMs for Sea Control, i.e., don’t mark the Port on the Strategic Display as Destroyed unless all the corresponding Ports on the Operational Map are Destroyed. If one of the above Ports is functioning on the Operational Map, naval units can use the Port on the Strategic Display for the purposes of retreat and Strike recovery.

Design Note: The Ports on the Strategic Display are an abstraction of the various ports in the area. They are not meant to represent single ports. Their presence, and the ability to interact with them, enables the players to pursue various strategies within the context of the rules.

6.2 Land Area Movement

Ground units can move, in any eligible Movement Segment, from one Land Area to an adjacent Land Area using all of their available Movement Allowance.

Ground units can use Air or Sea Transport or Airmobile Movement to enter or leave a friendly-controlled Land Area. Sea Transport is from Port to Port per 8.5.7.1. Players can use Sea Transport between Ports on the Strategic Display and Operational Map.

Enemy-controlled, Neutral (Gotland), or Contested Land Areas can also be entered by Airborne or Airmobile Movement or via Amphibious Assault from an Inshore Box in an adjacent At Sea Box. Amphibious Assaults in Land Areas are never opposed, i.e., assume an empty landing hex exists.

Design Note: Due to the size of the areas depicted by the Land Areas, it’s unlikely that any landing would be opposed.

Airmobile Movement can trace its movement through one intervening Land Area or At Sea Box, e.g., from Russia through Riga and into Kurzeme or from Kurzeme to Gotland. See the appropriate Land Area [GSR 6.7.x] for transitioning between the Strategic Display and the Operational Map.

Attack Helicopters can be based in a Land Area and are considered to be based in an Urban hex; if targeted by SOF, apply the +2 DRM for occupied by at least 1 Brigade. They can perform Strike and Combat Support Missions into their own or adjacent Land Areas. They can Rebase from one Land Area to another friendly-controlled, or contested [GSR 6.6], Land Area using the rules above.

Attack Helicopters and Airmobile movement across an At Sea Box must trace such movement through any associated Inshore Boxes.

The following restrictions apply to ground units and basing Helicopters. Neither player can enter the Poland, Kaliningrad, Suduva, Finland, or Sweden Land Areas. The Allied player cannot enter the Russia and Belarus Land Areas. Either player can enter the Germany Land Area. Several Land Areas, including some listed above, have special rules [GSR 6.7.x].

Play Note: *Allowing the non-Allied side to enter and remain in Germany has Victory implications.*

Design Note: Poland, Kaliningrad, and Suduva are represented using the Operational and Extension hex maps.

6.3 Land Area Stacking

Both sides can stack together in the same Land Area. The stacking limit is three Stacking Points per side in an Island Land Area and unlimited in any other Land Area.

6.4 Land Area Combat

When opposing sides occupy a Land Area, combat may be conducted in each appropriate Combat Segment. Treat the terrain as Rough Woods. Retreat results are ignored.

When determining the number of combats, the defender creates stacks of units that will defend together. All units must be in a stack even if it is just one unit. The defender can overstack, but suffers normal penalties for doing so [8.1.1.1]. The attacker may then attack one, some, all, or none of the stacks. No more than six stacking points can attack a defending stack.

HQ and Artillery are always in range of any stack in the same Land Area. They cannot be attacked in ground combat unless they are part of a defending stack containing other non-HQ/Artillery ground units, all other defending stacks are being attacked, or they are the only ground units in the Land Area.

Both sides can use Air Points/Units and Attack Helicopters to provide Combat Support. Naval Units in the associated Inshore Box can also provide Combat Support to ground combat in an Island Land Area when no enemy naval units are present.

Opposing units can co-exist in the Land Area until one side is eliminated or withdraws.

No hex or in-hex terrain DRMs or multipliers apply.

6.5 Strikes, SOF Missions and Defense Fire

6.5.1 Strikes and Raids

SOF Missions and Air Strikes are conducted normally in a Land Area. Theater Weapons can be used against eligible targets. HQs and Artillery Strikes can be conducted against enemy units in the same Land Area. Strike targets are in Rough Woods. If an SOF marker Raids an HQ, the latter can claim any “occupied” DRMs only if there are other ground units with an Attack Strength greater than zero in the Land Area (they are considered to be stacked with the HQ).

6.5.2 Air Defense Fire

6.5.2.1 vs Air units, Aerial Mining, and Air Transport/Paradrop

A player can use ADF on the Strategic Map against enemy Air units, Aerial Mining missions, and units using Air Transport and Airborne Movement.

Use Normal ADF [24.1]:

- As the Allied player in any starting Allied Land Area that has not yet changed control. Once a Land Area has become non-Allied controlled, the rules below apply until every Land Area in that country returns to Allied control.
- If a Land Area contains a friendly HQ.
- As the owner of S-400s [GSR 13.7] or Aegis Ashore [GSR 16.11] in certain areas.
- If the Target is a friendly Port in a Land Area.

Use Naval Unit ADF [17.1.4]:

- In an Island Land Area with a friendly Naval unit in the associated Inshore Box (DET and SAM only).
- Against an Aerial Mining Mission in an Inshore Box occupied by a friendly Naval unit (DET and SAM only).
- Against an Air Strike vs Naval Units (D result considered ED).

Use Local ADF [24.2]:

- If a Land Area contains a friendly ground unit (but no HQ).
- Against Aerial Mining Missions in the North Sea to Bornholm Basin connection or Inshore Box along a friendly Land Area’s coastline.

6.5.2.2 vs Attack Helicopters and Airmobile

A player can use Local ADF [24.1] on the Strategic Map vs Attack Helicopters or Airmobile Movement:

- As the Allied player in any starting Allied Land Area that has not yet changed control. Once a Land Area has become non-Allied controlled, the rules below apply until every Land Area in that country returns to Allied control.
- If a Land Area contains a friendly ground unit.
- As the owner of S-400s [GSR 13.7] or Aegis Ashore [GSR 16.11] in certain areas.
- If the Helicopter or Airmobile Movement passes over an Inshore Box with a friendly Naval Unit.

6.6 Land Area Control

A Land Area is either Controlled or Neutral. It may also be Contested. Neutral indicates that a country has not yet entered the war; only Sweden and Finland start Neutral. Contested is when both sides have units in a Land Area or it is under a Clearing Marker.

To Control a Land Area, the non-Allied player must conduct a successful Clearing Operation [8.4.1]. A Clearing Marker must be randomly drawn and placed at any time the non-Allied player’s forces are the sole occupiers of the Land Area. If Allied units subsequently enter the Land Area, the Clearing Marker is removed. The Minimum Safe Stacking Point requirement is five for a Land Area and two for an Island Land Area. The player may choose which units are placed under the Clearing Marker. Units can be replaced and/or moved out, but at least one unit must remain under the marker.

The Germany Land Area is permanently Allied controlled. Finland is permanently Neutral. Russia and Belarus are permanently non-Allied controlled.

Ports in a Land Area [GSR 6.1.1] do not affect Clearing Operations nor do they have to be cleared separately. They do affect Sea Control die rolls as specified in the Sea Control Game Specific At Sea DRM list [see Standard & Advanced Game Tables Player Aid].

If the Allied player occupies a Neutral or non-Allied Controlled Land Area that does not contain enemy units, he gains control automatically during the hex control step of the Reorganization Phase.

Control of some Land Areas allows the player to apply a DRM to Naval Detection die rolls in the appropriate At Sea and associated Inshore Boxes as indicated by the arrows. This is indicated via symbols and the appropriate DRMs on the Strategic Display.

Attack Helicopters must immediately Rebase [6.5.1.2] as if their Airbase/Airfield was captured [6.5.4] if the enemy takes Control of the Land Area in which they are located.

6.6.1 Flagged Land Areas

For two of the Baltic States, Estonia and Latvia, the Land Area containing their national flag is considered the “capital”: Tallinn (Estonia) and Riga (Latvia).

When conducting Clearing Operations, roll for Flagged Land Areas and the Kaunas and Vilnius Urban hexes first. If this results in control of the Land Area by the non-Allied side during the hex control step of the Reorganization Phase then:

1. All Land Areas in that nation not containing an Allied unit become non-Allied Controlled and any Clearing Marker in that Land Area is removed.
2. Remove any Reinforcements for that nation from all draw cups.
3. That nation’s SOF markers can continue to operate.

If the non-Allied player fails his clearing roll for this area and other areas have Clearing Markers, they must roll normally.

Flagged Land Areas incur a –1 DRM to Clearing die rolls.

Design Note: The Strategic Map is an abstraction.

6.6.2 Sweden and Gotland

Sweden begins the game as a Neutral country whose forces are not involved in the conflict. If the non-Allied player violates Swedish neutrality by invading Gotland first, Sweden joins the Allies.

If the Allies violate Sweden’s neutrality by invading Gotland first, Sweden remains Neutral but immediately add +20 VP to the non-Allied VP total. If the non-Allied player subsequently takes Control of Gotland, Sweden remains Neutral and will no longer be affected by the control status of Gotland.

If Sweden joins the Allies in the Standard Game the Allied player received an additional three Air Points each turn.

In the Advanced Game, if Sweden joins the Allies immediately place two of its four JAS 39s in the NATO Basing Box and its SOF Mission in the Available Special Forces Missions box. Place the other two JAS 39s in the opaque container with the other NATO air units [see NATO & US Setup Player Aid 17.2.3.2]. In addition, the Port in Sweden can be attacked normally.

Design Note: In effect, if the Russians invade Gotland to make use of it, the Swedes will join the Allies. If NATO takes Gotland to deny it to the Russians, Sweden will lodge diplomatic protests, i.e., VP for the non-Allied side, and effectively withdraw completely from taking sides.

6.6.2.1 Gotland (Sweden)

While a player controls Gotland:

- Enemy Naval Movement into either the Southern or Northern Baltic is always considered a Contested Sea Movement;
- Apply a +1 DRM to such Movement*;
- Apply a –2 DRM to Naval Detection rolls in the At Sea and associated Inshore Boxes as indicated by the arrows*;
- Apply a favorable –3 or +3 DRM to that player’s Sea Control die rolls for the Northern and Southern Baltic At Sea and associated Inshore Boxes*.

Items with an * are indicated via symbols and the appropriate DRMs on the Strategic Display.

6.6.3 Bornholm (Denmark)

While a player controls Bornholm:

- Apply a –2 DRM to Naval Detection rolls in the At Sea and associated Inshore Boxes as indicated by the arrows*;
- Apply a favorable –3 or +3 DRM to Sea Control die rolls for the Southern Baltic and Bornholm Basin At Sea Boxes and associated Inshore Boxes*;
- If Bornholm is non-Allied controlled, the Allied player cannot use Naval Movement or Sea Transport to enter the Bornholm Basin At Sea Box from the North Sea.

Items with an * are indicated via symbols and the appropriate DRMs on the Strategic Display.

Bornholm begins the game under Allied control.

Play Note: *Players should mark it as Allied controlled in all scenarios (unless taken by Coup de main [GSR 16.8]).*

6.6.4 Kaliningrad (Russia)

This area has special control rules. The Kaliningrad Land Area is controlled by the side which Controls both Kaliningrad (3002) and Chernyakhovsk (3803).

While a player controls Kaliningrad:

- Enemy Naval Movement into the Southern Baltic is always considered a Contested Sea Movement;
- Apply a +1 DRM to such Movement*;
- The non-Allied player applies a –1 DRM to Naval Detection rolls in the At Sea and associated Inshore Boxes as indicated by the arrows*.

Items with an * are indicated via symbols and the appropriate DRMs on the Strategic Display.

6.6.5 Vilnius

The Land Area of Vilnius is Controlled by the side which Controls both Vilnius (5802) and Kaunas (5000) on the Extension Map.

6.6.6 Suduva

The Land Area of Suduva is Controlled by the side which Controls both Mariampolè (4703) and Alytus (5104) on the Extension Map.

6.7 Strategic/Operational Map Movement

Poland, Germany, Kaliningrad, southernmost Lithuania (Sūduva), Saaremaa (Estonia), and Belarus Land Areas have special rules governing their use. In addition, the following rules details how to move and trace supply between the Strategic and Operational Maps.

Design Note: Read this section in its entirety to understand how units transition between the Strategic Display and the Operational Map.

6.7.1 Poland

No ground units of either side can enter the Poland Land Area. To conduct Airmobile Movement or Attack Helicopter Combat Support from the Operational Map through the Southern Baltic on the Strategic Display, the units must start within seven hexes of the northern map edge; it can then be treated as if it were in the Poland Land Area for movement on the Strategic Display, e.g., Malbork Airbase (2207) to Gotland. To conduct Airmobile Movement or Attack Helicopter Combat Support through the Southern Baltic, the units must move to the Poland Land Area on the Strategic Display; it then enters the northern map edge with seven MPs/range remaining.

6.7.2 Germany

Ground units can transition between the Germany Land Area and any friendly non-prohibited hex on the western most Operational Map edge, i.e., Poland, by expending their entire Movement Allowance and vice versa. Attack Helicopters and Airmobile Movement that begin in Germany, can enter any hex on the west map edge having already expended seven MPs. Attack Helicopters based in a hex on the Operational Map, can Rebase into Germany. Airmobile Movement can be traced into Germany for seven MPs (this ends that movement).

Design Note: It takes all of a ground unit's movement allowance to transition to/from Germany because it is also the NATO Holding Box, i.e., the rest of Europe.

6.7.3 Zemaitija, Vilnius, Aukstatitija, & Belarus

Ground units can transition between one of these Land Areas and any hex on the edge of the corresponding area on the Operational Map for the cost of terrain. A ground unit can transition from any hex on the edge of the Operational Map to the corresponding Land Area by spending one MP; ending its movement in the Land Area. A unit may not exit and subsequently reenter the Operational and/or Strategic Map in the same Movement Segment.

Attack Helicopters and Airmobile Movement that begins in one of these Land Areas, can enter any hex on the corresponding map edge having already expended seven MPs/range. Attack Helicopters based in a hex on the Operational Map can perform missions in Land Areas adjacent to the Operational Map by expending seven hexes of range to transition to the Strategic Display. A unit using Airmobile Movement from the Operational Map, can transition to adjacent Land Areas by by expending seven MPs to transition to the Strategic Display.

6.7.4 Saaremaa (Estonia)

This Land Area, if enemy Controlled, can only be entered via Airmobile Movement, Paratroop, or Amphibious Assault. If friendly or Contested, it can also be entered via Sea Transport or normal ground movement. Regardless of control, it can be exited using any type of movement available.

7.0 Combat

[9.0 Standard/Advanced]

“While an adversary may be inferior at the Strategic Level, as Russia is, they may still be able to generate a positive tactical correlation of forces at a specific place and time for a limited duration.”

— John W. Nicholson,
“NATO’s Land Forces: Strength and Speed Matter”

7.1 Mixed Nationalities in Combat

When units of multiple nations attack together, they incur a DRM per additional nationality; e.g., if the US, French, and Poles attack together, there is a +2 DRM. This is in addition to any applicable multiple Formation DRM. *Exception: US, CA, DE, and UK are considered a single nationality for this rule.*

Design Note: Denmark and the UK have been operating in combined units in combat operations for the past 15 years, in and around Basra in Iraq and in Helmand in Afghanistan. Lately, it's become customary for Danish units to become subordinate to larger UK formations during exercises (e.g. during Trident Juncture 15). Language isn't a barrier, as almost all Danish personnel speak and write English. The applicable DRMs are listed on the Combat Results Table.

7.2 Multiple Formations

There is no multiple Formation DRM for Allied attacks when conducted solely by NATO units [GSR 1.2.2].

Play Note: *In effect, this means only the non-Allied player will incur this DRM as all Allied ground units are NATO.*

8.0 Reinforcements & Replacements

[10.0 Standard/Advanced]

8.1 Reinforcements

During the Reinforcement Phase, players may receive ground unit reinforcements. Some scenarios will describe the location or method of entry for units, otherwise, use the rules here.

Air units, Naval units, Supply Points, Missile/Cruise Missile Points, and Special Operations Forces may also be specified.

Note that Reinforcements are listed in the turn they arrive. In other words, if a given reinforcement is listed for GT2, then in the Reinforcement Phase of GT2, it is pulled from the appropriate location and placed in accordance with the rules below.

Both the US and NATO have Reinforcement Schedules that detail either specific units that are arriving or random draws. [See GSR 17.2.3 & 4 for how the random draw “cups” are created.]

8.2 Ground Unit Reinforcements

Ground unit and Attack Helicopter reinforcements not specified as arriving on the Operational Map must be placed into a friendly Holding Box or friendly controlled or Contested Land Area of that nationality. Lithuanian “R” units can also be placed in any friendly controlled hex in Lithuania.

Design Note: Any friendly hex means any friendly hex, even if it's surrounded. That just happens to be where they were mobilizing, and their timing is clearly impeccable.

If enemy ground units occupy all of a unit's possible arrival hexes, that reinforcement unit may either be placed in the appropriate Holding Box or any other hex on the same map edge that contains a road leading off the map.

If placed in a Holding Box or associated Land Area, it can subsequently enter either the Operational Map or Strategic Display per normal movement rules [GSR 5.5].

Units specified as arriving on the Operational Map by Airmobile Movement or Air Transport can only do so if that side had some level of Air Superiority for the turn; otherwise, place them in an appropriate Holding Box. Units entering via Airmobile Movement can be placed in any hex in the playing area eligible for Airmobile landing [8.5.4.3.1] that is not in an enemy ZOC (this does not use Airmobile Points). Units entering by Air Transport do not count against Air Transport Limits [GSR 5.3.1].

8.3 Air Units

[Advanced]

Both sides' air units are placed in the appropriate Ready Boxes in the Strategic Display.

8.3.1 USAF

The Allied player may place Long Range units in the USA or NATO Basing Box; Medium Range units must go in the NATO Basing Box.

8.3.2 USMC

Place in the same manner as USAF units, except that USMC F-35Bs may opt to base in a US Carrier box (when CVN BG/AMPH present) [see also GSR 16.13].

8.3.3 Carrier Air Wings

Place in the North Sea Carrier Basing Box.

8.4 USN, NATO Naval Units & USMC

Unless specified otherwise, all USN and NATO Naval Unit reinforcements arrive in the North Sea. USMC units arriving in the same Game Turn as a USN AMPH may be placed with that AMPH in the North Sea; otherwise, they arrive in the NATO Holding Box.

8.5 Supply Points, Supply Depots, Missiles, Special Forces Counters, etc.

All such reinforcements for either side are added to the Game Information Display using the appropriate marker.

8.6 Air Unit and Helicopter Replacement

[27.9.3.1]

Non-U.S. NATO can use this process only for the following air unit types: F-16, F/A-18 (any), CF-18, Rafale, Typhoon.

US can use this process only for the following unit types: A-10, F-15C, F-16, F/A-18 (any), F-35 (any), AH-64. [See GSR 16.13]

RU can use this process only on the following unit types: MiG-29, Su-24, Su-25, Su-27, Tu-22, Mi-24.

Belarus and Wild Weasel (WW) units cannot use this process.

8.7 Replacements

Russia, Belarus, Poland, and the US receive Replacement Points as designated by scenario. These can only be used to recover or reconstitute steps from that nation. NATO also receives Replacement Points, these can be used to recover any NATO unit except US, Polish, or Baltic.

8.7.1 MNCNE & RRC HQs

These HQs can use any Allied Replacement Points when reconstituting (along with the required Supply Points).

9.0 Subordination

[18.0 Advanced]

9.1 HQs



Only the non-Allied side has a Supreme HQ: GFMC (Ground Forces Main Command).

9.2 Russian Units

Several Russian units have identifiers in the upper right corner of their counter (Kalin, CMD, EMD, SMD, WMD). These exist to assist players in identifying units from the various Russian Military Districts (Central, Eastern, Southern, Western) for setup and reinforcements. They do not imply a Formation.

9.3 Other Subordination

In addition to normal Subordination [18.1]:

1. All non-Allied units are subordinate to GFMC.
2. All Russian units are subordinate to the WMD Army HQ
3. Some Russian army HQs have colored dots on them. Formations with matching colors in their unit symbols are subordinate to this HQ, e.g., 3rd Division (3/20) and 144th Division (144/20) are subordinate to 20th Army (20).
4. All non-US NATO units are subordinate to the MNCNE Corps (XXX) and MND-NE Division HQ (XX).

5. USMC 22 MEU is subordinate to the II MEF (although either HQ can support the other as they share a Formation color).
6. All US Army units are subordinate to any US Army Division HQ (XX).

10.0 Isolation

[19.7 Advanced]

Due to the nature of the battle area, special rules are required for determining isolation.

10.1 Isolation

10.1.1 Operational Map

In addition to Series Rule 19.7.1, units can avoid Isolation if they can trace a path of contiguous land hexes (of any length) free of enemy units or their ZOCs to a friendly map edge hex that leaves the map with a road that enters a friendly-controlled Land Area. Ignore enemy ZOCs in hexes that contain friendly ground units.

10.1.2 Strategic Display

Units in a non-Island Land Area are Isolated if they cannot trace an LOC through friendly Controlled, Contested, or empty Land Areas to a friendly Supply Source.

Units in an Island Land Area are isolated if they cannot trace an LOC through friendly-Controlled or Contested Inshore and At Sea Boxes and Land Areas to a friendly Supply Source. In addition, Airborne and Airmobile type units are not isolated if their side has any level of Air Superiority.

10.1.3 Holding Boxes

Units in Holding Boxes are never Isolated.

11.0 Supply

[19.0 Advanced]

Due to the nature of the battle area, special rules are required for determining supply.

11.1 Additional Operational Map Supply Sources

Given the dense population of most of the area represented by the map, there are additional off-map Supply Sources that would be used by the armies of both sides. To reflect this, units can consider any friendly map-edge hex [GSR 2.2] with a Highway or Primary Road leading off that edge to a friendly-Controlled Land Area as an Urban Supply Source with a range of 6 MPs.

11.1.1 Ports

Either player can use friendly Controlled Ports on the Operational Map as a Supply Source with a range of 6 MPs or on the Strategic Display for that Land Area. The corresponding Inshore Box must be friendly Controlled and a path of friendly Controlled or Contested At Sea Boxes must be traced back to either Germany (Allied player) or Russia (Non-Allied player).

11.1.2 Kaliningrad

Kaliningrad (3002) may be used as an Urban Supply Source depending on two things:

1. the stockpile of supplies there, or
2. the status of the Kaliningrad Rail Line [GSR 2.5].



11.1.2.1 Supply Stockpile

The Supply Stockpile marker is placed in the zero box of the Game Records Track in all Advanced Game Scenarios. Each scenario will specify how many Supply Phases of stockpiled supply Kaliningrad has; place the Kaliningrad Supply Stockpile marker in the box specified by the scenario. Remove the Supply Stockpile marker at the end of any Supply Phase that it reaches the zero box.

In any Supply Phase, the non-Allied player can decrease the Supply Stockpile marker by one box on the General Records Track to allow Kaliningrad (3002) to function fully as an Urban Supply Source.

The marker only moves down one box if at least one unit drew supply from the Urban hex and did not use Port [GSR 11.1.1] or Rail Line Status [GSR 11.1.2.2] supply.

Design Note: Before launching an offensive, the Russians would stockpile supplies for it in Kaliningrad.



11.1.2.2 Rail Status Supply

Units can use Kaliningrad as an Urban Supply Source according to the following table:

Rail Status	Supply
Fully Operational	is an Urban Supply Source
Partially Operational	can supply six units + two units for every Supply Point spent
Not Operational	is not an Urban Supply Source

EXAMPLE: The non-Allied player has 7 units within 6MPs of Kaliningrad (3002). If the Port can be used as a Supply Source, then the Supply Stockpile is not used nor does the Rail Line Status matter. If the Port is not usable and the Rail Line Status is Partially Operational, the non-Allied player can either spend 1 Supply Point to supply the seventh unit OR decrease the Supply Stockpile marker by one box to supply all 7. If the Port is not usable and the Rail Line Status is Not Operational, the non-Allied player can increase the Supply Stockpile marker to make Kaliningrad a fully functional Urban Supply for that Supply Phase. If the Rail Line is Fully Operational, all 7 are supplied as Kaliningrad, per the table, is a fully functional Urban Supply Source.

11.2 Sharing of Supply Points

Supply Points are collected and used for a side without respect to a nationality, i.e., they are Allied or non-Allied Supply Points not French or Russian, etc.

11.3 Holding Boxes

Units in Holding Boxes are always in supply.

11.4 Land Area Supply

11.4.1 Island Land Areas

Units in an Island Land Area are in supply if they can trace an LOC to a friendly Supply Source in a friendly Land Area. The LOC must be traced through friendly-controlled Inshore and At Sea Boxes and Land Areas.

11.4.2 Land Areas

Some Land Areas have special supply rules (see below). Where the special rules don't apply, these general rules are in effect.

Tallinn, Riga, and Vilnius, when friendly controlled, are Supply Sources for Allied units.

Units in any other Land Area must either have a friendly Supply Source in their Land Area or trace to such a Supply Source. That LOC must be traced to an adjacent Land Area or through friendly-controlled or Contested Land Areas or friendly-controlled Inshore/At Sea Boxes to a friendly-controlled Land Area that has a Supply Source. Russia, Belarus, and Germany are always considered to be Urban Supply Sources. Poland can be treated as an Urban Supply Source for NATO units only if a LOC, of any length, can be traced from a map edge hex of Lithuania to any Supply Source in Poland.

If units enter a Land Area via Paratroop, players may place Airborne Supply markers [19.1.2] in that Land Area; it will act as a Supply Source for Airborne units in that area.

11.4.2.1 Germany

Allied units in Germany are always in supply. Non-Allied units in Germany are only in supply if one of the following is true:

1. A non-Allied Supply Depot is in a hex on the west map edge of the Operational Map that contains a road leading off the map, or
2. The Bornholm Basin, Southern Baltic, and Northern Baltic At Sea Boxes are non-Allied Controlled.

11.5 US Army MSU

This MSU is placed on any NATO Supply Depot or Urban hex when the US 4th ID HQ arrives. It can be used like any other NATO MSU.

11.6 USMC MSU

This MSU may be placed into the Beachhead hex or Land Area whenever the USMC conducts an Amphibious Assault. It can only provide supply to USMC units.

12.0 Detection

[21.0 Advanced]

12.1 Electronic Detection

Unlike in other games in the series, each side receives six attempts regardless of interventions.

12.2 Ground Units

MSUs and all enemy ground units with an Attack Factor greater than "0" are automatically detected on both the Operational Map and Strategic Display, i.e., ignore Aerial Reconnaissance [21.2].

Play Note: *This means that HQs and Artillery need to be detected via Electronic Detection or SOF Recon.*

Design Note: With the plethora of unmanned aerial vehicles and other sources of discovery available to both sides, detection should not be an issue.

13.0 Airpower

[6.0 Standard/22.0 Advanced]

13.1 Weather Capabilities

[Standard]

When rolling for Air Points in the Standard Game in Overcast or Storm weather, both sides have Limited All-Weather Capability. [4.1.2/4.1.3]

13.2 Air Unit Ranges

[Advanced]

The range of each air unit (the letter in the upper left hand corner of the counter: S = Short, M = Medium, L = Long, U = Unlimited) determines how far an air unit can fly missions from its Basing Box.

The air unit range limitations in Next War: Poland are:

1. Only Long and Unlimited Range from the USA Holding Box
2. Only Long and Unlimited Range to or from the North Sea At Sea Box [see Strategic Display, GSR 13.3.3, and GSR 13.3.3.1]
3. Only Long and Unlimited Range into the Russia or NATO Holding Box (see Strategic Display)

13.3 Carrier Air Wings (CAW)

[Advanced]

13.3.1 Definition



Each US CVN BG hosts a CAW consisting of 1 x F/A-18E, 2 x F/A-18F, and 1 x EA-18G. [See also GSR 16.1 and 16.7 for Optional Rules.]

The French CV BG unit operates a single Rafale-M. The CW CV BG unit operates a single F-35B.

Important: CAW air units are never included with the USAF or NATO air units as part of any setup instructions. They always arrive when their carrier arrives. Individual air units are drawn randomly within an aircraft type (e.g., F/A-18F).

13.3.2 Leaving the North Sea

If a CVN BG/CV BG leaves the North Sea and enters the Baltic Sea, the Allied player must determine which air units will form the Carrier Air Wing for that carrier and move them into the appropriate side of the Carrier Basing Box. The CAW may consist of any air units available in the North Sea Carrier Box (subject to the definition above) plus any USMC.

Play Note: Obviously, if all the CVNs move, this is a moot point.

13.3.3 Range Limitations

Only Long Range Carrier-based air units can fly Air Superiority, Combat Support, or Strike Missions without penalty while their carrier is in the North Sea At Sea Box.

13.3.3.1 Aerial Refueling

To help compensate players who do not want to move a carrier into the Baltic Sea, and yet still get the carrier air wing in to the fight, Medium range air units based on a carrier in the North Sea can fly all missions. When doing so, halve their Air to Air, Combat Support, and Strike ratings (round up).

EA-18G Wild Weasel missions against the Air Defense Track flown from the North Sea incur an additional +2 DRM.

13.4 Air Mission Coordination

[Advanced]

Strike missions have no restrictions.

13.5 SOP Designated Bases & Collateral Damage

[Advanced]

For the purposes of Collateral Damage [27.7.4], Steps 1a and 1b of the Advanced SOP, and Lack of Runways [GSR 13.6] Airbases/Airfields in:

- Poland affect only units in the Polish Basing Box
- NATO Holding Box affect only units in the NATO Basing Box
- Belarus affect only units in the Belarus Basing Box

- Russia Holding Box and Kaliningrad affect only units in the Russia Basing Box
- Lithuania affect no units

13.6 Lack of Runways

[Advanced]

If all of the Airbases/Airfields associated with a Basing Box are marked with either a Strike 2 or Destroyed marker during the Check for Holding Box Airbase Destruction Effects Step of the Reorganization Phase, the controlling player must move one-third (round fractions up to the nearest integer, e.g., 3 1/3 becomes 4) of all available air units in the Ready Box of the appropriate Basing Box to the Flown Box. While this condition is in effect, ignore sub-steps “a”, “b”, & “c” of the Air Superiority Step in the Air/Naval Phase as they pertain to that Basing Box.

Design Note: Some airbases represent the significant off-map military infrastructure of both sides. While in theory all a nation’s airbases can be “destroyed” in the game, we assume that air operations can continue at backup sites and at reduced levels at the major bases.

13.7 S-400 SAMs

[Advanced]

“On January 13 [2017], it was announced that four S-400 Triumph divisional units would be deployed on the territory of the Western Military District over the course of 2017 (TASS, January 13).”

— Sergey Sukhankin,

Counter-Containment: Russia Deploys S-400 Complexes to Crimea, Daily Eurasia Monitor



The range of SAMs in Kaliningrad make the abstract nature of the Series Rules “border-based” air defense system problematic. To address that, the non-Allied player has four S-400 SAM counters. Two of these counters begin all Advanced Game scenarios set up in Kaliningrad. The other two can be placed by the non-Allied player during the game. While both are operating (e.g., not Destroyed) they allow the non-Allied player to use Normal [24.1] or Local [24.2] ADF (Detection and SAMs only for both forms of ADF), as applicable, against Allied missions when they are conducting Strike, Combat Support, Air Transport, Airborne/Paradrop, or Airmobile Movement as if the Allied mission was in an enemy country. Based on their location, the counters provide air defense coverage as outlined below.

13.7.1 Operational Map

If an S-400 counter is in a hex on the Operational Map it affects Allied missions anywhere on the Operational Map as well as in the Land Areas of Kurzeme, Žemaitija, Vilnius, Sūduva, and Kaliningrad, as well as the Southern Baltic At Sea and associated Inshore Boxes.

Design Note: Yes, that means anywhere on the Operational Map. It’s an abstraction.

13.7.2 Island Land Area

If an S-400 counter is in an Island Land Area [GSR 6.1] it affects Allied missions in an adjacent At Sea or associated Inshore Box, e.g., if placed in Gotland, it would affect the Northern and Southern Baltic At Sea Boxes and their associated Inshore Boxes as well as the Island Land Area itself.

13.7.2.1 Expanded Coverage:

If there is a counter in both an Island Land Area and any hex in Kaliningrad, they affect Allied missions anywhere on the Strategic Display.

13.7.3 Russia

The Russia Land Area contains two S-400 counters printed on the map. Until these are Destroyed, they affect Allied missions in any Land Area adjacent to Russia in Estonia, Latvia, and Lithuania. In addition, it allows the non-Allied player to use the permanent Russia Air Defense values against Allied air units when they are conducting missions in the affected area.

13.7.4 S-400 Placement

The two counters that do not begin in play can be placed in any friendly-controlled Island Land Area or Urban, City, or Installation hex in Kaliningrad on the Operational Map during Step 16 of the Reorganization Phase. The non-Allied player spends three Supply Points to place each counter and increases either the Detection OR SAM value by one for each counter placed; however, placing a counter prevents the non-Allied player from upgrading any ADF Track values in that same game turn.

13.7.5 S-400 Destruction

An S-400 counter or printed box is an Installation, but only the S-400s in Russia can be repaired (if Destroyed). They are Hardened Targets.

S-400 counters are removed from the game if Allied ground forces take control of its hex or Land Area or if destroyed via Strikes or Raids.

13.8 Russian Air Defenses

The Russian Holding Box (and associated Land Area) has permanent, non-reducible Air Defense values as marked.

14.0 Theater Warfare Assets

[26.0 Advanced]

14.1 Cruise Missiles

The US and Russia are assigned Cruise Missile points as determined by the scenario and/or receive such points as reinforcements. All methods for launching Cruise Missile attacks have range restrictions.

If available, each Tu-22, Tu-95, B-52, B-1, and B-2 unit in the Ready Box can use one Cruise Missile point per game turn. Move the unit immediately to the Flown (RU) or Recovery Box (US) of its Basing Box, no Interception or ADF is allowed.

Each CVN BG or US or RU SAG unit not in Port has the capacity to use one Cruise Missile point to launch one Cruise Missile Strike per Strike Phase.

Each US AMPH not in Port has the capacity to use one Cruise Missile point to launch one Cruise Missile Strike per game turn.

In addition to the above, and if Cruise Missile Points are available, both sides may use up to five Cruise Missile points to launch land-based Cruise Missile Strikes per strike phase without requiring a specific unit.

Design Note: These attacks represent roughly ten missiles each individually targeted and programmed to fly different courses to the target. They are flying at very low altitude with terrain following capabilities providing a high degree of protection from detection or attack.

14.1.2 Site-Busting

Only the Russian Cruise Missile marker can be targeted for site busting. It is a Hardened Target.

14.1.3 Range Restrictions

The range of Cruise Missile attacks are:

- **Tu-95/Tu-22/B-1/B-2/B-52:** no restrictions
- **Naval Unit in North Sea:** no attack
- **Naval Unit in any Bornholm Basin, Southern Baltic, or Northern Baltic At Sea/Inshore Box or Operational Map:**
 - vs Naval Unit: own or adjacent At Sea Box (or associated Inshore Box/All-sea hex)
 - vs land target: any valid target on the Operational Map or Strategic Display
- **Non-Allied Land-based:** anywhere but North Sea At Sea Box, unless Kaliningrad, Bornholm, and Gotland are all Allied Controlled (or Neutral) then only Estonia, Latvia, and Lithuania
- **Allied Land-based:** anywhere but Russia and Belarus Land Areas

14.2 SSMs/Ballistic Missiles

[Advanced]

Each Advanced Game scenario will assign each side SSM/Ballistic Missile Theater Weapon points. Each side may use up to 10 ballistic missiles per Strike Phase.

14.2.1 Site-Busting

Each player can target the other side's Missile marker with appropriate Strikes. It is considered a Hardened Target.

14.2.2 Range Restrictions

The range of Ballistic Missile attacks are:

- **Non-Allied:** anywhere, unless Kaliningrad, Bornholm, and Gotland are all Allied Controlled (or Neutral) then only Estonia, Latvia, and Lithuania
- **Allied:** Kaliningrad, Sudūva, and Belarus Land Areas, and the Operational Map

14.3 Tactical Nuclear Weapons

[Advanced]

“...the risk of the Russians escalating a land war to the use of nuclear weapons is not zero.”

— John W. Nicholson

“NATO’s Land Forces: Strength and Speed Matter”

14.3.1 Nuclear Weapon Release

In *Next War: Poland* the non-Allied player begins with nuclear weapon release and can use nuclear weapons in any Strike Phase.

The Allied player is automatically granted nuclear weapon release in the following circumstances:

- In the same Strike Phase that the Non-Allied player successfully resolves [GSR 14.3.3.2] his first Nuclear Attack.
- In the Strike Phase immediately following the non-Allied player’s first use of Chemical Weapons [GSR 16.9].
- In the Strike Phase immediately following the Non-Allied player’s first roll on the Automatic Victory table.

Once the Allied player has nuclear weapon release, they can use nuclear weapons in any Strike Phase.

14.3.2 Nuclear Weapon Points



Both players start with a specified number of Nuclear Weapon Points, as given by the scenario allocations. These points are never replenished.

Design Note: While both sides are estimated to have hundreds if not thousands of individual nuclear warheads, this rule assumes that many of these weapons will be held in “strategic reserve”. This rule also assumes that both sides will wish to avoid a large-scale exchange and use the weapons very sparingly. Also, given GSR 14.3.8, you won’t need that many anyway.

14.3.3 Nuclear Weapon Attacks

14.3.3.1 Placing a Nuclear Attack Marker



In either Strike Phase, prior to all other Strikes, each player (alternating, non-Allied first) may place Nuclear Attack markers. If the Allied player initiates the use of nuclear weapons, in that Strike Phase only, the Allied player places first.

A side can place as many Nuclear Attack markers per turn as it wishes. Decrement the player’s Nuclear Weapons Points marker by one for each Nuclear Attack marker placed.

1. The non-Allied player can place a Nuclear Attack marker in any hex on the Operational Map containing Detected [21.0] Allied units or Supply Depots, an Allied-controlled Installation/Airfield in Poland, or any single Detected Naval Unit in a Baltic Sea At Sea/Inshore Box. The non-Allied player cannot place such a marker in a Holding Box or Urban/City hexes in Kaliningrad.
2. The Allied player can place a Nuclear Attack marker in any hex on the Operational Map containing Detected [21.0] non-Allied units or Supply Depots, a non-Allied Installa-

tion/Airfield in Kaliningrad, or any single Detected Naval Unit in a At Sea/Inshore Box. The Allied player cannot place such a marker in a Holding Box or Urban/City hexes.

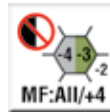
3. Either side can place a Nuclear Attack marker in any Land Area on the Strategic Display except Russia, Belarus, or Germany.

14.3.3.2 Resolving a Nuclear Attack

Once all markers are allocated and after rolling for Global Thermonuclear War [GSR 14.3.8], resolve each Nuclear Attack marker by rolling one die:

1. On a 0-8 the attack result is “full yield”. Each enemy unit, Supply Depot, or MSU in the target hex or Land Area loses one step (one step units are eliminated). Any surviving units receive a Strike 2 marker. All Fortifications, Installations, and Airfields in the hex are marked destroyed. All bridge hexsides are destroyed. An attacked naval unit is destroyed. VP and Collateral Damage are assessed normally.
2. On a roll of 9, roll again. If the roll is even (0, 2, 4, 6, 8), treat it as “full yield” as above. If the roll is odd (1, 3, 5, 7, 9) the attack result is “malfunction”. Remove the Nuclear Attack marker. No enemy units take losses. Installations/Airfields, bridges, and naval units are not destroyed.

14.3.4 Nuclear Weapon Attack Markers



Once successfully resolved, i.e. “full yield”, a Nuclear Attack marker is never removed. In addition, it has the following effects:

14.3.4.1 Efficiency Rating Penalty

The ER of a unit is affected by proximity to the marker as follows:

14.3.4.1.1 Ground Zero

Any Belarussian unit in a hex or Island Land Area with a Nuclear Attack marker has its efficiency reduced by 4 while in the hex/Island Land Area. All other units have their efficiency reduced by 3. This effect does not apply to non-Island Land Areas.

14.3.4.1.2 Fallout

Any unit in a hex adjacent to or in the Land Area containing the Nuclear Attack marker has its efficiency reduced by 2.

14.3.4.2 Movement Penalty

Leg or light infantry class units can only enter such a hex using Ground Movement by spending their entire movement allowance. Motorized or mechanized class units spend an additional +4 MPs to enter such a hex. This does not apply to Land Areas.

14.3.4.3 Supply Path Effects

No Line of Communication [19.2] can be traced into/through a hex containing a Nuclear Attack marker for determining supply. Units in a hex with a Nuclear Attack marker can still trace out of the hex to a potential supply source. This does not apply to Land Areas.

14.3.4.4 At Sea/Inshore

There is no lingering effect in At Sea/Inshore Boxes. The marker remains on the Strategic Display, however, for Global Thermonuclear War [GSR 14.3.8] determination purposes.

14.3.5 Nuclear Weapon Facilities

Destroying Nuclear Weapon Facilities has no effect on the number of Nuclear Weapon Points for a side. Destroyed Facilities do count for Victory Points.

14.3.6 Collateral Damage DRM

If a Nuclear Attack is successfully resolved [GSR 14.3.3.2] in a hex with an enemy Airbase or Airfield, the Collateral Damage [27.7.4] roll incurs a -2 DRM.

14.3.7 Nuclear Weapon Attack VP

For both players, successful resolution [GSR 14.3.3.2] of a Nuclear Attack awards the other player three VP. This is added directly to their VP total and not to the “VPs This Turn”. If a Nuclear Attack marker is placed in an originally enemy Urban or City hex, an additional ten VP (for a total of 13VP) are awarded to the other player. In addition, all VP that result from a Nuclear Attack (eliminated enemy units, Installations, Collateral Damage, etc.) are added directly to VP totals and not “VPs This Turn”.

14.3.8 Global Thermonuclear War (aka Lighter Fluid Rule, aka, Would You Like to Play a Game?; aka Game Over, Man, Game Over)

After placing all Nuclear Attack markers, but before rolling to resolve any [GSR 14.3.3.2], that player rolls a die. Apply a -2 DRM of the non-Allied player has used Chemical Weapons [GSR 16.9]. If the die roll is less than or equal to the number of Nuclear Attack markers currently on the map (resolved and unresolved), the game immediately ends in Global Thermonuclear War.

Technically, the player placing the marker loses the game.

Design Note: You Grognards out there should recognize this rule...

15.0 UN Resolution

Ignore all references to the UN Resolution procedures. These rules are not used in this game.

16.0 Optional Rules

16.1 USN F-35s

[Advanced; +5 or +10 VP non-Allied]



The Allied player may replace any one F/A-18E or F/A-18F per Carrier Air Wing [GSR 13.3] with one of the optional F-35Cs. The non-Allied player gets +5VP for each optional aircraft added.

16.1.1 USMC F-35C

On occasion a Marine squadron will replace a Navy squadron on a US carrier during a deployment. To simulate this there is a single USMC F-35C in Next War: Poland. This F-35C may replace any purchased USN F-35C for no cost in VP. This is in place of USN replacement not in addition to.

16.2 Combat Support Restrictions

16.2.1 non-Allied Restrictions

[Advanced; +5 VP non-Allied]

The non-Allied player may choose to limit his Combat Support missions such that they can only be performed by air or helicopter units of the same nationality as at least one of the attacking and/or defending units.

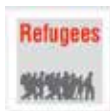
16.2.2 Allied Restrictions

[Advanced; +10 VP Allied]

The Allied player may choose to limit his Combat Support missions such that an air unit conducting a Combat Support Mission for a combat that does not include at least one ground unit of its nationality has its CS Rating halved (rounded up). Treat CA, DE, UK, and US as one nationality for this purpose.

16.3 Refugees (Internally Displaced Persons)

[Standard/Advanced; +0 VP]



Both players may agree to play with this rule. If in effect, the road net on the Operational Map in Poland and Lithuania is clogged with people fleeing the battle area. The effects are as follows:

GT	Invader	Defender
1&2	Non-road movement point costs are x1½ (round up) Primary Roads are treated as Secondary Roads Highways are treated as Primary Roads	Non-road movement point costs are doubled Primary Roads cost 1½ MPs Highways are treated as Secondary Roads
3&4	All costs normal	Non-road movement point costs are x1½ (round up) Primary Roads are treated as Secondary Roads Highways are treated as Primary Roads
5	All costs normal	All costs normal

During Storm turns, double all the costs above. “Invaders” are defined as whichever side starts the scenario with Initiative.

The non-road movement point costs are not cumulative with Border Guards [GSR 5.1] effects; apply the Border Guards effects in those hexes specified, and the Refugees effects in all others.

Place the “Refugees” marker on the Operational Map as a reminder.

16.4 NATO Readiness

[Advanced; +12 VP Allied]

“In a sense, population-centric counterinsurgency has perverted a better way of American war which has primarily been one of improvisation and practicality.”

— Gian P. Gentile, A Strategy of Tactics:
Population-centric COIN and the Army

The Allied player may reduce NATO ground unit Efficiency Ratings by one for the duration of the scenario except when conducting Clearing Operations

Design Note: This represents NATO forces having concentrated on COIN (Counter-insurgency) operations to the detriment of force readiness training.

“The end of the Cold War and the conduct of a ten-year campaign in Afghanistan understandably led to the optimization of Alliance armies for the prosecution of counter-insurgency operations, not for inter-state, high-intensity conflict against a symmetrical opponent.”

— John W. Nicholson,
“NATO’s Land Forces: Strength and Speed Matter”

16.5 Additional US Wild Weasels

[Advanced; +5 VP non-Allied]

US F-22 and F-35 units use the “Wild Weasel” column when conducting Strikes against the Non-Allied Air Defense Track. This Strike cannot be a Stand-off Strike. These Strikes are not “Wild Weasel” Missions.

16.6 AH-1Z Wild Weasels

[Advanced; +3 VP Non-Allied]



USMC AH-1Zs can carry ARMs (Anti-Radiation Missiles). The Allied player may use this option to allow AH-1Zs to conduct a Strike mission against the Air Defense Tracks using the Wild Weasel column. The AH-1Z must be based on the Operational Map, non-Island Land Area, or in any Inshore Box.

16.7 Carrier Air Wing Interoperability

[Advanced; +5 VP non-Allied]

The Allied player may choose to add the optional French Rafale M to any US Carrier Air Wing. It does not replace a US air unit; it simply operates from the carrier along with the US air units.

Design Note: The Rafale M is the only non-US fighter that is cleared to operate from US carriers.

16.8 Coup de Main Scenario Start

[Standard/Advanced; + variable VP Allied]

As an alternative start for the Standard Game Campaign scenario and all Advanced Game scenarios, the non-Allied player may choose to use this option to begin the game in control of Gotland, Bornholm, and/or Suduva. In the Advanced Game Strategic Surprise scenario, non-Flag Land Areas in Estonia, Latvia, and/or Lithuania which are adjacent to Russia may also be chosen. Retreat any Allied unit in the chosen Land Area (including on the Operational Map) to the nearest friendly Land Area or, if the Operational Map, any friendly hex. No non-Allied VP are scored for this control.

Place a non-Allied Control marker and at least three units in each chosen Land Area or a hex on the corresponding operational map. If Suduva is chosen, mark all Towns and Cities as non-Allied Controlled. These units must come from the following Russian Formations: 61 and 336 Naval Infantry Brigades, 11 Gds, 31 Gds, 56 Gds, 83 Gds Airborne Brigades, 98 Airborne (2 bdes), 106 Airborne (2 bdes), 7 Air Assault (2 bdes), and/or 76 Guards Divisions (2 bdes). In the Advanced Game, a Formation’s HQ may be placed as one of the three with any unit from its Formation. Airborne brigades may be placed in either configuration (Light Infantry or Motorized).

The Allies receive 10 VP for Gotland, 20 VP for Bornholm, and 5 VP for each other Land Area chosen.

If Gotland is chosen, Sweden automatically joins the Allies [GSR 6.6.2].

16.9 Chemical Weapons

[Standard/Advanced; + variable VP Allied]

Only the non-Allied side can use Chemical Weapons [18.2.4]. An eligible Russian HQ may place a Chemical Weapons marker to support an attack. Each use of a marker provides the Allied player with 5 VP. Any VP earned is added directly to the VP total and not to the “VP This Turn”.

CW markers can be used to support attacks on the Strategic Display; in this case remove the marker immediately once the combat is resolved. In all scenarios, the non-Allied player starts with 12 CW Points.

16.10 Article 5 Trumped

[Standard/Advanced; + variable VP Allied]

The US, having put conditions on its commitment to responding to an Article 5 invocation, reacts in one of two ways. The Allied player may choose one of the following options:

- a. No US units are used for the scenario. The US does still provide Supply Points. The Allied player receives +50 VP.
- b. No US units start any scenario in play. Scenario specific at start units are placed as Reinforcements when the NATO reinforcements begin arriving. US Reinforcements then begin arriving in the following turn, one letter per turn, starting with “A”. The Allied player receives +25 VP.

16.11 Aegis Ashore

[Advanced; +10 VP non-Allied]



The Allied player may choose to place the Aegis Ashore counter in hex 1204 on the Operational Map. The Aegis Ashore counter is an Installation. While operating, i.e., not Destroyed, the Allied player can use Normal ADF [24.1] values against non-Allied air missions and Local ADF [24.2] against non-Allied helicopter missions in the Bornholm Basin and Southern Baltic At Sea, associated Inshore Boxes, and any Land Area (including Poland, Kalininograd, and Zemaitija hexes on the Operational Map) adjacent to them as if the non-Allied mission was in an enemy country. Use of the Aegis Ashore system allows the Allied player to use Detection and SAM values only against such missions, i.e., no AAA.

It can be repaired using the Airbase/Airfield/Installation rules [27.9.1].

Design Note: The Aegis Ashore facility was expected to be built and online sometime in 2018.

16.12 Pre-Positioned Equipment

[Advanced; +10 VP non-Allied]



The Allied player may choose to begin any Advanced Game scenario with the Pre-Positioned Equipment (PPE) marker in hex 1520 on the Operational Map. The marker can be attacked by non-Allied Strikes and SOF Raids. It is a Hardened Target and takes damage like an Installation, but it cannot be repaired.

During the Reinforcement & Replacement Phase of Game Turn 1, if the marker has no damage or a Strike 1 marker, the Allied player chooses one ABCT [30.1] unit and replaces the marker with it. If the PPE marker has a Strike 2 marker, place the unit on its reduced side. No unit is placed if the PPE marker is Destroyed.

If the PPE marker is Destroyed, the non-Allied player receives 2 VPs.

16.13 F-22 Air Unit Replacement

[Advanced; +10 VP non-Allied]

In addition to the unit types listed in GSR 8.6, the Allied player may also replace F-22 air units. The cost to replace F-22s is increased to three Supply Points per step instead of two.

16.14 Ready Escorts

[Advanced; +0 VP]

If both players agree, Escorts and Defense Suppression can be flown from the Ready Box, i.e., they do not have to be in the Air Superiority Box.

Design Note: This option changes the air game a bit. I recommend not using it until you're comfortable with the game rules as written. This rule should be considered experimental.

16.15 Bornholm and Gotland Optional Map

[Standard/Advanced; +0 VP]

These maps may be used in place of the Island Areas on the Strategic Display. When using these maps, control for purposes of Contested Sea Movement and Sea Control is determined by whichever side controls the city on the island; i.e., Visby for Gotland and Ronne for Bornholm. VP is not earned for controlling Cities, Towns, Installations, or Airfields on either island; apply the Island Land Area VP only if the city listed above is Controlled. All coastal hexes are Beach hexes and can be Amphibiously Assaulted.

16.15.1 Naval Considerations

Naval Units transition from the island's Inshore Box to All-Sea hexes and/or Ports normally. Naval Units cannot provide Combat Support from the Inshore Box.

16.15.2 Air & Airmobile Considerations

Air and Airmobile Transport/Movement is governed by the Strategic Map movement rules, i.e., if a unit can reach the Island Land Area on the Strategic Map, it can reach anywhere on the Island Operational Map.

16.15.3 S-400 Placement [GSR 13.7.4]

For the purposes of S-400s, they can be placed in any Airbase, Airfield, or Port hex on the Island Operational Map and function as if they were in the Island Land Area.

16.16 German Defense Spending

[Standard/Advanced; +5 VP Allied]

Germany has a poor record of maintaining its defense spending at levels high enough to ensure readiness. If the Allied player chooses this option, remove the German SAG from the game. Before set up, roll a die for each German air unit, on an odd roll, remove it from the game. Reduce the ER of all German units by one.

16.17 USMC F-35B AMPH Basing

[Advanced; +0 VP]

At the Allied player's option, the USMC F-35B may base on a USN AMPH. Use the Carrier/AMPH Basing Box; remember that the USMC F-35B is operating separately from the CVN BG. Alternatively, the USMC F-35B may base on the UK CV.

16.18 Storm Turns

[Standard/Advanced; +0 VP]

For each previous, consecutive Storm turn, modify the weather die roll by -1; e.g., if the previous turn was Storm, the DRM would be -1; if there had been two Storm turns in a row, the DRM would be -2; if there had been a Storm turn, a Clear turn, and a Storm turn, the DRM would be -1.

16.19 Lukashenka Says Nyet

[Standard/Advanced; variable VP non-Allied]

The non-Allied player can choose to have Belarus remain neutral in the conflict. Do not set up any of their units, and Belarus may not be entered by either side.

- **Strategic Surprise:** + 35 VP
- **Standard Campaign/Tactical:** + 70 VP
- **Extended Buildup:** not available

Design Note: This will make the game difficult for the Non-Allied player.

16.20 Russian Su-57

[Advanced; +5 VP Allied]

The air unit is placed in the Russia Ready Box. The non-Allied player cannot choose both this option and the J-31s [SS2 8.3].

16.20.1 Capabilities

Su-57s are Stealth air units with Long-Range Air-to-Air capability. They can conduct a Strike against the Allied Air Defense Track using the “Wild Weasel” column. This Strike is not a “Wild Weasel” Mission, nor can it be a Stand-off Strike.

Design Note: There is some debate as to whether or not these airframes will ever become operational. I have opted to include them as the Russians will either produce them or buy something similar from somewhere else.

16.21 Russian Ka-52 Attack Helicopters

[Standard; +3 VP Allied/Advanced; +6 VP Allied]

The non-Allied player may add up to two Ka-52s. The Allied player gets +3VP for each optional attack helicopter added.

16.21.1 Capabilities

[Advanced; +2 VP Allied]

The Ka-52 carries ARMs (Anti-Radiation Missiles). The non-Allied player can conduct a Strike (but not a “Wild Weasel” Mission) against the Allied Air Defense Track using the “Wild Weasel” column if the Ka-52 is based on the Operational (hex) Map.

“Scenario Development is the artistic and quasi-scientific process of producing succinct and persuasive stories about trends in an unreal state of future conflict to enable analysis.”

— Alec Barker,

“Fight the Scenario”, CASL Lectures on Strategic Gaming

17.0 Scenarios

“More important than the modes of warfare, however, are the possible scenarios in which Russia might employ them. Here it is possible to distinguish two essentially different types of aggression that correspond to different political objectives. The first is an ambiguous, low-intensity operation, employing hybrid, largely non-military tactics and deliberately kept under the threshold of war to avoid triggering NATO’s collective-defence mechanism. The other is a sudden and decisive strike on another country or countries. Conceivable variants include action aimed at seizing a territory populated predominantly by ethnic Russians; occupation of a swathe of NATO territory in order to use it as a bargaining chip in confrontation with the West; and a lightning invasion of Norway to seize oil and gas fields, which would have a good chance of causing an increase in oil prices similar to that which occurred after Iraq’s invasion of Kuwait. Western thinking about the Russian challenge has focused excessively on the first scenario and wrongly dismissed the possibility of the second.”

— Tomasz Paszewski,

“Can Poland Defend Itself?”, Survival: Vol 58, No 2

Scenarios are divided into two types: Standard and Advanced. Standard scenarios generally examine smaller actions within only a portion of the map, use fewer playing pieces, and are shorter, although there is also a full map, full game scenario. They are intended to be played with only the Standard Game Rules. Advanced Scenarios involve the entire map, use all the pieces potentially [GSR 3.2.1], and will take longer to play.

Where not specified, Game Length of each scenario is 16 Turns (approx. 8 weeks).

17.1 Standard Scenarios

Standard Scenarios are played using the Standard Rules except where noted in the Scenario Special Rules (SSRs).

17.1.1 Suwalki Gap

During the Cold War, the Fulda Gap preoccupied NATO planners as it was the primary invasion route into the heart of Western Europe. For the Balkans and for Poland, the Suwalki Gap, while not an invasion route, per se, is the narrow bridge of land between the Russian enclave in Kaliningrad and Russia’s ally Belarus. It is through this gap that a land connection is maintained; between Poland and the southernmost Baltic state, Lithuania.

Per U.S. Army Europe commander Lt. Gen. Ben Hodges, “that’s an important piece of geography right there.”

Game Length: 3 Turns (1.5 weeks)

Play Area: All hexes on/north of hex row xx16 and on/east of hex row 40xx.

Exception: Helicopter units can base in any eligible hex on the map.

Initial Setup:

The Allied player sets up first.

Allied Scenario Specifications:

Allocations: 4 Airmobile Points

ASW Level: N/A

Replacement Points:

US: 1 on GT1, 2 on GT2

Poland: 1 on GT1-2

NATO: 1 on GT1-2

Setup:

United States	
Unit	Location
1/82	4514
173	4407
AH-64/82	3109

Poland	
Unit	Location
18 Recon (<i>reduced</i>)	4514
15 Giz/16	4508
1/18 (<i>reduced</i>)	4509
20 Bar/16 (<i>reduced</i>)	4207
7 Pom/12 (<i>reduced</i>)	4007
2 Leg/12	4407
Mi-24	anywhere in Poland

NATO	
Unit	Location
FR 11 BP/RRC, BE SOR/RRC	any setup hex listed above

Reinforcements:

Turn	Nation	Unit
GT1	Poland	25 Air Cav; 6 Airborne (Air or Airmobile Transport)
GT1	Canada	RCR BG (Air or Airmobile Transport)
GT2	US	2/82 (Air or Airmobile Transport)
GT2	Poland	2 Recon*
GT2	NATO	NE 11/RRC; IT Folgore/RRC (Air or Airmobile Transport)

*Enters from any road hex on the western edge of the play area.

Non-Allied Scenario Specifications:

Allocations: None

Submarine Threat Level: N/A

Replacement Points:

Russia: 1 on GT1, 2 on GT2

Belarus: 1 on GT1-2

Setup:

Russia	
Unit	Location
1/2 Gds, 15/2 Gds	4105
147/2 Gds (Artillery)	4104
252/3, 12/4 GT, 13/4 GT	4506
275/4 GT (Artillery)	4605
752/3	4305
26/6 (Rocket Artillery), non-Allied control marker	4706
138/6	4608
25/6	4808
237/2 Gds	4603
Mi-28, Mi-24	3803

Belarus	
Unit	Location
6/West, 11/West	4615
19/NW, 120 Gds/NW	4614
Rocket Artillery/West	4714
Rocket Artillery/Northwest	4713
Mi-24	Belarus Land Area (see GSR 6.7.3)

After setup, the non-Allied player must reduce one armored brigade and two motorized infantry brigades that are within three hexes of an Allied unit.

Scenario Special Rules:

1. Initiative: The non-Allied player has the initiative for GT1 and GT2. GT3 is Contested. The scenario starts with the non-Allied Initiative Combat Segment.

2. Initiative VPs: N/A

3. Automatic Victory VPs: N/A

4. Surprise: None

5. Weather: Clear for the scenario.

6. Air Points: (Air Superiority Level is in [.])

Turn	Non-Allied	Allied
GT1	4 [Advantage]	2
GT1	3 [Advantage]	2
GT3	2 [Contested]	2

7. Air Point Loss: Air Points lost to ADF are not tracked as permanent losses.

8. Air Transport and Airborne Movement: No Air Transport Movement [8.5.2] is allowed. Airborne Movement [8.5.3] is allowed.

Victory Conditions:

The side with the most VP at the end of GT3 is the scenario winner. If each side has the same VP total, the scenario is a draw.

The VP chart is not used for this scenario. Instead, players can only score VP at the end of the scenario for controlling hexes as follows:

- Bialystok (4514) [4VP]
- Augustow (4509) [2VP]
- Suwalki (4407) [2VP]
- Olecko (4207) [2VP]
- Elk (4108) [2VP]

17.1.2 Red Storm: The Baltic Invasion

This scenario is played entirely on the Strategic Display and portrays the attempt by the Russians to invade the Baltics with overwhelming force while conducting a holding action in Poland, and present a fait accompli to the world before intervention by NATO can kick into full force.

Play Note: *This scenario is most useful as a solitaire scenario as it's particularly brutal on the Allies given current NATO doctrine and policy.*

Game Length: 3 Turns (1.5 weeks)

Play Area: Strategic Display. Only Russia, Belarus, Estonia, Latvia, and Lithuania Land Areas are in play. Kaliningrad is not in play.

Initial Setup:

The Allied player sets up first.

Allied Scenario Specifications:

Allocations: None

ASW Level: N/A

Replacements: None

Setup:

United States
Units & Locations
1 x SBCT/ABCT [GSR 3.3] (randomly drawn from 1st Cavalry, 3rd, and 4th Division) and an AH-64 from that same Formation – Any Land Area in Estonia, Latvia, or Lithuania.

Estonia, Latvia, Lithuania
Units & Locations
All non-“R” units in any Land Area of their respective nation. Place all “R” units in a cup. They will be drawn as reinforcements.

NATO		
Units & Locations		
Place the following battalions in a cup or other container:		
CA PPCLI BG	UK 40 Cdo	NE Marines
GE Jager 291/FG	UK 42 Cdo	IT 66/Friuli
GE Jager 292/FG	UK 45 Cdo	IT Ser/Fruili
FR 3 Hus/FG	UK 2 Para/RRC	IT 4 Genoa/Fruili
FR 1/FG	UK 3 Para/RRC	
Randomly draw two of them and place them in any Land Area in Estonia, Latvia, or Lithuania.		

Reinforcements:

Turn	Nation	Unit
GT1–3	Baltics	Two random “R” units †
GT1	US	1/82 ‡
GT2	US	2/82, 3/82 ‡
GT2	NATO	Three random RRC units ‡
† Any friendly-controlled or Contested Land Area of that nation.		
‡ Any friendly-controlled Land Area or any Land Area via Paratroop.		

Non-Allied Scenario Specifications:

Allocations: 4 Airmobile Points

Submarine Threat Level: N/A

Replacements:

Russia: 1 on GT1-2

Setup:

Russia		
Units & Locations		
76 Gds [2 units]	138/6	4 GT [4 units]
7 Gds AA [2 units]	25/6	336/Kalin
98 Gds [2 units]	9/6 Arty	61
11 Gds	26/6 Rocket Arty	1 x Mi-28
31 Gds	144 Div [4 units]	1 x Mi-24
3 Div [4 units]	2 Gds [4 units]	
in either Russia or Belarus Land Areas.		

Scenario Special Rules:

1. Initiative: The non-Allied player has the initiative for GT1 and GT2. GT3 is Contested.

2. Initiative VPs: N/A

3. Automatic Victory VPs: N/A

4. Surprise: None

5. Weather: Clear for the scenario.

6. Air Points: (Air Superiority Level is in [.].)

Turn	Non-Allied	Allied
GT1	4 [Advantage]	2
GT2	3 [Contested]	3
GT3	2 [Contested]	2

7. Air Point Loss: Air Points lost to ADF are not tracked as permanent losses.

8. Air Transport and Airborne Movement: No Air Transport Movement [8.5.2] is allowed. Airborne Movement [8.5.3] is allowed.

9. Naval: The Naval rules are not used in this scenario. Ignore all Sea Control die rolls.

10. Lithuania: All Lithuanian Land Areas are in play. Ignore GSR 6.6.5; treat the Flagged area of Vilnius the same as the other two Baltic States' Flagged areas.

Victory Conditions:

The VP chart is not used for this scenario. Instead, players can only score VP as follows:

Both sides earn VP each turn for each Land Area Controlled at the end of the turn. Each Land Area is worth VP points equal to the current GT, e.g., on GT1, each Land Area is worth one point.

Tallin, Riga, Vilnius: +1 VP each

If played with two players, the side with the most VP at the end of GT3 is the scenario winner. If each side has the same VP total, the scenario is a draw.

If played solitaire, the Russian side checks its progress at the end of the turn per the schedule below. If his VP score exceeds the target for the turn, he wins.

GT1 - 7

GT2 - 12

GT3 - 14

17.1.3 Operation Arctic Storm: Retaking the Baltics

This scenario is played entirely on the Strategic Display and portrays the attempt by NATO to retake the Baltics.

Play Note: *The primary purpose of this scenario is to learn the rules for Airborne, Airmobile, and Amphibious Assault as they apply to the Strategic Display. This scenario is best played solitaire as there isn't really much for the Russians to do.*

Game Length: 2 Turns (1 week)

Play Area: Strategic Display. Only Russia, Belarus, Estonia, Latvia, and Lithuania Land Areas are in play. Kaliningrad is not in play.

Initial Setup:

The non-Allied player sets up first.

Non-Allied Scenario Specifications:

Allocations: 2 Airmobile Points

Submarine Threat Level: 4

Replacements:

Russia: 1 on GT1

Setup:

Russia		
Units & Locations		
76 Gds [2 units]	138/6	336/Kalin (<i>reduced</i>)
7 Gds AA [2 units]	25/6	61 (<i>reduced</i>)
98 Gds [2 units]	9/6 Arty	1 x Mi-24
11 Gds	2 Gds [4 units]	
in any Land Area in Estonia, Latvia, Lithuania, or Russia.		
Non-Allied control markers in all Land Areas of Estonia, Latvia, and Lithuania.		
1 x SAG in Northern Baltic At Sea Box.		

Allied Scenario Specifications:

Allocations: 6 Airmobile Points

ASW Level: 4

Replacements: None

Setup:

NATO	
Unit	Location
US Army 82 Abn Div [4 units]	Poland
US Army 101 Air Assault Div [4 units]	Poland
NATO Rapid Reaction Corps [6 units]	NATO Holding Box
German SO [2 units]	Germany
USMC 1/6, 2/6, 3/6, 1/2, 2/2, 3/2, 2 Armor, 2-LAR, AH-1Z	Poland
2 x USN AMPHs, 1 x USN SAG	Poland
1 x USN CVN BG	North Sea

Reinforcements:

There are no reinforcements for either side in this scenario.

Scenario Special Rules:

1. Initiative: The Allied player has the initiative for GT1 and GT2.

2. Initiative VPs: N/A

3. Automatic Victory VPs: N/A

4. Surprise: None

5. Weather: Clear for the scenario.

6. Air Points: (Air Superiority Level is in [.])

Turn	Non-Allied	Allied
GT1	3	8 [Advantage]
GT2	3	8 [Contested]

7. Air Point Loss: Air Points lost to ADF are not tracked as permanent losses.

8. Air Transport and Airborne Movement: No Air Transport Movement [8.5.2] is allowed. Airborne Movement [8.5.3] is allowed.

9. Naval: The Naval rules are used in this scenario. The Allies control the Bornholm Basin and Southern Baltic At Sea Boxes and all associated Inshore Boxes; all others are Contested. Do not roll for Sea Control on GT1. The Russian SAG cannot move, but must retreat as normal.

10. Poland: Poland is treated as a normal Land Area for all purposes in this scenario. Allied units can move from Germany or the Holding Box to Poland as if it were an adjacent Land Area.

11. Lithuania: All Lithuanian Land Areas are in play. Ignore GSR 6.6.5; treat the Flagged area of Vilnius the same as the other two Baltic States' Flagged areas.

Victory Conditions:

The VP chart is not used for this scenario. Instead, players can only score VP as follows:

Both sides earn VP each turn for each Land Area Controlled at the end of the turn. Each Land Area is worth VP points equal to the current GT, e.g., on GT1, each Land Area is worth one point.

Tallinn, Riga, Vilnius: +1 VP each

The side with the most VP at the end of GT2 is the scenario winner. If each side has the same VP total, the scenario is a draw.

17.1.4 Siege of Warsaw

This scenario portrays the situation, a couple of weeks into the war, with the Russians and their allies knocking on the door to Warsaw.

Game Length: 2 Turns (1 week)

Play Area: Only hexes within three of Warsaw are in play.

Initial Setup:

The Allied player sets up first.

Allied Scenario Specifications:

Allocations: None

ASW Level: N/A

Replacements: see SSR #8

Setup:

All units set up within one hex of a Warsaw Urban hex.

United States
3/82, 1/101, 173 (reduced), 1 x AH-64/82, 1 x AH-64/101
Poland
1/18 (reduced), 2 Leg/12, 25 Air Cav (reduced), 6 Airborne, 9 Recon
Rapid Reaction Corps
IT Folgore/RRC, UK 2 Para/RRC

Non-Allied Scenario Specifications:

Allocations: None

Submarine Threat Level: N/A

Replacements:

Russia: see SSR#8

Setup:

All units set up two or three hexes from a Warsaw Urban hex.

Russia
Non-Allied Control markers in 3023, 3122, 3220, 3722.
All 58/SMD units (including 42 Gds) [9 units], 4 GT [4 units], 138/6, 1 x Mi-28.
Belarus
West [3 units], NW [3 units], 1 x Mi-24

After setup, the non-Allied player must reduce one armored and two motorized infantry brigades.

Reinforcements:

There are no Reinforcements for either side.

Scenario Special Rules:

1. Initiative: The non-Allied player has the initiative for GT1 and GT2. The scenario starts in the non-Allied Initiative Combat Segment.

2. Initiative VPs: N/A

3. Automatic Victory VPs: N/A

4. Surprise: None

5. Weather: Clear for the scenario.

6. Air Points: (Air Superiority Level is in [])

Turn	Non-Allied	Allied
GT1	4 [Contested]	4
GT2	5 [Contested]	4

7. Air Point Loss: Air Points lost to ADF are not tracked as permanent losses.

8. Replacement Points:

- Allied:** On GT1, if 3322 is Allied Controlled, the Allies receive two Repls that may be used for any nationality. Allied Repls can only be used for Step Recovery by units that can trace an LOC to 3322; no unit can be Reconstituted.
- Non-Allied:** On GT1 the non-Allied player receives four Replacement Points. Units can receive Replacements regardless of enemy Zones of Control.

Victory Conditions:

The VP chart is not used for this scenario. Instead, players can only score VP at the end of the scenario for controlling hexes as follows:

- each Urban hex in Warsaw is worth 2 VP
- Legionowo (3320), Marki (3421), Pruszkow (3223), and Otwock (3522) are each worth 1 VP

The winner is the player with the most VP at the end of the scenario. If each side has the same VP total, the scenario is a draw.

If any Allied unit in a VP hex can trace an LOC out of the play area using a Highway, a non-Allied win becomes a Draw.

17.1.5 Defense of the Baltics

As tensions between Russia and the West rise, the Russian President perceives, real or imagined, a dilatoriness on the part of the larger NATO allies. After months of engineering pro-Russian demonstrations in the Baltic nations, to little avail, he decides to act and the large Russian troop exercise on the borders of Estonia, Latvia, and Lithuania becomes an invasion. In addition, Russian and Belorussian troops pour across the Polish border to secure the all-important Suwalki Gap, and, if possible, force an early capitulation by the Poles.

Game Length: 12 Turns. This is the Standard Game Campaign Game.

Play Area: Both the Operational Map and Strategic Display are in play.

Initial Setup:

The Allied player sets up first.

Non-Allied Scenario Specifications:

Allocations: 6 Airmobile Points

Submarine Threat Level: 4

Replacement Points:

Russia: 4 on GT1, 3 on GT2-3, 4 on GT4, 2 on GT5+

Belarus: 3 on GT1, 2 on GT2, 1 on GT3-4, 0 on GT5+

Setup:

Russia
Units & Locations
Kalin ground units [5 units] in any Installation, Town, City, or Urban hex in Kaliningrad. One Russian divisional Formation from WMD and one attack helicopter may start anywhere in Kaliningrad. All other Russian ground and helicopter units (except for 58/SMD, 5/EMD, and 36/EMD) start in either the Russia or Belarus Land Areas, or in hexes in Belarus on the Operational Map including the Extension Map. 2 x SAGs start in any At Sea box (except the North Sea).

Belarus
Units & Locations
All Belarussian ground and helicopter units start in the Belarus Land Area or any hexes in Belarus on the Operational Map including the Extension Map.

Reinforcement Schedule:

Turn	Units
GT2	58/SMD Army (including 42 Gds) [9 units]*
GT4	5/EMD [6 units]*
GT6	36/EMD [4 units]*
* These units may arrive in the Russia or Belarus Land Areas. They may, instead, arrive in any Town, City, or Urban hex along the Kaliningrad Rail Line that is Operational [GSR 2.5.1].	

Allied Scenario Specifications:

Allocations: 10 Airmobile Points

ASW Level: 2

Replacement Points:

Poland: 5 on GT2-3, 2 on GT4+

US: 1 on GT1, 2 on GT2, 3 on GT3, 1 on GT4+

NATO: 2 on GT2-3, 1 on GT4+

Setup:

Poland	
Unit	Location
18 Recon	4514 (Bialystok)
20 Bar/16	3206 (Bartoszyce)
9/16	2704 (Braniewo)
15 Giz/16	3808 (Gizycko)
1/18	3321, 3322, or 3422 (Warsaw)
7 Pom/12	1103 (Slupsk)
Mi-24	1817 & 2207
2 Leg/12, 12/12	anywhere in Poland
25 Air Cav	anywhere in Poland
6 Airborne	anywhere in Poland
11 Division [3 units]	anywhere in Poland
9 Recon	anywhere in Poland
1 x SAG	in Poland Land Area, or Southern Baltic Inshore or At Sea Box

Poland Reinforcement Schedule:

Turn	Units
GT2	2 Recon (any Primary Road on south Operational Map edge)
GT3	18 Division [except 1/18] [2 units] (any Primary Road on south Operational Map edge)

Estonia, Latvia, Lithuania
Units & Locations
Place the “R” counters in an opaque container and randomly draw six; place them and all non “R” units in any Land Area or hex in their respective country.

Baltic Reinforcement Schedule:

Estonian, Latvian, and Lithuanian “R” units are placed in a cup as described above (not the same one as the NATO Reinforcements) to be drawn randomly per the schedule below if the flagged Land Area of their country is Allied controlled or Contested

Turn	Units
GT1	4 x Reinforcements
GT2	4 x Reinforcements
GT3	3 x Reinforcements

United States
Units & Locations
The US randomly draws one US 7-7-8 ABCT + an AH-64 from the same formation. These may be set up in Germany, Poland, Latvia, Lithuania, or Estonia. In addition, the US has received Reinforcements A-D. The 173rd Bde and 82nd Airborne [4 units] set up in Germany or Poland. USMC 1/2, 2/2, 3/2 infantry battalions, 2-LAR, 2 Armor, 1 x AH-1Z, 2 x USN AMPHs, and 2 x USN CVN BGs in the North Sea.

US Reinforcements:

One letter per turn, in order, starting on GT1 with “E.”

NATO Reinforcements:

Place all NATO ground units and attack helicopters into an opaque container (separate from the Baltic Reinforcements described above). Draw them as per the NATO Reinforcement Schedule, starting on GT2.

Scenario Special Rules:

- 1. Initiative:** The non-Allied player automatically has the initiative on GT1-2. Determine initiative normally thereafter.
- 2. Initiative VPs:** 28
- 3. Automatic Victory VPs:** 111
- 4. Surprise:** All non-Allied attacks in the Initiative and Exploitation Combat Segments on GT1 receive a bonus of one column shift to the right on the CRT.
- 5. Weather:** The non-Allied player may choose the season for the game and the weather for GT1. After that, determine the weather normally.
- 6. Air Points:** Roll for Air Points normally.
- 7. Air Point Loss:** Track Air Point losses normally.
- 8. Border Guards:** The movement penalties described in GSR 5.1 apply.
- 9. Pre-Game Movement:** After the non-Allied setup, but before the start of GT1, the Allied player may move each ground unit on the Operational Map up to its full ground movement capability. Units moved cannot build/destroy bridges, or use Airmobile/Air Transport/Airborne/Sea Transport Movement. Units cannot enter an enemy country. ZOCs are not in effect across national borders.
- 10. Pre-Game Sea Control:** Before setting up the non-Allied SAGs, make a Sea Control Die Roll for every eligible At Sea Box. Treat any Allied Controlled results as Contested.

Victory Levels:

Overwhelming	132+
Decisive	110–131
Substantive	67–109
Marginal	52–66
Draw	0–51

If no player has won an automatic victory by the end of GT12, the game ends and the difference in final VP determines the winner in accordance with the Victory Levels chart. Alternatively, players can continue to play until a clear winner, in their mutual judgement, emerges.

17.1.6 Take the Line!

This scenario portrays the situation, at the start of the war, as the Russians try to secure the rail line through to Kaliningrad.

Game Length: 2 Turns (1 week).

Play Area: Expansion Map only.

Initial Setup:

The Allied player sets up first.

Allied Scenario Specifications:

Allocations: none

ASW Level: N/A

Replacement Points: none

Setup:

All units set up in any hex in Lithuania.

United States
1/1C, 1 x AH-64/1C
NATO
2 x randomly drawn Rapid Reaction Corps units
Lithuania
Iron Wolf, Darius (R)

Non-Allied Scenario Specifications:

Allocations: 3 Airmobile Points

Submarine Threat Level: N/A

Replacement Points: none

Setup:

Russia	
Units	Location
61, 336 Gds, 2 Gds [4 units], 1 x Mi-28	any hex in Kaliningrad
25/6, 138/6, 9/6, 26/6	any hex in Belarus
104/76 Gds, 234/76 Gds, 31 Gds, 1 x Mi-24	Belarus Land Area:

Belarus
Units & Locations
Any hex in Belarus: NW [3 units], 103 Mobile

Reinforcements:

There are no Reinforcements for either side.

Scenario Special Rules:

1. **Initiative:** The non-Allied player has the initiative for GT1 and GT2. The scenario starts in the non-Allied Initiative Movement Segment.
2. **Initiative VPs:** N/A
3. **Automatic Victory VPs:** N/A
4. **Surprise:** None
5. **Weather:** Clear for the scenario.
6. **Air Points:** (Air Superiority Level is in [])

Turn	Non-Allied	Allied
GT1	4 [Supremacy]	1
GT1	4 [Superiority]	1

7. **Air Point Loss:** Air Points lost to ADF are not tracked as permanent losses.

Victory Conditions:

The VP chart is not used for this scenario. Instead, the non-Allied player wins if the rail line from 6003 to 4302 is clear of Allied units and ZOCs and each Town, City, Airfield, and Urban hex along it is non-Allied Controlled OR has a Clearing Marker in it. Otherwise, the Allies win.

17.2 Advanced Scenarios

“In retrospect, 1999 is likely to be viewed as a pivotal turning point in European security. That is the year when former KGB agent Vladimir Putin came to power believing ‘collapse of the Soviet Union was the greatest geopolitical catastrophe of the century.’ Since then he seems committed to reestablishing Russian hegemony in Eastern Europe and restoring Moscow’s coercive leverage as far West as the Vistula.”

— Dr. Phillip A. Karber,
“Lessons Learned’ from the Russo-Ukrainian War:
Personal Observations”

Advanced Scenarios are played with the Advanced Rules. To set up an Advanced Game scenario, players perform these steps in this order:

1. Choose a scenario.
2. Set up all on-map units per the scenario listings, Allied first.
3. Determine the Article 5 Entry DRM for NATO Reinforcements [GSR 17.2.1].
4. Set up all other NATO & US units per the NATO & US Setup Player Aid.

5. Agree on or choose Optional Rules [GSR 16.0] and adjust VP accordingly.
6. Follow any pre-game special scenario rules in order.
7. Begin play with the Weather Phase.

Design Note: The NATO setup rules require a lot of rolling and random draws. Players are, of course, free to simply choose units when setting up units.

17.2.1 Article 5 Entry DRM

This DRM determines how quickly the non-US NATO nations can move to meet their Article 5 obligations in the conflict. This will be added to a Scenario Specific Article 5 DRM listed in the individual scenarios.

There are two methods to determine the Article 5 Entry DRM: Random and Deliberate.

17.2.1.1 Random Determination

Roll a die. The result of the roll on the following table determines the Article 5 Entry DRM:

Die Roll	Article 5 Entry DRM
0	-1
1-3	0
4-7	+1
8	+2
9	+3

17.2.1.2 Deliberate Determination

As an alternative to rolling above, the NATO player may simply choose the Article 5 Entry DRM.

17.2.1.2.1 Entry DRM VP Award

If Deliberate Determination is used to determine the Entry DRMs, the indicated player receives VP as follows for the Article 5 Entry DRM:

Article 5 Entry DRM	VP Awarded
-1	Allied: 20
0	Allied: 10
+1	Non-Allied: 15
+2	Non-Allied: 25
+3	Non-Allied: 35

Design Note: Rolling randomly for the DRM does not have any VP award associated because you are, essentially, taking a chance. If you feel that’s too much of a swing, use half the VP value (rounded up) when rolling.

17.2.2 Entry DRM Effects

If he has not already successfully rolled for Entry, then at the beginning of each Reinforcement and Replacement Phase, the Allied player rolls a die.

“These go to eleven.”
— Nigel Tufnel

If he rolls an 11 or higher, NATO reinforcements begin arriving per the NATO Reinforcement Schedule with that Game Turn marked as the first game turn for Reinforcements using the marker provided. [See the Article 5 Entry DRMs on the Advanced Playaid.]

17.2.3 NATO & US Setup

For all Advanced Game scenarios, set up NATO & US units per the NATO & US Setup Player Aid. Units that are not set up on the map will enter as part of their Reinforcement Schedule (NATO or US). Some NATO & US ground and air units will be placed into opaque containers to facilitate being drawn randomly. US units are drawn per the US Reinforcement Schedule. NATO units are drawn per the NATO Reinforcement Schedule once the Article 5 Entry Die Roll is successful.

17.2.3.1 – 17.2.4.4 (see NATO & US Setup Player Aid)

17.3 Automatic Victory

In all Advanced Scenarios, either side can achieve an instant Automatic Victory during step 3 of the Victory Determination Phase beginning with GT4 as follows:

Non-Allied: Control Slupsk (1103), Bydgoszcz (1615, 1714), & Poznan (1020). These hexes must not be Isolated (treat them as if non-Allied units occupied them.)

Allied: If Allied player can trace a land LOC from Tallinn, Riga, and Vilnius to both Warsaw and Germany. This LOC must be traced via roads on the Operational Map.

Design Note: These are both “duh” situations, but—you know—players like to know these things.

17.3.1 Option

Treat the above conditions as triggers for Automatic Victory rolls [12.2].

17.4 Strategic Surprise

“Russia presents the greatest threat to our national security, so if you want to talk about a nation that could pose an existential threat to the United States, I’d have to point to Russia.”
— General Joseph Dunford

Game Length: 12 Turns.

Play Area: Both the Operational Map and Strategic Display are in play.

Initial Setup:

The Allied player sets up first.

Non-Allied Scenario Specifications:

Allocations: 15 Nuclear Weapon Points; 33 Supply Points; 6 Airmobile Points; All Special Forces Counters (6 Russian/2 Belarussian); 3 MSUs; 15 Cruise Missile Points; and 15 Missile points.

Air Defenses: Detection – 8; SAMs – 7; AAA – 2

Submarine Threat Level: 4

Replacement Points:

Russia: 3 on GT1, 5 on GT2, 4 on GT3-4, 2 on GT5+

Belarus: 1 on GT1, 2 on GT2, 1 on GT3-4, 0 on GT5+

Setup:

Russia
Units & Locations
Kalin ground units [5 units] in any Installation, Town, City, or Urban hex in Kaliningrad. All other Russian ground, MSU, and helicopter units (except for 41/CMD, 58/SMD, 5/EMD, and 36/EMD) start in either the Russia or Belarus Land Areas.
Place 1 x Su-25, 2 x Su-24s, 1 x MiG-31, 1 x Su-30, 2 x Su-27s, 2 x Su-34, 2 x Su-35, 2 x MiG-35s, and 2 x Tu-22s in an opaque container as reinforcements. All other air units set up in the Russia Ready Box.
Place one S-400 SAM counter in Kaliningrad (3002) and one in Chernyakhovsk (3803).
2 x SAGs start in any At Sea box (except the North Sea).

Reinforcement Schedule:

Turn	Units
GT1+	2 x Supply Points, 1 x Cruise Missile Point, 1 x Missile Point
GT1	3 x random air units
GT2	41/CMD (including 90 GT division) [11 units]*, 2 x SOF Markers, 3 x random air units
GT4	58/SMD (including 42 Gds division) [10 units]*, 2 x SOF Markers, 3 x random air units
GT6	5/EMD [7 units]*, 2 x SOF Markers, 3 x random air units
GT7	36/EMD [5 units]*, 2 x SOF Markers, 3 x random air units
* These units may arrive in the Russia or Belarus Land Areas. They may, instead, arrive in any Town, City, or Urban hex along the Kaliningrad Rail Line that is Operational [GSR 2.5.1].	

Belarus**Units & Locations**

All ground and helicopter units start in the Belarus Land Area.
All air units start in the Belarus Ready Box.

Allied Scenario Specifications:

Allocations: 15 Nuclear Weapon Points; 20 Supply Points; 8 Airmobile Points; 6 Special Forces Counters (2 Polish, 1 Estonian, Latvian, Lithuanian, US) [all start in Used]; 1 Supply Depot and 1 MSU; and 10 missile points. NATO & US [GSR 17.2.3].

Air Defenses: Detection – 7; SAMs – 6; AAA – 1; AWACS Advantage – 1

ASW Level: 0

Replacement Points:

Poland: 3 on GT1, 4 on GT2-3, 2 on GT4+

US: 0 on GT1, 2 on GT2-4, 2 on GT2-4, 1 on GT5+

NATO: 0 on GT1-2, 1 on GT3+ (from entry)

Setup:

Poland	
Unit	Location
18 Recon	4514 (Bialystok)
1/18	3321, 3322, or 3422 (Warsaw)
16 HQ, MND-NE HQ	2406 (Elblag)
20 Bar/16	3206 (Bartoszyce)
9/16	2704 (Braniewo)
15 Giz/16	3808 (Gizycko)
7 Pom/12	1103 (Slupsk)
Mi-24	1615 & 2207
1 x SAG	in Poland Land Area or Southern Baltic Poland Inshore or At Sea Box
All Polish air units	in the Poland Ready Box

Poland Reinforcement Schedule:

Turn	Units
GT1	MNCNE HQ and 12 (except 7 Pom/12) [3 units] (Any road hex on the west Operational Map edge) 25 Air Cav (Air or Airmobile Transport) 6 Airborne (Air or Airmobile Transport) 11 [4 units] & 9 Recon (any road hex south of 1013 on the west Operational Map edge) 1 x SOF Marker
GT2	2 Recon (any Road on south Operational Map edge)
GT3	18 Division [except 1/18] [3 units] (any Road on south Operational Map edge)

Estonia, Latvia, Lithuania**Units & Locations**

All non “R” Estonian, Latvian, Lithuanian units can set up in any Land Area or hex in their respective country.

Baltic Reinforcement Schedule:

Estonian, Latvian, and Lithuanian “R” units are placed in a cup (not the same one as the NATO Reinforcements) to be drawn randomly per the reinforcement schedule if the flagged Land Area of their country is Allied controlled or Contested.

Turn	Units
GT1	2 x Reinforcements
GT2	4 x Reinforcements
GT3	4 x Reinforcements
GT4	4 x Reinforcements
GT5	3 x Reinforcements

US Reinforcements:

One letter per turn, in order, starting on GT1 with “A”, and 2 Supply Points per turn.

NATO Reinforcements

The following apply once NATO Reinforcements begin arriving per GSR 17.2.2:

As per the NATO Reinforcement Schedule and 2 Supply Points per turn.

Scenario Special Rules:

1. Initiative: The non-Allied player automatically has the initiative on GT1-2. Determine initiative normally thereafter.

2. Initiative VPs: 30

3. Automatic Victory VPs: 156

4. Scenario Specific Article 5 DRM [17.2.2]: –1

5. Surprise: All non-Allied attacks on GT1 receive a bonus of one column shift to the right on the CRT.

6. Weather: The non-Allied player may choose the season for the game and the weather for GT1. After that, determine the weather normally.

7. Border Guards: The movement penalties described in GSR 5.1 do not apply.

8. Kaliningrad Supply Stockpile: 1 Supply Phase.

9. Pre-Game Sea Control: Starting with the Bornholm Basin make a Sea Control Die Roll for every eligible At Sea Box. Since Air Superiority has not been established, there will be no Air Superiority DRM. The Allies can only gain Control if they meet the requirements for Controlling an At Sea Box [GSR 5.6.1], otherwise treat Allied Control as a Contested result. All Inshore Boxes start Contested. Roll for Naval Detection on all naval units.

10. Allied Sortie Reduction: Prior to the beginning of play, and after setting up all Allied air units, the Allied player keeps the Baltic Air Policing Mission air unit in the NATO Ready Box. Randomly choose half (rounded down) of each remaining NATO, US, and Polish aircraft type (e.g., Typh, F-16, etc.) in the NATO and POLAND Ready Box and move them to the appropriate Flown box. All air units in the USA are placed in the Flown Box. All units in the Flown Boxes are unavailable on GT1.

11. Non-Allied Missile/Cruise Missile Attacks: Prior to the beginning of play, the non-Allied may conduct 10 Missile/Cruise Missile attacks at any eligible targets. Damage to Airbases/Airfields counts for Steps a. and b. of the Air Superiority Sortie Step for GT1 and Collateral Damage is resolved immediately. Add VP scored during these attacks directly to the VP total, not to VP this turn.

Victory Levels:

Overwhelming	167+
Decisive	152–166
Substantive	122–151
Marginal	92–121
Draw	0–91

If no player has won an automatic victory by the end of GT12, the game ends and the difference in final VP determine the winner in accordance with the Victory Levels chart.. Alternatively, players can continue to play until a clear winner, in their mutual judgement, emerges.

17.5 Tactical Surprise

“Russia continues to try to rewrite the international rules and principles that have formed the foundation of stability in Europe for decades, using all the elements of its national power including the military to coerce and influence States in its nearer broad.”

— General Phillip Breedlove, SACEUR

Game Length: 12 Turns.

Play Area: Both the Operational Map and Strategic Display are in play.

Initial Setup:

The Allied player sets up first

Non-Allied Scenario Specifications:

Allocations: 15 Nuclear Weapon Points; 39 Supply Points; 6 Airmobile Points; All Special Forces Counters (6 Russian/2 Belarussian); 3 MSUs; 18 Cruise Missile Points; and 18 Missile points.

Air Defenses: Detection – 8; SAMs – 8; AAA – 2

Submarine Threat Level: 4

Replacement Points:

Russia: 4 on GT1, 5 on GT2-3, 4 on GT4, 2 on GT5+

Belarus: 3 on GT1, 2 on GT2, 1 on GT3-4, 0 on GT5+

Setup:

Russia	
Units & Locations	
Kalin ground units any Installation, Town, City, or Urban hex in Kaliningrad. Except for 58/SMD, 5/EMD, and 36/EMD, all ground, MSU, and helicopter units start in either the Russia or Belarus Land Areas, or in hexes in Belarus on the Operational Map. One division Formation from WMD and one Attack Helicopter may start anywhere in Kaliningrad.	
Place 1 x Su-25, 1 x Su-24, 1 x MiG-31, 1 x Su-30, 1 x Su-27, 1 x Su-34, 1 x Su-35, 1 x MiG-35, and 1 x Tu-22 in an opaque container as reinforcements. All other air units set up in the Russia Ready Box (they may start in the Belarus Ready Box).	
Place one S-400 SAM counter in Kaliningrad (3002) and one in Chernyakhovsk (3803).	
2 x SAGs start in any At Sea box (except the North Sea).	

Reinforcement Schedule:

Turn	Units
GT1+	2 x Supply Points, 1 x Cruise Missile Point, 1 x Missile Point
GT1	3 x random air units
GT2	58/SMD (including 42 Gds division) [10 units]*, 2 x SOF Markers, 3 x random air units
GT4	5/EMD [7 units]*, 2 x SOF Markers, 3 x random air units
GT5	36/EMD [5 units]*, 2 x SOF Markers
GT6	2 x SOF Markers
GT6	2 x Supply Points, 2 x Cruise Missile Points, 2 x Missile Points
* These units may arrive in the Russia or Belarus Land Areas. They may, instead, arrive in any Town, City, or Urban hex along the Kaliningrad Rail Line that is Operational [GSR 2.5.1].	

Belarus	
Units & Locations	
All ground and helicopter units start in the Belarus Land Area or any hex on the Operational Map in Belarus. All air units start in the Belarus Ready Box.	

Allied Scenario Specifications:

Allocations: 15 Nuclear Weapon Points; 30 Supply Points; 10 Airmobile Points; 8 Special Forces Counters (3 x Polish, 1 Estonian, Latvian, Lithuanian, 2 x US); 2 Supply Depots and 1 MSU; 10 Cruise Missile Points; and 15 Missile points. NATO & US [GSR 17.2.3].

Air Defenses: Detection – 7; SAMs – 7; AAA – 1; AWACS Advantage – 2

ASW Level: 2

Replacement Points:

Poland: 0 on GT1, 5 on GT2-3, 2 on GT4+

US: 1 on GT1, 2 on GT2, 3 on GT3, 1 on GT4+

NATO: 0 on GT1, 2 on GT2-3, 1 on GT4+ (from entry)

Setup:

Poland	
Unit	Location
18 Recon	4514 (Bialystok)
2 Corps HQ, 1/18	3321, 3322, or 3422 (Warsaw)
16 HQ, MND-NE HQ	2406 (Elblag)
20 Bar/16	3206 (Bartoszyce)
9/16	2704 (Braniewo)
15 Giz/16	3808 (Gizycko)
7 Pom/12	1103 (Slupsk)
Mi-24	1615 & 2207
MNCNE HQ	anywhere in Poland
12 (except 7 Pom/12) [3 units]	anywhere in Poland
25 Air Cav	anywhere in Poland
6 Airborne	anywhere in Poland
11 [4 units]	anywhere in Poland
9 Recon	anywhere in Poland
1 x SAG	in Poland Land Area or Southern Baltic Poland Inshore or At Sea Box
All Polish air units	in the Poland Ready Box

Poland Reinforcement Schedule:

Turn	Units
GT2	2 Recon (any Road on south Operational Map edge)
GT3	18 Division [-] [3 units] (any Road on south Operational Map edge)

Estonia, Latvia, Lithuania	
Units & Locations	
All non “R” Estonian, Latvian, Lithuanian units can set up in any Land Area or hex in their respective country. Place the remaining “R” counters in an opaque container and randomly draw six; place them as above. Each Land Area except Saaremaa must, if possible, contain at least one unit (a unit occupying a hex in a corresponding Land Area counts).	

Baltic Reinforcement Schedule:

Estonian, Latvian, and Lithuanian “R” units are placed in a cup (not the same one as the NATO Reinforcements) to be drawn randomly per the reinforcement schedule if the flagged Land Area of their country is Allied controlled or Contested.

Turn	Units
GT1	4 x Reinforcements
GT2	4 x Reinforcements
GT3	3 x Reinforcements

United States	
Units & Locations	
In addition to GSR 17.2.3, the US has received Reinforcements A-D. These may be set up in Germany or Poland. See GSR 17.2.4.3 and 17.2.4.4 for USN and USMC units. US SOF, Cruise Missile Points, and any changes in ASW Level due to US Reinforcements are ignored, since they have already been accounted for in the allocations above.	

US Reinforcements:

One letter per turn, in order, starting on GT1 with “E” and 2 Supply Points per turn.

NATO Reinforcements

The following apply once NATO Reinforcements begin arriving per GSR 17.2.2:

As per the NATO Reinforcement Schedule and 3 Supply Points per turn.

Scenario Special Rules:

1. Initiative: The non-Allied player automatically has the initiative on GT1-2. Determine initiative normally thereafter.

2. Initiative VPs: 28

3. Automatic Victory VPs: 137

4. Scenario Specific Article 5 DRM [17.2.2]: +0

5. Surprise: All non-Allied attacks in the Initiative and Exploitation Combat Segments on GT1 receive a bonus of one column shift to the right on the CRT.

6. Weather: The non-Allied player may choose the season for the game and the weather for GT1. After that, determine the weather normally.

7. Border Guards: The movement penalties described in GSR 5.1 apply.

8. Kaliningrad Supply Stockpile: 3 Supply Phases.

9. Pre-Game Movement: After non-Allied setup, but before the start of GT1, the Allied player may move each ground unit on the Operational Map up to half (rounded up) of its ground movement capability. Units moved cannot build/destroy bridges, or use Airmobile/Air transport/Airborne/Sea transport movement. Units cannot enter an enemy country. ZOCs are not in effect across national borders.

10. Pre-Game Sea Control: Starting with the Bornholm Basin make a Sea Control Die Roll for every eligible At Sea Box. Since Air Superiority has not been established, there will be no Air Superiority DRM. The Allies can only gain Control if they meet the requirements for Controlling an At Sea Box [GSR 5.6.1], otherwise treat Allied Control as a Contested result. All Inshore Boxes start Contested. Roll for Naval Detection on all naval units.

11. Allied Sortie Reduction: Prior to the beginning of play, and after setting up all Allied air units, the Allied player keeps all Baltic Air Policing Mission and Polish air units in the NATO or POLAND Ready Box respectively. B-1 and B-2 air units are kept in the USA Ready Box. Then randomly choose half (rounded up) of each remaining NATO and US aircraft type (e.g., Typh, F-16, etc.), in the NATO and US Ready Box and keep them in the appropriate Ready box; place the other half in the appropriate Flown box. All units in the Flown Boxes are unavailable on GT1.

12. Non-Allied Missile/Cruise Missile Attacks: Prior to the beginning of play, the non-Allied player may conduct 10 Missile/Cruise Missile attacks at any eligible targets. Damage to Airbases/Airfields counts for Steps a. and b. of the Air Superiority Sortie Step for GT1 and Collateral Damage is resolved immediately. Add VP scored during these attacks directly to the VP total, not to VP this turn.

Victory Levels:

Overwhelming	147
Decisive	122–146
Substantive	87–121
Marginal	67–86
Draw	0–66

If no player has won an automatic victory by the end of GT12, the game ends and the difference in final VP determine the winner in accordance with the Victory Levels Chart. Alternatively, players can continue to play until a clear winner, in their mutual judgement, emerges.

17.6 Extended Buildup

“We have seen a more assertive Russia. A Russia which is destabilizing the European security order.”

— Jens Stoltenberg, NATO Secretary General

Play Note: This scenario is likely to be an exercise in frustration for the non-Allied player.

Game Length: 12 Turns.

Play Area: Both the Operational Map and Strategic Display are in play.

Initial Setup:

The Allied player sets up first

Non-Allied Scenario Specifications:

Allocations: 15 Nuclear Weapon Points; 49 Supply Points; 8 Airmobile Points; All Special Forces Counters (6 Russian/2 Belarussian); 4 MSUs; 20 Cruise Missile Points; and 20 Missile points.

Air Defenses: Detection – 9; SAMs – 9; AAA – 3

Submarine Threat Level: 4

Replacement Points:

Russia: 6 on GT1, 5 on GT2-3, 4 on GT4, 3 on GT5+

Belarus: 4 on GT1, 2 on GT2, 1 on GT3-5, 0 on GT6+

Setup:

Russia	
Units & Locations	
Kalin ground units any Installation, Town, City, or Urban hex in Kaliningrad. Except for 5/EMD and 36/EMD, all ground, MSU, and helicopter units start in either the Russia or Belarus Land Areas, or in hexes in Belarus on the Operational Map. Two division Formations from WMD and two Attack Helicopters may start anywhere in Kaliningrad.	
All air units set up in the Russia Ready Box (they may start in the Belarus Ready Box).	
Place one S-400 SAM counter in Kaliningrad (3002) and one in Chernyakhovsk (3803).	
2 x SAGs start in any At Sea box (except the North Sea).	

Reinforcement Schedule:

Turn	Units
GT1+	3 x Supply Points, 2 x Cruise Missile Point, 2 x Missile Point
GT2	5/EMD [7 units]*, 2 x SOF Markers
GT3	36/EMD [5 units]*, 2 x SOF Markers
GT5	2 x SOF Markers

* These units may arrive in the Russia or Belarus Land Areas. They may, instead, arrive in any Town, City, or Urban hex along the Kaliningrad Rail Line that is Operational [GSR 2.5.1].

Belarus	
Units & Locations	
All ground and helicopter units start in the Belarus Land Area or any hex on the Operational Map in Belarus. All air units start in the Belarus Ready Box.	

Allied Scenario Specifications:

Allocations: 15 Nuclear Weapon Points; 40 Supply Points; 12 Airmobile Points; 9 Special Forces Counters (3 x Polish, 1 Estonian, Latvian, Lithuanian, 3 x US); 2 Supply Depots and 2 MSU; 16 Cruise Missile Points; and 20 Missile points. NATO & US [17.2.3].

Air Defenses: Detection – 8; SAMs – 8; AAA – 2; AWACS Advantage – 3

ASW Level: 3

Replacement Points:

Poland: 4 on GT1, 3 on GT2, 2 on GT3+

US: 2 on GT1, 3 on GT2-4, 2 on GT5-6, 1 on GT7+

NATO: 2 on GT1-2, 4 on GT3-4, 2 on GT5+ (from entry)

Setup:

Poland	
Unit	Location
18 Recon	4514 (Bialystok)
2 Corps HQ	3321, 3322, or 3422 (Warsaw)
16 HQ, MND-NE HQ	2406 (Elblag)
20 Bar/16	3206 (Bartoszyce)
9/16	2704 (Braniewo)
15 Giz/16	3808 (Gizycko)
7 Pom/12	1103 (Slupsk)
Mi-24	1615 & 2207
MNCNE HQ	anywhere in Poland
12 (except 7 Pom/12) [3 units]	anywhere in Poland
25 Air Cav	anywhere in Poland
6 Airborne	anywhere in Poland
11 [4 units]	anywhere in Poland
9 Recon	anywhere in Poland
2 Recon	anywhere in Poland
18 Division [-] [4 units]	anywhere in Poland
1 x SAG	in Poland Land Area or Southern Baltic Poland Inshore or At Sea Box
All Polish air units	in the Poland Ready Box

Estonia, Latvia, Lithuania	
Units & Locations	
All Estonian, Latvian, Lithuanian units, including “R” units, can set up in any Land Area or hex in their respective country. Each Land Area except Saaremaa must, if possible, contain at least one unit (a unit occupying a hex in a corresponding Land Area counts).	

United States	
Units & Locations	
In addition to GSR 17.2.3, the US has received Reinforcements A-H. US Army units may be set up in Germany or Poland. See GSR 17.2.4.3 and 17.2.4.4 for USN and USMC units. US SOF, Cruise Missile Points, and any changes in ASW Level due to US Reinforcements are ignored, since they have already been accounted for in the allocations above.	

US Reinforcements:

One letter per turn, in order, starting on GT1 with “I” and 3 Supply Points per turn.

NATO Reinforcements:

The following apply once NATO Reinforcements begin arriving per GSR 17.2.2:

As per the NATO Reinforcement Schedule and 3 Supply Points per turn.

Scenario Special Rules:

1. Initiative: The non-Allied player automatically has the initiative on GT1. Determine initiative normally thereafter.

2. Initiative VPs: 25

3. Automatic Victory VPs: 117

4. Scenario Specific Article 5 DRM [17.2.2]: +1

5. Surprise: All non-Allied attacks in the Initiative Combat Segment on Game Turn 1 receive a bonus of one column shift to the right on the CRT.

6. Weather: The non-Allied player may choose the season for the game and the weather for GT1. After that, determine the weather normally.

7. Border Guards: The movement penalties described in GSR 5.1 apply.

8. Kaliningrad Supply Stockpile: 5 Supply Phases.

9. Pre-Game Movement: After the non-Allied setup, but before the start of GT1, the Allied player may move each ground unit on the Operational Map up to its full ground movement capability. Units moved cannot build/destroy bridges, or use Airmobile/Air Transport/Airborne/Sea Transport Movement. Units cannot enter an enemy country. ZOCs are not in effect across national borders.

10. Pre-Game Sea Control: Starting with the Bornholm Basin make a Sea Control Die Roll for every eligible At Sea Box. Since Air Superiority has not been established, there will be no Air Superiority DRM. The Allies can only gain Control if they meet the requirements for Controlling an At Sea Box [GSR 5.6.1], otherwise treat Allied Control as a Contested result. All Inshore Boxes start Contested. Roll for Naval Detection on all naval units.

11. Allied Sortie Reduction: Prior to the beginning of play, and after setting up all Allied air units, the Allied player keeps all Baltic Air Policing Mission, Polish, and US B-1, B-2, and B-52 air units in the NATO, POLAND, or USA Ready Box respectively. Then randomly choose half (rounded up) of each remaining NATO and US aircraft type (e.g., Typh, F-16, etc.), in the NATO and US Ready Box, and place them in the appropriate Ready box; place the other half in the appropriate Flown box. All units in the Flown Boxes are unavailable on GT1.

12. Non-Allied Missile/Cruise Missile Attacks: Prior to the beginning of play, the non-Allied may conduct 10 Missile/Cruise Missile attacks at any eligible targets. Damage to Airbases/Airfields counts for Steps a. and b. of the Air Superiority Sortie Step for GT1 and Collateral Damage is resolved immediately. Add VP scored during these attacks directly to the VP total, not to VP this turn.

Victory Levels:

Overwhelming	127+
Decisive	102–126
Substantive	87–101
Marginal	67–86
Draw	0–66

If no player has won an automatic victory by the end of GT12, the game ends and the difference in final VP determine the winner in accordance with the Victory Levels chart. Alternatively, players can continue to play until a clear winner, in their mutual judgement, emerges.

18.0 Orders of Battle Notes

18.1 Ground Forces

This section details orders of battle and any divergent but intentional values. NATO ground units aren't necessarily perfectly represented, e.g. Ariete doesn't belong to Friuli but is assigned for subordination purposes. This represents the scrambled, ad hoc nature of the NATO response to an invasion.

18.1.1 Spain

10th and 11th brigades have mechanized infantry NATO symbols but Motorized movement.

18.1.2 France

9th Marine Infantry Brigade has a mechanized infantry NATO symbol but Motorized movement.

18.2 Advanced Game Air OOB

The following details the Air Unit Orders of Battle available for each side. The mix of Pilot Skills, if there is variation, is listed in parentheses.

18.2.1 NATO

Belgium: 2 x F-16;
Denmark: 2 x F-16;
France: 3 x Rafale (1x-2, 1x-1, 1x0), 3 x Mirage (1x-1, 2x0), 1 x Rafale M;
UK: 3 x Typhoon (1x-2, 1x-1, 1x0);
Netherlands: 1 x F-16;
Italy: 2 x Typhoon (1x-1, 1x0), 1 x Tornado (WW);

Spain: 1 x Typhoon, 1 x F/A-18 (no CS reduction intentional);

Germany: 2 x Typh (1x-1, 1x0), 1 x F/A-18, 1 x EA-18G;

Poland: 3 x F-16 (1x-1, 1x0, 1x+1), 2 x MiG-29 (1x0, 1x+1), 2 x Su-22 (1x-1, 1x0), 1 x F-35A;

Canada: 2 x CF-18

18.2.2 Sweden

4 x JAS 39 (2x0, 2x+1)

18.2.3 Russia

3 x Su-34 (2x-1, 1x0), 4 x Su-25 (2x-1, 2x0), 6 x Su-24 (3x-1, 3x0), 6 x MiG-31 (4x-1, 2x0), 3 x Su-35, 4 x MiG-29 (3x-1, 1x0), 2 x Su-30, 6 x Su-27 (3x-1, 3x0), 1 x Tu-160, 3 x Tu-95, 4 x Tu-22, 3 x MiG-35 (2x-1, 1x0)

18.2.4 Belarus

2 x MiG-29, 2 x Su-25, 1 x Su-30

18.2.5 United States

USAF: 3 x B-52H, 2 x F-35A (1x-1, 1x-2), 2 x F-22A, 2 x F-15C (1x0, 1x-1), 2 x F-16CJ, 2 x B-1B, 2 x B-2A, 4 x F-15E (1x-1, 3x-2), 6 x F-16 (2x-2, 2x-1, 2x0), 3 x A-10 (2x-1, 1x0),
USN: 2 x EA-18G, 4 x F/A-18F (1x-2, 2x-1, 1x0), 2 x F/A-18E
USMC: 1 x F/A-18, 1 x AV-8B, 1 x F-35B

18.2.6 Optional Units

USN: 2 x F-35C (1x-2, 1x-1) [GSR 16.1]

USMC: 1 x F-35C [GSR 16.1]

France: 1 x Rafale M [GSR 16.7]

Russia: 1 x Su-57

19.0 Supplement Rules Addendum

The following rules provide additional information for using the Supplement Rules with this game.

19.1 Patriots and S-300 Batteries

When using the the S-400 rules [GSR 13.7], apply the Supplement #3 rules. When placed on the Strategic Display, Detection and SAM DRMs apply within the Land Area and its associated Inshore Box.

Design Note: The S-400 is a variant of the S-300.

19.2 ADF Suppression

The Russian permanent air defenses [GSR 13.8] can be suppressed per the Optional SS1 3.1.1 rules.

20.0 Designer's Notes

Players may wonder why “Next War: Poland” and not “Next War: Baltics”. Primarily, it’s related to the fact that a game using a hex map (actually, two or three—it’s a large area) of the Baltics wouldn’t be very much fun. Together, these three nations muster a small number of maneuver units. They would, effectively, be a speed bump to any advancing Russian army. Numerous studies from the RAND Corporation and others have concluded that the Baltics will fall rapidly in any real conflict. In addition, strategically speaking, the Russians would need to seal off access via land to the Baltics so as to be in a good negotiating position. Fundamentally, this requires seizing and holding the Suwalki Gap, that area in Poland south of Lithuania between the Russian enclave of Kaliningrad and Belarus. Controlling this means that any NATO response has to fight both an intensive ground effort to reopen land lines of communication to the Baltics as well as or in addition to risking a potentially bloody naval confrontation in the confined waters of the Baltic Sea to reopen the sea lines of communication. Thus, the game assumes an emphasis to seal the Baltics off from any relieving forces.

The other question players will ask, without doubt, revolves around “hybrid war”, or, more accurately, its absence. The game presupposes that those Russian “little green men”, cyber, news, and social media manipulation, and other nefarious activities have already occurred and, when the scenario starts, degenerated or resolved themselves into a shooting war.

This addition to the series was both easier and more difficult than the others. It was easier in the sense that the system is well established, and much of the focus was simply on developing the situation to be covered with this volume. It was more difficult because that situation is unlike any of the others in that two modern, high-tech armies are facing each other on a large, sprawling battlefield. As Dr. Phillip A. Karber notes¹, “...there are a number of important areas where lessons can be hypothesized about the changing role of technology and its tactical employment in modern combat:

- Ubiquitous Presence of Unmanned Aerial Vehicles
- Increased Lethality of Indirect Fires
- ATGMs and Armor’s Counter-revolution
- Declining Survivability of Light Infantry Vehicles”

Players can see this represented, respectively, in the detection rules [GSR 12.2], the presence of more artillery units (at least on the non-Allied side) and the ability to conduct Strikes with them [GSR 3.2.2], armor effects rules [9.4.2/3], and the attritional nature of the CRT.

Next War: Poland greatly expands the role of the Strategic Display that made its first appearance in *Next War: Taiwan*. I determined early on that this was the best way to portray any potential conflict in the Baltic given the forces and geography involved. The non-Allied side needs to figure out the most economical way to conquer the Baltics. Then, it needs to hold it with every stratagem it can devise. The primary reason for invading Poland is to take the pressure off holding the Baltics. In my experience, a non-Allied player who can reach, take, and hold the Wisla river line will win. The Allied player has to buy enough time for NATO’s eventually overwhelming forces to arrive so that the counterattack can begin.

Finally, I am sure another question will be something along the lines of why is nation such-and-such represented, but not this other one. The nationalities present in the game are, in no particular order:

United States (US), Canada (CA), Estonia (ES), Latvia (LA), Lithuania (LI), Poland (PO), Germany (GE), Denmark (DE), United Kingdom (UK), France (FR), Italy (IT), Netherlands (NE), Belgium (BE), Sweden (SW), and Spain (SP).

The reason some are included is obvious, e.g., Poland and the Baltics. However, this is, obviously, not an exhaustive list of NATO nations, and it is entirely probable, if a real world event were to occur, that other NATO nations would contribute. There is a limit, though, to the number of counters that can be included in the game. My primary decisions as to who to include were generally driven by which NATO countries had light, mobile, high-readiness forces purposefully designed for quick reaction missions. It then became simpler to just have those nations also provide the air units. The Article 5 Entry die roll governs the speed with which NATO responds.

If you desperately wanted to see a particular nation represented, don’t despair, there’s always an opportunity to add counters via future games in the series.

Hopefully, we will again succeed in providing, in *Next War: Poland*, a game such that, using the same, familiar basic engine, players will feel that this is an entirely new, different, and fresh experience with the system.

¹ *Lessons Learned from the Russo-Ukrainian War: Personal Observations*, July 2016.

20.1 2nd Edition Design Notes

Much has been said recently about the current war in Ukraine and how it might affect the portrayal of the Russians in NWP2E. The answer is complex. Primarily, it’s really just too soon to make broad judgments about Russian performance. They were clearly intelligence failures and mis-(or lack of)-communication which led directly to a lack of preparation, coordination, and effectiveness. What we’re seeing, in game terms, is a war where the novice wargamer appears to be playing the Russian side against an experienced veteran. One more thing to remember is that everyone will learn from this and make adaptations for the next war.

Theater Weapon Range [GSR 14.1.3/14.2.2]

Non-Allied	Kaliningrad, Bornholm, and Gotland are ALL Allied Controlled (or Neutral)	Kaliningrad, Bornholm, OR Gotland is Non-Allied Controlled
Cruise Missiles 5 additional Cruise Missiles/Strike Phase (if points available)	Estonia, Latvia, and Lithuania including on the Operational Map	Target anywhere on the Strategic or Operational Map except the North Sea
Ballistic Missiles 10/Strike Phase (if points available)	Estonia, Latvia, and Lithuania including on the Operational Map	Target anywhere on the Strategic or Operational Map except the North Sea
Tu-22, Tu-95 1 Cruise Missile/plane/Game Turn (This spends a CM point)	Target anywhere on the Strategic or Operational Map	
RU SAG 1 Cruise Missile/ship/Strike Phase (This spends a CM point)	In any At Sea/Inshore Box/or All-Sea Hex: <i>vs Naval Unit:</i> own or adjacent At Sea Box (or associated Inshore Box/All-sea hex) <i>vs land target:</i> any valid target on the Operational Map or Strategic Display	

Allied	
B-1, B-2, B-52 1 Cruise Missile/unit/Game Turn (This spends a CM point)	Target anywhere on the Strategic or Operational Map
CVN BG, US SAG 1 Cruise Missile/ship/Strike Phase (This spends a CM point)	<i>If in the North Sea:</i> none. <i>If in a Baltic Sea Zone, including Inshore Boxes (Bornholm Basin, Southern or Northern Baltic, Gulf of Finland, Gulf of Bothnia):</i> can target Russian and Belarus Land Areas.
US AMPHs 1 Cruise Missile/unit/Game Turn (This spends a CM point)	
Cruise Missiles 5 additional Cruise Missiles/Strike Phase (if points available)	Target anywhere on the Strategic or Operational Map except Russia or Belarus Land Areas
Ballistic Missiles 10/Strike Phase (if points available)	Can only target the Operational Map, or the Kaliningrad, Suduva, and Belarus Land Areas

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Next War: Poland Design: Mitchell Land

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