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EXCLUSIVE RULES

The Enemy is at the Gates

The Battle for Berlin, 1985



Compass Games
New Directions in Gaming



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Introduction

West Berlin. The Gray City. An island of democracy in the sea of uniformity and complacency that was East Germany. After the Berlin Wall was built, this contrast only became more extreme. East Germany eyed West Berlin as a constant sore and its lure of opulence was something the Communists were keenly aware of... and it needed to be excised like a cancer. East Germany had long planned to take back this festering problem. The East German plan was to sweep through West Berlin and eliminate all resistance in a matter of days. As the invasion was taking place, the East German Secret Police, the feared Stasi forces, would locate and imprison the political undesirables to help quell the resistance as quickly as possible.

Welcome to the second game of the Modern War series, *The Enemy is at the Gates: Berlin 1985*,

which covers a hypothetical battle for the city of Berlin in 1985. Players will represent the actual combatants that could have fought in this battle. Veterans of the Company Scale Series will also notice that included in the box is the new Series rulebook. This book has some changes from the previous games rules but should be considered as fully backwardly compatible with previous games in the CSS line. There will likely be a few teething issues in making this set of rules for all the previous games. Look for updates and errata as needed on the Compass website.

This book is the exclusive rulebook for the game. The rules here will take precedence over the rules in the Series Rulebook should any conflict occur. We have made every attempt to make the map and the Order of Battle as accurate as possible to give players a full and immersive experience.



1.0 GAME COMPONENTS

1.1 CSS: *THE ENEMY IS AT THE GATES: BERLIN 1985*

Each copy of the game of *The Enemy is at the Gates: Berlin 1985* contains the following components:

Four 34 x 22 inch maps

One 8 1/2 by 11 inch map

Nine 5/8ths inch countersheets

One Series Rulebook

One Exclusive Rulebook

One Scenario Book

Eight Division Displays

Two Identical Combat Results Tables and Terrain Effects Charts

One Time, Date, and Weather Display

Two Ten-sided Dice

One Game Box

1.2 GAME MAPS

The Enemy is at the Gates: Berlin 1985 uses a very realistic map to portray the area of the battle. The game maps are scaled at 500 meters a hex (exactly at 1:25000 map scale). In each playable hex, you'll find a dot. Regardless of the terrain shown in the hex, the dot represents the type of the terrain in that hex. The Terrain Effects Chart explains how each type of terrain works in the game.

NATO and West German Units may not enter any East Germany map hex at any time in the game. Should they be forced to be on such a hex for any reason, remove the Unit from play.

1.3 THE GAME COUNTERS

The game comes with counters (pieces) that represent the various combatants that could have fought in this battle. Most units are at company size. There are also many markers included that allow players to track status of Units and hexes.

1.3.1 SYMBOLOGY USED

The game has many paramilitary forces that might have been present. We have used a few non-standard symbols to represent what these are. Here is a list of some of those symbols and what they represent.



Detective Branch



Riot Police



Police

There are also some special weapons and abilities that are shown on the units. These are covered in the section on exclusive game weapon types (see 3.14).

1.4 ABBREVIATIONS

Ab - Abschnitte

AD - Air Defense

APiK - Assault Engineers

AT - Anti-Tank

ATMsl - Anti-Tank Missile

Bde - Brigade

BG - Brigadier General

Btn - Battalion



Co, Coy - Company

DDR - Devonshire and Dorset Regiment

DHS - Diensthundestaffel

EA - Einsatzabteilung

ENG - Engineer

FPR - Police Reserve Security

Gd - Guard

GK - Grenzkommando

GMRR - Guards Motorized Rifle Regiment

GR - Grenzregiment

GrW - Mortar

HE - Heinz Eichler

HMtr - Heavy Mortar

HnrGd - Honor Guard

HQ - Headquarters

KG Hndrst - Kampfgruppe Hundertschaft

KH - King's Hussars

LtRec - Light Reconnaissance

MG - Major General

MRC - Motorized Rifle Company

MRD - Motorized Rifle Division

MRR - Motorized Rifle Regiment

MTR - Mortar

NCO - Non-commissioned Officer

Obst - Oberst (Colonel)

PaK - Anti-Tank

Para - Paratroop

PD - Polizei Direktion

PR - Polizeireiter

PzJg - Panzer Jaeger

RAF - Royal Air Force

Rch - Regiment de Chasseurs

RHF - Royal Highland Fusiliers

RHR - Royal Hampshire Regiment

RI - Regiment d'Infanterie

RL - Rocket Launcher

Sch - School

Sec - Security

SIG - Signals

Sqn - Squadron

TEA - Technische Einsatzabteilung

Tk - Tank

VPB - Volks - Polizeibereitschaft

WSP - Wasserschutzpolizei

WSPI - Wachkommando Missionschutz

"Al" - Arthur Ladwig

"Hb" - Hans Beimler

"Kl" - Karl Liebknecht

"Ru" - Robert Uhrig

"Ws" - Werner Seelenbinder

2.0 TERRAIN

Each hex type is defined by the color of the dot in the center of the hex. Players should use the dot in the hex, not the terrain graphic, to determine the type of base terrain in a hex. For example, if the hex has a white center dot,



then it is a Clear terrain hex regardless of the visual representation of the hex. These dots are also used to trace Line of Sight. Hexes without dots are not playable hexes.

The following rules are how to use the map to show terrain and how it impacts the battlefield. Much of this information is also on the included Terrain Effects Chart. This chart summarizes the information that is presented here.

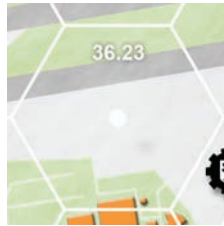
2.1 IN HEX TERRAIN TYPES

2.1.1 CLEAR TERRAIN

Clear terrain has a white circle in the center of the hex.

- A Leg Unit can enter a Clear hex for 1 movement point
- A Wheeled Unit can enter a Clear hex for 3 movement points
- A Tracked Unit can enter a Clear hex for 2 movement points

A Clear hex is not Line of Sight Blocking Terrain and does not provide any cover. This lack of cover means that it does not modify the Attacker's Firepower in any Assault or Fire Actions against enemy Units occupying the hex.



2.1.2 WOODS TERRAIN

Woods terrain has a green circle with white outline in the center of the hex.

- A Leg Unit can enter a Woods hex for 2 movement points
- A Wheeled Unit can enter a Woods hex for 8 movement points
- A Tracked Unit can enter a Woods hex for 6 movement points



A Woods hex is Line of Sight Blocking Terrain and provides cover. This cover means 2 is subtracted from the Attacker's Firepower in an Assault or a Direct Fire Action against any Deployed enemy Units occupying a Village hex.

Indirect Fire against a Woods hex does not modify the Attacker's Firepower. This is because any cover received from being in a Woods hex is counterbalanced by the effects of tree bursts.

2.1.3 VILLAGE TERRAIN

Village terrain has a brown circle with a black outline in the center of the hex.

- A Leg Unit can enter a Village hex for 1 movement point
- A Wheeled Unit can enter a Village hex for 3 movement points
- A Tracked Unit can enter a Village hex for 2 movement points

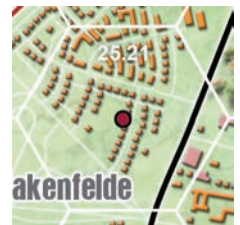
A Village hex is Line of Sight Blocking Terrain and provides cover. This cover means 1 is subtracted from the Attacker's Firepower in an Assault or a Fire Action against any Deployed enemy Units occupying a Village hex.



2.1.4 TOWN TERRAIN

Town terrain has a red circle with a black outline in the center of the hex.

- A Leg Unit can enter a Town hex for 1 movement point
- A Wheeled Unit can enter a Town hex for 4 movement points
- A Tracked Unit can enter a Town hex for 3 movement points

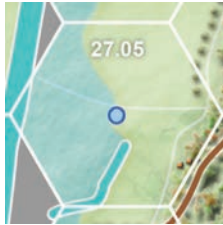




A Town hex is Line of Sight Blocking Terrain and provides cover. This cover means 2 is subtracted from the Attacker's Firepower in an Assault or a Fire Action against any Deployed enemy Units occupying a Town hex. In addition, Wheeled and Tracked Units may not deploy in a Town hex.

2.1.5 MARSH TERRAIN

Marsh terrain has a light blue dot with a dark blue outline in the center of the hex.

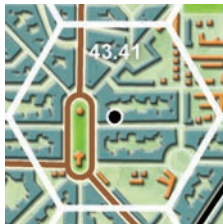


- A Leg Unit can enter a Marsh hex for 4 movement point
- A Wheeled Unit may not enter a Marsh hex
- A Tracked Unit may not enter a Marsh hex

A Marsh hex is not a Line of Sight Blocking Terrain and provides no cover. This lack of cover means that it does not modify the Attacker's Firepower in any Assault or Fire Actions against enemy Units occupying the hex.

2.1.6 CITY TERRAIN

City terrain has a black circle with a white outline in the center of the hex.



- A Leg Unit can enter a City hex for 1 movement point
- A Wheeled Unit can enter a City hex for 4 movement point
- A Tracked Unit can enter a City hex for 3 movement points

A Buildings hex is Line of Sight Blocking Terrain and provides cover. This cover means 3 is subtracted from the Attacker's Firepower in an Assault or a Fire Action against any Deployed enemy Units occupying a Town hex.

In addition, Wheeled and Tracked Units may not Deploy in City hexes.

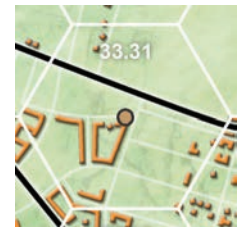
RUBBLE

Whenever a City hex is fired upon by either Direct or Indirect fire by a Unit with an unmodified fire value of 4 or more, there is a chance that the hex will Rubble. Roll an additional die. If that die matches the one used to roll combat results, the hex is Rubbled. Two 9s rolled will Rubble the hex. Place a Rubbled marker on the hex. Any and all Unit(s) in the hex automatically rout. After this initial rout, Units may now freely enter the hex without penalty. Rubble markers subtract one additional defense modifier from City hex Defense values. Rubble markers can be removed by engineers.



2.1.7 HIGHWAYS

Highways are denoted by black road lines.

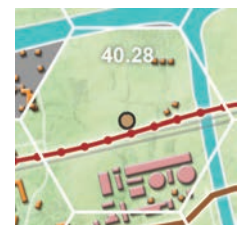


Any Unit in Column that enters a hex along a Highway may do so for 1/3 movement point, negating the cost of the other terrain in the hex. Alternatively, the Unit can decide not to use the Highway and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not entering or exiting the hex along a Highway must pay the base terrain cost. Deployed Units always pay the base terrain cost if able to do a Move action.

For the purpose of tracing Line of Sight or calculating any modifiers for an Assault or Fire Action, Highways have no effect. The terrain, as indicated by the circle in the center of the hex, is used instead.

2.1.8 RAILROADS

Railroads are denoted by dark red and hatched road lines.



Any Unit in Column that enters a hex along a Railroad



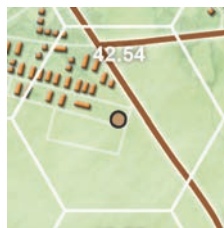
may do so for 1 movement point, negating the cost of the other terrain in the hex. Alternatively, the Unit can decide not to use the Railroad and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not entering or exiting the hex along a Railroad must pay the base terrain cost. Deployed Units always pay the base terrain cost if able to do a Move action.

For the purpose of tracing Line of Sight or calculating any modifiers for an Assault or Fire Action, Railroads have no effect. The terrain, as indicated by the circle in the center of the hex, is used instead.

(Note: some of the railroads on the map are no longer used but can be used for Units to move more quickly through terrain).

2.1.9 ROADS

Roads are denoted by brown road lines.



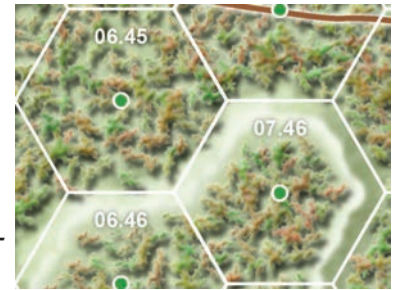
Any Unit in Column that enters a hex along a Road may do so for 1/2 movement point for Leg and Tracked units and 1 movement point for Wheeled Units, negating the cost of the other terrain in the hex. Alternatively, the Unit can decide not to use the Road and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not entering or exiting the hex along a Road must pay the base terrain cost. Deployed Units always pay the base terrain cost if able to do a Move action.

For the purpose of tracing Line of Sight or calculating any modifiers for an Assault or Fire Action, Roads have no effect. The terrain, as indicated by the circle in the center of the hex, is used Instead.

2.2 HEXSIDE TERRAIN TYPES

2.2.1 SLOPE HEXSIDE

A Slope hexside Is denoted by a white slope line.



There is no additional movement cost for Units to cross a Slope hexside.

If the LOS is ever traced over at least one elevation change and along the hex spine of a Slope that LOS is always blocked.

Slope hexsides also block Line of Sight unless the Slope hexside is a hexside of either (or both) the Spotting Hex or the Targeted Hex. They also provide cover. This cover means 1 is subtracted from the Attacker's Firepower in an Assault or a Fire action which crosses a Slope hexside. All Assaulting Units must be attacking across a Slope hexside for this modifier to apply.

2.2.2 STREAM HEXSIDE

Streams are hexside features that inhibit movement.



- A Leg Unit pays 2 movement points to cross a stream
- A Wheeled Unit cannot cross a stream hexside
- A Tracked Unit pays 4 movement points to cross a stream.

Streams movement costs/penalties can be negated by bridges that pass over them. Units must be in column to cross a stream at a bridge.

There are many examples of streams that inter-



sect the middle of hexes. In these cases, the movement cost of crossing a Stream hexside is only paid if the unit would need to cross the in-hex stream to reach the next hex the unit is moving to. This should be clear in practice.

Engineers can negate the cost of crossing a Stream hexside. See 3.10.

2.2.3 RIVER HEXSIDE

These represent the majority of water barriers in the game.

Rivers can cross a hexside but in an attempt to make a more naturalistic map, there are times in which rivers may intersect the middle of a hex. This is how the players should interpret these hexes.

First off, if the River is clearly along the hexside.



In this case, no Unit may cross the River hexside. However, see the Engineering Actions rules (3.10)

If the River intersects the hex and part of the hex is grayed out.



Any hexes adjacent to the gray portion of the hex cannot be entered. Thus in 33.25, a Unit can't go from hex 33.25 to either hexes 32.24, 33.24, or 34.24. However, these hexes are con-

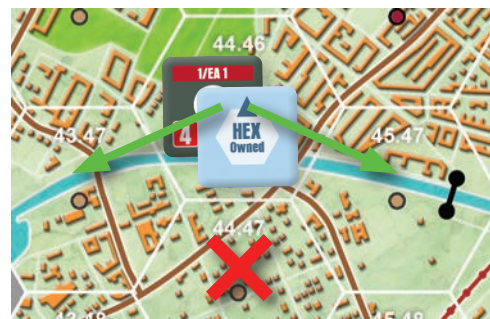
sidered adjacent to 33.25 for fire purposes.

Lastly, there are hexes in which the River intersects the hex but there is no area grayed out.

The River effectively divides the hex into two separate parts. In this case, only one side may occupy the hex, but that Owning Player should denote which part of the hex their Unit/s occupy by using a Hex Owned marker. They should do this by pointing the arrow on the Hex Owned marker towards the part of the hex that their Unit/s occupy.

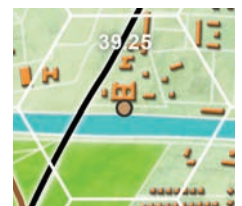


Just like the gray area though, the Unit can't move to a hex that is adjacent to the part of the hex they aren't in. So, if the Unit is in 44.46 and has claimed the northern part of the hex, it couldn't enter hex 44.47. It could enter 43.47 or 45.47 but it would have to claim the northern part of the hex in order to enter either of these.



2.2.4 BRIDGE

Anywhere a Highway, Railroad or Road is shown crossing a water barrier, there is considered to be a bridge at that location. Bridges can be destroyed or damaged (see Engineering Actions 3.10). A Unit must be in column to use a bridge.



Units in Column that are in a hex with a

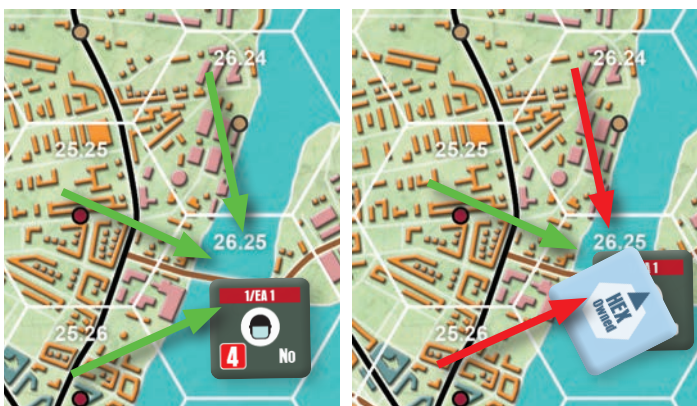


bridge are considered to be using that bridge. If they are attacked with a Fire Action, a +2 is added to the Attacking Unit's Firepower.

For the purpose of tracing Line of Sight, Bridges have no effect. The terrain, as indicated by the circle in the center of the hex, is used for LOS.

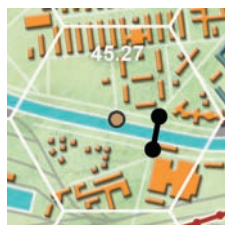
The Bridge can also divide a hex into two separate parts. In this case the Owning Player should denote which part of the hex their Unit/s occupy by using a Hex Owned marker. They should do this by pointing the arrow on the Hex Owned marker towards the part of the hex that their Unit/s occupy.

Hex 26.25 provides an example of this. If an enemy wished to move or assault from the west (i.e., from hexes 26.24, 25.25, and/or 25.26), they would conduct the assault as usual, and the enemy would not be able to move into hex 26.25 until the hex is vacated by the friendly unit. However, if the friendly Unit claimed the western part of 26.25, the enemy Unit would only be able to attack from the east using the bridge, and because the bridge connects to hex 25.25, only from that hex may the friendly Unit in hex 26.25 be assaulted.



2.2.5 FERRIES

Ferries use the same rules as Bridges above in all ways with one exception. To use



a Ferry, a Unit must enter the hex during a Move Action. That ends the Unit's movement. As a reminder, the player can place a Hex Claim marker into the Ferry Hex pointing the arrow towards the part of the hex that their Unit/s occupy.

In a following Activation, a Unit in column can use a Move Action to leave the hex.

2.2.6 BERLIN WALL

The Berlin Wall prevents movement across the Berlin Wall hexside. There are a few areas near Gatow Airport where the Wall was just barbed wire. Units may cross these hex sides for the movement point cost listed on the Terrain Effects chart. In all other areas, the Berlin Wall cannot be crossed unless at an access point like Checkpoint Charlie.



There are several points along the Wall which are access points (such as Checkpoint Charlie). These hexsides may be crossed without any cost.



There are many Customs Police Headquarters on the map. These are destroyed when entered but cost movement points to enter the hex and all adjacent hexes in West Berlin (only).

The Wall may be breached and when breached, there is no penalty for Units to cross. How to breach the Wall is covered in rule 3.10.

2.3 FIRE

Certain types of hexes as listed on the Terrain Effects Chart can catch fire when subject to either Indirect or Direct Fire.



If a firing player rolls a "0" for his fire result, there is a chance a hex will catch fire. Roll the



die again and if a 0 or 1 is rolled, place a On Fire marker on the hex.

Any unit that ends its Activation Phase in such a hex automatically routs. This includes the Activation Phase is for any chit that would allow the unit to become active (excluding the Direct Command chit).

Fires can both spread and go out on their own. For each On Fire marker on the board, roll a die during the Reinforcement Phase. If you roll a 9, the fire spreads to an adjacent hex. Roll another die, if you roll a 0-5, an On Fire marker is placed in the hex to the southeast of the On Fire marker. If you roll a 6-9, place an On Fire marker on the hex immediately south of the current On Fire marker.

If you roll a 0 during the Reinforcement Phase, the fire goes out and is flipped to its Cleared Fire side. That hex cannot catch fire again.



Flame-throwing Equipped Units can start fires as well. See 3.14

Engineers can also put out fires. See 3.14

If the Power is on in Berlin, there is also a potential impact on fires. See 3.7.

2.4 TEUFELSBERG (HEX 30.35)

This was a major NATO listening post monitoring signals and electronic emissions from the Warsaw Pact. This hex is controlled by NATO at the start of all scenarios.



When its hex is occupied by any Warsaw Pact Unit, the station is permanently destroyed. Place a Destroyed marker on the hex when this happens.

When NATO controls this hex (and if not on the board, if the scenario mentions it is con-

trolled by NATO), the NATO player may choose the next chit out of the cup. Players do not draw from the Cup randomly. This chit must be a Division or Formation Activation. If there are no more Division or Formation Chits or if the NATO player doesn't wish to choose the next Chit, draw randomly from the Cup. After the site is lost to the Warsaw Pact, there is no effect on the game from the Station.

2.5 MAP SYMBOLS

Landmarks

(example hex 26.26)



NATO Positions

(example hex 22.30)



Police Station Headquarters:

Berlin Polizei Direktion 1
Headquarters: (hex 31.11)



Berlin Polizei Direktion 2
Headquarters: (hex 28.29)



Berlin Polizei Direktion 3
Headquarters: (hex 38.32)



Berlin Polizei Direktion 4
Headquarters: (hex 32.48)



Berlin Polizei Direktion 5
Headquarters: (hex 65.52)



Berlin Polizei Independent
Headquarters: (hex 43.34)



Wasserschutzpolizei
Headquarters (hex 37.34)



Teufelsberg Station, see rule 2.4 (hex 30.35)



Berlin Wall Access Point
(hexside 49.30/50.30)



German Customs Police
Station (53.24)



Reinforcement hex (19.58)



See TEC for Customs Police effects

When a Warsaw Pact Unit enters a NATO position, a Police Headquarters, Customs Police or the Teufelsberg hex, place a Destroyed marker in the hex.



3.0 ENEMY AT THE GATES SYSTEM SPECIAL RULES

3.1 WEATHER

On the 0700 turn of every day, roll on the weather table to see the weather for the day.



Effects of weather:

: There is no effect

: Rain reduces visibility to three hexes and provides a -1 modifier to all fire rolls. In addition, no fires can be started in the rain and all On Fire markers are removed from the map. No air units of any type may fly during rain turns.

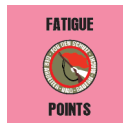
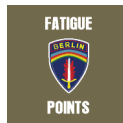
3.2 INITIATIVE

The Warsaw Pact player has the initiative for all scenarios of this game.

3.3 FATIGUE

3.3.1 CHECK FOR DIVISION FATIGUE EVERY TURN

- A) If a NATO Division has a Fatigue Level of 5 or more, reduce that Division's Troop Quality by 1.
- B) If a Warsaw Pact Division has a Fatigue Level of 4 or more, reduce that Division's Troop Quality by 1.



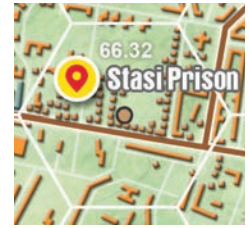
During the Spending Dispatch Points Phase, add 1 Fatigue to a Division that puts a Division Activation and/or a Formation Chit into the cup. This is cumulative. Add 2 to the Division's Fatigue if a Formation Chit is purchased during the Activation Phase.

Subtract 2 from a Division Fatigue if the Division Chit is not purchased for that turn.

3.4 GAME SPECIFIC SYSTEMIC RULES

3.4.1 PRISONERS

If a Suppressed Unit takes another Suppression, it is considered captured. Place NATO Units that receive a second Suppression in the Stasi Prison Hex (hex 66.32).



Warsaw Pact Units that receive two Suppressions are placed in Spandau Prison (hex 26.26).

If the Warsaw Pact player enters Spandau prison, all units there are liberated and removed from play. Place a Destroyed marker on the prison to notate this. The Warsaw Pact player receives Victory Points for doing this. Once entered by the Warsaw Pact, the prison is no longer used in play and all Suppressed Warsaw Pact Units that receive another Suppression are simply removed from play. Place a Destroyed marker on the hex to indicate this.



NATO Units may only be liberated by a successful Sabotage mission (see 3.11). Victory Points are awarded for this but the prison may receive additional prisoners later in the game and the prison may be raided again in play (if not destroyed).



3.4.2 WEAPONS OF MASS DESTRUCTION

East Germany is on a mission of liberation in West Berlin. No chemical or nuclear weapons are used in this game.

3.5 REINFORCEMENT HEXES



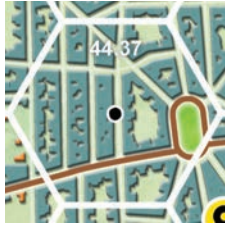
There are several Reinforcement hexes marked on the map. In these hexes, stacking is unlimited. In addition, NATO units cannot come



within three hexes of these hexes (the no-go area is shaded on the map) nor can they fire on units or the reinforcement hex itself.

3.6 OBSERVATION POSTS

There are no marked Observation hexes on the map. However, in all gray building graphics, there is a roof present. This allows for the negation of 2 normally blocking LOS hexes or hexsides to be seen through. This only allows for observation for indirect fire - this does not allow direct fire into these normally unseen hexes. However, see 3.6.



3.7 BERLIN CITY ELECTRICITY

The Berlin City Electricity is either on or off. Its starting state will be mentioned in the scenario special rules. If on, there is no night effect on fire combat or spotting at night in all city hexes. All city hexes are considered to be in daylight. If the power is off, the normal effects of night are in place.



In addition, if the power is on, fires start in city hexes if you roll a 0 on any direct or indirect fire (you don't roll again). Also, fires spread on a roll of 8 or 9. These fires can spread to non-city hexes. This applies for all game turns (not just night).

If rolling for Refugees, subtract one from the roll if the power is off. If checking to see if Armed Mobs are formed, subtract an additional one to the roll as well. This applies for all game turns (not just night).

3.8 BOOZE

The booze marker (one side has Cognac; one side has Whiskey). The scenario will designate which player has the marker at the start of play. The Booze count-



ers allows one reroll of any die roll made in play. If used, flip the marker and give it to your opponent. He may now use it - but if he does, he returns it to his opponent.

3.9 CHARGE

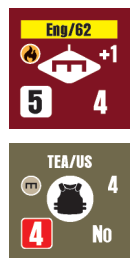
In addition to the normal assault rules, a Charge may be declared as an action. If declared, the friendly unit must be adjacent to an enemy unit. If declared, the friendly unit must take a TQ check. Roll a die and if you roll over the unit's TQ, the check fails. Any other result passes. If failed, the charge ends. If the check passes, the charged units rout. If it fails, the defending units rout.

Players may choose any unit in their respective hexes to take the TQ check.

If rout results, all units in either the charging hex or the defending hex will rout - even though only one unit actually makes the TQ check. You must charge with all the units in the adjacent hex and defend with all the units in the charged hex.

3.10 ENGINEERING ACTIONS

Engineer Units have an Engineering Symbol on them or have a Special Engineering ability. Only these Units may perform Engineering Actions. They may also perform all Actions that all other Units may perform. Generally, an Engineer states an attempted Engineer Action from those listed below. To succeed, they must take a modified TQC and if the roll succeeds, the Action is successful. Each Engineering Action has a TQC modifier for how difficult or time consuming the Action might be. A Unit must be Deployed to perform an Engineering Action.



Engineers may perform Engineering Actions.

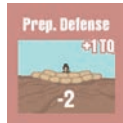


These are as follows:

3.10.1 CONSTRUCT FORTIFICATION MARKERS

Engineers may construct prepared positions and then improve those positions into Entrenchments. They may do this if they are Deployed and they start the Action in the hex that will have the marker placed. If successful, place the appropriate marker on the hex. This marker then stays in the game and cannot be removed. All Units in the hex with a Fortification marker benefit from the marker.

3.10.2 BUILD A PREPARED POSITION MARKER (NO TQC MODIFIER)



3.10.3 BUILD AN ENTRENCHMENT FROM A PREPARED POSITION MARKERS (TQC - 1)



3.10.4 BREACH THE BERLIN WALL (TQC -1)

Engineers may Breach a Berlin Wall hexside if they start their Action adjacent to a Berlin Wall hex. If successful, place a Breached marker pointing towards the Breached hexside. The hexside may now be freely crossed without penalty as if it was never there.

3.10.5 ALLOW UNITS TO CROSS A RIVER THAT DOESN'T HAVE A BRIDGE

Engineers can allow crossing of a River hexside to which they are adjacent at the start of the Action. If successful, point the Engineer Unit towards a River hexside. As long as that Unit stays there, a temporary bridge crossing exists in that hexside and may be used as any other Bridge may be used.

3.10.6 BRIDGE A MAJOR RIVER HEXSIDE (TQC -2)

3.10.7 BRIDGE A MINOR RIVER/STREAM HEXSIDE (TQC -1)

3.10.8 PUT OUT FIRES (TQC)



Engineers can put out fires by being adjacent to a fire hex and rolling a successful TQC. If the Unit succeeds, remove the On Fire marker.

3.10.9 DESTROY OR REPAIR BRIDGES



Deployed Engineers adjacent to a Bridge hexside or a Destroyed/Damaged Bridge may destroy/damage the bridge or repair a damaged/destroyed one. If any demolition attempt of the Bridge is successful, placed a Damaged/Destroyed Marker pointing towards the bridge hexside. There is no Bridge in that hexside. If repairing a Bridge, roll the TQC and if successful, remove the Destroyed marker from the hex.

3.10.10 ATTEMPT TO DESTROY A BRIDGE (TQC NO MODIFIER)

3.10.11 REPAIR A DAMAGED OR DESTROYED BRIDGE (TQC DAMAGED -1/TQC DESTROYED -3)

If a player rolls a 0, the Bridge is Destroyed, otherwise, if successful, place a Damaged marker on the Bridge. Damaged bridges may not be destroyed.

3.11 SABOTAGE



Only Units with the special Sabotage symbol may perform sabotage. Units that have the symbol needed may be placed on the "Available for Sabotage box" on their Divisional Display. They may also be used as regular units. Only Units in the Available for Sabotage box may perform sabotage and once placed there, they cannot return to the map. Sabotage attempts occur when the Random Events Chit is pulled from The Cup and are conducted prior to the



actual roll for Random Events. A Sabotage attempt is a series of TQCs (with possible modifiers as listed below). The first listed modifier is if the Sabotage mission is during a Day turn, the second number if during a Night turn, made for each step of the Sabotage Unit's journey. Players should feel free to embellish the journey with additional narrative. 9 still always fails here regardless of the modified TQ of a Unit. Follow the sequence listed below

SABOTAGE MISSIONS:

3.11.1 FREE PRISONERS FROM AN ENEMY PRISON

(Either Stasi Prison in hex 66.32, or Spandau Prison in hex 26.26)

Units and Undesirables captured by the enemy during play are placed at the enemy's prison. (see 3.11). This mission is an attempt to free these prisoners.

Step One: Sneak past enemy lines (TQC -1/+1).

The Unit has made it through enemy lines using sewers and subway tunnels. Put the Unit on the Game Turn track the number of turns ahead that was rolled on the die roll. The owning player may wait for a night turn that occurs later but must roll a die for each turn skipped - if a 9 is rolled, treat as a failure on Step One. When the turn the Unit arrives at the prison occurs, roll for step two.

The way is blocked. Return the Unit to the Available for Sabotage box on the Division Display four turns later.

Roll of an unmodified 9 - The Unit is discovered and a vicious firefight happens. Take a Unit TQC - if failed, the Unit is eliminated. If passed, place on the Game turn a number of turns equal to the die rolled. When that turn's Reinforcement Phase occurs, place the

Unit back in the Available for Sabotage box to be used again.

Step Two: approach the Prison and attempt to infiltrate the Prison. (TQC 0/+2)

The Sabotage Unit manages to penetrate the defenses and get into the prison. Roll immediately on Step 3.

the attack fails and the Unit must try and get home. This is automatic but add some drama to the experience by saying how this actually occurs to your fellow players. Roll a die and place the Unit on the Game Turn track that many turns in the future. It will return to the Available for Sabotage box on that turn during the Reinforcement Phase.

Roll of an unmodified 9 - Take a Unit TQC - if failed, place a damaged marker on the Prison hex. The Unit now sneaks its way home. This is automatic but the players should add some dramatic narrative to say what happens. Roll a die and place the Unit on the Game Turn track that many turns in the future. It will return to the Available for Sabotage box on that turn during the Reinforcement Phase. If a player's narrative is particularly stirring, subtract two from this number. If the players can't agree, post online and I will decide if the award is given.

Step Three: Liberate the Prisoners. (TQC 0/+1)

The prisoners are liberated and travel back to friendly lines. Units that have been liberated may rejoin their Formations at the Formation HQ or Division HQ. The number rolled is the number of turns it takes to return home. Place on the Game Turn Track and these Units arrive on that turn's Reinforcement Phase. Liberated Undesirables are removed from play - but Victory Points are awarded for each of them. Place a Damaged



marker on the Prison. If you rolled exactly your TQ on the TQC check - randomly eliminate half (rounded down) that number of prisoner units/markers. No Victory Points are awarded for these lost Units. Place a Destroyed marker on the prison hex.

If the Warsaw Pact wins the game, it will be a great movie in Russian in about a decade, if NATO wins the game, it will be a great movie in English.

The Sabotaging Unit is defeated in its attempt. Eliminate one randomly chosen prisoner from play. The Unit now sneaks its way home. This is automatic but the players should add some dramatic narrative to say what happens. Roll a die and place the Unit on the Game Turn track that many turns in the future. It will return to the Available for Sabotage box on that turn during the Reinforcement Phase. If a player's narrative is particularly stirring, subtract two from this number. If the players can't agree, post online and I will decide if the award is given.

Roll of an unmodified 9: If a NATO Unit, roll one more die and if you roll another 9, the Unit is captured and placed in the Stasi Prison to join its brothers. Any other roll and place the NATO Unit on the Game Turn track to return the number rolled number of turns later. Regardless of the results of the second roll, Place a Damaged marker on the Prison.

If a Warsaw Pact Unit, the Unit is automatically captured and placed in Spandau prison to join its fellow unfortunate brothers. Place a damaged marker on Spandau Prison.

Multiple attempts may be made to capture prisoners. For each damaged marker on the prison, subtract one additional TQC from the Step One and Two attempts. If the prison is destroyed, no future missions may be launched to free prisoners at that prison.

3.11.2 OCCUPY A RADIO OR TV STATION

The Sabotaging player attempts to control a media outlet to broadcast throughout the city how hopeless things are and how well they will treat those that surrender or to not offer any more resistance.

Step One: Sneak past enemy lines (TQC -1/+1).

The Unit has made it through enemy lines using sewers and subway tunnels. Put the Unit on the Game Turn track the number of turns ahead that was rolled on the die roll. The owning player may wait for a night turn that occurs later but must roll a die for each turn skipped - if a 9 is rolled, treat as a failure on Step One. When the turn the Unit arrives at the media center occurs, roll for step two.

The way is blocked. Return the Unit to the Available for Sabotage box on the Division Display four turns later.

Roll of an unmodified 9: The Unit is discovered and a vicious firefight happens. Take a Unit TQC - if failed, the Unit is eliminated. If passed, place on the Game turn a number of turns equal to the die rolled. When that turn's Reinforcement Phase occurs, place the Unit back in the Available for Sabotage box to be used again.

Step Two: Occupy the media outlet and start broadcasting! (TQC +1/+3)

The Unit now has the station and is broadcasting their message of hope or hopelessness and the wonderful or bleak future ahead if resistance continues. Make a Division TQC for one NATO or Warsaw Pact Division (sabotaging player's choice) and if failed, reduce that Division's TQ by one. In addition, if NATO is the sabotaging Unit, add the number rolled worth of Refugees/Armed



Mobs to any place on the map (including East Germany). If the Warsaw Pact is the sabotaging Unit, add half (rounding down) that number of Armed Mobs to the map.

Players may make stirring speeches that are heard throughout Berlin. If particularly stirring, subtract one from the TQC roll above. If the players can't agree, post your speech online and I will award for a worthy speech.

The Unit sneaks its way back home. Place the Unit on the Available for Sabotage box of the Division Display.

Roll of an unmodified 9: If a NATO Unit, roll one more die and if you roll another 9, the Unit is captured and placed in the Stasi Prison to join its brothers. Any other roll and place the NATO Unit on the Game Turn track to return the number rolled number of turns later. Regardless of the results of the second roll, Place a Damaged marker on the Prison.

If a Warsaw Pact Unit, the Unit is automatically captured and placed in Spandau prison to join its fellow unfortunate brothers. Place a damaged marker on Spandau Prison.

Multiple attempts may be made to capture prisoners. For each damaged marker on the prison, subtract one additional TQC from the Step One and Two attempts. If the prison is destroyed, no future missions may be launched to free prisoners at that prison.

3.11.3 ATTACK THE ENEMY'S LINE OF COMMUNICATIONS (TQC 0/+2)

Step One: Using sewers and abandoned subway tunnels, the Unit attempts to cross enemy lines.

The Unit has made it through enemy lines using sewers and subway tunnels. Put the Unit on the Game Turn track the number of turns ahead that was rolled on the die roll.

The owning player may wait for a night turn that occurs later but must roll a die for each turn skipped - if a 9 is rolled, treat as a failure on Step One. When the turn the Unit arrives at the Truck Convoy delivering vital supplies occurs, roll for step two.

The way is blocked. Return the Unit to the Available for Sabotage box on the Division Display four turns later.

Roll of an unmodified 9: The Unit is discovered and a vicious firefight happens. Take a Unit TQC - if failed, the Unit is eliminated. If passed, place on the Game turn a number of turns equal to the die rolled. When that turn's Reinforcement Phase occurs, place the Unit back in the Available for Sabotage box to be used again.

Step Two: Attack the vital Convoy (TQC +1/+3)

The Unit has ambushed a vital supply convoy. The player owning the Sabotaging Unit may place three Ammo Out or Fuel Out markers on any three Enemy Units of his choice. Place the Sabotaging Unit on the Game Turn Track a number of turns equal to the die roll. It returns to that Division's Available for Sabotage box on the Reinforcement Phase of that turn. See 7.0 for the effects of the No Fuel/No Ammo marker.

The Intelligence was poor. The convoy never showed up, Place the Sabotage Unit 4 turns later on the Game Turn Track.

Roll of an unmodified 9: It's a Trap! The Unit is discovered and a vicious firefight happens. Take a Unit TQC - if failed, the Unit is eliminated. If passed, place on the Game turn a number of turns equal to the die rolled. When that turn's Reinforcement Phase occurs, place the Unit back in the Available for Sabotage box to be used again.



The best Admiral Akbar impression may add or subtract 2 turns from the roll above.

3.11.4 ATTACK A WARSAW PACT AIRFIELD (NATO ONLY)

Step One: Sneak past enemy lines (TQC 0/+2).

The Unit has made it through enemy lines using sewers and subway tunnels. Put the Unit on the Game Turn track the number of turns ahead that was rolled on the die roll. The owning player may wait for a night turn that occurs later but must roll a die for each turn skipped - if a 9 is rolled, treat as a failure on Step One. When the turn the Unit arrives at the Warsaw Pact Airfield occurs, roll for step two.

The way is blocked. Return the Unit to the Available for Sabotage box on the Division Display four turns later.

Roll of an unmodified 9: The Unit is discovered and a vicious firefight happens. Take a Unit TQC - if failed, the Unit is eliminated. If passed, place on the Game turn a number of turns equal to the die rolled. When that turn's Reinforcement Phase occurs, place the Unit back in the Available for Sabotage box to be used again.

Step Two: Attack on the Airfield (TQC +1/+3)

The Unit attacks the Airfield. Place a Destroyed marker in the Airfield box of a Division Display (See 8.0 for the effects of this). Destroy 2 randomly chosen Warsaw Pact Air Units from the game.

The attack is thwarted. Place the Sabotaging Unit 4 turns ahead on the Game Turn Track.

Roll of an unmodified 9: The Unit is discovered and a vicious firefight happens. Take a Unit TQC - if failed, the Unit is captured and

placed in the Stasi Prison. If passed, place on the Game turn a number of turns equal to the die rolled. When that turn's Reinforcement Phase occurs, place the Unit back in the Available for Sabotage box to be used again.

3.12 ANTI-TANK GUIDED MISSILES

Perhaps the biggest change on the modern battlefield is the advent of the large numbers of Anti-Tank Missiles. This weapon is a key addition to the Company Scale System in the modern era.

3.12.1 TYPES OF ATGM

A white letter in a black circle will show that the Unit or SW has ATGM capability and what type it is.

The types available are:

D: Dragon

H: HOT

T:TOW

M: Milan

Sp: Spigot

Sg: Sagger

K: Konkurs (a larger rocket but basically a Sagger)

All of these use the same basic rules.

To fire a wire guided ATGM:

- Pick a Target within both the range of the ATGM (as shown on the marker – AT-GMs have both a minimum and a maximum range) and in the Line of Sight of the ATGM firing Unit. Note this may not be the same as a Unit's Fire Zone. This is a Fire Action but no other Units or SW may join in the fire. This is the only Fire Action that may come from this hex, this Action.





- The defending player may now perform an Opportunity Fire with all eligible Units within range of the Unit or SW that fired the ATGM. To do this, make a TQC for all Units that want to Opportunity Fire. They must pass this check to Opportunity Fire. If the targeted Unit (the one with the ATGM Marker on it) is a Tank, then it may also fire a Smoke Canister into an adjacent hex instead of firing at the ATGM firing Unit. Firing Smoke Canister must be the first Opportunity Fire performed (if performed). If done, place a Smoke marker on the adjacent hex. For this ATGM fire only, reduce the value of the ATGM attack by 2. After this fire, the Smoke marker is treated as a barrage smoke hex.
- If any enemy Units are eligible to Opportunity Fire and their fire gains a result of any type, flip the ATGM marker to its Suppressed side. The fire is now automatically missed and the attack is concluded – and the enemy player may mock the ATGM firing player for a moment.
- If the ATGM marker is still present, complete the attack on the target by the ATGM. The only modifiers to this attack is the Unit's Defense value and for the -2 for the just deployed smoke (if present). The values for the ATGMs in this game are as follows (these values are also on the Combat Results Table):

D: M47 Dragon

Firepower Value: 5/white

Minimum/Maximum Range: 1/2

T: BGM-71 TOW

Firepower Value: 7/white

Minimum/Maximum Range: 2/6

M: Milan

Firepower Value: 6/white

Minimum/Maximum Range: 2/4

Sp: 9K111 Fagot, NATO name: Spigot

Firepower Value: 6/white

Minimum/Maximum Range: 1/5

Sg: 9M14 Malyutka, NATO name: Sagger

Firepower Value: 4/white

Minimum/Maximum Range: 2/5

K: 9M113 Konkurs

Firepower Value: 5/white

Minimum/Maximum Range: 1/8

3.13 MODERN ERA TANKS

Only Units with a Blue Firepower (or White firing at Hard Targets) of 4 or more may direct fire at Tanks.

There are a few ZSU-23 Units with a Firepower in a white box but the number is written in red. These units cannot fire at tanks but otherwise are treated as any other unit.



3.14 SPECIAL ATTRIBUTES

(see 3.12)



All German Units (both East and West) are considered German Speakers. Only NATO Units so marked speak German and no Soviet Units speak German.



German Speaking Units allow for a -2 on the acquire Transport roll. They also can



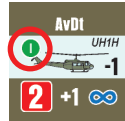
calm Refugees and eliminated Armed Mobs. See rule 4.4.



No game effect here but if captured (getting a Suppression on a Suppressed unit - good luck), the enemy gains 1 VP.



If used in an Assault, add 3 to the owning player's Assault roll. A fire starts in the hex being assaulted with a roll of 0-3. Place the On Fire marker at the end of the Assault sequence.



Can transport that size a unit to another hex. I - Company, II - Battalion (3 Companies). See Transport rules 6.0.



If these Special Weapons are used in Combat, they are removed from play after one use.



Or Units with Blue Movement Allowances.



These units move along Rivers. See 3.14 for additional informations on these Units.



If a Unit so equipped is Assaulted or is Assaulting, add 2 to the owning player's Assault roll.



These Units move a little faster than normal leg Units when in

Column. This is so marked on the outside of the Unit. There is no other effect.



These Units may perform all Engineering Actions.



All Units of the Berlin Brigade, the French Berlin Garrison, and the British Infantry Brigade may perform Sustained Fire. All other Units may only perform Sustained Fire if they have a Sustained Fire ability. See Series Rules for more information about Sustained Fire. Sustained Fire ability is occasionally noted on the right, middle of a Unit instead of the middle left. For all units of the Berlin Garrison, a roll of 9 loses the Sustained Fire marker, but there is no other effect.

4.0 NATO SPECIAL UNITS

4.1 WEST GERMAN POLICE

4.1.1 GENERAL WEST GERMAN POLICE RULES

West German Police forces always have constant TQ values and are immune to Fatigue. The TQ value is located on the Police HQ unit. The West German Police Direct Command is always placed in the Cup if there are any West German Police Units in play. The Dispatch cost for Formation Chits is paid by one of the three NATO Divisions (NATO Player's choice). There is no West German Division Activation Chit in the game.

4.1.2 WEST GERMAN POLICE REINFORCEMENTS

The NATO player may choose which and how many West German Police Units enter the game during any Reinforcement Phase. These are placed on the respective Formation West German Police Headquarters as printed on the map. Stacking limits must be honored



when placed (no more than 3 per turn may enter in any one hex).

More police front line fighting means less police on crowd control. Roll a die for each Police headquarters that has received Units. If you roll equal to or less than the number of Units entered at that hex, the Warsaw Pact player may place that number of refugees on the map. These must be placed within 10 hexes of the Police Headquarters that is receiving the reinforcements. Add one to the number entering (thus you enter 3 units entering at a Headquarters - you would add one to the 3, and 4 or less would trigger refugees placement), if Berlin's Electricity is off.

4.2 BOAT EQUIPPED UNITS

Boat equipped units travel along River Hexsides only. Point the Unit towards a hexside. They move only along these hexsides but always pay one movement point for each hex entered. The Unit is not considered to be in either hex adjacent to the river but is considered to be adjacent to both of these hexes for range purposes. A River Unit may not Assault. Boat equipped units may change sides of their counter just as regular units change from Deployed to Column. They can only be on their boat side if there is a River hexside adjacent to the unit.



4.3 POLITICAL UNDESIRABLES

There are 18 Political Figure Markers. 4 are decoys, one is actually a Communist Leader, and the remainder are Objectives for the Warsaw Pact player. These are placed per the scenario rules but these are always placed face up without either player knowing what is on the back. After these are placed, these markers never move in play. If a



Stasi Unit enters a hex with one of these markers, flip it over. If it is blank, remove from the game. If it has Herr Schmidt, the Warsaw Pact player gains a Victory Point and it is removed from play. If it has another leader on the back, place the markers in Stasi Prison. Only Stasi Units can flip these markers. All other Units of both sides ignore these markers.

4.4 REFUGEES AND ARMED MOBS

Refugees are placed via the West German Police Reinforcement procedure. The Warsaw Pact player does not have to place all the Refugee markers allowed and may save them for a future turn in a better place for him. The number of Refugees markers is all that may enter the game.



If the marker is arriving, the Refugees side is placed by the Warsaw Pact player within 10 hexes of the Police Headquarters that triggered the roll. Once placed, check to see if there are any combat units that do not speak German within 3 hexes. If there is, flip the marker to its Armed Mob side.



Refugees and Armed Mob Units are Units in all ways. They are moved by the Warsaw Pact Player when allowed by a Random Event. They will Direct Fire on any non-speaking German Unit (of either side) when that Unit enters a hex adjacent to it.

They are eliminated when a NATO German Speaking Unit (either NATO with the German Speaking ability or any West German Unit) ends an Action next to the Refugee or Armed Mob Unit.

5.0 WARSAW PACT SPECIAL UNITS

5.1 EAST GERMAN POLICE

The East German Units of the MND, VP, and SNP only Activate using Direct



Commands. The first two Direct Commands Chits purchased with Dispatch Points costs 1 DP each. The third purchased costs 2 DP. A maximum of three Direct Commands may be purchased for each of these Divisions in any scenario.

5.2 STASI UNITS

Stasi Units are the only ones that can capture the Political Markers (see 4.3). Otherwise, they are normal Units. And they are really scary dudes.



port. This occurs during the Reinforcement Phase.

After choosing the Unit, roll a die and use the following table:

- 0-1 Place a Bus Transport on top of the Unit.
- 2-4 Place a car transport on top of the Unit.
- 5+ No Transport is acquired.

Subtract one from the roll if the Unit speaks German

There is a Sniper SW in the Stasi countermix. This attaches to a hex just like any other SW but is used in a unique way. The Sniper SW may fire normally but also the Warsaw Pact player may choose any city hex within 5 hexes of the Sniper SW and direct his fire from that hex. The Sniper can see any hex within its range and may fire independently of other units. If fired in this method and it fires at a Unit, this fire is never modified. The Sniper can also fire on a leader. To do so, chose a leader in range and roll the die. If a 0-2 is rolled, the Leader is killed and flipped to his Replacement side. See the Series Rulebook for more information on Leaders and Leader death.



Players may continue to attempt to grab transport until he fails a roll. After that, he can't roll until the next Reinforcement Phase.

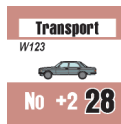
To use these transports, the Unit being carried must be active (through a Division Chit, a Formation Chit or a Direct Command). When the Unit is Active, the Unit may use all of its Movement Action to load into Transports. After that is done, the Transport may carry the Unit(s) the next time the Unit(s) being Transported is active. The Unit(s) being carried have no function while being carried and they suffer the fate of any Fire combat results inflicted on the transport.

6.0 TRANSPORT ASSETS

Both players potentially have transport assets at their disposal. These are at play at the start of the scenario or may be "acquired" during play.



To acquire a transport asset, either a car (really a small fleet of cars) or a bus (really a few buses), choose an active NATO or a regular Army Warsaw Pact Unit (a Unit from either the 1st Motorized Division, the 6th Guards Brigade, or the 35th Soviet Infantry Division) and that Unit will attempt to grab some transport. East and West German paramilitary forces (those not from the above list) may not acquire trans-



To unload from the Transport, the Transport must spend another Movement Action (again using all of the Transport's Movement Action) and remove the Transport – and remove the Transport from play (to be used again later in the game). When unloaded, the Unit is Deployed and may Activate normally on a later Activation Chit. Although it is not Active when unloaded and cannot perform any Actions during the Activation it was unloaded.

No Tracked or Wheeled Units may be transported.

Transporting Units are always in Column. Units being transported are always Deployed.



All of the Transport's values are now used for the Unit being transported. Both the rider and the transport count as one Unit for stacking and for target purposes.

Loading or unloading is an Opportunity Fire trigger. The Opportunity firing player may choose if the Opportunity Fire is before or after the unloading of the transported Unit. The Transport remains in the hex for possible modifiers until after the fire has been resolved.

To show a Unit is being transported, place the Unit directly below the transporting marker.

Buses may transport up to three Units in a hex, cars can transport one Unit.

One Support Weapon can also be transported with each Unit being transported. You cannot transport Support Weapons alone. An unlimited number of leaders and heroes may ride as long as at least one Unit rides as well.

If the transport is eliminated in play, the Unit it is transporting is also eliminated. Eliminated from combat transports do not return to play and are gone for good.

After both loading into a transport or unloading from one, you may still perform a second Movement Action.

If a transport routs, the Unit is placed in the Routed box of its owning division.

You may not use a transport Unit to both load and unload in the same Activation.

The number of Transport Assets is limited by the countermix

7.0 RANDOM EVENTS

When the Random Event Chit is pulled from the Cup, first attempt any Sabotage missions, then roll a die. If a 0, 1, or 2 is rolled, there is a Random Event this turn.



0 - A NATO Hero is born - place a NATO hero on any hex with a NATO unit (NATO player's choice). Remove all Disruption, Suppression, and/or Pin markers from the hex. The Hero must stay with a Unit at all times and moves as a leader does during a Direct Command. The Hero provides the benefits as listed on the marker to any Units in the hex with the Hero. Heroes are removed whenever the Warsaw Pact player rolls a 0 when Direct Firing into the hex.



1 - A Warsaw Pact Hero is born - place a Warsaw Pact hero on any hex with any Warsaw Pact unit (Warsaw Pact player's choice). Remove all Disruption, Suppression, and/or Pin markers from the hex. The Hero must stay with a Unit at all times and moves as a leader does during a Direct Command. The Hero provides the benefits as listed on the marker to any Units in the hex with the Hero. Heroes are removed whenever the NATO player rolls a 0 when Direct Firing into the hex.



2 - A NATO NCO turns the tide in battle - if not currently with the NATO player, return the Whiskey Counter to the NATO Player



3 - A Warsaw Pact NCO turns the tide in battle - if not currently with the Warsaw Pact player, return the Cognac Counter to the Warsaw Pact player



4 - Ammo Rationing starts in the NATO ranks - the Warsaw Pact player rolls a die and halves the result (rounding down). He may place that number of Ammo Rationing markers on any NATO occupied hex. These act like





Disruption markers and must always stay with at least one Unit. Hexes with Ammo Rationing, may not Opportunity Fire.

If an Ammo Rationing marked hex rolls a 9 in a Direct or Indirect Fire attempt, flip the marker to Ammo Out. Units in that hex that are Ammo out cannot Direct or Indirect Fire at all.



Units can remove an Ammo Rationing or Ammo Out marker by ending an Activation in a friendly undestroyed Barracks hex.

5 - Warsaw Pact launches a Surface to Surface Missile Strike. The Warsaw Pact player may choose any two hexes on the map and strike that hex with a SSM strike. All Units in the hex are attacked with an unmodified 6 (white) attack. Place a On Fire marker on the hex.



6 - Bad news from the Front, a Warsaw Pact Division (NATO choice) takes a TQ check

7 - Fuel Rationing starts in the NATO ranks - the Warsaw Pact player rolls a die and halves the result (rounding down). He may place that number of Fuel Rationing markers on any NATO occupied hex. These act like Disruption markers and must always stay with at least one Unit. Units with Fuel Rationing may not perform Second Actions when a Division or Formation Activation is in play.



If a Fuel Rationing marked Unit performs a Movement Action, roll a die. If a 9 is rolled, place a Fuel Out marker on the hex. Any Units with this marker must move in the shortest possible route to a friendly Barracks hex and end their activation



there. Remove the marker if this occurs. If there is no route available (checked as a Rout would be checked but trace to a Barracks), the Unit surrenders

8 - Refugees / Armed Mobs may be moved by the Warsaw Pact.



9 - Bad news from the Front, a NATO Division (Warsaw Pact player's choice) takes a TQ check

8.0 AIR GAME

8.1 AIR STRIKES

During the Reinforcement Phase, the Warsaw Pact Player may launch Air Strikes. Take the two SU-17s, the two MiG-23s, and the two MiG-17s and roll a die. Halve the result (rounding down) and randomly choose that number of Aircraft. These aircraft may now launch an Airstrike. Airstrikes may be launched against any NATO unit that is in Column at that moment. Place all Airstrike markers on target hexes (more than one may be on one hex) and then resolve the strike. This is a Direct Fire attack with no modifiers. Roll against the Fire Strength of the Air Unit and resolve the attack.



The Warsaw Pact player also has Mi-24s he can use. When Active, the Warsaw Pact player may place the Mi-24 unit in any hex on the map as a Movement Action. In all other ways, it is a normal Unit.



8.2 AIR TRANSPORT

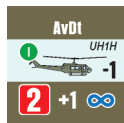
The Warsaw Pact player also has Mi-2 and Mi-8 transport helicopters. These may transport any units on the Airfield Box of the Division Display to any hex of a Warsaw Pact controlled Airfield hex. This is done when the Unit being transported is active. Each Helicopter may





transport one unit from the Division Display to the Airfield hex. After this is done, return the Helicopter back to the Division Display. It may be used again when a Unit in the Airfield box is active again (although not this same Activation). This is a Movement Action when performed and after landed, the Unit is now a normal Unit in the game in all ways. Any Destroyed Markers in the Airfield box prevent any Helicopters from flying. To repair Airfields, roll a die during the Reinforcement Phase. If you roll a 4 or less, the Destroyed Marker is removed.

8.3 AIRCRAFT SPOTTERS



The NATO player has a few aircraft that can be used as Artillery Spotters. These are placed in the Available Aircraft box of the Division Display. During the Reinforcement Phase, these aircraft can be placed on any hex on the map.

Once placed, a spotting aircraft can see any Unit within 10 hexes of its position. It may spot for any Artillery of the nation that owns the spotting aircraft. It may be moved again during the next Reinforcement Phase.

When hex 52.39 has been occupied by a Warsaw Pact Unit, remove the US AvDt Unit from the game.

When hex 15.41 has been occupied by a Warsaw Pact Unit, remove the 7 AAC Unit from the game.

When hex 37.24 has been occupied by a Warsaw Pact Unit, remove the ALAT unit from the game.

9.0 DIVISION DISPLAYS

Each Division in the game has a display to use for keeping track of various points and values, as well as Division assets and available (or soon to be available) Support Weapons, Rout-

ed Units, Available Sabotage Units, and Air Units available. The overall Command Values of each Division is listed on the Display. These are used to compute how many Dispatch Points and Direct Commands the players will have to spend in game play. The accumulated values are tracked on the General Records Track at the bottom of each Display.

9.1 DISPATCH POINTS AND DIRECT COMMANDS

The Command Values for each Division can be found on the Display. Track accumulated Direct Commands and Dispatch Points on the General Records Track.

When the friendly Direct Command Chit is drawn from The Cup, roll a die and halve the result (rounding down as necessary) – and add that total rolled to the Command Rating of each of your Divisions that have a Division HQ on the map. These totals are added to each Division’s total of Direct Commands. No more than 19 Direct Commands may ever be on this track. If you Acquire more, the excess is ignored.

Dispatch Rating is used in Step D of the Preparation Phase of the Sequence of Play. When this time comes, roll a die and if you roll equal to or less than the Dispatch Rating, add 3 more to the General Records Track. If you roll over the value, add 1 to the Track instead. No more than 9 Dispatch Points may ever be on this track. If you acquire more, the excess is ignored.

Note that scenarios, as they cover a smaller campaign, might have different values for that scenario from that listed on the display.

9.2 DIVISION TROOP QUALITY

Each Division has a maximum Troop Quality Value. This is a base number and changes



to the value are tracked with the “Current Troop Quality” Marker – which may be lower but not usually higher unless specifically mentioned. This current value is what is used when a Division Troop Quality value is needed and can go down from the base number. The Division Troop Quality can also go up and down through game mechanisms, but the value listed on the Division Display can’t be higher than the maximum listed. Note that is a base value – individual Units can have a higher TQ value higher than this value – but when called for using a Division Troop Quality, use the current Troop Quality of the Division and modify any changes from this total.

The absolute maximum Troop Quality for any Unit is 8. All modifiers in excess of 8 are ignored.

In addition, current Troop Quality can have an effect on which Activation Chits can be purchased.

- If a Division has a Current Troop Quality of 3 or less, no Formation Activation Chits may be purchased this turn.
- If a Division has a Current Troop Quality of 2 or less, no Division or Formation Activations may be purchased this turn.

Divisions may need to perform a Division TQ check at times. If required, roll a die and if you roll equal to or less than the Division’s Current TQ, the check has passed. Otherwise, it fails.

10.0 VICTORY CONDITIONS

10.1 TRACKING VICTORY POINTS

In most scenarios, the players track their Victory Points by using the “Victory Point Track” on the Turn Record Display chart. Should either player acquire 29 Victory Points, no additional Victory Points are awarded to that

player but for each additional Victory Point gained, subtract one from the opposing player’s total. Should one side ever have 29 Victory Points and the other side have 0 Victory Points, the game is over and the player with 29 is awarded victory.

Should a player be given Victory Points for Unit elimination and an HQ has been eliminated and placed in the Routed box, this Counts as an eliminated Unit for Victory Points.

10.2 VICTORY HEXES

Several hexes on the map are marked as places of special interest. See rule 2.5. When these are occupied by a Warsaw Pact unit, place a destroyed marker on the hex to track that it has been occupied by the Warsaw Pact player for victory purposes.

11.0 CREDITS

Game Designer: Adam Starkweather

System Designer: Adam Starkweather

Developer: The CSS Honchos

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VASSAL Module Creation: Nigel Rabbetts

Produced by: Bill Thomas for Compass Games, LLC

CSS will return with *CSS: Desperate Valor, The Battle for Anzio*








12.0 GAME MAP





13.0 GAME PIECE COLOR IDENTIFICATION

NATO

	West Germany
	United States
	United Kingdom
	France
	NATO Marker

WARSAW PACT

	East Germany - Ministry for State Security (Stasi)
	East Germany - Ministry of National Defense
	East Germany - Deutsche Volkspolizei
	East Germany - Socialist Unity Party of Germany
	East Germany - 1. Motorized Rifle Division
	Soviet Union - 6th Separate Guards Motorized Rifle Brigade
	Soviet Union - 286th Guards Artillery Brigade
	Soviet Union - 35th Motorized Rifle Division
	WP Marker



14.0 CSS: ENEMY IS AT THE GATES SEQUENCE OF PLAY

1. PREPARATION PHASE

- A) Weather Determination (first day Turn only)

Roll on the Weather Table to determine the weather for this entire Game Day. The effects of weather and what types of weather occur in the game will be listed in the exclusive e rulebook.

- B) Check for Division Fatigue

- C) Reinforcement Phase

- a) The NATO player may turn on/off the City's Electricity (see 3.7)
- b) Check Fires for spread or if they go out (see 2.3)
- c) Place Sabotage Mission Units that have succeeded or failed back in the Available for Sabotage Box (see 3.11.1 and 3.11.3)
- d) Place liberated prisoners as if they had routed and returned to play
- e) Place West German Police Reinforcements (see 4.1.2)
 - i) Add West German Police to the map
 - ii) Place Refugees/Armed Mobs (see 4.4)
- f) Acquire Transport Assets (see 6.0)
- g) The Warsaw Pact may launch Air Strikes (see 8.1)
- h) Place NATO Spotter Aircraft (see 8.3)
- i) Repair Airfields (see 8.2)
- j) Spend a Berlin Airlift marker to remove supply chits on friendly Units
- k) Attempt Berlin Airlift Missions (Campaign game only, see Special rules for the Scenario)

- D) Spend Dispatch Points

- E) Fatigue

Add or Subtract from Fatigue for any Chits purchased

- F) Roll to see if more Dispatch Points are acquired

2. ACTION PHASE (ALL SCENARIOS EXCEPT THE STAND YOUR GROUND AND THE WAR IS COMING START HERE)

- A) All Chits purchased in step 1D are put into "The Cup". To these Chits are added each Player's Direct Command Chit, the Wind Chit and the Random Event Chit. If this is the first day turn and there are any Illumination Rounds on the map, remove them.
- B) If a Formation Activation Chit was the last Chit in The Cup from the previous Game Turn this is played now (no option for an Interrupt before it is played).
- C) Interrupt: Players may Interrupt as they wish. Warsaw Pact Player first.
- D) If an Interrupt does not take place, pull a Chit from the cup.
 - a) Perform game functions for that chit.
 - b) Move any Active Leaders
 - c) Check for any Over-stacking and different formation penalties and apply DGs as needed.
 - d) If there is only one Chit left in The Cup and neither player wishes to purchase a Formation Chit, proceed to the End Phase. This is put to one side. It will be the first Chit to be played in the next Game Turn. If there are still Chits remaining in the Cup, return to the start of Step 2D.
 - i) If playing the Man Your Stations Campaign Game, roll for the start of war

3. END PHASE

- A) Check to see if a Victory Condition has been met (if the 2100 Turn)
- B) Check to see if the game has ended.
- C) If not, advance the Turn Record to the next turn and return to the beginning of Step 1A.