

The Next War

Modern Conflict in Europe

RULES OF PLAY

Addenda
as of September 1979

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[1.0] INTRODUCTION

The Next War is a brigade/divisional level simulation of a Soviet-led Warsaw Pact invasion of the central European front of the North Atlantic Treaty Organization (NATO) in the late 1970s. The three maps cover the area from the far north of Denmark through Germany and Austria to the industrial heartland of Italy. The Campaign Game covers the first 60 days after mobilization, while a number of scenarios depict smaller areas of operations over shorter time periods.

SPI expects to update *The Next War* annually by incorporating the latest military developments in weaponry, doctrine, and organization in inexpensive kits. In order to make this updating process as accurate as possible, SPI welcomes unclassified information sent in by players regarding the various aspects of the military situation in central Europe. Unit locations, strengths, and readiness states; terrain features; and weapons performances are particularly important. Players are also encouraged to forward suggestions relevant to the rules of play, ideas for the next edition, and reports on the progress of games played, especially campaign games. SPI is particularly interested in the following: which scenario and which options were used; the location of the front line at various dates; strategic and tactical advice to players; and any other details which the writer has the time and patience to include. Please do *not* write these reports on the same page as a rules question. Send these reports to:

Next War Update
Simulations Publications, Inc.

44 East 23rd Street
New York, New York 10010

Note: During the development of the game, several pieces of OB information came to light. Most of the information was incorporated at the last minute, but some of it could not make it into this edition of *The Next War*. This new information, as it becomes available, will be incorporated in future updates of the game. The following U.S. deployments in the game are incorrect (the article OB is correct). The 212th Artillery group is a Reforger unit. The 4th Mech is not a Reforger unit, but is earmarked for Europe and should appear later than scheduled in the game. The 101st is not a Reforger unit and is not earmarked for Europe.

[2.0] GENERAL COURSE OF PLAY

Sections 4.0 through 15.0 of *The Next War* constitute the fast game, which contains all the rules necessary to play *The Next War* land game – a complete game that can be played independently. The optional rules greatly slow down the pace of the game and create a great deal of record keeping. The naval game (Cases 24.0 through 28.0) may also be played as an independent game.

All record keeping required by the rules is performed either through the use of markers or on separate sheets of paper. Certain Sections of optional rules must be used with other optional rules as noted in the commentaries to those sections.

[3.0] GAME EQUIPMENT

CASES:

[3.1] THE GAME MAP

The three 22" x 35" map sheets portray the area in which the battles of the next war may be fought. They include all the significant terrain in the battle area. A hexagonal grid is superimposed over the terrain features printed on the map sheets in order to regularize movement and positioning of the playing pieces. The south edge of the North map abuts the north edge of the Central map, and the south edge of the Central map abuts the north edge of the South map. The Southeast map extension overlaps the 6lxx hexrow of the South map from S6105 to S6121, and the Northeast extension overlaps the 61xx hexrow of the North map from N0128 to N6128.

[3.2] GAME CHARTS AND TABLES

Various visual aids are provided to simplify and illustrate certain game functions. These aids include the Combat Results Tables, Movement Point Costs Chart, Turn Record Track, and other charts, tables, displays, and tracks.

[3.3] THE PLAYING PIECES

The cardboard pieces represent actual military units. The numbers and symbols on the pieces represent Attack Strength, Defense Strength, and type of unit. These playing pieces are referred to as *units*.

Unit Sizes: II = Battalion; III = Regiment; X = Brigade; XX = Division; XXX = Corps; XXXX = Army.

If a unit does not have a unit size on the counter, then the unit is of an unusual size and has no standard size symbology.

[3.31] How to Read the Units

Front COMBAT UNIT Back

* GRAPIC

ARTILLERY

* GRAPIC

FLAK (Mobile)

* GRAPIC

ASSAULT ENGINEER

* GRAPIC

NAVAL UNIT

* GRAPIC

Naval Unit Types: **AC** = Amphibious Cargo; **ALC** = Amphibious Landing Craft; **PT** = Patrol Boat; **FF** = Frigate; **MS** = Minesweeper; **ML** = Minelayer; **PF** = Patrol Frigate; **SS** = Submarine; **DG** = Guided Missile Destroyer; **DD** = Destroyer; **CG** = Guided Missile Cruiser.

ATTACK HELICOPTER

* GRAPIC

TRANSPORT HELICOPTER

* GRAPIC

NAVAL AIR UNIT

* GRAPIC

AIR UNIT

* GRAPIC

Note: Air Superiority Ratings may be replaced with B (Bomber), R (Reconnaissance), N (Naval), or T (Transport). If air unit strengths are in parentheses, air unit is **not** all-weather.

[3.32] Summary of Unit Types

* GRAPICS

Note: Division Bases are support units and they have various unit symbols but they are always considered brigade size formations. The unit symbol has no additional effect on their function.

[3.4] GAME SCALE

[3.41] Land Game Scale

Each hex represents 14 kilometers. Each Game-Turn represents two days of actual time.

[3.42] Naval Game Scale

Each hex represents 14 kilometers. Each Naval-Turn represents four hours of actual time.

[3.5] PARTS INVENTORY

A complete game of The Next War includes the following:

- Three map sections
- Two ancillary map sections
- Twelve sheets die-cut counters (2400 total)
- One rules booklet
- One scenarios booklet with background article
- Two sheets of tracks and displays
- Two plastic dice
- One game box assembly

If any of these parts is missing or damaged, write:

Customer Service
 Simulations Publications, Inc.
 44 East 23rd Street
 New York, New York 10010

[3.6] RULES QUESTIONS

Questions concerning the rules of ***The Next War*** will be answered if phrased in such a way that a simple one-word reply will suffice and if the questions are accompanied by a stamped, self addressed envelope. Send questions to the above address marked "Rules Questions: The Next War."

[3.7] DEFINITION OF TERMS

Air Level: Air units are allocated to the Air Superiority, Interception, or Ground Support Level within each Air Sector. Air Levels are used to regulate the order in which air combat takes place and to determine which rating is used for air combat.

Air Sector: Air units are allocated to the Baltic, North, Central, and South Air Sectors (or to Airfield Holding Boxes). Air Sectors represent geographic areas in which air combat takes place.

Anti-Aircraft Strength (Naval): The basic offensive power a naval unit utilizes to attack Enemy Naval air units.

Anti-Submarine Strength (Naval): The basic offensive power a naval unit utilizes to attack Enemy submarine units, *Anti-Surface Strength (Naval):* The basic offensive power a naval unit utilizes to attack Enemy surface naval units.

Assault: Land units may “attack” Enemy land units by Standard Assault, Wave Assault, or Column Assault. An Assault is a means of fulfilling the requirement to engage Enemy units in combat under certain conditions.

Break-Down: The process by which divisions may be replaced with their brigade components on the game-map is called Break-Down.

Brigade: The term brigade in the game is synonymous with the terms “regiment,” “battalion,” and “component unit.” Brigade refers to the subunits of a division or to any independent formation.

Cadre Rating: In combat, units add their current Cadre Rating to their die modification total. All units start the game with a Cadre Rating dependent on their nationality. After combat, units may lose their original Cadre Rating and assume the Cadre Rating of 5. All elite units have an original Cadre Rating of one greater than their national Cadre Rating.

Combat Strength: Combat Strength describes both the offensive and defensive power of a unit.

Combat Unit: A Combat Unit is a division, brigade, regiment or battalion which is not a support unit.

Displacement: When a Warsaw Pact Front Supply Head is either successfully engaged in ground combat or destroyed by air units, the Front Supply Head is displaced. When a Front Supply Head is displaced, it is moved back 5 hexes.

Division: When all of the component units combine with a division base, they may constitute a division. The division has the same division designation as its component units. NATO does not initially deploy most of its units in division formations.

Electronic Warfare: Electronic Warfare occurs when an Electronic Warfare (EW) unit successfully jams or intercepts his opponent’s radio traffic. In the game, this is represented by gaining combat advantages when an EW unit successfully uses its equipment.

Electronic Warfare Rating: All naval units-air, surface, and submarine-have an Electronic Warfare Rating, which is used when calculating naval combat results. An Electronic Warfare rating is different from the values used in Electronic Warfare.

Fatigue: Units have the ability to increase their movement beyond their basic Movement Allowance. When they do so, however, there is a possibility of incurring Fatigue. Fatigue can affect units on two levels, and when it is in effect, the unit is hampered in its movement and combat abilities.

Flak: Flak is another term for ground-to-air fire or anti-aircraft fire. Ground units and naval units use flak to engage Enemy air units in combat. Flak units are also referred to as ADA and SAM units.

Independent Formation: A brigade that has no division superstructure and is capable of supplying itself when using the organic supply rules in the game is referred to as an Independent Formation.

Markers: There are various Markers used in the game to show temporary or long-term effects on units. Some Markers are used to show more than one effect.

Mode: Land units are always in one of three particular formations or Modes: Road, Tactical, or Hedgehog. Units in Road Mode are in a traveling formation; units in Tactical Mode are in a mobile combat formation; and units in Hedgehog are in a non-mobile defensive formation.

Movement Allowance: The Movement Allowance of a unit is the quantification of that unit's ability to traverse a certain distance in one Game-Turn measured in Movement Points. All land units have a basic Movement Allowance of 20 Movement Points. Land units may exceed their basic Movement Allowance by up to 30 Movement Points by employing Fatigue Movement.

NATO: The following nations are part of the North Atlantic Treaty Organization: Belgium (BE), Canada (CA), Denmark (DK), France (FR), Italy (IT), Luxembourg, Netherlands (NE), West Germany (WG), United Kingdom (UK), United States (US).

Neutral: The following nations are neutral: Austria (AU), Liechtenstein. In addition, certain countries on the game map may not be entered by units of either Player. These countries are Sweden, Switzerland, and Yugoslavia.

Nuclear Pulse: A Nuclear Pulse is one nuclear mission. A Nuclear Pulse comprises from one to six nuclear warheads. A Nuclear Pulse is the gross nuclear kilotonnage required to destroy the area covered by one battalion.

Offensive and Defensive Barrage Strength: Artillery units may participate in combat in conjunction with Friendly land units by using their Offensive or Defensive Barrage Strength when they fulfill certain conditions.

Placing (units): This usually refers to air units that are placed in the hex where they are to perform a mission. The units are, in effect, not "flown" or moved through the hex grid as are helicopter units and land units, but are simply placed in a hex.

Recombination: When the component units of a division form themselves into the division formation, the units are said to recombine.

Replacement Step: During the game, certain nationalities receive Replacement Steps. A Replacement Step is worth approximately one brigade and is used to replace losses taken in combat or due to fatigue. Replacement Steps can be accumulated.

Step: Units have various levels of strength, referred to in terms of Steps, Combat Steps, or Steps lost. The current level of strength for a unit is determined by the lack of or the type of casualty markers placed under the unit. A unit that has no casualty marker under it is at full strength. If a unit has a 1-Casualty marker under it, it has lost 1 Combat Step. If a unit has a 2

or 3-Casualty marker under it, the unit has lost 2 Combat Steps. No unit has more than 3 Combat Steps.

Support Unit: A Support Unit is an artillery unit, division base, SSM unit, EW unit, RR Regiment, FSH, assault engineer unit, flak unit, or headquarters unit.

Warsaw Pact: The following nations are part of the Warsaw Pact: Czechoslovakia (CZ), East Germany (EG), Hungary (HU), Poland (PO), Soviet Union (SU).

[4.0] SEQUENCE OF PLAY

[4.1] BASIC SEQUENCE OUTLINE FOR ONE GAME-TURN

See Sections 5.0 through 15.0. **Note:** References are to Advanced Sequence of Play for descriptions.

1. Warsaw Pact Land Stage

- A. Warsaw Pact Reinforcement Phase (6A)
- B. Warsaw Pact Replacement Phase (6D)
- C. Warsaw Pact Movement and Combat Phase (6E)

2. NATO Land Stage

- A. NATO Reinforcement Phase (7A)
- B. NATO Replacement Phase (7D)
- C. NATO Movement and Combat Phase (7E)

End Phase (9)

[4.2] ADVANCED SEQUENCE OF PLAY FOR ONE GAME-TURN

See Sections 5.0 through 36.0.

1. Weather Phase

The Warsaw Pact Player determines weather for the current Game-Turn (see Section 16.0).

2. Joint Nuclear Planning Phase

Both Players allocate Nuclear Pulses for Future Game-Turns use (see Section 19.0).

3. Air Allocation Phase

Both Players secretly allocate their available air units to either an Air Sector or an Air Field Holding Box. Within each Air Sector, air units are divided between one of three Levels. Within each Level, air units are divided into Air Groups.

4. Air Combat Phase

Combat between opposing air units within each Air Sector occurs. The order of Combat within each Air Sector is Air superiority, Interdiction, and Ground Support.

5. Nuclear Strike Stage

All available Nuclear Pulses for the current Game-Turn are detonated by the owning Players. Contamination markers are placed on the map (see Section 19.0).

- A. *Warsaw Pact Nuclear Strike Phase:* The Warsaw Pact Player detonates all of his allocated Nuclear Pulses.
- B. *NATO Nuclear Strike Phase:* The NATO Player detonates all of his allocated Nuclear Pulses.

6. Warsaw Pact Land Stage

The Warsaw Pact Player initiates his land movement.

- A. *Warsaw Pact Reinforcement Phase:* Reinforcements are placed on the map (see Section 14.0).

- B. *Warsaw Pact Special Forces Assault Phase*: The planning and execution of all Special Forces missions is conducted (see Section 31.0).
- C. *Warsaw Pact Airborne Phase*: Airborne units move either by helicopter or are Para dropped onto the map (see Section 32.0).
- D. *Warsaw Pact Replacement Phase*: If the Warsaw Pact Player receives any Replacement steps, these are incorporated into units meeting the conditions in Section 15.0.
- E. *Warsaw Pact Movement and Combat Phase*: Land units move and engage in combat. Combat is a function of movement and costs Movement Points to perform (see Sections 5.0-7.0).
- F. *Warsaw Pact Contamination Removal Phase*: Persistent Chemical Contamination markers are removed. Nuclear Contamination markers are assessed to see if they are removed (see Cases 18.5 and 19.3).

7. NATO Land Stage

NATO Player initiates his land movement.

- A. *NATO Reinforcement Phase*: Reinforcements are placed on the map (see Section 14.0).
- B. *NATO Special Forces Assault Phase*: The planning and execution of all Special Forces missions is conducted (see Section 31.0).
- C. *NATO Airborne Phase*: Airborne units move either by helicopter or are Para dropped onto the map (see Section 32.0).
- D. *NATO Replacement Phase*: If the NATO Player receives any Replacement steps, these are incorporated into units meeting the conditions in Section 15.0.
- E. *NATO Movement and Combat Phase*: Land units move and engage in combat. Combat is a function of movement and expends Movement Points (see Sections 5.0-7.0).
- F. *NATO Contamination Removal Phase*: Persistent Chemical Contamination markers are removed. Nuclear Contamination markers are evaluated to see if they are removed (see Cases 18.5 and 19.3).

8. Naval Stage

The Naval Stage continues for 12 Naval Turns before the End Stage is performed. The following sequence is repeated for each of the 12 Naval Turns.

- A. *Initiative Determination Phase*: The First Player is determined.
- B. *First Player Naval Air Phase*: The First Player moves his naval air units which attempt to spot enemy naval units and engage them in combat (see Section 27.0).
- C. *First Player Naval Movement and Combat Phase*: Naval units move and when they spot the enemy naval units engage them in combat. Minelaying and sweeping occur (see Sections 24.0, 26.0 and 28.0).
- D. *First Player Amphibious Phase*: If naval transport units are in coastal hexes, they may land marine units that they may be transporting (see Section 29.0).
- E. *Second Player Naval Air Phase*: Same as First Player Naval Air Phase executed by Second Player.
- F. *Second Player Naval Movement and Combat Phase*: Same as the First Player Naval Movement and Combat Phase executed by Second Player.
- G. *Second Player Amphibious Phase*: Same as the First Player Amphibious Phase executed by Second Player.

9. End Phase

At the conclusion of Naval Turn Twelve, the End Phase occurs. All repair operations of installations and air units occur. The Game-Turn marker is advanced to the next Game-Turn and another Game-Turn begins.

[5.0] LAND MOVEMENT AND COMBAT

GENERAL RULE:

All movement occurs during the Movement and Combat Phase. All combat occurs as a function of movement. Each land unit function costs a particular number of Movement Points. Each land unit possesses a basic Movement Allowance of 20 Movement Points. A land unit may exceed its Basic Movement Allowance, but may be subject to fatigue. **Note:** The word “unit” in this section refers solely to land units.

PROCEDURE:

The Phasing Player moves his land units one by one. A unit is moved contiguously hex by hex. Once movement for a particular unit is initiated, that unit’s movement and all combat initiated by that movement must be completed before another unit is moved. Each unit expends one movement point of its total movement allowance for each clear terrain hex it enters; other terrain costs more or less than one Movement Point to enter or cross. Units may also expend Movement Points to conduct attacks and move adjacent to Friendly and Enemy units (see Movement Point Costs Chart: Terrain Effects, 5.17). All movement and combat costs are cumulative. The supply status of a unit is determined at the instant the unit initiates movement (see Section 8.0) and at the instant of combat.

CASES:

[5.1] HOW TO MOVE LAND UNITS

[5.11] During a Movement and Combat Phase, a Player may move all, some, or none of his units. Combat units must be moved one at a time (Exception: see Case 5.2). Players may not initiate movement for a unit or stack before the movement of the previously moved unit or stack is completed.

[5.12] A unit may never enter a hex unless it can expend the requisite number of Movement Points.

[5.13] A unit may never enter an All-Sea or Lake hex (except naval units, helicopter units, embarked marines, and air units in the optional rules).

[5.14] A Friendly unit may not enter a hex containing an Enemy unit except in the event of a Special Forces Assault (see Section 31.0).

[5.15] A unit must cease movement upon entering an Enemy Zone of Control (see Case 6.15). Once a unit is in an enemy Zone of Control, it may not leave voluntarily. If, due to combat, the Enemy unit no longer exerts its Zone of Control, the restrictions are lifted.

[5.16] A marine unit being transported by naval units may enter an All-Sea hex. **Note:** This rule is optional when using Section 29.0.

[5.17] Movement Point Costs Chart (see separate sheet)

[5.2] MOVING MORE THAN ONE UNIT

Under certain circumstances, units that begin the Friendly Movement and Combat Phase stacked together may move at the same time.

[5.21] Support units that start the Friendly Movement and Combat Phase in the same hex and in the same mode as a combat unit may move with the combat unit. **Example:** If a Soviet Division is stacked with an artillery brigade and an assault engineer unit, all three units could be moved together.

[5.22] Combat units may never move together. **Example:** If two NATO brigades are stacked in a hex together, each brigade must be moved individually.

[5.23] A Player may expend Movement Points for a unit that will be moved later in the current Movement and Combat Phase in the case of Break-Down (see Case 12.12).

[5.24] A Player may expend Movement Points for a unit that has already moved but is being recombined with other units to form a division later on in a Movement and Combat Phase (see Case 12.53).

[5.3] ROAD, HEDGEHOG, AND TACTICAL MODES

A combat unit must be in either Road, Hedgehog, or Tactical Mode. A unit in *Road Mode* expends fewer Movement Points to move but is vulnerable if attacked. At the instant a unit enters Road Mode, a Road Mode marker is placed on the unit to indicate this status. A unit in *Tactical Mode* expends more Movement Points to move but is deployed for mobile combat. A unit in *Hedgehog* is prepared for defense and may not move but adds 2 to its die modification total if attacked. At the instant a unit enters Hedgehog Mode, a Hedgehog marker is placed on the unit to indicate this status. **Notes:** See Terrain Effects Chart for the Movement Point cost to change Modes. Units in Tactical Mode require no markers to indicate mode status.

[5.31] A unit in Road Mode pays the Movement Point cost under the Road Mode column on the Terrain Effects Chart.

[5.32] A unit in Tactical Mode pays the Movement Point cost under the Tactical Mode column on the Terrain Effects Chart.

[5.33] If a unit in Road Mode is attacked, 4 is added to the Enemy die modification total (see Case 7.4). A unit in Road Mode may not initiate combat.

[5.34] A unit in Tactical or Hedgehog Mode is not subject to any adverse die modifications due to mode.

[5.35] A unit in Road or Hedgehog Mode exerts no Zone of Control. If a unit deploys into Tactical Mode by expending Movement Points (see 5.17) the unit immediately acquires a Zone of Control.

[5.36] A unit may move adjacent to an Enemy unit that is in Road or Hedgehog Mode without paying the usual additional 4 Movement Point cost.

[5.37] A Friendly unit in Hedgehog may not move. If a Friendly unit in Hedgehog is attacked, the Friendly unit adds 2 to its die modification total (see Case 7.4). A unit in Hedgehog may not initiate combat.

[5.38] The Prince's Own Militia of Liechtenstein is always in Hedgehog.

[5.39] SSM units, Mobile ADA units, Soviet railroad regiments, and EW units are always in Road Mode, except if stacked with a combat unit in tactical mode, or stacked with a combat unit in hedgehog mode. Mode changes under this Case are automatic and do not require the expenditure of movement points.

[5.4] FATIGUE

Units may exceed their Basic Movement Allowance of 20 Movement Points, but units that do so are subject to Fatigue. A unit that is at either Level 1 or Level 2 Fatigue is *Fatigued*. If a unit has no Fatigue and the Fatigue level is increased by one level, the unit is at Level 1 Fatigue. If a unit is at Level 1 Fatigue and the Fatigue level is increased by one level, the unit is at Level 2 Fatigue. If a unit is at Level 2 Fatigue and the Fatigue level is increased by one level, the unit loses one Combat Step and remains at Level 2 Fatigue. In no case may a unit expend more than 50 Movement Points per movement and combat phase.

[5.41]

A. At the instant that a unit exceeds its Basic Movement Allowance by one Movement Point, the owning Player determines if the unit incurs Fatigue. On a die roll of 1-3, the unit increases its Fatigue Level by one. On a die roll of 4, increase the Fatigue Level by one only if the unit is already fatigued; otherwise there is no effect. On a die roll of 5, if the unit is at Level 2 Fatigue, the unit loses one Combat Step; otherwise there is no effect. On a die roll of 6, there is no effect.

B. At the instant that a unit exceeds its Basic Movement Allowance by 11 Movement Points, the owning Player increases the unit's Fatigue one level *except* if the unit is unfatigued and the die roll is 6.

C. At the instant that a unit exceeds its Basic Movement Allowance by 21 Movement Points, the owning Player increases the unit's Fatigue one level.

Example: A Warsaw Pact unit in Tactical Mode in hex S3209 (Rough-1) has expended 19 Movement Points; the unit enters hex S3109 (Rough-1). The Warsaw Pact Player must roll the die to determine Fatigue because the unit has expended 23 Movement Points (3 more than its Movement Allowance). The Fatigue die roll indicates that the unit does not incur Fatigue. The unit continues moving to hex S3009 (Rough-1). The unit has expended 27 Movement Points. The unit enters hex S2909 (Rough-1) which is an Enemy-controlled hex. The unit enters the hex and rolls for Fatigue, the result is 1, so the unit incurs Level 1 Fatigue. Place an F1 counter on top of the unit. The unit must engage the Enemy in combat, having expended 39 Movement Points.

[5.42] Levels of Fatigue can be removed at the beginning of a unit's Movement and Combat Phase through the expenditure of Movement Points (see 5.17).

[5.43] Level 1 Fatigue

Whenever a unit reaches Level 1 Fatigue, an F1 marker is placed on the unit where it remains until it is removed through the expenditure of Movement Points. Add one Movement Point to the cost of each hex entered by a unit at Level 1 Fatigue.

Example: A NATO unit which had expended 19 Movement Points in the current Movement and Combat Phase is in Tactical Mode at hex C3929. It moves to hex C4028 (Rough-1 terrain)

expending 4 Movement Points. Arriving at hex C4028, it has expended 23 Movement Points and the owning Player must roll for Fatigue. A 2 is rolled. So the unit is at Level 1 Fatigue. An F1 marker is placed on the unit. The unit moves on to hex C4128, also a Rough-1 hex. It expends 5 Movement Points (4 for terrain and 1 for Fatigue) to move to that hex, bringing its total expenditure to 28 Movement Points. If a Friendly unit possessing an, F1 marker participates in combat, the Enemy unit adds 1 to its die roll modification total (see Cases 5.45 and 7.4).

[5.44] Level 2 Fatigue

Whenever a unit reaches Level 2 Fatigue, an F2 marker is placed on the unit where it remains until it is removed through the expenditure of Movement Points. Add 2 Movement Points to the cost of each hex entered by a unit at Level 2 Fatigue. A unit at Level 2 Fatigue may be reduced under Case 5.42 to Level 1 Fatigue by expending 10 Movement Points, or it may be reduced to no fatigue by expending 20 Movement Points.

Example: The unit in the Case 5.43 example continues moving to hex C4227, which is Enemy-controlled. The Friendly unit expends 13 Movement Points to enter that hex (4 for terrain plus 1 for Fatigue plus 4 for entering an Enemy Zone of Control plus 4 to assault the Enemy unit), bringing its total Movement Point expenditure to 41. The result is an automatic increase of the Fatigue Level by one, from level 1 Fatigue to Level 2 Fatigue. If a Friendly unit possessing an F2 marker participates in combat, the Enemy unit adds 2 to its die modification total (see Cases 5.45 and 7.4).

[5.45] The Fatigue Level of support unit counts as a combat die modification only If there are no combat units stacked with the support units.

[5.46] The combat ability of SSMs and flak units is not affected by Fatigue.

[5.47] If the expenditure of Movement Points for assault necessitates a die roll for possible increase in the Fatigue Level of the Assaulting unit, roll for Fatigue before rolling for combat.

[5.48] If upon entering a hex, a unit expends sufficient Movement Points to qualify for two Fatigue die rolls (e.g., it expends 10 or more Movement Points over and above its Movement Allowance by moving into that hex), then the die is rolled twice before any other action occurs.

[5.49] (addition) Fatigue Levels have no effect on the Movement Point cost of rail movement.

[5.5] OFF-MAP MOVEMENT

Both Players have the capability to move units through certain areas not covered by the playing maps themselves. This activity is known as Off-Map Movement, which takes place during the normal Movement and Combat Phase and may be performed in either Road or Tactical Mode.

[5.51] Off-Map Areas may not be entered by air and are Immune to attack by air, missile, artillery, airborne, and special forces.

[5.52] A Friendly unit may move from an Off-Map Area into an Enemy-controlled hex, provided the Friendly unit is in Tactical Mode. If the exit hex is Enemy-occupied; and the Friendly unit is in Tactical Mode, it may stop in and attack from a hypothetical hex adjacent to the exit hex.

Units may not retreat off-map and thus must take step losses if no other line of retreat is available after an adverse combat result.

[5.53] Any unit may move from hex S0120 to hex S0117 or vice versa at a cost of 10 Movement Points in Road Mode or 20 Movement Points in Tactical Mode.

[5.54] Any Warsaw Pac unit may move from hex C6127 to hex SE0907 or vice versa by rail in Road Mode (only) at a cost of 5 Movement Points.

[5.55] Any Warsaw Pact unit may move from S6104 to SE1007 or vice versa at a cost of 10 Movement Points in Road Mode or 20 Movement Points in Tactical Mode.

[5.56] Any Warsaw Pact unit may move from hex SE0815 to the following hexes and vice versa at the indicated movement point cost:

Movement Point in...		
Hex	Road Mode	Tactical Mode
S6118	8	16
S6119	8	16
S6120	9	18
S6121	10	20

[5.57] A unit utilizing Off-Map Movement may stop while off the map. In this case, the owning Player must record how far into the Off-Map Track the unit has proceeded, in terms of Movement Points remaining between the unit and the exit hex. **Example:** A Warsaw Pact unit begins at hex SE0815. It moves in Road Mode along the Off-Map Movement Track to the 7th box (at one box per Movement Point in Road Mode) where it expends Movement Points to convert to Tactical Mode. It has now expended 15 Movement Points. It expends an additional 2 Movement Points to emerge at hex S6119 in Tactical Mode, where it Standard Assaults an Enemy unit at hex S6018 that controls the exit hex (hex S6119). Thus, the Warsaw Pact unit expends 4 Movement Points to enter the Zone of Control and another 4 Movement Points to assault, bringing its total to 25 Movement Points. It must roll for Fatigue immediately, before the combat is resolved.

[5.58] Helicopters may not move off-map across the North or Baltic Seas. See also Case 49.67.

[5.6] WARSAW PACT RAIL MOVEMENT

Warsaw Pact Units that begin the Friendly Movement and Combat Phase in Road Mode on a rail hex may move on the rail lines expending $\frac{1}{4}$ of a Movement Point per hex.

[5.61] In order to use Rail Movement, a unit must move from rail hex to contiguous rail hex through hexsides traversed by a rail line.

[5.62] Once a unit leaves a rail hex or violates Case 5.61, the unit may not use Rail Movement for the remainder of the current Movement and Combat Phase.

[5.7] LEG INFANTRY (Optional)

Although most of today's modern armies are mechanized, certain special units are still predominantly leg infantry (they walk). This Case reflects the Movement Allowance differences between these unit types.

[5.71] Airborne, airmobile, marines, special forces, and alpine combat units are leg infantry units. Leg infantry units have a Basic Movement Allowance of 10 Movement Points.

[5.72] Leg infantry units may employ Fatigue Movement. At the instant a leg infantry unit expends 11 Movement Points, the owning Player rolls one die. On a die roll of 1-3 the infantry unit increases its Fatigue level by one, on a die roll of 4-6 there is no effect. At the instant a leg infantry unit expends 16 Movement Points, the owning Player Automatically increases the infantry units Fatigue level by one. Leg infantry units may never move more than 20 Movement Points (i.e., its normal Movement Allowance plus 10) during a Friendly Movement and Combat Phase.

[5.73] (addition) Leg infantry units may not use Road Mode. Warsaw Pact Leg Infantry units may employ rail movement; this is the only time they may use Road Mode.

[6.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons surrounding a unit in Tactical Mode constitute the Zone of Control (ZOC) of that unit. Hexes upon which a unit exerts a Zone of Control are called controlled hexes. All units must cease movement when they enter an Enemy-controlled hex and they may not leave that hex voluntarily. Whenever a Friendly unit enters an Enemy-controlled hex, the Friendly unit is required to immediately attack all Enemy units exerting a Zone of Control into the Friendly-occupied hex.

CASES:

[6.1] EFFECTIVENESS OF ZONES OF CONTROL

[6.11] A unit in Road or Hedgehog Mode does not exert a Zone of Control.

[6.12] A Friendly unit expends Movement Points to enter an Enemy-controlled hex (see also Case 6.4). A Friendly unit may enter an Enemy Zone of Control only if it has sufficient Movement Points to expend. See the Terrain Effects Chart for the individual costs.

[6.13] A unit may leave an Enemy-controlled hex only as a result of Assault, Column Assault, or Disengagement (see Section 7.0).

[6.14] A unit may always leave a hex controlled exclusively by Friendly units without penalty or condition.

[6.15] If a Friendly unit enters an Enemy-controlled hex, it must immediately stop and initiate combat with Enemy units exerting a Zone of Control into that hex. A unit that has insufficient Movement Points to initiate combat must use Fatigue Movement. If a unit still has insufficient Movement Points to initiate combat, that unit may initiate no further action. The presence of a Friendly combat unit negates an enemy Zone of Control in that hex for purposes of this Case.

In other words, a Friendly unit may be reinforced without requiring the reinforcing unit to initiate combat.

[6.16] There is no additional effect of having more than one unit exert its Zone of Control into a given hex.

[6.17] (addition) During a Friendly Movement and Combat Phase a unit located in an enemy Zone of Control may change mode, expending 8 Movement Points, from Tactical Mode to Hedgehog Mode, or vice versa, or from Road Mode to either Tactical Mode or Hedgehog Mode, but may not change from any other Mode into Road Mode while in an enemy Zone of Control.

[6.2] RESTRICTIONS ON ZONES OF CONTROL

[6.21] A Friendly unit which begins its Movement Phase across a Major or Minor river hex side from an Enemy unit negates the Enemy Zone of Control in that Friendly-occupied hex for purposes of movement of that Friendly unit. (clarification ?) This does not apply during movement.

[6.22] Zones of Control do not extend into or out of City hexes. Zones of Control do extend into and out of urban hexes.

[6.23] A unit in Road or Hedgehog Mode does not exert a Zone Control. If a unit deploys into Tactical Mode by expending Movement Points, the unit immediately acquires a Zone of Control.

[6.24] (addition) Only combat units, division bases and HQ units may ever possess a Zone of Control. Other support units do not possess a Zone of Control.

[6.3] EFFECTS OF ENEMY ZONES OF CONTROL ON RETREAT

[6.31] A unit may not retreat as a result of combat into a vacant Enemy-controlled hex, an Enemy-occupied hex, a Breakthrough Zone hex, or across an unbridged Major river hexside. If no path of retreat is available, the unit must take a step loss instead (however: see Case 7.69).

[6.32] A Friendly *unit* (but not a Friendly Zone of Control) negates Enemy Zones of Control in a hex for the purposes of tracing supply lines and retreats. A Friendly unit does not negate Enemy Zones of control for purposes of Combat and Movement.

[6.4] MOVING ADJACENT TO FRIENDLY UNITS IN ENEMY ZONES OF CONTROL

A Friendly unit must expend two additional Movement Points to move adjacent to a Friendly unit that is in an Enemy-controlled hex.

[6.5] EFFECTS OF RETREATS ON ZONES OF CONTROL

If a defending unit retreats one hex due to combat, it forfeits its Zone of Control for the remainder of the current Movement and Combat Phase. A Breakthrough marker is placed in the hex the unit occupied before it retreated. A No-ZOC marker is placed on the unit to reflect the unit's temporary lack of a Zone of Control. The unit regains its Zone of Control at the conclusion of the current Movement and Combat Phase, at which time the No-ZOC marker is

removed. If the defending unit is in Road Mode, the No-ZOC marker has no additional effect. A unit in Hedgehog may never retreat.

[6.6] BREAKTHROUGH ZONES

As a result of combat, a Breakthrough marker may be placed on the map. This marker and the six hexes adjacent to it constitute a Breakthrough Zone which functions similarly to a Zone of Control. A unit entering a Breakthrough Zone expends 4 Movement Points over and above any other Movement Points cost to enter the Breakthrough Zone hex. Breakthrough is covered in detail in Case 7.5.

[6.7] LIMITED INTELLIGENCE ON UNIT STATUS

Any of the following markers currently in play may be examined by both Players at all times:

- A. No ZOC (see Case 6.5)
- B. Breakthrough (see Case 6.6)
- C. Road Mode (see Case 5.3)
- D. Hedgehog Mode (see Case 5.3)
- E. Fatigue level when moving a unit (see Case 5.4)
- F. Chemical Contamination (see Case 18.5)
- G. Bridge Destroyed (see Case 34.13)
- H. Damage (see Case 34.1)
- I. Accelerated Assault (see Case 7.2)
- J. Nuclear Contamination (see Case 19.3)
- K. Exit Cost (see Case 21.44)
- L. Accelerated Assault (see Case 7.2)
- M. Out of Supply (see Case 8.4)
- N. Flak Suppressed (see Case 21.3)

Players may inspect markers and counters other than those listed only as result of combat or successful reconnaissance (see Case 33.3). Players may save time by exposing immobile SAM site counters, since their location can always be found in the set-up list.

[7.0] LAND COMBAT

GENERAL RULE:

Land combat is a function of movement. A combat unit expends Movement Points to move into an Enemy-controlled hex and expends additional Movement Points to attack the enemy unit controlling the hex.

PROCEDURE:

Whenever a Friendly unit moves into an Enemy-controlled hex, the Friendly Player is required to attack all Enemy units exerting a Zone of Control into that hex. To fulfill this requirement, the Friendly Player can resort to one of three types of attack. These are Standard Assault, Column Assault, and Disengagement. All units that participate in combat determine their supply status at the instant of combat (see Section 8.0). Combat is resolved by comparing the Attack Strength of the Friendly unit to the Defense Strength of the Enemy unit(s) and expressing the comparison as a ratio. Then both sides determine their respective die modifiers. Roll the dice and modify the total (see Case 7.4), and refer to the appropriate ratio column of the Combat Results Table. As a result of combat, one of three things will occur: a unit will lose one or more combat steps; both Players' units will remain in place for the remainder of the Movement and Combat Phase; or the Enemy unit will retreat requiring the attacking unit to advance after

combat. If the result of the combat is a **D**, the attacking unit – provided it has sufficient Movement Points remaining – can continue to assault the defending unit.

CASES:

[7.1] STANDARD ASSAULT

A Friendly unit must expend 4 additional Movement Points (total) to attack *all* Enemy units exerting Zones of Control into the hex occupied by the Friendly unit, according to the combat resolution procedure. Apply the result immediately. **Note:** The Warsaw Pact can launch a variation of Standard Assault called Accelerated Assault (see Case 7.2).

[7.11] A unit that begins a Game-Turn in an Enemy-controlled hex is not obligated to attack. However, the unit may not voluntarily move without attacking or disengaging from the enemy unit(s) exerting the Zone of Control (Exception: see Case 6.21).

[7.12] When a Friendly unit attacks an Enemy unit and there are other Friendly units that exert a Zone of Control into the Enemy-occupied hex, at the instant of combat the Friendly attacking unit gains one or more column shifts on the Combat Results Table. This variation of Standard Assault is known as *Wave Assault*. For each additional division or division equivalent that exerts a Zone of Control into the Enemy-occupied hex being attacked, the Friendly Player gains a one-column shift to the right on the Combat Results Table. Column shifts are cumulative. The adjacent Friendly units need not have attacked the Enemy unit during the current Game-Turn. **Note:** This Case together with 6.22 prohibits Wave Assault in city hexes. **Example:** A NATO 3D3 brigade is located at hex C3932. A Warsaw Pact 16B12 division moves into hex C4032 and assaults the brigade. The Combat Ratio is 5-1. A **C** results, and the 16B12 division must cease its movement and may not initiate any further combat. The Warsaw Pact Player moves a 13B15 Division into hex C4031 and attacks the same brigade. The Combat Ratio is 4-1, but because of the Warsaw Pact division at C4032, the odds shift one column to the right, so the dice result is read on the 5-1 column. A **D** results, and the brigade absorbs a 2-step loss. The Warsaw Pact Player can attack again with the same unit, but elects not to do so. The Warsaw Pact Player moves in a third division, whose strength is 16B12. The Combat Ratio is 5-1, but because of the other two divisions, the dice result is read on the 7-1 column.

[7.13] A Friendly unit which initiates combat against two or more Enemy units that are in different hexes receives no Wave Assault benefit.

[7.14] *Column Assault* is a form of combat that is similar to a Standard Assault (see Case 7.1), except that the Friendly unit expends only 2 Movement Points to initiate combat, and the Attack Strength of the attacking unit is halved before Die Modifications have been applied. **Note:** It is completely up to the owning Player to determine what type of Assault he will attempt.

[7.15] Land Combat Results Table
(see separate sheet)

[7.16] (addition) Artillery does not expend Movement Points to add its offensive Barrage Strength to a Friendly assault unless it is stacked with the assaulting combat unit.

[7.2] ACCELERATED ASSAULT

This rule simulates the Warsaw Pact brand *Blitzkrieg*. At the beginning of a Movement and Combat Phase, the Warsaw Pact Player can designate some, all, or none of his units to use Accelerated Assault by placing an Accelerated Assault marker on each of the designated units. The designated unit may move only in a northwesterly southwesterly direction for the remainder of the current Movement and Combat Phase. The direction may change from hex to hex, so long as the moving unit moves only in the general westerly direction indicated.

[7.21] A unit designated to perform Accelerated Assault must attack any NATO unit whose Zone of Control it enters. It may conduct a Standard Assault on NATO units to which it moves adjacent, but which do not exert Zones of Control.

[7.22] After a unit designated to conduct Accelerated Assault has participated in its first and subsequent combats of the Movement and Combat Phase, one of the following occurs:

- A. If the combat result is **C** or **A**, the Warsaw Pact unit may not move for the remainder of the current Movement and Combat Phase.
- B. If the combat result is **D** and the defending unit chooses to lose a combat step instead of retreating, the Warsaw Pact unit must attack that unit again.
- C. If the Combat result is **D** and the defending unit retreats, the Warsaw Pact unit must, after the mandatory advance after combat, expend the remainder of its Basic Movement Allowance moving northwest or southwest for the remainder of the current Movement and Combat Phase. If the retreating unit retreats out of the way (not northwest or southwest of the accelerated assault unit) it may not be attacked further; if it retreats into the path of the accelerated assault unit (northwest or southwest of that unit), it may be attacked again.

[7.23] A unit using Accelerated Assault *must* expend its entire Basic Movement Allowance and attack every Enemy unit whose Zone of Control enters.

[7.24] A unit using Accelerated Assault expends Movement Points to enter an Enemy-controlled hex and 1 Movement Point to execute a Standard Assault. These costs supercede the usual costs of Movement Points to enter an Enemy-controlled hex and 2 or 4 Movement Points to assault.

[7.25] A unit Accelerating Assault expends 3 additional Movement Points instead of 4 additional Movement Points to enter a Breakthrough Zone see Case 7.51).

[7.26] A unit Accelerating Assault may employ Fatigue Movement.

[7.27] If a unit making an Accelerated Assault cannot expend its entire Basic Movement Allowance without exceeding its Basic Movement Allowance (i.e., cannot expend exactly 20 Movement Points), the unit must employ Fatigue Movement.

[7.28] **(Optional)** A unit that is conducting Accelerated Assault if using optional organic supply rolls the die before each combat and expends an Ammunition Point on a die roll of 1 or 2 (see Section 17.0). This is an exception to Case 17.23.

[7.29] (addition & clarification) A unit using accelerated assault which is out of general supply (or, when using organic supply rules, out of Ammunition Points) stops before entering an enemy ZOC.

[7.3] DISENGAGEMENT

A Phasing unit may attempt to leave an Enemy-controlled hex in which it begins a Friendly Movement and Combat Phase. This is called *Disengagement*. A unit attempting Disengagement must attempt to disengage from all Enemy units whose Zones of Control it is within. A unit attempting Disengagement expends 6 additional Movement Points. All rules applying to other types of combat also apply to Disengagement, including ammunition expenditure, air and helicopter support. Only the results of combat are different. A unit may only attempt disengagement once per Friendly Movement and Combat Phase.

[7.31] Determine the combat ratio by adding the Attack Strengths of all the non-Phasing units from which the Phasing unit is disengaging and compare the total to the Defense Strength of the Phasing unit that is disengaging. Roll the dice, modify the result for die modifiers as if the non-Phasing units were attacking the unit attempting Disengagement, and determine the result. **Note:** When a unit disengages, the combat results have different meanings. Refer to the Disengagement Combat Results explanation under the Combat Results Table. The terrain die modifier *is* applied to the unit attempting Disengagement. Stated another way, a Disengagement attempt is handled as if all the enemy units from which the Friendly unit is attempting to withdraw were attacking the withdrawing unit; the unit which is trying to disengage is not treated like an attacking unit but as a defender.

[7.32] Units with an Attack Strength of zero may not prevent Enemy units from disengaging from their Zone of Control.

[7.33] Units that are out of supply cannot prevent a unit from disengaging.

[7.34] (addition) Pursuit following disengagement may not bring the pursuing enemy unit into the Zone of Control of a Friendly unit other than the one which successfully disengaged; such a Zone of Control halts the pursuit.

[7.35] (addition) Pursuit following disengagement is never mandatory, unlike Advance after Combat, and may be refused or discontinued at any point by the Enemy later.

[7.4] COMBAT DICE ROLL MODIFIERS

The combat dice roll can be modified for various reasons. For each combat both Players total the combat dice modifiers to which they are entitled. The Players then calculate the difference between the two totals. This difference is the extent to which the Player with the larger combat dice modifier total can modify the combat dice roll either negatively or positively, at his discretion (see Die Modification Summary sheet). He need not take the full total dice modification to which he is entitled, but may, prior to the dice roll, announce that he is taking a lesser dice modification. The decision to modify the dice result must be made before the dice are rolled. When a combat situation occurs, check for the following situations which may give either player dice modifications:

- A. Defender, for terrain (see Terrain Effects Chart)
- B. Both Players, for cadre rating (see Section 9.0)
- C. Check for mode (see Case 5.3)

- D. Supply (see Sections 8.0 and 17.0 optional)
- E. Chemical Warfare (see Case 7.7 or Section 18.0 optional)
- F. Electronic Warfare (see Section 36.0)
- G. Berlin Garrison (see Case 49.61)
- H. Fatigue (see Case 5.4)
- I. Different size units (see Case 7.6)
- J. Check step loss condition (see Section 11.0)
- K. Odds over 7-1 or less than 1-2 (see Combat Results Table explanations)
- L. No-ZOC marker (see Case 7.58)
- M. Assault Engineers
- N. 1st Turn Benefits (if any)

[7.5] RETREAT, BREAKTHROUGH, AND ADVANCE AFTER COMBAT

When the result of a combat is **D**, the Defender can exercise one of two options. He can lose a combat step or he can retreat one hex and forfeit the retreating unit's Zone of Control for the remainder of the current Movement and Combat Phase. If the defending unit chooses to lose a combat step, place the appropriate Step Reduction marker under the unit and the combat is concluded. If the defending unit chooses to retreat one hex, a No-ZOC marker is immediately placed on top of the unit, and a Breakthrough marker is placed on the hex formerly occupied by the retreating unit. If a unit with a *Defense Strength* is eliminated, a Breakthrough marker is placed on the hex it formerly occupied. The attacking Player must at this time advance after combat, at a cost of zero Movement Points, into the hex containing the Breakthrough marker. (He may, by expending Movement Points, withdraw from that hex, since the Breakthrough Zone cancels all Enemy Zones of Control which might otherwise inhibit withdrawal.) All Breakthrough and No-ZOC markers are removed at the end of the current Movement and Combat Phase.

[7.51] Breakthrough Marker

- A. A Breakthrough marker and its six adjacent hexes constitute a Breakthrough Zone, which functions similarly to an Enemy Zone of Control for the remainder of the Movement and Combat Phase in which the Breakthrough marker is placed.
- B. Any Phasing unit entering a Breakthrough Zone must pay 4 additional Movement Points for each Breakthrough Zone hex that it enters. **Exception:** For units moving in Accelerated Assault, the cost per Breakthrough Zone hex is 3 Movement Points.
- C. Non-Phasing units never exert a Zone of Control into a Breakthrough Zone. Thus, a Phasing unit that is in a Breakthrough Zone and is adjacent to an Enemy unit is not required to attack that enemy unit. Breakthrough Zones do not negate the *presence* of Enemy units, only their Zones of Control.
- D. A Phasing unit's Zone of Control is not affected by a Breakthrough Zone.
- E. Breakthrough markers are removed from the map at the end of each Movement and Combat Phase. Breakthrough Zones do not extend across the East German-Czech-Hungarian borders with West Germany and Austria on the first Game-Turn of the war.
- F. Breakthrough Zones do not extend across blocked hexsides.
- G. Breakthrough Zones do not extend into or out of City hexes.

[7.52] If more than one defending unit is involved in a combat, and the combat result is a **D**, the owning Player may retreat *each* unit one hex. A Breakthrough marker is then placed in each of the hexes formerly occupied by the retreating units, and the attacking Player *must* advance into anyone of the hexes containing a Breakthrough marker. If the owning Player

does not want to retreat one of the defending units, he can take the required step losses instead.

[7.53] If not stacked with a combat unit, Division bases, HQs, artillery units, reserve units, FSH, and Soviet railroad regiments may not opt to retreat as a result of combat; therefore, a **D** result will eliminate a division base, Soviet railroad regiment or corps HQ unit and displace or eliminate a Front Supply Head (see Case 8.3) if it is alone in the hex. A reserve unit or artillery unit takes casualties normally.

[7.54] A unit in Hedgehog may never opt to retreat.

[7.55] An eligible unit may retreat any number of times per Game-Turn (see Case 7.57).

[7.56] If a Friendly unit retreats onto another Friendly unit, both units lose their Zone of Control for the remainder of the current Movement and Combat Phase. A No-ZOC marker is placed on both units. Stacking restrictions may not be violated due to retreat (see Case 10.3). A retreating unit does not affect, and is not affected by, the mode status of the unit it retreats onto.

[7.57] For each unit with a No-ZOC marker that retreats as a result of combat, the owning Player must roll one die for each retreat. On a roll of 1 or 2, the retreating unit loses one step. On a roll of 3 to 6, there is no effect.

[7.58] A unit defending with a No-ZOC marker has a combat die roll modifier of + 2 for the Attacker. A unit attacking with a No-ZOC marker has a combat die roll modifier of +2 for the Defender.

[7.59] (addition) No unit may ever retreat over an Alpine or impassable hexside. In advance after combat, if the Movement Point cost to enter the terrain of the hex vacated by the defeated enemy unit is greater than the Movement Point cost of the assault, the advancing unit must expend a number of Movement Points equal to the difference between the two costs at the time of mandatory advance after combat. Thus, a Friendly unit attacking an Enemy unit which is in Rough 2 across an unbridged Minor River in Wet Weather expends 4 Movement Points for a Standard Assault, obtains a **D** result, and then expends 16 Movement Points to occupy the hex ($6+4=10$; $x2 = 20$; $-4 = 16$).

[7.6] COMBAT BETWEEN DIFFERENT SIZE UNITS

Note: The term “brigade” as used in this Case also applies to regiments, battalions, division bases, and headquarters unless otherwise specified.

[7.61] If a Friendly division engages an Enemy brigade, the Friendly Player adds 2 to his combat die modification total.

[7.62] If a Friendly brigade engages an Enemy division or division equivalent, the Enemy Player adds 2 to his combat die modification total. **Example:** An American 3D3 brigade attacks a Soviet 16B12 tank division. The Soviet Division adds 2 to its die modification total.

[7.63] When a Friendly brigade engages an Enemy brigade or a Friendly division engages an Enemy division or division equivalent, there are no die modifications applied under Case 7.6. **Example:** If NATO 3D3 brigade attacks a 3D1 Warsaw Pact regiment, or a 15C24 NATO

mech division attacks Soviet 16B12 tank division, neither side gains a die modification under the conditions in Case 7.6.

[7.64] If a Friendly division attacks an Enemy brigade and the result of the combat is **D**, the enemy brigade can – at the Enemy Player's option – lose two combat steps or retreat one hex and lose its Zone of Control.

[7.65] If a Friendly brigade attacks an Enemy division or division equivalent and the result of the combat is **A**, the Friendly brigade loses two combat steps. If the result is **A2**, the friendly brigade is eliminated.

[7.66] When a hex containing only Friendly brigades is attacked and a **D** is the combat result, if the Friendly Player chooses to take the combat step losses, the Friendly Player must remove one *additional* combat step for *each* Friendly brigade formation present in the hex in excess of one. **Example:** A hex with 3 brigades chooses to take step losses in combat. Two combat steps are removed for the **D** result, and two *additional* combat steps are removed for the two additional brigades.

[7.67] If a Friendly division engages two Enemy brigades, the Friendly Player adds 1 to his combat die modification total.

[7.68] If a Friendly division engages three or more Enemy brigades, there are no die modifications applied under Case 7.6.

[7.69] Regardless of how many Enemy brigades are attacked by a Friendly division, the Enemy Player must remove two combat steps if he takes losses due to a **D** result. **Example:** NATO brigades are attacked by a Soviet division and the result of the combat is **D**. Even though three brigades constitute a division equivalent, the brigades must remove two combat steps. (If the brigades are all in the same hex, two additional combat steps must be removed, for a total of four; see Case 7.66.)

[7.7] CHEMICAL WARFARE

Once per game, at the beginning of any Game-Turn, the Warsaw Pact Player can initiate Chemical Warfare. When Chemical Warfare is in use, Warsaw Pact units add to their die modification totals for all land combat situations as per the following schedule (per Game-Turn of Chemical Warfare):

- A. On the first Game-Turn, add 3
- B. On the second Game-Turn, add 2
- C. On the third Game-Turn, add 1
- D. On the fourth Game-Turn and thereafter, there are no effects due to Chemical Warfare

[7.8] (addition) When more than one combat unit is defending against a single assault, die modifications on the land CRT are made for best terrain; worst supply state, worst fatigue level, worst mode status; total of all step losses; and for chemical warfare, EW, and "No ZOC" marker if any of the defending combat units are affected by them.

[8.0] SUPPLY

GENERAL RULE:

Units must be in supply in order to use their full Combat Strength and Movement Allowance. The supply status of a unit is determined at the instant the unit initiates movement and at the instant the unit participates in combat. If units are not in supply, they are penalized with respect to their movement and combat capabilities. When a unit is in General Supply the unit is tapping its Friendly main logistics network. A unit in General Supply has full movement and combat capabilities.

PROCEDURE:

Each combat unit traces a supply path of varying length to a supply source or to an HQ unit which is itself in supply. A supply path is a continuous overland path of hexes uninterrupted by Enemy units, Enemy Zones of Control, unbridged Major river hexsides, Impassable Mountain hexsides, or nuclear-contaminated hexes. All supply paths are calculated for terrain using only the Road Mode column of the Terrain Effects Chart. Supply path costs are calculated for terrain only. The only exception is for Civilian Panic areas, where costs are reckoned as if in tactical mode. Breakthrough zones do not interrupt supply paths.

CASES:

[8.1] NATO SUPPLY

[8.11] A NATO unit is in General Supply if it is within 20 Movement Points of a headquarters unit (of the same *nationality*), which is itself in supply (see Case 8.12) or within 20 Movement Points of a supply source. **Note:** A NATO supply path cannot extend through more than one headquarters.

[8.12] A headquarters unit is in supply if the headquarters can trace a continuous path of hexes to a Friendly port or to a west map edge Autobahn hex uninterrupted by Enemy units, enemy Zones of Control, or unbridged Major river hexsides.

[8.13] A supply source is any undamaged NATO North Sea port (Amsterdam, Emden, Hamburg, Wilhelmshaven, Bremerhaven, Bremen, Odense, or Kobenhavn). However, these ports may not be used as supply ports if the inlets or rivers leading to them from the sea pass through Enemy Zones of Control. **Example:** Hamburg is a supply source if the Elbe River is uninterrupted by Enemy Zones of Control from hex N2728 to N3220.

[8.14] When a division is broken down into its component parts, the individual brigades are in supply if they are 10 or fewer Movement Points from their division base which is in supply (see Cases 8.11 and 8.12).

[8.2] WARSAW PACT SUPPLY

[8.21] A Warsaw Pact unit is in General Supply if it is within 10 Movement Points of a Front Supply Head (FSH) (see Case 8.3), within 10 Movement Points of any east or southeast map edge railroad or Autobahn hex, or within 10 Movement Points of a HQ which is itself in General Supply as stipulated in this Case. See also Case 12.4. **Note:** A Warsaw Pact supply path cannot extend through more than one headquarters.

[8.22] This supply path of 10 Movement Points may not be interrupted by Enemy units, impassable Mountain hexsides, Enemy Zones of Control, or unbridged Major river hexsides.

[8.3] FRONT SUPPLY HEADS (Warsaw Pact Only)

[8.31] A Front Supply Head is the end point of the Warsaw Pact supply line. Front Supply Heads have no Movement Allowances. They can be moved by Soviet railroad regiments (see Case 13.6).

[8.32] An FSH is a supply source if it can trace a supply path to an east or southeast map edge railroad or Autobahn hex. This supply path may be of any length.

[8.33] FSH Supply Capacity

Each Front Supply Head can supply an unlimited number of units that can trace either a supply path of 10 or fewer Movement Points to the FSH or a supply path to an army HQ which itself can trace a supply path of 10 or fewer Movement Points to the FSH, uninterrupted by Enemy units or Enemy Zones of control or unbridged Major River hexsides.

[8.34] When a FSH is alone in a hex and is successfully attacked, the FSH is *displaced*. To displace an FSH, the Warsaw Pact Player moves the FSH counter 5 hexes back toward an east or southeast map edge railroad or Autobahn hex. If the unit is less than 5 hexes from the map edge railroad or Autobahn hex before being displaced, it is eliminated.

[8.4] OUT OF SUPPLY

[8.41] Whenever a unit is out of General Supply, the unit may not expend more than 5 Movement Points during a Friendly Movement and Combat Phase. This condition continues until the unit is in General Supply again.

[8.42] A unit that is judged to be out of supply at the beginning of a Movement and Combat Phase has a Fuel-1 marker placed on it. If a unit with a Fuel-1 marker on it is in supply at the beginning of the next Friendly Movement and Combat Phase, the Fuel-1 marker is removed. If a unit with a Fuel-1 marker on it is out of supply at the beginning of the next Friendly Movement and Combat Phase, the Fuel-1 marker is removed and replaced with an Out of Supply marker. The unit is then subject to the restrictions in Case 8.41.

[8.43] All Warsaw Pact units deployed initially in Scenario are automatically in General Supply for the first three Game-Turns of the Scenario.

[8.44] All NATO units deployed initially in a Scenario are automatically in General Supply for the first four Game-Turns of the Scenario.

[8.45] A unit cannot initiate combat if it is out of supply. A unit cannot initiate combat if it is Out of supply or, when using organic supply rules, out of Ammunition Points.

[8.46] Whenever a unit is out of General Supply (*optional*: and organic supply) and participates in combat, 8 is added to the Enemy die modification, total.

[8.5] AIRBORNE SUPPLY (For Use with the Air Game Sections 20.0, 21.0)

[8.51] Airmobile and airborne units being airlifted are automatically in General Supply for the remainder of the Game-Turn, provided that they took off from an airfield that was in General Supply.

[8.52] Marine units are automatically in General Supply for the Game-Turn following the one in which they were amphibiously landed.

[8.53] Airmobile, airborne and marine units are in General Supply as long as the Friendly Player maintains control of the Air Superiority and Air Interdiction Levels in the Air Sector in which the unit is located.

[8.54] (addition) Airmobile, airborne and marine units may be treated as independent units or as division components for supply purposes, at the choice of the owning Player, in any particular situation.

[9.0] CADRE RATING

COMMENTARY:

At the beginning of the next war, most armies will not have had any recent combat experience. The Cadre Rating of a unit is an estimation of what a unit's relative abilities will be against units of other nationalities.

GENERAL RULE:

Certain land units start the game with an original Cadre Rating which affects Combat dice roll modifications (all units start the game on their front side).

PROCEDURE:

Whenever units participate in combat, their Cadre Ratings are added to their respective die modification totals. Whenever the modified dice roll of a combat is 4 through 10, all units participating in the combat lose their original Cadre Rating. All units that lose their original Cadre Rating have a Cadre Rating of 5 for the rest of the game (flip the unit over to show this change). A Cadre Rating has no other effect on the game. If the modified combat dice roll is anything other than 4 through 10, the units retain their original Cadre Ratings. Once a unit has lost its original Cadre Rating, a modified dice roll of 4 through 10 has no further effect.

Example: If a Friendly unit which possesses its original Cadre Rating participates in combat and the modified dice roll for the combat is 4 through 10 inclusive, the Friendly unit loses its original Cadre Rating and is flipped over from its original Cadre Rating side to its other side.

CASES:

[9.1] ORIGINAL CADRE RATINGS

NATO

Belgium: 2
 Canada: 6
 Denmark: 0
 France: 4
 Italy: 2
 Italy (Carabinieri): 3
 Luxembourg: 2
 Netherlands: 2
 United Kingdom: 6
 United States: 3

West Germany: 5
 West Germany (Reserves): 3

Warsaw Pact
 Czechoslovakia: 3
 East Germany: 3
 Hungary: 3
 Poland: 3
 Soviet Union (1st line): 4
 Soviet Union (2nd line): 2

Neutral
 Austria: 2
 Liechtenstein: 0

All artillery units: 5

[9.2] SPECIAL CADRE RATING SITUATIONS

[9.21] When Friendly units of different Cadre Ratings participate together in a combat, the worst Cadre Rating is used.

[9.22] All West German units marked “RES” are Reserve units. Reserve units have different original Cadre Ratings than regular West German units.

[9.23] All Soviet units with strengths of 14B10 armor or 10B12 mech are second line units. Second line units have different original Cadre Ratings than 1st line Soviet units. All other Soviet units are first line.

[9.24] All Italian units “Car” are Carabinieri units.

[9.25] All airborne, marine, and alpine units possess an original Cadre Rating that is one greater than their national original Cadre Rating. **Example:** A Soviet marine regiment has an original Cadre Rating of 5 (4+ 1=5).

[9.26] Players may, by mutual agreement before the start of play, adjust original Cadre Ratings.

[9.27] When a division recombines if any component unit of that division has lost its original Cadre Rating then the division after recombining has a Cadre Rating of 5.

[10.0] STACKING

GENERAL RULE:

Stacking is the condition whereby more than one Friendly unit can occupy the same hex. Stacking rules apply during the entire Game-Turn. There are five basic varieties of land unit to be considered in regard to stacking: brigades/regiments/battalions, divisions, and headquarters.

CASES:

[10.1] STACKING LIMITATIONS

[10.11] A hex can contain *five* Friendly brigades/regiments (no more than 3 of the five brigade/regiments can be combat units) or one division plus two brigades of support units (see Case 10.12).

[10.12] Artillery units, division bases, SSM units, EW units, Soviet RR regiments, FSHs, Soviet assault engineers, flak units, and headquarters are support units. All other units are combat units.

[10.13] Artillery units, division bases, Soviet RR regiments, FSHs, Soviet assault engineers, and corps headquarters each count as one brigade.

[10.14] (Optional) Flak units, SSM units, and EW units each equal one half of a brigade (i.e., two of these units equal one brigade).

[10.15] (Optional) Three special forces units equal one brigade for stacking purposes.

[10.16] (addition) The Stacking Limit for units using Rail Movement is completely separate from the Stacking Limit of other units and does not interact with it.

[10.17] (addition) The Stacking Limit for units in Road Mode traveling along an Autobahn is completely separate from the Stacking Limit of other units and does not interact with it.

[10.2] OVERSTACKING

When a hex contains units in excess of the stacking limit at any time during the Game-Turn, the excess is eliminated from the game by the Enemy Player. **Note:** In the initial set-up, certain hexes will be overstacked. These stacks have until the end of the first Game-Turn to remedy the situation.

[10.3] RETREAT AND STACKING

If a unit is forced to retreat into a hex containing other Friendly units which would violate the stacking limits, the retreating unit can either (a) take the necessary step losses and not retreat or (b) be eliminated, at the owning Player's choice.

[11.0] STEP REDUCTION

GENERAL RULE:

All combat units and artillery units possess three combat steps. All support units except artillery units possess one combat step.

CASES:

[11.1] STEP REDUCTION

[11.11] When a unit takes a step loss due to a combat result or fatigue, a 1-Casualty marker is placed under the unit and is considered an integral part of the unit at all times. Whenever a unit attacks or defends while in possession of a 1-Casualty marker, the opposing Player can add 1 to his die modification total (see Case 7.4).

[11.12] When a NATO unit takes a step loss while in possession of a 1-Casualty marker, a 2-Casualty marker is placed under the unit and the 1-Casualty marker is removed. The 2-Casualty marker has an effect similar to the 1-Casualty marker, but the Warsaw Pact Player can add 2 to his die modification total instead of 1 when in combat with a 2-Casualty NATO unit.

[11.13] When a Warsaw Pact unit takes a step loss while in possession of a 1-Casualty marker, a 3-Casualty marker is placed under the unit and the 1-Casualty marker is removed. The 3-Casualty marker has an effect identical to a 1-step marker, but the NATO Player can add 3 to his die modification total instead of 1 when in combat with a 3-Casualty Warsaw Pact unit.

[11.14] (addition) When combat units are stacked with support units, step losses must be absorbed by the combat units. An exception is artillery, which takes a step loss in addition to the loss to the combat unit, see Case 13.27.

[11.2] ELIMINATION

[11.21] When a unit takes a step loss and is in possession of either a 2- or 3-Casualty marker, the unit is eliminated if it is either a brigade or regiment. If the unit is a division, the division counter is removed and is replaced by its division base.

[11.22] When a division base, Soviet RR regiment, or headquarters unit takes a one-step loss, the unit is eliminated.

[12.0] BREAK-DOWN AND RECOMBINATION

GENERAL RULE:

During the Friendly Combat and Movement Phase a division can break down into its component units (usually two or three brigades and a division base). In addition, during the Friendly Movement and Combat Phase, the component units of a division can recombine to form that division. Both Break-Down and Recombination require the expenditure of Movement Points for all units involved.

CASES:

[12.1] BREAK-DOWN

[12.11] When a division is not in an Enemy-controlled hex, it may break down into its component units during the Friendly Movement and Combat Phase at a cost of 2 Movement Points, replacing the Division counter with its component units all bearing the same division designation (see 12.13).

[12.12] After a Break-Down, each component unit has Movement Points remaining equal to the number of Movement Points that the division counter had remaining, up to the instant of and including the Break-Down.

[12.13] Warsaw Pact units do not possess specific Break-Down units. When a Warsaw Pact unit breaks down, replace it with a division base and three regiments of the proper type (see Case 12.14) and nationality. For Recombination purposes, the same exact units are not needed. Players may, for greater realism, attempt to keep track of the units.

[12.14] Warsaw Pact divisions may be broken down as follows:

Divisional Strength	Regimental Strength (x3) + 1C1 Div Base (Soviet) or 1D1 Div Base (Warsaw Pact Ally)
16B12 (Soviet Tank)	4D1
14B10 (Soviet 2nd line, East German and Czech Tank)	3D1
13B15 (Soviet Mechanized)	3D1
13C10 (Polish Tank)	3D1
12C9 (Hungarian Tank)	3D1
11C12 (Polish Mechanized)	2D1
10B12 (Soviet 2nd Line Mechanized)	2D1
10C12 (Hungarian or Czech Mechanized)	2D1
9C14 (East German Mechanized)	2D1
12C8 (Soviet or Polish Airborne)	2D2
9C5 (Polish Marines)	2D1

[12.15] The counter mix does not limit divisional Break-Down. Players may make additional regiments and division bases if they wish.

[12.16] NATO and Neutral divisions may be broken down as follows. Note that the Division Base of the appropriate division designation and unit type is included in each division composition except where stated otherwise. Division names are in **bold type**. All component units are brigades unless otherwise stated.

AUSTRIA

East: 1/East Tank Bn, 4/East Tank Bn, 5/East Jager, 7/East Jager, 3/East PG;

West: 7/West Tank Bn, 10/West Tank Bn, 1/West Jager, 6/West Jager, 4/West PG

BELGIUM (see Case 12.56)

1st Mech: 1/1 Mech, 7/1 Mech, 10/1 Mech;

2nd Mech: 4/16 Mech, 17/16 Armor, 12/16 Mech

CANADA

Canadian Forces Europe: 4 Mech, 2 Combat Group, 5 Combat Group (no division base)

DENMARK

Jylland: 1/Jyt Mech, 2/Jyt Mech, 3/Jyt Mech;

Sjaelland: 1/Sja Mech, 2/Sja Mech, 3/Sja Mech

FRANCE

1st Mech: 1/1 Mech, 3/1 Mech, 11/1 Mech;

3rd Mech: 5/3 Mech, 12/3 Mech, 13/3 Mech;

4th Mech: 10/4 Mech, 15/4 Mech, 16/4 Mech;

7th Mech: 6/7 Mech, 7/7 Mech, 8/7 Mech;

8th Mech: 2/8 Mech, 4/8 Mech, 14/8 Mech;

11th AB: 1/11 AB, 2/11 AB, 3/11 AB;

Alpine: 17/Alp, 27/Alp

ITALY

Centauro Armor: 1/Cent Armor, 2/Cent Armor, 3/Cent Armor;

Ariete Armor: 1/Ariet Armor, 2/Ariet Armor, 3/Ariet Armor;
Legnano Mech: 1/Leg Mech, 2/Leg Mech, 3/Leg Mech;
Cremona Mech: 1/Cre Mech, 2/Cre Mech, 3/Cre Mech;
Mantova Mech: 1/Man Mech, 2/Man Mech, 3/Man Mech;
Folgore Mech: 1/Fol Mech, 2/Fol Mech, 3/Fol Mech;
Granatieri de Sardegna Mech: 1/Gds Mech, 2/Gds Mech, 3/Gds Mech

NETHERLANDS

1st Mech: 11/1 Armor, 12/1 Mech, 13/1 Mech;
4th Mech: 41/4 Mech, 42/4 Mech, 43/4 Mech;
5th Mech: 51/5 Armor, 52/5 Mech, 53/5 Mech

WEST GERMANY

1st PG: 1/1 PG, 2/1 PG, 3/1 pz;
6th PG: 16/6 PG, 17/6 PG, 18/6 pz;
7th PG: 19/7 PG, 20/7 PG, 21/7 pz;
11th PG: 31/11 PG, 32/11 PG, 33/11 pz;
3rd Pz: 7/3 PG, 8/3 Pz, 9/3 pz;
5th Pz: 6/5 PG, 13/5 Pz, 15/5 pz;
10th Pz: 28/10 PG, 29/10 Pz, 30/10 pz;
12th Pz: 14/12 PG, 35/12 Pz, 36/12 pz;
2nd Jager: 4/2 PG, 5/2 PG, 34/2 pz;
4th Jager: 10/4 PG, 11/4 PG, 12/4 pz;
Geb: 22/1 Geb, 23/1 Geb, 24/1 Geb;
1st LL: 25/1 LL, 26/1 LL, 27/1 LL (no division base)

UNITED KINGDOM

1st Armor: 7/1 Armor, 11/1 Armor;
2nd Armor: 1/2 Armor Task Group, 2/2 Armor Task Group;
4th Armor: 6/4 Armor, 20/4 Armor;
3rd/Mobile Force: 5/3 Airmobile, 9/3 Airmobile, 24/3 Airmobile

UNITED STATES

1st Armor: 1/1A Armor, 2/1A Armor, 3/1A Armor;
2nd Armor: 1/2 Armor, 2/2 Armor, Armor, 3/2 Armor, 4/2 Armor*;
3rd Armor: 1/3A Armor, 2/3A Armor, 3/3A Armor;
1st Mech: 1/1 Mech, 2/1 Mech, 3/1 Mech;
3rd Mech: 1/3 Mech, 2/3 Mech, 3/3 Mech;
4th Mech: 1/4 Mech, 2/4 Mech, 3/4 Mech, 4/4 Mech*;
8th Mech: 1/8 Mech, 2/8 Mech, 3/8 Mech;
101st Airmobile: 1/101 Airmobile Rgt, 2/101 Airmobile Rgt, 3/101 Airmobile Rgt;
2nd Marine: 2/2 Marine Rgt, 6/2 Marine Rgt, 8/2 Marine Rgt

* See Case 12.55

Abbreviations: **AB** = Airborne; **Bn** = Battalion; **Geb** = Gebirger (Mountain); **LL** = Luftlande (Airborne); **Rgt** = Regiment.

[12.2] BREAK-DOWN AND FATIGUE

[12.21] When a division that is breaking down is at Level 1 Fatigue, all of the component units after the Break-Down are also at Level 1 Fatigue. Place a Level 1 Fatigue Marker on each of the component units.

[12.22] When a division that is breaking down is Level 2 Fatigue, all of the component units after the Break-Down are also at Level 2 Fatigue. Place Level 2 Fatigue marker on each of the component units.

[12.3] BREAK-DOWN AND CASUALTIES

[12.31] If a division that is breaking down is at full strength, then all of the component units after the Break-Down are also at full strength.

[12.32] If a division that is breaking down has lost one combat step, then each of the brigade/regiments that constitute that division are considered to have lost one step. Place a 1-Casualty marker under each of the brigades/regiments.

[12.33] If a NATO division that is breaking down has lost two combat steps then each of the brigades that constitute NATO division are considered to have lost two steps. Place a 2-Casualty marker under each of the NATO brigades.

[12.34] If a Warsaw Pact division that is breaking down has lost two combat steps, then each of the regiments that constitute that Warsaw Pact division are considered to have lost two steps. Place a 3-Casualty marker under each of the Warsaw Pact regiments.

[12.35] Division bases are always full strength after a Break-Down and never take casualties except when completely destroyed.

[12.4] GENERAL SUPPLY AFTER UNIT BREAK-DOWN

The component units of a division may draw General Supply over a supply path of 10 or fewer Movement Points to their division base, if the division base unit is in General Supply (see Cases 8.1 and 8.2) and is present in the game. Component units may draw upon General Supply, or replenish Organic Supply, without using their division base only if the division base has been eliminated or has not yet entered the game. Independent units (see Case 17.47) trace supply lines in the same manner as divisions.

[12.5] RECOMBINATION

[12.51] When all component parts of a division (including the division base) are in the same non-Enemy-controlled hex during a Friendly Movement and Combat Phase, the component units may recombine into it division that has the same division designation as the component units. **Note:** This may also be done when one brigade of a three-brigade division has been eliminated or is surrounded by enemy zones of control. (see Case 12.7). **Example:** The American 8th Mechanized Division Base and its second and third brigades are together in hex C1929; the first brigade of the 8th Mech Division had previously been eliminated. The remaining components of the division may combine into the 8th Mech Division. Replace the counters representing the division base and the two brigades with the division counter (12C26), but place a 1- Casualty marker under the division in accordance with Case 12.7.

[12.52] The Movement Point cost to the component units to recombine is 4 Movement Points each.

[12.53] A Recombination can take place only if all component units have at least 4 Movement Points remaining. Players must keep track of remaining Movement Points for units that have moved but will recombine later on during the Movement and Combat Phase.

[12.54] A newly recombined division has Movement Points remaining equal to the number of Movement Points remaining to the component unit that expended the most Movement Points during the current Movement and Combat Phase. **Example:** The component units of a division recombine. The division base expended the most Movement Points to move and recombine: 17 Movement Points. The newly recombined division has 3 Movement Points remaining. The newly recombined division can still use Fatigue Movement.

[12.55] 4 Brigade Divisions

The U.S. 4th Mech and 2nd Armored Divisions each contain 4 brigades. When recombining either of these divisions, only 3 brigades and a division base may recombine into a division formation. The extra brigade remains independent. The independent formation may be used as a “spare” if one of the other brigades is eliminated.

[12.56] Belgium

Both Belgian divisions start the game with two brigades. These two brigades may form into a division formation. Each of these divisions has a third brigade which mobilizes later in the game. These units are independent formations. These independent formations may be used as a spare if one of the original brigades is eliminated.

[12.57] (addition) The French Alpine Division and the British armoured divisions break down into a division base and two – not three – combat components.

[12.6] RECOMBINATION AND FATIGUE

[12.61] If any of the component units that recombine into a division are at Level Fatigue, then the recombined division is also at Level Fatigue.

[12.62] If any one of the component units that recombine into a division are at Level 2 Fatigue, then the recombined division is also at Level 2 Fatigue.

[12.7] RECOMBINATION AND CASUALTIES

[12.71] To determine the current strength status of a recombined division, add up all of the steps lost by the component units. (An eliminated brigade is equivalent to three steps lost.) Compare this total to Table 12.72 and determine the current strength of the recombined division. **Note:** A 3-casualty marker denotes the loss of two combat steps for a Warsaw Pact unit.

[12.72] Recombination Strength Table

Step Loss Total	Current Division Strength
0	Division is at full strength.
1-3	Place a 1-Casualty marker under the division.

- 4-6 Place a 2-Casualty marker under the division if it is NATO. Place a 3-Casualty marker under the division if it is Warsaw Pact.
- 7-9 Recombination cannot occur.

Note: If a Broken Down division recombines and one brigade has lost two steps, then if the division breaks down again, all of the brigades will have a one-step loss. Thus, the unit has been given an additional step loss. This is an intentional design mechanic.

[13.0] SUPPORT UNITS

GENERAL RULE:

The basic function of certain types of units is to assist combat units in their primary function of destroying Enemy units. There are several types of support units: artillery, Soviet assault engineers, headquarters, Soviet railroad regiments, Front Supply Heads, SSM battalions (optional), EW units (optional), and flak battalions (optional).

CASES:

[13.1] STACKING EFFECT OF SUPPORT UNITS

[13.11] All artillery, Soviet railroad regiments, Front Supply Heads, division bases, and headquarters are considered brigade size, formations for stacking purposes.

[13.12] (Optional) Each flak, SSM unit, and EW unit equals one-half a brigade for stacking purposes.

[13.13] Support units that begin a Friendly Movement Phase stacked with and in the same mode as a Friendly combat unit can be moved simultaneously with that combat unit. This is an exception to the Movement Rules that state that only one unit may be moved at a time (see Case 5.21).

[13.2] ARTILLERY UNIT CAPABILITIES

When artillery units in Tactical or Hedgehog Mode are adjacent to or stacked with a combat unit, the artillery unit may add its Barrage Strengths to the combat unit's strength. The first number (Offensive Barrage) is used during the Friendly Movement Phase and the second number (Defensive Barrage) is used during the Enemy Movement Phase. Artillery units may attack only in conjunction with other Friendly combat units.

[13.21] Artillery units are always considered to have a Cadre Rating of 5 regardless of nationality.

[13.22] Artillery has a two-hex range when attacking. Artillery must be within range of an Enemy unit to add its Barrage Strength to a combat unit's Attack Strength.

[13.23] Artillery may support more than one unit per Movement Phase.

[13.24] When artillery is alone in a hex and is attacked, it defends with a Combat Strength of 1.

[13.25] An artillery unit may not enter an Enemy-controlled hex unless it is stacked with a headquarters or combat unit.

[13.26] An artillery unit that is alone in an Enemy-controlled hex may not use its Barrage Strengths.

[13.27] If artillery is stacked in a hex that receives an adverse combat result, the artillery unit is affected by this result.

[13.28] (Optional) An artillery unit expends 1 Ammunition Point each time it participates in a combat (see Section 17.0). All Austrian artillery regiments are treated as independent units for purposes of organic supply (see Case 17.47). This applies when relying on Organic Supply only.

[13.3] EFFECTS OF CASUALTIES ON ARTILLERY UNITS

Whenever an artillery unit receives a step reduction, the artillery unit may not be used in a support role until it is brought back up to full strength (see Section 15.0). The artillery unit still possesses a Defense Strength of 1 if attacked, regardless of how many steps it has lost. Exception: Such units may still deliver nuclear pulses.

[13.4] HEADQUARTERS AND DIVISION BASES

[13.41] Headquarters and division base units have Attack and Defense Strengths.

[13.42] Headquarters and division base units have an original Cadre Rating according to their nationality.

[13.43] Headquarters and division base units possess one combat step and, if not stacked with a combat unit, may not retreat due to a **D** result, but must instead take the step loss and be eliminated.

[13.5] FLAK UNITS, SSM UNITS, AND EW UNITS (OPTIONAL)

[13.51] Flak units, SSM battalions, and EW units do not possess a combat strength. If they are attacked while not stacked with a combat unit, they are eliminated after the Attacker has expended Movement Points to execute any form of Assault. Such an attack does not consume any Ammunition Points.

[13.51, 7.5, 13.63, 22.31] (clarification) Airfields and support units without defense combat strengths may receive Ground Support from air and helicopter units, should they be assaulted, in which case the Ground Attack rating of the air or helicopter unit becomes the Defense Strength for determining the outcome of that assault. Such an assault, however, never creates a Breakthrough Zone. Only a **D** result in such a case will affect the airfield or support unit.

[13.52] Flak units, SSM battalions, FSH and EW units may not be used to absorb a one-step loss (Optional Exception: see case 21.45).

[13.53] If the combat units with which a Flak, SSM, or EW unit are stacked are eliminated due to combat, then the flak, SSM, or EW is also eliminated.

[13.6] FRONT SUPPLY HEADS

[13.61] Front Supply Heads (FSH) have no Movement Allowance. They may move only when stacked with at least one Soviet railroad regiment (see Case 13.7).

[13.62] A Front Supply Head is a supply source if can trace a supply path to an east or southeast map edge railroad or Autobahn hex.

[13.63] A Front Supply Head has no combat strength. If it is attacked while alone in a hex, it is automatically displaced (see Case 8.34).

[13.64] If a Front Supply Head is eliminated (see Case 8.34), it returns to the map on the next Game-Turn after it is eliminated. It is then placed on any unoccupied, non-Enemy-controlled east or southeast map edge railroad or Autobahn hex. If these conditions cannot be met, the reappearance of the Front Supply Head is re-scheduled for the next Game-Turn.

[13.7] SOVIET RAILROAD REGIMENTS

[13.71] Each Soviet railroad regiment possesses a Movement Allowance of 4 Movement Points. Soviet railroad regiments may move off rail lines and are under all of the movement restrictions of a normal combat unit. Soviet railroad regiments are always in Road Mode. **Note:** There are instances in which a Soviet railroad regiment will have insufficient Movement Points to enter, a particular hex. In such instances, the unit is prohibited from entering the hex.

[13.72] Each Soviet railroad regiment can carry one Front Supply Head with it as it moves at no additional Movement Point cost.

[13.73] If more than one Soviet railroad regiment occupies the same hex at the beginning of the Friendly Movement and Combat Phase, then the Movement Allowances of the Soviet railroad regiments are cumulative up to 12 Movement Points. The Soviet railroad regiments must remain stacked together for the entire Warsaw Pact Movement and Combat Stage. **Example:** If two Soviet railroad regiments are stacked together, they may move 8 Movement Points during the Friendly Movement and Combat Phase, provided they remain stacked together for the entire Movement and Combat Phase. If a Front Supply Head started the Movement and Combat Phase in the same hex with the Soviet railroad regiments, it too could move 8 Movement Points.

[13.74] Soviet railroad regiments may not employ Fatigue Movement.

[13.75] When a Soviet railroad regiment is eliminated (see Case 8.34.), the railroad regiment reappears one Game-Turn later under the same conditions as apply to a Front Supply Head in Case 13.64.

[13.76] A Front Supply Head that is stacked with a Soviet railroad regiment which is eliminated due to combat is displaced (see Case 8.34).

[13.77] Soviet railroad regiments possess one combat step and, if not stacked with a combat unit, may not retreat due to a **D** result, but must instead take the step loss and be eliminated.

[13.8] SOVIET ASSAULT ENGINEERS

[13.81] Soviet assault engineers possess one combat step.

[13.82] Soviet assault engineers who are attacked while in a hex without a combat unit defend with Defense Strength of 1.

[13.83] Soviet assault engineers that start the Friendly Movement and Combat Phase stacked with a Friendly combat unit may move with the combat unit.

[13.84] A combat unit that participates in combat while stacked with a Soviet assault engineer adds 1 to its die modification total. A combat unit can add a *maximum* of 1 to its die modification total, even if more than one Soviet assault engineer is stacked with it in a hex.

[13.85] Soviet assault engineers have a Cadre Rating of 5 at all times.

[13.9] SUPPORT UNITS AND FATIGUE

The Fatigue Level of support units is only used in combat for die modification if there are no combat units in the same hex.

[14.0] REINFORCEMENTS

GENERAL RULE:

NATO and the Warsaw Pact may receive reinforcements during the Reinforcement Phase. Details on the arrival of reinforcements, which may be modified by the Cases of this Section, are found in the Scenario Reinforcement Schedules. The owning Player may always choose to delay the entry of reinforcements to a later Game-Turn.

PROCEDURE:

During each Friendly Reinforcement Phase, the Friendly Player determines if he receives any reinforcements. If he does, he then determines where the units will be brought onto the map. This determination may delay the arrival of the reinforcements for one or more Game-Turns. Then all units that are to arrive on that Game-Turn are placed on the map in either Road or Tactical Mode.

The Reinforcement Schedule is listed by unit and by the Game-Turn on which that particular unit is first available.

(Clarification)

Reinforcement schedules in this Section are for the Campaign Game; see Scenario Rules for scenario reinforcement schedules. Rules in this Section apply to Scenarios except where incompatible with Scenario rules.

CASES:

[14.1] ENEMY OCCUPATION OF A REINFORCEMENT ENTRY HEX

[14.11] If a scheduled Entry hex is Enemy-controlled or Enemy-occupied, reinforcements for that Game-Turn may not appear in that hex. If an alternate Entry hex is provided for, the unit may appear in that hex. Sometimes the use of alternate hexes delay arrival; these delays must be adhered to.

[14.12] If no alternate hex is provided for, the reinforcement unit may not appear that Game-Turn, but is re-scheduled for the next Game-Turn.

[14.13] (addition) Airborne and airmobile units may not be brought in at an air field located in an Air Sector in which the Enemy Player has won control of the Air Superiority or Air Interception Level.

[14.2] OVERSTACKING REINFORCEMENTS

Overstacking is allowed during the Reinforcement Phase only. Overstacking must be alleviated during the next Friendly Movement and Combat Phase.

[14.3] WARSAW PACT ALLIES REINFORCEMENTS

Due to the railroad network depicted on the map and its corresponding connections east of the game maps, most Warsaw Pact reinforcements have alternate entry hexes.

[14.31] Poland

Polish units scheduled to appear on a particular Game-Turn may be brought in on any of the following hexes: C6101, C6110, C6115. The reinforcements may also be brought in one Game-Turn after they were scheduled to appear at hex C6127.

[14.32] Polish Marines

The Polish 7th Marine Division may be withdrawn from Gdynia (Initial Deployment) and enter hex C6101 one Game-Turn later. The same procedure can be done in reverse.

[14.33] Hungary

All Hungarian reinforcements are brought on hex SE1414.

[14.34] Czechoslovakia

All Czechoslovakian reinforcements are brought in on hex C6127, C6115, SE0907, or SE1408.

[14.35] East Germany

East Germany receives no reinforcements.

[14.4] SOVIET REINFORCEMENTS

[14.41] Soviet airborne units scheduled to appear on a particular Game-Turn may be placed on any undamaged non-Enemy-controlled airfield hex in East Germany, Czechoslovakia, or Hungary. This airfield must contain transport air units with enough capacity to carry the airborne unit, or else these units may enter in Road Mode at hex C6101, C6110, C6115, C6127, SE0907, SE1408, SE 1414, or any NE mapedge hex.

[14.42] Soviet marines may be brought in either on Game-Turn 2 in Bialtysk or on Game-Turn 3 on hex C6101.

[14.43] Soviet units from the Byelorussian or Kiev Military Districts, scheduled to appear at C6110, may enter one Game-Turn later at C6127 or SE1408. Alternatively, they may be brought in two Game-Turns later at SE1414. See the Soviet Order of Battle to determine which units are from these Military Districts.

[14.44] Soviet units from the Moscow Military District, scheduled to appear at C6110, may enter one Game-Turn later at C6115; or they may enter two Game-Turns later at hex C6101, C6127, or SE1408; or they may enter three Game-Turns later at hex SE1414.

[14.45] Soviet units from the Carpathian Military District, scheduled to appear at hex C6115 or C6127, may enter one Game-Turn later at hex C6101 or SE1414.

[14.46] Soviet units from the Odessa Military District, scheduled to appear at SE1414, may enter one Game-Turn later at hex SE1408, C6127, or C6115.

[14.47] On Game-Turn Three, the Soviets receive six Front Supply Heads and six railroad regiments. These units may enter on any east edge map hex.

[14.48] If a Front Supply Head or railroad regiment is eliminated due to combat, see Case 13.64.

[14.5] FRENCH, BELGIAN, DUTCH, DANISH, AND LUXEMBOURG REINFORCEMENTS

[14.51] French airborne units may appear at any NATO or French airfield which is not damaged or Enemy-controlled and which contains transport air units with enough capacity to carry the airborne unit. *Alternatively*, these units may enter in Road Mode at hex S0101, C0130, C0118, C0120, or S0112.

[14.52] French marines may enter the map in Road Mode at any of the hexes in Case 14.51 or at any undamaged non-Enemy-controlled North Sea port hex. North Sea ports are Hamburg, Bremen, Bremerhaven, Wilhelmshaven, Emden, and Amsterdam.

[14.53] French alpine units may enter at any west edge map hex in France south of the Swiss border.

[14.54] The French 14th Infantry Division may enter at any hex on the western edge of the map within France.

[14.55] The French 15th Division may enter at any western edge map hex within France or Belgium.

[14.56] Reinforcements for Belgium, Netherlands, Denmark, and Luxembourg appear on specific map hexes (see Scenario Reinforcement Schedule). If the entry hex is Enemy-controlled or Enemy-occupied, the unit scheduled for that hex does not appear and is eliminated from the game no Victory Points are awarded for units eliminated in this manner).

[14.6] UNITED KINGDOM, CANADIAN, AND ITALIAN REINFORCEMENTS

[14.61] British commando and mobile force units enter at any NATO airfield not in an Enemy Zone of Control. These units do not need transports for initial arrival.

[14.62] All other British reinforcements may enter at any undamaged North Sea port (see Case 15.52) not in an Enemy Zone of Control, or in Road Mode at C0105, C0106, C0108 or C0109.

[14.63] *Alternatively*, British reinforcements may be brought in one Game-Turn after their scheduled arrival in Road Mode at hex C0112, C0113, C0115, or C0116.

[14.64] *Alternatively*, British reinforcements may enter two Game-Turns after their scheduled arrival if France is in the war, at hex C0130 or S010.

[14.65] Canadian reinforcements may enter at any undamaged North Sea port not in an Enemy Zone of Control (see Case 14.52) or at any undamaged Friendly airfield not in an Enemy Zone of Control which contains transport units with enough capacity to carry the airborne unit.

[14.66] *Alternatively*, Canadian reinforcements may enter one Game-Turn after their scheduled arrival in Road Mode at hex C0112, C0113, C0115, or S1633.

[14.67] The Canadian 4th Mechanized Brigade and 2nd and 5th Combat Groups may be combined into the Canadian Forces Europe Division using regular Recombination procedures (Cases 12.5-12.7). **Note:** The division is not airborne and has a strength of 12C20. It may be broken down again into its constituent parts. This division has no division base.

[14.68] The Italian Carabinieri Paratroop Battalion and Folgore Airborne Battalion may be brought in at any undamaged airfield hex in Italy.

[14.69] *Alternatively*, the units mentioned in Case 14.68 and all other Italian reinforcements may enter in Road Mode at hex S2734, S2934, S3334, or S3833.

[14.7] UNITED STATES REINFORCEMENTS

[14.71] All US units designated as “Reforger” are placed on hex C1929 or C1529 on the scheduled Game-Turn if the following conditions are met:

- A. Rhein-Main (hex C2125) must be undamaged and Friendly, and not in an Enemy Zone of Control.
- B. NATO must have control of the Air Superiority and Interception levels of the Central Air Sector (when playing with Air Game).

[14.72] If either of these conditions cannot be met, units scheduled to arrive appear four Game-Turns later in hex C1529 or C1929.

[14.73] Reforger units may not move during the Land Stage of the Game-Turn that they arrive.

[14.74] American marines may enter at any undamaged North Sea port not in an Enemy Zone of Control, or in Road Mode at hex C0105, C0106, C0109, or B1633.

[14.75] US marines may also enter the map two Game-Turns after the scheduled Game-Turn by special Amphibious Assault (see Case 29.4 Optional).

[14.76] If Warsaw Pact units can occupy hexes C1929 and C1529 at any time, not necessarily simultaneously, all further Reforger reinforcement units are eliminated for the rest of the game. The Reforger depots are immune to air-to-ground or missile attack, but can be destroyed by artillery delivered nuclear attack. Such destruction is equivalent to occupation under this Case. **Note:** If only one Reforger hex is captured, all Reforger reinforcements scheduled to appear at that hex are considered eliminated. If the Reforger depots are undefended, an assault is not required, only occupation of the hex.

[14.77] US special forces may enter any Friendly NATO airfield not in an Enemy Zone of Control.

[14.78] If Case 14.76 is triggered by the Warsaw Pact at any time, four Game-Turns after this occurrence, the 82nd Airborne Division and its transports are available at any Friendly NATO airfield not in an Enemy Zone of Control.

[14.8] WEST GERMAN REINFORCEMENTS

West German reserves may not be placed within 2 hexes of a Warsaw Pact unit.

[14.81] West German 2-3's may enter in pairs, two within five hexes of each West German corps HQ.

[14.82] West German 1-2's and 0-2's are placed within any West German Urban or City hex that is within 10 Movement Points of a corps HQ, but no more than one regiment per Urban or City hex. **Note:** It is the intention of this rule that West German reinforcements appear behind NATO's "front line." Some unusual situations may arise in which reinforcements could arrive behind Warsaw Pact "front lines". Players should place reinforcements according to the spirit of this Case.

[14.9] AIR UNIT REINFORCEMENTS

All air unit reinforcements for both sides are placed during the Reinforcement Phase in any Airfield Holding Box that is undamaged and of the same nationality and airplane type. The air unit does not arrive until these conditions are met. Air units may not be brought in at an airfield located in an air sector in which the Enemy Player has won control of the Air Superiority or Air Interception Level.

[15.0] REPLACEMENTS

COMMENTARY:

Neither side will have any manpower problems initially. What will cause a problem will be equipment.

GENERAL RULE:

During each Friendly Replacement Phase, the Friendly Player may be able to replace destroyed combat steps for Friendly units.

PROCEDURE:

During each Replacement Phase, a Player may receive Replacement steps that can be accumulated from Game-Turn to Game-Turn. When a Friendly division has lost two or more combat steps, the unit can be rebuilt. In order to be rebuilt, the division must be in General Supply and not adjacent to, an Enemy unit. A division cannot move in the Game-Turn that it is rebuilt.

CASES:

[15.1] REPLACEMENT STEPS

[15.11] On certain Game-Turns, both sides receive Replacement steps. Replacement steps can be accumulated from Game-Turn to Game-Turn. Players should keep track of the type and number of accumulated Replacement steps on a separate sheet of paper.

[15.12] A Player may receive additional combat steps through Battlefield Recovery (see Case 15.3).

[15.2] WHICH UNITS CAN REPLACE COMBAT STEPS

[15.21] If a Friendly division has lost two or more combat steps, the friendly division can be rebuilt, if it is in General Supply and not adjacent to an Enemy unit.

[15.22] A division can replace one combat step per Game-Turn. A division which has lost two or more combat steps and has been rebuilt to the point where it has one step loss may continue to be rebuilt up to full strength. Players must keep track of such units on a separate piece of paper.

[15.23] A division that is being rebuilt can not expend Movement Points during a Game-Turn that it receives a Replacement combat step.

[15.24] Artillery units can be rebuilt if they have lost one or more combat steps.

[15.25] A division base can be rebuilt into a division with a two-step loss by receiving one combat Replacement step.

[15.26] Brigades cannot be rebuilt through Replacement steps. They require the organization of the entire division to take Replacement steps.

[15.3] BATTLEFIELD RECOVERY (Optional)

If, at the conclusion of a combat, a unit that has lost a combat step still occupies the hex in which it lost the combat step, the owning Player may attempt to recover the combat step before the Phasing Player moves any other units. A unit may *attempt* to recover a combat step once per Movement and Combat Phase.

[15.31] The owning Player rolls the die and consults the following list. If the die roll is equal to or less than the indicated number, the combat step is recovered and added to the owning Player's Replacement step total. **Note:** The Replacement step is incorporated into the owning Player's Replacement step total for the next Game-Turn or later.

West Germany: 3
Other NATO: 2

All Warsaw Pact: 1

[15.32] If a unit loses more than one combat step during a Movement and Combat Phase, the unit may attempt to recover only one of those steps per Game-Turn.

[15.33] (addition) Steps regained by brigades and regiments through Battlefield Recovery are only worth one-third of a regular replacement step each.

[15.4] CADRE RATING OF REBUILT UNITS

When a division receives one or more Replacement steps, the unit is placed on its original Cadre Rating side. If its original Cadre Rating was 5 or greater, the unit has a Cadre Rating of 5.

[15.5] REPLACEMENT STEP SCHEDULE (Campaign Game)

US: Game-Turn 20 (only) 6 Replacement steps.

West Germans: Game-Turn 6 until the end of the game: 1 Replacement Step per Game-Turn.

France: Game-Turn 10 until the end of the game: 1 Replacement step per even-numbered Game-Turn.

Soviet Union: Game-Turn 10 until the end of the game: 1 Replacement step per Game-Turn.

Warsaw Pact Allies (Hungary, Czechoslovakia, East Germany, Poland): Game-Turn 10 until the end of the game: 1 Replacement step per Game-Turn between them.

United Kingdom: Game-Turn 16 until the end of the game: 1 Replacement step per even-numbered Game-Turn.

Italy: Game-Turn 16 until the end of the game: 1 Replacement step per even-numbered Game-Turn.

NOTE: Players may play the game at this point. The Optional Rules add a great deal of complexity and playing time to *The Next War*. Players should at this time play a Scenario without any Optional Rules.

[16.0] WEATHER (Optional)

GENERAL RULE:

Sometimes bad weather is in effect, at which the following effects occur.

PROCEDURE:

During the Weather Stage, the Warsaw Player determines the weather for the current Game-Turn. If the weather is good, there are additional effects for weather. If the weather bad, the following rules are in effect.

CASES:

[16.1] HOW TO DETERMINE THE TIME OF YEAR

[16.11] The Warsaw Pact Player determines at beginning of the game what month he is launching his offensive, unless the Players agree on a month a Scenario specifically states a month.

[16.12] The first Game-Turn is assumed to be first day of the stated month. Each month is 15 Game-Turns long.

[16.2] HOW TO DETERMINE THE WEATHER

[16.21] During each Weather Phase, the Warsaw Pact Player locates the appropriate month on Weather Table. The month will indicate the range of dice roll results. The Warsaw Pact

Player two dice. If the result is within the indicated range of results, the result is bad weather, and Cases through 16.6 are in effect for the rest of the Game-Turn. If the die roll is not within the indicated range, the weather is good and there are no additional effects.

[16.23] Weather Table

(see separate sheet)

[16.3] EFFECTS OF BAD WEATHER ON MOVEMENT

Note: Bad weather movement costs are designated as “Wet” on the Terrain Effects Chart.

[16.31] All terrain costs to enter a hex or cross a hexside in Tactical Mode in Wet are doubled.

[16.32] Units in Road Mode are not affected by Wet.

[16.4] EFFECT OF BAD WEATHER ON LAND COMBAT

The cost to enter an Enemy Zone of Control in Wet is two Movement Points. This supercedes any other entrance cost situations.

[16.5] EFFECT OF BAD WEATHER ON AIR COMBAT

All-weather ground attack air units and all helicopters must roll to see if they can perform their assigned mission. On a roll of 1 through 3, air units performing ground support, flak suppression, or air-to-ground attack missions (including Warsaw Pact supply interdiction) are aborted. On rolls of 4 through 6, air units can perform their missions. Air units that are not all-weather may not be allocated during the Air Allocation Stage. Air units which are not all-weather may not be moved from one air field to another during bad weather.

[16.6] OTHER EFFECTS OF BAD WEATHER

[16.61] Special Forces Assaults and Airborne Drops may not occur during Bad Weather.

[16.62] (Optional) No Recon Missions can be flown during Bad Weather.

[16.63] (addition) During Bad Weather, helicopter units must roll to see if they can move. On a roll of 1-2, the helicopter unit concerned may move and function normally. On a roll of 3, only a transport helicopter unit may move. On a roll of 4-6, the helicopter unit concerned may not move.

[17.0] OPTIONAL SUPPLY

GENERAL RULE:

Note: The following rules are used in addition to Section 8.0 and in place of Cases 8.4, 8.41, 8.42, 8.43, 8.44 and 8.45.

There are two forms of supply, General and Organic. A unit in General Supply does not expend Organic Supply. When a unit is not in General Supply, it must expend Organic Supply in order for the unit to use its full movement and combat capabilities. There are two forms of Organic Supply: fuel and ammunition.

PROCEDURE:

When a unit is out of General Supply and it expends more than 5 Movement Points in a Movement Phase, a Fuel Point must be expended. If the unit does not possess at least one Fuel Point to expend, it is out of fuel and may not expend more than 5 Movement Points during a Movement or Combat Phase until it is again in General Supply. When a unit has its full allotment of fuel, no marker is placed under the unit. A Warsaw Pact unit that has 2 Fuel Points remaining has a Fuel-2 marker placed under it. A unit that has 1 Fuel Point remaining has a Fuel-1 marker placed under it. A unit that has no Fuel Points has an Out of Fuel marker placed on top of it. When using this Section, a unit which is in General Supply at the outset of its movement may expend up to 25 Movement Points without drawing on Organic Fuel Supply; it may expend up to 40 Movement Points at the cost of 1 Fuel Point; it may expend up to 50 Movement Points at the cost of 2 Fuel Points. Units which are not in General Supply at the outset of their movement are governed by Cases 17.12, 17.15, 17.22, 17.24, 17.25.

When a unit is out of General Supply, it must expend one Ammunition Point for each combat that it participates in (either as Attacker or Defender) during a Movement and Combat Phase. If a unit does not possess at least 1 Ammunition Point and it participates in combat, the unit is penalized on the combat die roll. When a unit has its full allotment of ammunition, no marker is placed under the unit. A unit that has 2 Ammunition Points remaining has an Ammunition-2 marker placed under the unit. A unit that has 1 Ammunition Point remaining has an Ammunition-1 marker placed under it. A unit that has no Ammunition Points has an out of Ammunition marker placed under it. Brigades possess and use Organic Supply through the application of case 17.4.

[17.1] NATO ORGANIC SUPPLY

[17.11] Each NATO unit, except for NATO artillery units (see Case 17.18), possesses 2 Fuel Points and 2 Ammunition Points.

[17.12] If a NATO unit is using its Organic Supply (i.e., it is unable to use General Supply) and expends 6-20 Movement Points during a Movement and Combat Phase, the unit must expend 1 Fuel Point at the conclusion of its movement for that Movement and Combat Phase. (Exception: see Case 17.15). If the unit does not possess any Fuel Points, the unit is out of fuel and may not move more than 5 Movement Points during a Movement and Combat Phase until the unit is again in General Supply.

[17.13] If a NATO unit is using Organic Supply and participates in combat, the unit must expend 1 Ammunition Point prior to the combat (exception, see Case 17.5). If a NATO unit must expend an Ammunition Point due to being attacked and it has none, then the Enemy unit benefits on its die roll modification total (see Case 8.46).

[17.14] If a NATO unit is out of ammunition, that unit may not initiate combat.

[17.15] If a NATO unit is using Organic Supply and it exceeds its Basic Movement Allowance, the unit must expend an additional Fuel Point and roll for Fatigue.

[17.16] If a NATO unit that is using Organic Supply expends Movement Points to remove Fatigue, and the unit is not moved from the hex it occupies at the start of the same Movement and Combat Phase, that unit does not expend a Fuel Point.

[17.17] A NATO unit that is out of fuel may not remove Fatigue.

[17.18] NATO artillery units possess 2 Fuel Points and 3 Ammunition Points.

[17.19] NATO units that are out of ammunition have an Out of Ammunition marker placed under them. NATO units that are out of fuel have an Out of Fuel marker placed on them.

[17.2] WARSAW PACT ORGANIC SUPPLY

[17.21] Each Warsaw Pact unit possesses 3 Fuel Points and 3 Ammunition Points.

[17.22] If a Warsaw Pact unit is out of General Supply and expends 6-20 Movement Points during a Movement and Combat Phase, the unit must expend a Fuel Point (see Case 17.24). If the unit does not possess any Fuel Points, the unit is out of fuel and may not expend more than 5 Movement Points during a Movement and Combat Phase until the unit is again in General Supply.

[17.23] Each Warsaw Pact unit must expend one Ammunition Point prior to each combat that it participates in (Exception: see Case 17.5). If a Warsaw Pact unit that participates in combat does not have at least one Ammunition Point to expend, the Enemy unit benefits on its die roll modification total (see case 8.46). This Case only applies to units when using Organic Supply.

[17.24] If a Warsaw Pact unit uses rail movement exclusively, the unit does not expend a Fuel Point.

[17.25] If a Warsaw Pact unit is using Organic Supply and it exceeds its basic Movement Allowance, the unit must expend an additional Fuel Point and roll for Fatigue.

[17.26] If a Warsaw Pact unit that is using Organic Supply expends Movement Points to remove Fatigue, and the unit is not moved from the hex it occupies at the start of the same Movement and Combat Phase, that unit does not expend a Fuel Point.

[17.27] A Warsaw Pact unit that is out of fuel may not remove Fatigue (see Case 17.16).

[17.28] Warsaw Pact units that are out of ammunition have an Out of Ammunition marker placed under them. Warsaw Pact units that are out of fuel have an Out of Fuel marker placed on them.

[17.3] FRONT SUPPLY HEADS AND NATO RESUPPLY CAPACITY

[17.31] A Front Supply Head can resupply units with Organic Supply for future situations. Each Front Supply Head can deliver one Ammunition Point and one Fuel Point per Game-Turn to an unlimited number of units (Exception: see Case 21.74).

[17.32] Any unit within 10 Movement Points of a Front Supply Head can receive either or both types of Supply Points (Exception: see optional Case 21.74).

[17.33] Any Warsaw Pact unit that receives Organic Supply from a Front Supply Head must expend Movement Points (see Terrain Effects Chart for cost).

[17.34] NATO units in General Supply automatically possess full Organic Supply.

[17.4] EFFECTS OF UNIT BREAK-DOWN ON SUPPLY

Whenever a unit breaks down into its component units, the Organic Supply of the unit also breaks down.

[17.41] Whenever a division breaks down into its component parts, the Organic Supply for the unit is contained in the division base unit.

[17.42] Any component unit that can trace a supply path of 10 Movement Points or less from the division base unit at the beginning of a Movement and Combat Phase can have access to the Organic Supply.

[17.43] A component unit that can trace a supply path to its division base at the beginning of a Movement and Combat Phase can expend fuel and ammunition from that division base even if, at the conclusion of that unit's movement or in the event of a combat situation, that unit is further than 10 Movement Points from its division base. This applies for the duration of the Phase. For following Phases, Case 17.46 applies.

[17.44] A die is rolled for each component part of division that expends more than 5 Movement Points during a Movement Phase, at the conclusion of the unit's movement for that Movement and Combat Phase. If the die roll is 1 or 2, 1 Fuel Point is expended by the division base unit.

[17.45] A die is rolled for each division component that participates in combat. At the conclusion of the combat, the die is rolled. If the die roll is 1 or 1 Ammunition Point is expended by the division base unit.

[17.46] If the component unit is not in General Supply and does not have access to the Organic Supply of the division base, the unit is out of both ammunition and fuel.

[17.47] All units that do not possess a division organization are "independent" units. Independent units possess their own organic supply of 1 Fuel and 1 Ammunition Point. When these units move participate in combat, a die is rolled for Organic Supply expenditure as explained in Cases 17.44 and 17.45 (this is an exception to Cases 17.11 and 17.21).

[17.5] AMMUNITION RATION

[17.51] When units are using Organic Supply, they may attempt to ration their ammunition expenditure. A unit may attempt ammunition rationing only if it has at least 1 Ammunition Point remaining. Any unit that is about to participate in combat and wishes to ration ammunition must state this intention before the combat dice are rolled.

[17.52] If a unit is using ammunition rationing, 2 is added to the Enemy die modification total. If both Players decide to use ammunition rationing, the combat die modification totals are not modified.

[17.53] At the conclusion of the combat, the die is rolled again for each division unit that used ammunition rationing. If the die roll is 1 or 2, then the unit must expend 1 Ammunition Point. Warsaw Pact units cannot use this rule when Accelerating Assault.

[17.54] If a component part of a division or an independent unit uses ammunition rationing the procedure is the same as Case 17.53 but an Ammunition Point is expended on a die roll of 1. The die is only rolled once, ignore Case 17.45).

[17.6] LEG INFANTRY ORGANIC SUPPLY

Leg infantry units do not require fuel to move (see Case 5.7).

[17.61] Leg infantry units do expend Ammunition Points when they are out of General Supply. Leg infantry units possess only 2 Ammunition Points. This pertains to both sides (Exception: see Case 17.47).

[17.62] Special forces units do not expend Fuel or Ammunition Points.

[17.7] FLAK AMMUNITION (Used Only In Conjunction with Air Game)

[17.71] Soviet divisions, artillery units, and all flak units expend flak ammunition. These units all possess 3 Flak Ammunition Points.

[17.72] Each time these units fire flak, they expend one Flak Ammunition Point.

[17.73] Flak Ammunition Point markers are supplied for use with Soviet divisions and artillery units. All other flak units use regular Ammunition Point markers to denote flak ammunition expenditure.

[17.74] A flak unit without flak ammunition has a Flak Depletion marker placed on it and may not fire flak (Exception: see Case 21.5).

[17.75] All flak units, Soviet divisions and artillery units, in general supply replenish Flak Ammunition Points during each End Phase. All expended points are replaced. Supply interdiction (21.7) does not affect this process.

[18.0] CHEMICAL WARFARE (Optional)

GENERAL RULE:

Only the Warsaw Pact Player may initiate Chemical Warfare. When using this optional rule, ignore Case 7.7. Both sides may use chemicals within the restrictions of the rules for this Section. There are two types of chemicals used: Persistent and non-Persistent. Every time that Persistent chemicals are used, a Chemical Contamination marker is placed on the Enemy units being subjected to the chemicals. Non-Persistent chemicals do not require Chemical Contamination markers. Chemicals add to the owning Player's die modification total.

PROCEDURE:

Once Chemical Warfare has been initiated by the Warsaw Pact, NATO may use chemicals after a specified period of time. When a Friendly unit is attacked after the initiation of Chemical Warfare, the Enemy player specifies if he is using chemicals and, if so, which kind. Then the Friendly Player specifies whether he is using chemicals and, if so, which kind. If either Player is using persistent chemicals, a Contamination marker is placed on all Enemy units being subjected to the chemicals. The use of chemicals adds to the owning Player's die modification total. Chemical Contamination markers are automatically removed during the ensuing Contamination Removal Stage.

CASES:

[18.1] INITIATION OF CHEMICAL WARFARE

[18.11] At the beginning of any Warsaw Pact Land Phase the Warsaw Pact Player (only) may initiate Chemical Warfare by stating this fact to the NATO Player.

[18.12] NATO may use chemical warfare starting on the third Game-Turn following the Warsaw Pact initiation of Chemical Warfare. **Example:** If the Warsaw Pact Player initiated Chemical Warfare on Game-Turn Two, the NATO Player could start using Chemical Warfare on Game-Turn Five.

[18.2] EFFECTS ON THE FIRST GAME-TURN OF CHEMICAL WARFARE

[18.21] On the first Game-Turn of Chemical Warfare, whenever a Warsaw Pact unit attacks using Persistent chemicals, a Chemical Contamination marker is placed on the hex occupied by the defending NATO units. The Warsaw Pact unit using Persistent chemicals adds 3 to its die modification total.

Note: Use spare casualty markers as Chemical Contamination markers.

[18.22] On the First Game-Turn of Chemical Warfare, whenever a NATO unit attacks a Warsaw Pact unit and the Warsaw Pact unit uses Persistent chemicals, a Chemical Contamination marker is placed on the hex occupied by the NATO unit. The Warsaw Pact unit using Persistent chemicals adds 3 to its die modification total.

[18.23] On the first Game-Turn of Chemical Warfare, whenever a Warsaw Pact unit uses non-Persistent chemicals to attack or defend, the Warsaw Pact unit using the non-Persistent chemicals adds 2 to its die modification total. No Chemical Contamination markers are placed on the map.

[18.3] EFFECTS ON THE SECOND GAME-TURN AFTER THE START OF CHEMICAL WARFARE

[18.31] On the second Game-Turn of Chemical Warfare, whenever a Warsaw Pact unit attacks using Persistent chemicals, a Chemical Contamination marker is placed on the hex occupied by the NATO units. The Warsaw Pact unit using the Persistent chemicals adds 2 to its die roll modification total.

[18.32] On the second Game-Turn of Chemical Warfare, whenever a NATO unit attacks a Warsaw Pact unit and the Warsaw Pact unit uses Persistent chemicals, a Chemical Contamination marker is placed on the hex occupied by the NATO unit. The Warsaw Pact unit using the Persistent chemicals adds 2 to its die modification total.

[18.33] On the second Game-Turn of Chemical Warfare, whenever a Warsaw Pact unit uses non-Persistent chemicals to attack or defend, the Warsaw Pact unit using the non-Persistent chemicals adds 1 to its die modification total. No Chemical Contamination markers are placed on the map.

[18.4] EFFECTS ON THE THIRD AND SUBSEQUENT GAME-TURNS OF CHEMICAL WARFARE

[18.41] On the third and all subsequent Game-Turns of Chemical Warfare, whenever a Friendly unit attacks using Persistent chemicals, a Chemical Contamination marker is placed on the hex occupied by all the defending Enemy units. The Friendly unit using the Persistent chemicals adds 1 to its die modification total.

[18.42] On the third and all subsequent Game-Turns of Chemical Warfare, whenever an Enemy unit attacks a Friendly unit and the Friendly unit uses Persistent chemicals, a Chemical Contamination marker is placed on the hex occupied by the attacking Enemy unit. The Friendly unit using the Persistent chemicals adds 1 to its die modification total.

[18.43] On the third and all subsequent Game-Turns of Chemical Warfare, whenever a Friendly unit uses non-Persistent chemicals to attack or defend, the Friendly units using the non-Persistent chemicals add 1 to their die modification total. No Chemical Contamination markers are placed on the map.

[18.5] EFFECTS OF CHEMICAL CONTAMINATION MARKERS

[18.51] A Chemical Contamination marker and its six adjacent hexes constitute a Contamination Zone.

[18.52] Whenever a Warsaw Pact unit enters a Contamination Zone, all terrain movement costs are doubled. All other Movement Point costs are unaffected.

[18.53] Whenever a NATO unit enters a Contamination Zone, all terrain movement costs are tripled. All other Movement Point costs are unaffected.

[18.54] The use of chemicals by more than one unit is not cumulative. The presence of more than one Chemical Contamination marker in a hex is not cumulative.

[18.55] All Chemical Contamination markers are removed on the ensuing Contamination Removal Stage.

[18.56] (addition) When using Organic Supply rules (Section 17.0), supply paths may not be traced through a Chemical Contamination Zone.

[18.6] ENFORCEMENT OF THE GENEVA CONVENTION

At the beginning of any Game-Turn, both Players may agree to cease in the use of Chemical Warfare, either Player does not agree to this, Chemical Warfare continues. Once both Players agree not to use Chemical Warfare, neither Player may use Chemical Warfare for the rest of the game.

[18.7] MISSILE DELIVERED CHEMICALS

SSM battalions can deliver Persistent gas to any hex on the map. This Case may only be used by the Warsaw Pact Player, and then only within a 50-hex radius of the SSM unit.

[18.71] During a Friendly Movement and Combat Phase, each SSM battalion can deliver one chemical warhead to any hex on the map.

[18.72] A hex struck by a chemical warhead has a Contamination marker placed on it.

[18.73] All combat units that are in a hex struck by a chemical warhead have a No-ZOC marker placed on them. The No-ZOC marker is not removed until the end of the ensuing Movement and Combat Phase. All support units that are in a hex struck by a chemical warhead are nonfunctionable until the end of the ensuing Movement and Combat Phase. Players must keep track of this on a separate piece of paper. "Support units" here include air and helicopter units.

[19.0] NUCLEAR WEAPONS (Optional)

GENERAL RULE:

Both Players may use tactical nuclear weapons, which are given as amounts of *Nuclear Pulses*. There are three separate types of pulses: air, artillery, and missile – depending on the delivery system used to carry the warhead to the target. The use of Nuclear Pulses requires advanced planning (allocation) on a separate piece of paper. Pulses not used during the plotted Game-Turn are not automatically expended.

PROCEDURE:

During the Nuclear Planning Phase, the Phasing Player must allocate the number and type of Pulses to be used on following Game-Turns. The Player should consult his Nuclear Weapons Track to determine what types are available and the current limit of use. The NATO Player must plot the use of nuclear weapons one Game-Turn in advance; the Soviet Player must plot the use of nuclear weapons three Game-Turns in advance.

Example of Plot: (Soviet)

Current Game-Turn	Type of Warhead			Game-Turn of Use
	Air	Art	Mis	
1	0	3	3	4
2	2	5	3	5

Limit of use (listed as air/artillery/missile) refers to the maximum number of Pulses that may be plotted in each Game-Turn; pulses not used during the plotted Game-Turn are not automatically expended.

CASES:

[19.1] TYPES OF PULSES

There are three types of Nuclear Pulses, distinguished by the kind of delivery system used to carry the Pulse to its target. All nuclear attacks (*Strikes*) are carried out during the appropriate Nuclear Strike Phase.

[19.11] Air Pulses:

Air Pulses must be delivered by Friendly air units that have a Ground Attack Rating of 3 or greater. The Nuclear Bombing Mission is resolved during the Nuclear Strike Phase in the same way as a normal Ground Support Mission (see Case 21.1), except, of course, in terms of results. The air unit with nuclear weapons attacks a hex with the number of Pulses it is carrying. The owning Player must then consult the Nuclear Combat Results Table. After the attack, the air unit is returned to its airfield. There is no limit to the number of Air Pulses a given

air unit may carry when attempting to perform Nuclear Strikes. **Note:** Air Pulses are never lost even if an air unit performing a Nuclear Strike Mission is eliminated due to flak.

[19.12] Artillery Pulses

These are Artillery Pulses delivered by artillery units already deployed on the map. The procedure is the same as for normal artillery, i.e., the artillery unit must be adjacent to a Friendly combat unit that is adjacent to the target hex. To fire Nuclear Pulses, the artillery unit must be in General Supply. An artillery unit may fire any number of Nuclear Pulses in addition to its normal offensive and defensive fires in any single Game-Turn.

[19.13] Missile Pulses

Missile Pulses are delivered by tactical battlefield missiles assumed deployed on the map with SSM battalions. There is no procedure for their use: they have a range of 50 hexes. An SSM unit can deliver two Missile Pulses per Game-Turn. In effect, Missile Pulses are their own delivery system.

[19.2] NUCLEAR ATTACK

PROCEDURE

During the Nuclear Strike Phase, the Phasing Player may allocate Nuclear Pulses plotted for use during previous Game-Turns (and available for the current Game-Turn) to strike any hex within range of the appropriate delivery system. Total the number of Pulses included in an attack on a specific target hex and consult the Nuclear Combat Results Table (19.22). The attacking Player should roll the die and cross-index the result under the appropriate column. The results of nuclear attack are applied immediately. Enemy units stacked in the same hex have the die rolled separately to resolve the effects of nuclear attacks against them.

[19.21] Units with Special Defense Front Supply Heads, bridges, and airfields are not affected by results of 1 or 2 on the Nuclear Combat Results Table. However, they are damaged (FSH displaced, see Case 8.35; or installation damaged, see Case 34.11) by a result of E.

[19.22] Nuclear Combat Results Table

(see separate sheet)

[19.3] NUCLEAR CONTAMINATION

When a result of 1, 2 or E has been achieved on the Nuclear Combat Results Table, there is a chance that the target hex may become contaminated. The Phasing Player rolls the die for each target hex where such a result has been achieved and cross-indexes the result with the correct column on the Contamination Table (19.33), depending on the number of pulses that were used in the original attack. **Note:** Use spare casualty markers as Nuclear Contamination Markers.

[19.31] Effects of Contamination

There are various levels of Contamination (either 1, 2, or 3), indicated by placing the correct Contamination marker in the hex. Contamination has two effects:

- A. The Movement Point cost for a ground unit to leave the contaminated hex (or to trace a line of supply through that hex) is increased by the level of Contamination (either 1, 2, or 3 Movement Points).

- B. Any ground unit occupying a Contaminated hex at the end of a Movement and Combat Phase is automatically “attacked” by the Contamination as if a number of Pulses equal to the Contamination Level were attacking the unit.
- C. Any air or helicopter unit in the hex (including air units in holding boxes representing the hex) must depart the hex during the next appropriate phase and may not be allocated or assigned a mission during the phase in which they are transferred.

Example: A hex with a Contamination Level of 1 would attack any occupying unit during each NATO or Warsaw Pact Movement and Combat Phase (depending on the nationality of the unit) with a strength of one nuclear pulse until the unit moves out of the hex or the Contamination is removed.

[19.32] Contamination Removal

During the Contamination Removal Phases of each Game-Turn, the Friendly Player rolls the die for each contaminated hex on the map in order to reduce the Level of Contamination. Contamination is removed as follows:

- A. A Contamination Level of 3 is reduced to 2 on a die roll of 1, 2, or 3.
- B. A Contamination Level of 2 is reduced to 1 on a die roll of 1,2,3, or 4.
- C. A Contamination Level of 1 is removed on a die roll of 1,2,3,4, or 5.

[19.33] Nuclear Contamination Table

(see separate sheet)

[19.4] TOTAL NUCLEAR AVAILABILITY (Campaign Game)

NATO Pulse Availability

34 Air
86 Artillery
52 Missile

Warsaw Pact Availability

54 Air
54 Artillery
26 Missile

[19.5] GAME-TURN PULSE AVAILABILITY (Campaign Game)

NATO Game-Turn Pulse Availability

4 Air
10 Artillery
7 Missile

Warsaw Pact Game-Turn Pulse Availability

8 Air
8 Artillery
4 Missile

[19.6] PREEMPTIVE OR RETALIATORY STRIKE (Campaign Game)

Whenever a Player launches his first nuclear Strike, he can allocate 1/3 of his available Pulses (fractions rounded down). This is over and above the restrictions of Case 19.5. After the first

Strike, Player must abide by Case 19.5. If either player launches a Nuclear Strike, the other Player may immediately thereafter retaliate in kind. This is an exception to the normal Nuclear Strike Sequence of Play.

[19.7] NUCLEAR ATTACK ON TARGETS IN HEDGEHOG MODE

When the target unit is in Hedgehog Mode, add 1 to the die roll on the Nuclear Combat Results Table. A die roll of 6, however, is still resolved on the “6” line.

[19.8] NUCLEAR PREPAREDNESS AND TRAINING (Optional)

Note: This Case reflects the superior preparedness and training of Warsaw Pact troops for defense against tactical nuclear attacks. When attacking Warsaw Pact units (not installations), subtract 1 from the die roll on the Nuclear Combat Results Table. A die roll of 1, however, becomes a 0 and has no effect.

[19.9] NEUTRON WARHEADS (Optional; Hypothetical)

Note: This Case is designed to show the effects of hypothetical deployment of neutron warheads. The NATO Player may designate Nuclear Pulses as neutron warheads before rolling on the Nuclear Combat Results Table. Neutron Pulses do not cause Nuclear Contamination as described in Case 19.3. Neutron Pulses may only be delivered by artillery (see Case 19.12) or hypothetical Lance missiles (using the same procedure as Case 19.13) to hexes within a range of 7 hexes of an American; West German, or British headquarters unit.

[20.0] AIR COMBAT (Optional)

COMMENTARY:

It is suggested that the Players read this Section with the Air Displays in front of them.

GENERAL RULE:

There are four Air Sectors. These are the Baltic, North, Central, and South. In addition each Player has Airfield Holding Boxes. Air Combat is resolved separately for each Air Sector.

PROCEDURE:

During the Air Allocation Stage, each side can allocate its available air assets among five Areas: the four Air Sectors or any Friendly Airbase Holding Box. Each Air Sector consists of three levels: Air Superiority, Interception, and Ground Support. Players distribute their air assets in groups of one to three air units among the three Air Levels of each Air Sector. The groups are labeled by Sector and have numbers 1, 2, 3, etc. After each side has allocated its air assets secretly, the allocations are revealed.

CASES:

[20.1] AIR ALLOCATION

During the Air Allocation Stage, both Players secretly allocate their air units among the four Air Sectors and Friendly Airfield Holding Boxes. The number of boxes at each Air Level within each Air Sector is sufficient for average allocations but is not a limiting factor in itself; the boxes are playing aids rather than rules.

[20.11] Air Sector Allocation

Air units are allocated to one of three Air Levels within an Air Sector.

[20.12] Air Level Allocation

The owning Player allocates his air units into Air Groups within each Air Level. Different type air units may be in the same Air Group (however, see Case 27.1). Air Group Boxes with Air Group numbers are printed in each Air Level. An Air Group can contain from 1 to 3 air units. Each Air Group Box contains the following information: Air Sector, Air Level, and the number of the Air Group. Air units with letters instead of Air Superiority Strengths may be allocated to the Ground Support Level only.

[20.13] An Air Group during allocation cannot be created unless the immediately preceding numbered Group contains three air units. **Example:** On the Ground Support Level, Air Group 3 cannot be created unless Air Group 2 has three air units.

[20.14] Revealing Air Allocation

At the conclusion of the Air Allocation Stage, both Players simultaneously reveal their air allocations.

[20.2] AIR COMBAT

Air combat for each Air Sector is resolved separately. The results of air combat in one Air Sector have no effect on results of air combat in another Air Sector.

[20.21] Air Sector Combat

Once a combat for a particular Air Sector begins, continues until its conclusion. Air combat starts the Air Superiority Level. When one Player controls the Air Superiority Level, combat on the Interception Level begins. When one Player controls the Interception Level, combat on the Ground Support Level begins. At the conclusion of air combat at the Ground Support Level, combat for that particular Air Sector is concluded.

At this time Air Combat for another Air Sector begins until combat in all four Air Sectors is concluded.

[20.22] Air Level Combat

Each Air Level resolves air combat through a series of *Rounds*. Rounds of air combat continue until one Player has control of a particular Air Level (Exception: see Case 20.7). A Friendly Player “controls” an Air Level if, at the conclusion of a Round of combat, only Friendly air units remain at that Air Level.

[20.23] At each Air Level, correspondingly numbered Groups of opposing air units participate in air combat. This is called Group air combat.

[20.3] A ROUND OF AIR COMBAT

[20.31] The correspondingly numbered Groups of the opposing sides are matched up. Each matched Group conducts air combat (see Case 20.4). After all opposing Groups have conducted one air combat, the Round of combat is concluded.

[20.32] If, at the conclusion of a Round of combat, another Round of combat is to commence, the Air Groups may change their Group numbers secretly, but the *composition* of an Air Group may not change.

[20.4] HOW TO RESOLVE AIR COMBAT

[20.41] How to Determine the Group Combat Rating

The Group Combat Rating is determined for each individual Group air combat by averaging the appropriate Air Combat Ratings of all the air units within a respective Group (round fractions down).

[20.42] How to Determine the Net Combat Differential

The Warsaw Pact Group Combat Rating is subtracted from the NATO Group Combat Rating. The result is the net combat differential, which may be a negative number.

[20.43] How to Determine the Combat Results Table

Subtract the number of air units within the Warsaw Pact Air Group from the number of air units within the NATO Air Group. If the result is 0, then air combat is resolved on the Zero Air Combat Results Table. If the Result is positive, then the combat is resolved on the Positive Air Combat Results Table. If the result is negative, then the combat is resolved on the Negative Air Combat Results Table.

[20.44] Combat Resolution

Consult the appropriate Air Combat Results Table and find the correct net combat differential column. Roll the die and modify the die roll for pilot quality (see Case 20.8). Cross-index the modified die roll with the appropriate column and immediately apply the results.

[20.45] Positive Air to Air Combat Results Table

(see separate sheet)

[20.46] Zero Air to Air Combat Results Table

(see separate sheet)

[20.47] Negative Air to Air Combat Results Table

(see separate sheet)

[20.48] Air Game Example

(see Appendix on page 29)

[20.5] AIR SUPERIORITY LEVEL

[20.51] Which Combat Rating to Use

When determining the Group Combat Rating at the Air Superiority Level, average the air units' Air Superiority Ratings.

[20.52] Options Prior to the First Round of Combat

After the air allocations for an Air Sector have been revealed, the Player with a superior number of Air Groups at the Air Superiority Level has the following options. All, some, or none of the Air Groups in excess of the number available to the opposing Player may move down to the Interception Level or remain at the Air Superiority Level. **Note:** If the Enemy Player does not allocate any air units at the Air Superiority Level, all of the Friendly air units may drop down to the Interception level.

[20.53] Options After the First Round of Combat

If, after the first Round of combat, one Player controls the Air Superiority Level, that Player may send his remaining Air Groups down to the Interception Level. Groups that move down to the Interception Level must be placed in Interception Air Group Boxes. Air Groups on the Interception Level can change their boxes, but the composition of an Air Group may not change. Once an Air group moves down to the Interception Level, it can never move back to the Air Superiority Level.

[20.54] Rounds of combat occur until one Player controls the Air Superiority Level. If more than one Round of air combat occurs at the Air Superiority Level, the remaining Air Groups may not move down to the Interception Level.

[20.55] At the conclusion of air combat at the Air Superiority Level, air combat on the Interception Level begins.

[20.6] INTERCEPTION LEVEL

[20.61] When determining the Group Combat Rating at the Interception Level, average the air units' Interception Ratings. An air unit with a *letter* instead of an Air Superiority *number* cannot be used for air combat on the Interception Level.

[20.62] Rounds of combat continue on the Interception Level until one Player controls that Level.

[20.63] At the conclusion of combat on the Interception Level, the player who controls that Air Level may attack the opposing Ground Support Groups with the remaining air units at the Interception Level. These air units use their Interception Rating. Air units at the Air Superiority Level may not participate in combat on the Ground Support Level.

[20.64] (addition) (optional) Place a marker (any one will do) on any air groups which move down from the Air Superiority to the Interception Level. When these groups are involved in air combat at the Interception Level only, the owning player may add or subtract 1 from the die roll on the Air-to-Air CRT, the choice being announced before the die is rolled.

[20.7] GROUND SUPPORT LEVEL

[20.71] When determining Group Combat Ratings at the Ground Support Level, average the air units' Interception Ratings.

[20.72] The Ground Support Groups of the Player who controls the Interception Level automatically penetrate to the battlefield (see Section 21.0) and are not engaged in air combat by the opposing Player.

[20.73] The Player who controls the Interception Level attacks the Ground Support air units of the Opposing Player. There is only one Round of combat on the Ground Attack Level. Air Groups with the same Group number engage in air combat. Only the combat results that effect the Ground Support air units are applied. Combat Results that effect the Interception Level air units are ignored.

[20.74] If there are more Friendly Air Groups on the Interception Level than Enemy Air Groups on the Ground Support Level, the extra Friendly Air Groups may make an attack on any

Enemy Air Groups even if they already have been attacked. If there are more Air Groups on the Ground Support Level than on the Interception Level, the extra Air Groups penetrate automatically to the battlefield.

[20.75] At the conclusion of air combat on the Ground Attack Level, air combat for that Sector is over. Air combat for another Air Sector begins. Air combat continues until air combat for all four Sectors has been resolved.

[20.76] Friendly air units allocated to the Ground Support Level may abort prior to air combat with an Enemy Interception Level Air Group, in which case the Friendly air units are returned to their Airfield Holding Boxes prior to carrying out their intended missions. The Enemy Interception Level Air Group may attack the next highest numbered Air Group.

[20.8] PILOTS (Optional)

Each national air force has a pilot rating. When Air Groups engage in air combat, the Pilot Ratings of the opposing Air Groups are compared. The Air Group with the higher Pilot Rating may add or subtract the net difference of the Pilot Ratings from the air combat die roll. The Player with the higher Pilot Rated Air Group must announce whether he is adding or subtracting prior to the die roll.

[20.81] Pilot Ratings

NATO

Austria, Italy: 0

Belgium, Canada, Denmark, France, Netherlands, United Kingdom: 1

United States, West Germany: 2

Warsaw Pact

Czechoslovakia, East Germany, Hungary, Poland: 0

Soviet Union: 1

[20.82] Air units of different nations can be part of the same Air Group. Whenever groups containing more than one nationality participate in air combat, the worst pilot rating is used.

[20.83] *Wild Weasels (Optional)* On the third and subsequent Game-Turns, the NATO Player may designate any two Air Sectors as *Wild Weasel Deployed*. He must write this down during the Joint Air Allocation Phase. In these two Air Sectors, all Warsaw Pact Pilot Ratings are lowered by one for that Game-Turn. Should the NATO Player, however, fail to win control of the Air Superiority Level of such an Air Sector, the Wild Weasel effect is cancelled for air combat at the Interception and Ground Support Levels of that Air Sector.

Example: The NATO Player has designated the Northern Air Sector as Wild Weasel Deployed and shows where he has written this down to the Warsaw Pact Player at the end of the Air Allocation Segment. The first air combat in that Segment involves Polish Planes on the Warsaw Pact side. The Polish Pilot Rating is 0. Subtracting 1 for the Wild Weasel gives a new Pilot Rating for the Polish Air Group of -1. The NATO Air Group is Danish, with a Pilot Rating of 1. The difference in Pilot Ratings is now 2, so the NATO Player may add or subtract 2 from the air combat die roll. He must announce that he is doing so, and whether he is adding or subtracting, before rolling the die.

[20.9] AIR UNIT STEP REDUCTION

Each air unit possesses two combat steps. There are two kinds of applicable air combat results: steps lost and steps damaged.

[20.91] When an air unit is required to lose one combat step, the air unit is flipped over to its back side. The air unit's new ratings are in effect until the air unit is eliminated.

[20.92] When an air unit's combat step is damaged, the air unit is flipped over onto its back side and a **D** marker is placed under the air unit. The new ratings are in effect until the air unit is repaired.

[20.93] When an air unit is required to lose one combat step and to have the other damaged, the air unit is flipped over, then a Damage marker is placed on top of the air unit. An air unit may not participate in combat until the damaged step is repaired. A result of "IA2" on the Air-to-Air Combat Results Table is converted to "IA1" if there are only two steps remaining in the affected air group.

[20.94] The position of the Damage marker determines the current status of the air unit. If the Damage marker is beneath the air unit (which is on its back side), one step is operational and the other step is damaged. If an air unit has a Damage marker on top of its back side, then one step is lost and the remaining step is damaged. An air unit in the latter condition is not operational until the remaining damaged step is repaired.

[20.95] Which Air Units take Casualties First

When an Air Group is required to take combat step losses, the air unit with the worst rating for the particular Air Level where the air combat is occurring takes the combat step losses first. If the worst air unit cannot fulfill the air combat loss requirements, then the next worst air unit takes the excess combat step losses. This process continues until the air combat result is fulfilled. If two or more air units have the same rating, the owning Player chooses which will accept the losses.

[20.96] (addition) When both steps are damaged, keep the full-strength side face up and place a "Damaged" marker on top of the counter.

[20.97] (addition) During the Air Allocation Phase, two identical air units which have each suffered a one step loss may be combined into one full-strength air unit.

[21.0] AIR OPERATIONS (Optional)

GENERAL RULE:

After the air combat for an Air Sector has been completed, air units of one or both Players will have penetrated to the battle area. An air unit that penetrates to the battlefield can perform one of three missions: Aid friendly land units by performing Ground Support (21.1); perform Flak Suppression (21.3); or Air to Ground Attack (21.4). An air unit can be committed once per Game-Turn at anytime during either the Movement and Combat Phase, Friendly Airborne Phase, or Friendly Special Forces Phase. An air unit can perform missions only in the Air Sector marked on land map) into which it has penetrated.

PROCEDURE:

During an Enemy Movement and Combat Phase, Friendly air unit can perform Ground Support or NATO air units can perform Supply Interdiction missions only. During a Friendly Movement and Combat Phase, a Friendly air unit can perform a Ground Support mission, a Flak Suppression mission, or an Air-to-Ground Attack mission. During a Friendly Airborne Phase or Special Forces Assault Phase, an air unit can perform Air-to-Ground Attack or a Flak Suppression mission. A hex can be subjected to an unlimited number of missions per Game-Turn, but each air unit can perform only one mission per Game-Turn.

Note: During each particular Phase of a Game-Turn, a hex can be attacked *once* by each form of air operation.

Example: During a Friendly Movement and Combat Phase, a Player may first have an air unit perform a Flak Suppression mission on an Enemy-occupied hex; then he can attack the same Enemy-occupied hex with Friendly land units in conjunction with Ground Support air units. The Enemy-occupied hex, if flak-suppressed, could not fire flak at the Ground Support air units.

CASES:

[21.1] GROUND LEVEL SUPPORT MISSIONS

[21.11] Certain air units have a Ground Attack Rating. An air unit can be committed once per Game-Turn at any time during either Player's Movement and Combat Phase, but not both, to perform Ground Support.

[21.12] When an air unit is committed to Ground Support during the Enemy Movement and Combat Phase, it can add its Ground Attack Rating to the Defense Strength of a Friendly hex and can then be attacked by any Enemy flak that is within range of that Friendly hex. If the air unit survives the Enemy flak, it may add its Ground Attack Rating to the Defense Strength of the Friendly hex. At the conclusion of the attack, the unit is returned to a Friendly Airfield Holding Box.

[21.13] When an air unit is committed to Ground Support during the Friendly Movement and Combat Phase, it can add its Ground Attack Rating to the Attack Strength of a Friendly unit that has initiated combat. The air unit is placed on the Enemy unit being attacked. The air unit can then be attacked by any Enemy flak that is within range. If the air unit survives the Enemy flak, it may add its Ground Attack Rating to the Attack Strength of the Friendly attacking unit. At the conclusion of the attack, the air unit is returned to its Holding Area.

[21.14] An air unit can also be committed during a Friendly Movement and Combat Phase to perform Flak Suppression or Air-to-Ground Attack.

[21.15] An air unit committed during a Friendly Airborne or Special Forces Assault Phase can perform Flak Suppression or Air-to-Ground Attack.

[21.16] An air unit may always abort rather than accept flak. The unit is then put back in a Friendly Airfield Holding Box and does not affect ground combat (see separate Display).

[21.17] An unlimited number of Friendly air units can perform Ground Support in a particular hex.

[21.18] The various air units of a Ground Support Level Air Group can split up upon penetrating to the battlefield to attack different targets.

[21.19] (NATO only) The NATO Player can commit air units during a Warsaw Pact Movement and Combat Phase to perform Supply Interdiction (see Case 21.7).

[21.2] FLAK

[21.21] Each land unit has a Flak Rating on the counter. All those units with **C** or **D** Flak Ratings have a range of one hex. All units (except artillery) with Flak Ratings of **A** or **B** have ranges printed on the counter (Exception: see Case 21.5). Artillery units have a three hex range.

[21.22] Whenever an Air Group (including a Group of 1 air unit) is deployed within range of an Enemy ground unit whose flak has not been suppressed, that ground unit may engage the Air Group with its Flak Rating by attacking the Air Group on the Flak Combat Results Table. All losses are applied immediately.

[21.23] Some units are considered Air Defense Artillery (ADA) units. These units have a Flak Rating and a range. An ADA unit can fire flak on any Air Group within its range. The procedure is identical to that of a ground unit firing upon an Air Group. Each time an ADA fires at an Enemy Air Group, it expends a Flak Ammunition Point (Optional Organic Supply). An ADA unit must have at least 1 Ammunition Point in order to fire at an Enemy Air Group.

[21.24] Flak units attack Air Groups individually. Flak units may never combine Flak Ratings.

[21.25] The Flak attack die roll is modified by the average Interception Rating of the Enemy Air Group (see Case 21:26)

[21.26] Flak Attack Die Modification Table

<i>Aircraft</i>	
<i>Interception Rating</i>	<i>Effect on Die Roll</i>
0-3	No effect
4-6	+1
7-9	+2
10+	+3

[21.27] If a flak unit is attacked by land units while it is alone in a hex, or as a result of combat is alone in an assaulted hex, the flak unit is automatically eliminated. **Note:** If a flak unit is attacked while alone in a hex, no Breakthrough marker is placed as a result of its elimination.

[21.28] Air units making Air-to-Ground Attacks against bridges are subject to flak from any flak unit whose range extends to any part of the bridge. **Example:** An American air unit attacks the bridge at C4513/4612. A Soviet mobile flak unit with a range of 3 hexes is at C4415; its range thus covers the half of the bridge which is in hex C4513. Under this Case, the air unit, placed in hex C4612, must still take flak from the flak unit at C4415 before attacking the bridge.

[21.29] Flak Combat Results Table
(see separate sheet)

[21.3] FLAK SUPPRESSION

[21.31] An Air Group can perform a Flak Suppression mission once per Game-Turn during certain Phases.

[21.32] When an Air Group is performing a Flak Suppression mission, it is placed on the unit that it is attempting to suppress. The unit that is being suppressed can fire flak at the Enemy air unit. Then any ADA unit within range and possessing flak ammunition can fire flak at the owning Player's Air Group. The combats are resolved on the Flak Combat Results Table. If the air unit survives the flak, it attacks the land unit on the Flak Suppression Table. If the flak suppression is successful, place a FS marker on the unit. Any combat unit in the same hex as the unit that is being flak suppressed may also fire flak at the enemy aircraft performing the Flak Suppression mission.

[21.33] A maximum of three air units can constitute an Air Group performing a Flak Suppression mission. Flak units may fire only once at each Group. The air units' Ground Attack Ratings are additive.

[21.34] For each air unit performing a Flak Suppression mission in excess of one, the flak units can subtract one from the Flak die roll. **Example:** If three air units are receiving Ground-to-Air fire, 2 would be subtracted from the die roll.

[21.35] A unit with a FS marker cannot fire flak for the rest of the current Phase. If the flak suppression attack is unsuccessful, there is no effect to the unit firing flak. Remove all FS markers at the conclusion of the current Phase.

[21.36] Flak Suppression Table
(see separate sheet)

[21.37] Example: Three F4 air units are performing a Flak Suppression mission against an A-3 flak unit. Also within range is another A-3 flak unit. The F4s are placed on the A-3. The A-3 fire's flak at the F4 on the A column; the die roll is 3. The modified die roll due to Cases 21.34 and 21.25 is 3; the result is one step lost, one step damaged. The other A-3 also fires its flak. The die roll is 4, the modified die roll is 4, and the result is one step lost, one step damaged. The remaining F4s attack the second A-3 on the Flak Suppression Table. The F4s attack on the 5 column and the die roll is 7. The A-3 is flak suppressed; place an FS marker on the A-3.

[21.38] (addition) When playing with Section 33.0, a flak suppression mission requires reconnaissance spotting unless adjacent to a Friendly-occupied hex.

[21.39] (addition) Flak suppression missions may be flown during Friendly or Enemy Movement and Combat Phases.

[21.4] AIR TO GROUND ATTACK

[21.41] An air unit can attack a hex alone without the support of land units. The attack is resolved on the Air-to-Ground Attack Table.

[21.42] A hex can be attacked an unlimited number of times during a Friendly Movement and Combat Phase, Friendly Airborne Phase, or Friendly Special Forces Phase, but each air unit must attack individually.

[21.43] There are two types of combat results that can be achieved. They are additional Movement Point penalties to leave a hex, and combat steps eliminated. The combat results are cumulative, but the total additional Movement Points to exit a hex can never exceed 20. There is no limit to the number of steps an Enemy-occupied hex can lose.

[21.44] If a hex is subject to an exit movement penalty, place the appropriate marker on the affected hex. **Example:** If the exit Movement Point cost is 15 Movement Points, place a + 10 and a + 5 marker on the hex. Remove the exit penalty markers at the end of the next following enemy Land Stage. Players must keep track of which side performed the air to ground attack which caused the markers to be placed.

[21.45] Flak units, SSM units, and EW units can be used to satisfy step loss requirements if they are the only units left in the hex. This is an exception to Case 13.52.

[21.46] Air-to-Ground Combat Results Table
(see separate sheet)

[21.47] (addition) When using the Air-to-Ground Combat Results Table, there is a die modification of + 1 for defending units in Road Mode and of -1 for defending units in Hedgehog Mode.

[21.48] (addition) The cost for a supply path to enter or leave or transit a hex containing a movement penalty marker is increased by the number of movement points specified by the marker.

[21.5] SOVIET DIVISIONAL FLAK

[21.51] All Soviet mechanized and tank divisions possess a **B** Flak Rating with a three hex range.

[21.52] Soviet divisions must keep separate track of Flak Ammunition Supply using Flak Ammunition markers. All Soviet divisions possess 3 Flak Ammunition Points

[21.53] A Soviet mechanized or tank division that is out of General Supply or out of Flak Ammunition (Optional Organic Supply) uses the **C** Flak Rating column and has a one hex range.

[21.54] A Soviet division acquires Flak Ammunition in the same manner that they acquire Fuel and Ammunition Points. A Soviet division acquires Flak Ammunition Points in accordance with case 17.75.

[21.6] ORGANIC FLAK AMMUNITION

[21.61] Units with **C** or **D** Flak Ratings do not expend Flak Ammunition Points unless they are SAM sites or mobile flak units.

[21.62] Units that are out of ammunition and have an original Flak Rating of **C** or **D** may not fire flak.

[21.63] Units with **A** or **B** Flak Ratings possess 3 Flak Ammunition Points. Units with **A** or **B** Flak Ratings expend 1 Flak Ammunition Point each time they fire flak. Use Flak Ammunition and Ammunition markers to keep track of Flak Ammunition.

[21.64] Units with **A** or **B** Flak Ratings that do not possess at least 1 Flak Ammunition Point may not fire flak (Exception: see Case 21.53).

[21.65] Flak units use Ammunition Point markers to keep track of remaining Flak Ammunition Points. Soviet divisions and artillery units use Flak Ammunition markers to differentiate between Flak Ammunition and regular Ammunition Points (Optional Organic Supply).

[21.66] When playing without Optional Organic Supply (Section 17.0), units with inherent Flak Ratings which are out of Supply (see Cases 8.41 and 8.42) may not fire flak (but see 21.53).

[21.7] NATO INTERDICTION OF WARSAW PACT SUPPLY

NATO may use Air-to-Ground Attack in an attempt to destroy trains or trucks along main Warsaw Pact supply lines. When these main supply lines are thus interdicted, the Warsaw Pact must rely upon single-track rail lines and two-lane highways, whose capacity is limited. Thus the effect of such interdiction is to force rationing of supplies.

[21.71] At the beginning of the Warsaw Pact Movement and Combat Phase, the NATO Player may demand that the Warsaw Pact Player trace the supply path of any or all of his Front Supply Heads (see Section 8.0 and Case 21.75). He may then attack any hex(es) along that path using regular Air-to-Ground combat procedures. **Note:** This is an exception to Case 21.0 that Friendly Air-to-Ground Attacks must be made during the Friendly Land Stage.

[21.72] If the NATO Player attacks a hex which is part of a Front Supply Head's supply path using Air-to-Ground Attack and the result is " + , " then the hex is interdicted. All Front Supply Heads tracing their supply paths through that hex are considered interdicted. This interdiction remains in effect for the rest of the current Game-Turn only. Players must keep track of this on a separate piece of paper.

[21.73] All combat units (not support units) tracing their supply path through an interdicted Front Supply Head suffer a combat die modification of 4 added to the Enemy die modification total, if using General Supply. They may not move more than 2 hexes using General Supply.

[21.74] An interdicted Front Supply Head may resupply no more than 10 divisions or division equivalents with Organic Supply Points (see Case 17.3).

[21.75] For application in this Case only, Front Supply Heads must trace that part of their supply path which runs through Warsaw Pact countries via railroads and/or autobahns in those countries, with the exception of up to 5 hexes along each Front Supply Head's supply path. Any FSH which is unable to trace such a path is automatically interdicted. **Example:** A Front Supply Head is in hex C3111, in West Germany. Since there are Enemy units along the road to Magdeburg, the Warsaw Pact Player decides to trace its supply path overland to hex C3412, still in West Germany. From the border, the supply path is traced overland via hexes C3513/3613/3714/3814, thence by rail to Cottbus (hex C5514). Since the railroad bridge at C5714-5613 is also damaged, the Warsaw Pact Player chooses to trace the supply path via Autobahn from Cottbus to C5614, overland through hex C5715, across the Neisse River (a Minor river), and continuing on the Polish Autobahn to the map edge. As only five hexes of this

supply path through the Warsaw Pact countries are not on rail or Autobahn, the path meets the requirements of this Case.

[21.76] Units may use Organic Supply to avoid the die modification penalty in Case 21.73.

[21.77] When using Section 33.0 Reconnaissance is not needed to execute Supply Interdiction.

[22.0] AIRFIELDS (Optional)

GENERAL RULE:

Air units must start and end a Game-Turn in a Friendly Air Field Holding Box. Helicopter units must start and end each Phase in a Friendly airfield hex.

PROCEDURE:

Each airfield hex has an appropriately labeled Holding Box off the map. All air units based at a particular airfield are placed in the corresponding Airfield Holding Box. Each airfield can base a maximum of 20 air units or helicopter units or any combination thereof as long as the total does not exceed 20. Air and helicopter units that are in excess of an airfield's maximum Basing Capacity may not be allocated during the Air Allocation Phase. Units that are over the maximum may be transferred to another airfield during the Air Allocation Phase. Air units which are transferred from one airfield to another without being allocated are transferred at the conclusion of all air combat.

CASES:

[22.1] AIRFIELD HOLDING BOXES

[22.11] Each airfield on the map has a corresponding Airfield Holding Box. Each Airfield Holding Box states the hex where the airfield is located on the map, which nationality it is; and what type of air units can operate from that airfield.

[22.12] Air units that are not in an Airfield Holding Box of their nationality or air unit type may be transferred to another airfield during the Air Allocation Phase. An air unit may not participate in the Joint Air Phase of the Game-Turn in which it transfers to another airfield.

[22.13] Air units that are in an Airfield Holding Box of a different nationality but of the same air unit type can be allocated during even numbered Game-Turns.

[22.14] Air units that are in the Airfield Holding Box of the same nationality but of the wrong air unit type cannot be allocated during the Air Allocation Phase.

[22.15] Air units that are in an Airfield Holding Box of a different nationality and of the wrong air unit type may not be allocated during the Air Allocation Phase.

[22.16] NATO helicopters can operate out of any airfield of the same nationality. Warsaw Pact helicopters can operate out of any Warsaw Pact airfield. In both cases, the airfield must be undamaged. Helicopter units may be moved from a damaged airfield to another airfield, but may not perform missions from a damaged airfield.

[22.17] NATO helicopters may move to an airfield of their nationality if they start a Movement and Combat Phase at an airfield of another Friendly nationality. They may *not* attack when they move in this manner. Helicopters may still transport.

[22.18] (addition) Gdansk Air Field may not be subjected to nuclear attacks. An unlimited number of Polish air units may be allocated from Gdansk Air Field Holding Box (#7).

[22.19] (addition) Air units may not be transferred from one airfield to another without being allocated unless the Air Sector containing the airfield from which the transfer is to be made, the Air Sector containing the destination airfield, and any intervening Air Sectors are free of Enemy control of either the Air Superiority Level or the Air interception Level.

[22.2] REPAIR OF AIR UNITS

[22.21] Air units that are damaged may not fly missions until repaired. Air units that have damaged combat steps can be repaired at airfields during the End Stage. An airfield can only repair specific air unit types (this information is listed in the Airfield Holding Box). An air unit is repaired by removing the Damage marker. If the air unit has lost one combat step, the air unit after being repaired remains on its reduced side. If the air unit had not lost a combat step, the air unit is restored to its full strength side after repair.

[22.22] Each NATO airfield can repair 3 combat steps of air units per Game-Turn. This Repair Capacity cannot be accumulated from Game-Turn to Game-Turn. An airfield can only repair combat steps of air units that are listed in the Airfield Holding Box, whether NATO or Warsaw Pact.

[22.23] Each Warsaw Pact airfield can repair one combat step of air unit per Game-Turn. This capacity is lost if not used during a Game-Turn.

[22.24] If an airfield is damaged the airfield cannot repair any air units until the airfield is repaired.

[22.25] If an airfield is damaged, air units in the Holding Box of that airfield cannot be allocated during the Air Allocation Phase. Helicopter units that are based at a damaged airfield can still be moved normally. Helicopter units may be moved from a damaged airfield to another airfield, but may not perform missions from a damaged airfield (see 22.16 above).

[22.26] Since helicopter units do not receive damaged steps, helicopters cannot be repaired.

[22.3] CAPTURE OF AIRFIELDS

[22.31] A Friendly unit can capture an unoccupied (i.e., not occupied by Enemy combat units) Enemy airfield by expending Movement Points to attack the airfield. No Breakthrough marker is placed on the map. Support units without Defense Strengths and helicopter units do not qualify as Enemy combat units.

[22.32] A Friendly unit can capture an occupied Enemy airfield by eliminating the Enemy units occupying the airfield or forcing the Enemy units to retreat. After a successful attack, the Friendly unit advances into the airfield hex. A Breakthrough marker is placed on the map. For the ability to use captured airfields, see Case 34.24.

[22.33] If an Enemy unit occupies a Friendly airfield hex, all Friendly air units in the corresponding Airfield Holding Box are eliminated. All helicopter units in the airfield hex are also eliminated.

[22.33, 30.13, 30.3] (clarification) When an airfield containing helicopters is assaulted by a ground unit, the helicopters may move just prior to resolution of the assault on the airfield. If they are attack helicopters, they may help defend the airfield. The helicopters may complete their movement by moving to another friendly airfield or returning to the airfield under assault.

[22.34] If a Friendly airfield is captured by the Enemy Player, the Friendly Player may not use the airfield for any purpose until it is recaptured.

[22.35] If a Friendly Player captures an Enemy airfield, the Friendly Player may use the airfield hex for basing helicopter units if the Friendly Player expends 5 repair points (see Section 34.0). Keep track of this on a separate piece of paper.

[23.0] NAVAL GAME (Optional)

COMMENTARY:

Sections 23.0 through 29.0 must be played in conjunction with the Air Game. *The Next War* Naval Game is a simulation of operational naval warfare in the Baltic Sea. The naval units represent individual ships or groups of ships. All of the essential elements of a potential contemporary naval war in the Baltic are depicted, including the latest aircraft and ultra-sophisticated surface and submarine naval vessels.

CASES:

[23.1] GENERAL COURSE OF PLAY FOR THE NAVAL GAME

The Next War Naval Game can be played in conjunction with the Land Game. The game is played in sequenced *Naval-Turns*. Each Naval-Turn composed of two Player-Turns. Each Player uses his Player-Turn to attack units of the opposing force and to maneuver Friendly units into positions from which favorable attacks may be launched. Combat occurs between adjacent opposing units for the purpose of reducing the Enemy's overall strength and/or to gain or secure various geographical objectives. During the Naval Game, play continues through alternating Player-Turns for the twelve Naval-Turns. At the conclusion the twelfth Naval-Turn, play proceeds to the End Phase.

[23.2] NAVAL SEQUENCE OF PLAY

[23.21] The Naval-Turn

The Naval Game is played in sequenced turns called Naval-Turns. Each Naval-Turn consists of two stages. The Player whose turn is in progress is called the Phasing Player. All action must take place in Sequence as outlined below. Any action taken out of Sequence is a violation of the rules. Twelve identical Naval-Turns are played successively until the Naval End Phase.

[23.22] Naval-Turn Sequence Outline

Both Players possess a Naval Initiative marker which will determine who will move first during Naval-Turn. At the beginning of each Naval-Turn, the opposing Players take their Naval Initiative marker and secretly place it on either its first or second side. After both Players have

made their decisions, the Naval Initiative markers are revealed. If one Player chooses first and the other player chooses second, the Player who chose first the first Player for that Naval-Turn. If both Players choose second then no naval movement and combat occurs and play proceeds to the Naval-Turn Indication Phase. If both Players choose first then both Players roll a die. Highest die is the first Player: the Soviets are always first on the first Naval Turn of Game-Turn One.

A. First Player Naval-Turn

1. Naval Air Phase
2. Naval Movement and Combat Phase

B. Second Player Naval-Turn

Repeat Phases 1 and 2 for the second Player, who now becomes the Phasing Player.

C. Naval-Turn Indication Stage

One of the Players advances the Naval-Turn Indicator one space along the Naval-Turn Record Track, signaling the start of a new Naval-Turn.

[24.0] NAVAL MOVEMENT AND COMBAT

GENERAL RULE:

There are two basic types of units in the game: naval surface units and naval submarine units. There are several minor differences in the movement capabilities and movement restrictions that affect the different unit types. These will be cited in later rules. There is no set sequence in which a Player must move his varying unit types, i.e., he is not forced to move all of his surface units before moving any of his submarine units, etc., so long as he strictly obeys the general and specific rules governing the movement of specific unit types.

PROCEDURE:

During the Movement and Combat Phase, the Phasing Player may move as many or as few of his units as he desires. Each unit or stack of units may be moved as many or as few hexes as the Player desires, so long as no unit's Movement Allowance is exceeded in a single Naval Movement and Combat Phase. Naval combat occurs between adjacent opposing units that have been sighted during the Naval Movement and Combat Phase. Unused movement points may not be accumulated from Phase to Phase nor transferred from unit to unit. Move each unit or stack of units by tracing a path of its movement through consecutive hexes across the hexagonal grid of the mapsheet.

CASES:

[24.1] HOW TO MOVE NAVAL UNITS

[24.11] During the Movement and Combat Phase, only the Phasing Player's units may be moved; all, some, or none of his units may be moved. No Enemy movement may occur during a Friendly Movement and Combat Phase.

[24.12] Movement is calculated in terms of Movement Points. A naval unit expends varying amounts of Movement Points from its total Movement Allowance for each hex it enters or function it performs.

[24.13] Naval Movement Cost Chart
(see separate sheet)

[24.2] NAVAL MOVEMENT INHIBITIONS AND PROHIBITIONS

[24.21] A unit may freely enter and/or move through hexes containing other Friendly units. A unit does not expend any additional Movement Points to enter or leave Friendly-occupied hexes.

[24.22] A unit may never enter a hex unless it has sufficient Movement Points to expend to move into the hex it is attempting to enter.

[24.23] Naval units are prohibited from entering All-Land hexes.

[24.24] A naval unit expends one Movement Point for each All-Sea or Coastal hex it enters. There are two types of All-Sea hexes: shallow and deep.

[24.3] STACKING

An unlimited number of naval units can occupy a hex. The order in which naval units are stacked determines their formation for combat purposes (see Sections 26.0 and 27.0). This order may be changed by the owning Player at any time other than during a round of Naval combat. It may be changed between the end of one round and the beginning of the next round of naval combat.

[24.4] NAVAL COMBAT

Naval combat occurs during the Naval Movement and Combat Stage between adjacent Enemy units at the conclusion of a successful search (see Section 25.0). The Friendly naval units of the Phasing Player attack and the Enemy units of the non-Phasing Player defend regardless of the overall strategic situation.

[24.5] REDUCTION OF COMBAT DIFFERENTIAL

A Player may not execute an attack using a smaller combat differential than the actual calculated differential based on the modified combat strengths of the units involved.

[24.6] PORT HOLDING BOXES

There are several ports on the map. Ports may contain an unlimited number of naval units. There are Port Holding Boxes corresponding to map port hexes given to allow Players to place unwieldy stacks off the map as a play aid. Port Holding Boxes serve no other function.

[24.7] TASK FORCES

As a play aid, Task Force markers are included with the game. Players may place naval units in a Task Force off-map for ease of movement and record keeping.

[24.71] A Task Force moves as fast as the slowest naval unit in the Task Force.

[24.72] Naval units may move into and out of Task Forces with no penalties.

[24.8] SPECIAL NAVAL MOVEMENT SITUATIONS

[24.81] Szczecin (hex N5733) is on a river. In order for Warsaw Pact naval units to move from Szczecin to the Baltic there is a special movement procedure. All naval units in Szczecin expend Movement Points and are placed on a specific port hex. The naval units are not moved – they are simply placed. If a naval unit expends 5 Movement Points, place the naval unit in

Swinovjscic (hex N5530). If a naval unit expends 9 Movement Points it is placed in either Peenemunde (hex N5328) or Bodder (hex N5228). If a naval unit expends 10 Movement Points it is placed in Griefswalder (hex N5128).

[24.82] Warsaw Pact naval units may reverse the procedure to go from any of the above ports to Szczecin by expending the Movement Points in reverse.

[24.83] If any NATO land units' Zone of Control interdict the river between Szczecin and any of the above mentioned ports, there can be no naval movement between these locations until the Zone of Control is removed.

[24.84] Naval units may not enter any other ports that are on rivers.

[24.85] Naval units may not enter a coastal hex if that hex is occupied by Enemy land units.

[25.0] SEARCH ZONES

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Search Zone of any units in that hex. All units exert a Search Zone at all times during the game (except as noted in the following Cases). When a Friendly unit enters an Enemy Search Zone, a search procedure may occur.

PROCEDURE:

Whenever a Friendly unit or stack of units enters an Enemy Search Zone the Friendly units have the option to search into the Enemy-occupied hex that exerting the Search Zone. If the Friendly Player declines to search, the Enemy naval units have the option to search for the Friendly units. If both Players decline, the Friendly unit resumes its movement until it either finishes its movement or it enters another Enemy Search Zone. Whenever a Friendly unit conducts a successful search, the Friendly unit may engage the Enemy unit in naval combat.

CASES:

[25.1] EFFECTS OF SEARCH ZONES

[25.11] All naval units are considered unspotted until they are successfully spotted. A successful spotting lasts from the instant the naval unit is spotted until the end of the Phasing Player's Naval-Turn.

[25.12] If Enemy naval units stacked in the same hex are unspotted and Friendly naval units enter the Enemy Search Zone, the Friendly naval units can conduct a Secondary Search.

[25.13] If Enemy naval units stacked in the same hex are unspotted and Friendly naval air units enter the Enemy Search Zone, the Friendly air units can conduct a Primary Search.

[25.14] If Enemy naval units stacked in the same hex are spotted and Friendly naval units enter the Enemy Search Zone, the Friendly naval units can conduct a Primary Search.

[25.15] Each stack of Friendly naval units must spot Enemy naval units in order to engage them in naval combat.

[25.16] Once spotted by Friendly air units, Enemy naval units are spotted for all Friendly naval air units and do not have to be re-spotted in order for other Friendly naval air units to engage them in naval combat.

[25.17] If a spotted unit enters a hex with unspotted units, all of the units are considered spotted.

[25.18] If a naval unit fires, it is automatically spotted.

[25.2] SECONDARY (Surface) SEARCH

[25.21] If an Enemy-occupied hex is subjected to a Secondary Search by Friendly units, the searching unit's Electronic Warfare (EW) Rating is determined. Only one unit in the stack conducts the search, but the results apply to all units in the stack.

[25.22] If the Secondary Search is conducted during daylight, subtract 1 from the searching unit's EW Rating in the Friendly stack.

[25.23] If the Secondary Search is conducted during night, subtract 2 from the searching unit's EW Rating in the Friendly stack.

[25.24] If the Secondary Search is being conducted into an Enemy port, add 2 to the searching unit's EW Rating in the Friendly stack.

[25.25] The modified Electronic Warfare Rating known as the Search Range. Roll the die. If the die roll is equal to or less than the Search Range, the Secondary Search is successful. If the die roll is greater than the Search Range, the Secondary Search is unsuccessful.

[25.26] If a Secondary Search is successful, all naval units in the hex being searched are spotted.

[25.27] A Secondary Search Range can only be conducted into adjacent hexes.

[25.3] PRIMARY (Air) SEARCH

Only one Air Group or unit in a stack conducts a search at one time, but the results of the search apply to all units in the Friendly hex. Other units may search during the same Naval-Turn, but only one unit may search at a time.

[25.31] When an Enemy-occupied hex is subjected to a Primary Search, the searching unit's EW Rating is determined.

[25.32] If the Primary Search is conducted during daylight, add 1 to the searching unit's EW Rating.

[25.33] If the search is conducted during night, do not modify the searching unit's EW Rating.

[25.34] If the Primary Search is conducted into an Enemy port hex, add 3 to the Searching unit's EW Rating.

[25.35] Roll the die. If the die roll is equal to or less than the Search Range, the search is successful. If the die roll is greater than the Search Range, the search is unsuccessful.

[25.36] If a Primary Search is successful, all Enemy units in the hex being searched are spotted and may be attacked. Place a *Spotted* marker on top of the counters in the spotted hex.

[25.37] A Primary Search Range can be conducted only into adjacent hexes.

[25.4] NON PHASING NAVAL UNIT SEARCH OPTIONS

Whenever a Friendly unit enters an Enemy Search Zone and declines to conduct a search, the Enemy naval units have the option to search. If the Enemy units conduct a successful search, the Enemy units may attack the Friendly unit.

[26.0] NAVAL UNIT COMBAT

GENERAL RULE:

Naval combat occurs when a Friendly unit or stack of units enters an Enemy Search Zone and conducts a successful search.

PROCEDURE:

Determine the Combat Strength of the attacking units involved in a specific attack against an Enemy unit. Determine the Defense Strength of the defending unit which is the object of the attack. Subtract the Defense Strength of the defending unit from total Combat Strength of the attacking units to arrive at the Combat Differential. Next, determine the defending unit's Electronic Warfare Rating. Locate this Value on the Combat Results Table and cross-index the Electronic Warfare Rating line with the correct Combat Differential column. The result is a range of numbers between two and twelve. The Phasing Player now rolls the die. If the die roll number is different from that shown on the Combat Results Table, the attack has no effect. If the die roll number is equal to that shown on the Combat Results Table, the defending unit is immediately damaged or naval air group loses one step. If the results include any **bold face** numbers roll the die. If the die roll falls within the indicated range of numbers then the ship is sunk or Naval Air Group takes another step loss and aborts. If the die roll is not within the indicated range of numbers, the defending unit remains damaged. The Phasing Player may allocate his attacks in any order he desires. A combat unit must be resolved before any other naval units are moved. At the conclusion of the Phasing Player's attack, all undamaged non-Phasing naval units can conduct an attack on the top Phasing naval unit. Combat Rounds continue as long as the Phasing Player initiates them.

CASES:

[26.1] ENTERING AN ENEMY SEARCH ZONE

[26.11] Upon entering an Enemy Search Zone, the Friendly naval unit or stack of naval units has the option to search into one hex occupied by an Enemy unit generating the Search Zone.

[26.12] All searches into unspotted Enemy-occupied hexes are Secondary Searches. All naval air unit searches into unspotted Enemy-occupied hexes are Primary Searches.

[26.13] Whenever a Friendly naval unit or stack of units conducts a successful Secondary Search, all subsequent searches made by other Friendly naval units during the current Naval

Movement and Combat Stage into that hex are Primary Searches. Place a Spotted marker on the hex to denote this condition.

[26.2] WHICH UNITS MAY ATTACK

[26.21] During the Naval Movement and Combat Stage, the Phasing Player may attack the top spotted unit in an Enemy stack that is adjacent to Friendly units.

[26.22] A unit may participate in more than one attack per Naval Movement and Combat Stage. An Enemy unit or stack of units may be attacked an unlimited number of times in a single Naval Movement and Combat Stage. **Note:** The attacking Player can make only one attack per Round but an unlimited number per Naval-Turn.

[26.23] Units stacked in a single hex must be attacked individually. An unattacked unit can never be affected by an attack against another unit in that same hex.

[26.24] The top unit in a stack is always the object of an Enemy attack.

[26.25] If two or more units are stacked in the same hex, and the top unit in the stack is attacked by Enemy air units, the Defense Strengths of all the units in the hex are totaled, and this combined strength must be attacked by the Enemy air units. Only the top unit in the stack is affected by the combat result.

[26.26] Friendly units stacked in the same hex need not attack the same Enemy unit. When one unit in a hex is attacking an Enemy-occupied hex, the other units in the hex could attack different hexes, or they could attack the same hex but in later Rounds of naval combat.

[26.27] A naval unit that is damaged, sunk, or ordnance depleted cannot attack.

[26.28] A Friendly unit cannot attack Enemy units in more than one Enemy-occupied hex during a single attack. If a unit is adjacent to two or more Enemy-occupied hexes, it may attack into only one of these hexes during a particular Naval Movement and Combat Phase.

[26.29] (addition) Naval air units in a hex are subject to attack by all surface units in that hex or any adjacent hex.

[26.3] CONDUCTING A NAVAL COMBAT

[26.31] When a Friendly naval unit or stack of units engages an Enemy-occupied hex, the top Enemy unit is always the object of the attack.

[26.32] Naval combat is conducted as a series of Rounds of combat. First the Friendly naval units attack the top enemy unit in the Enemy-occupied hex.

[26.33] If, at the conclusion of the first Round of combat, the Enemy-occupied hex contains any undamaged Enemy naval units, the Enemy naval units can engage the top Friendly unit in naval combat.

[26.34] At the Friendly Player's discretion, another Round of naval combat can occur. The procedure for the second and all subsequent Rounds of naval combat is identical to the procedure outlined in the Cases above,

[26.35] Whenever the top unit of a stack is damaged due to combat, the unit is immediately placed at the bottom of the stack.

[26.36] Naval Combat Results Table
(see separate sheet)

[26.4] DISENGAGING FROM NAVAL COMBAT

After the first round of combat between two stacks of opposing units, the non-Phasing units have the following options.

[26.41] If the Friendly unit has a greater Movement Allowance than all of the Enemy units, the Friendly unit can withdraw one hex away from the Enemy units after one round of combat.

[26.42] If the Friendly unit has a greater Electronic Warfare Rating than the Enemy units, the Friendly unit can withdraw one hex from the Enemy units after one round of combat.

[26.43] If the Friendly unit has neither a greater Electronic Warfare Rating nor Movement Allowance, the Friendly unit cannot disengage from the Enemy units.

[26.44] A Friendly unit that disengages from naval combat can be attacked again if an Enemy unit enters its Search Zone and successfully searches. The Friendly unit is considered spotted.

[26.45] A stack of Friendly units need not disengage entirely. Some of the units in the stack may disengage while others do not.

[26.5] COMBAT STRENGTH EFFECTS

[26.51] If a Friendly unit possesses a “zero” Combat Strength of a given type, it may not attack an Enemy unit of that type. **Example:** All submarine units have a zero Anti-Air Combat Strength and may therefore never attack air units. A Friendly unit may never be included as part of an attacking group if that unit lacks the appropriate type of Combat Strength with which to attack the Enemy unit.

[26.52] The Combat Strength of a single unit must be used as an integral whole.

[26.53] The type of Combat Strength which a Friendly unit must employ to attack a given Enemy unit is determined by the unit type of the defending unit. An air unit, for example, must be attacked with attacking units’ Anti-Air Combat Strength.

[26.6] ORDNANCE DEPLETION

[26.61] If a naval unit participates in more than one round of combat during a Naval Turn, the naval unit is subject to Ordnance Depletion. Roll the die; if the die roll is 1-3, the naval unit does not Ordnance Deplete. If the die roll is 4-6, the naval unit is Ordnance-Depleted.

[26.62] A naval unit that is Ordnance-Depleted may not attack again until it has spent six Naval Turns in a Friendly port hex. Place an Out-of-Ammunition marker on the naval unit to denote this condition. Keep track of the Naval Turns in port on a separate piece of paper.

[26.63] If a naval unit participates in one round of combat during a Naval Turn, it does not Ordnance Deplete.

[26.64] (addition) The firing of naval flak does not cause Ordnance Depletion.

[26.7] SUBMARINES

[26.71] A submarine may conduct naval combat only when it is submerged. A submarine is always considered submerged when in a Deep Water hex. A submarine is always considered surfaced when in a Shallow Water hex. Submerged subs and surfaced subs are attacked with the “anti-surface” rating of naval and naval air units.

[26.72] A submarine automatically has a Defense Strength of 1 when it occupies a Shallow Water hex.

[26.8] BATTLE DAMAGE

When a naval unit is damaged due to naval combat, the naval unit may not attack or search until the damage is repaired. If the naval unit is attacked while damaged, it has a Defense Strength of 1 and an EW rating of zero. A damaged naval unit possesses $\frac{1}{2}$ of its original Movement Allowance (round fractions up).

[26.9] REPAIR OF BATTLE DAMAGE

If a naval unit spends 340 Friendly Naval Movement and Combat Phases in a Friendly undamaged port hex the battle damage is removed. Keep track of this on a separate piece of paper.

[27.0] NAVAL AIR UNITS

GENERAL RULE:

All ground attack Air Groups that penetrate to the battlefield in the Baltic Air Sector and are naval air units may attack spotted Enemy naval units. A naval air unit does not expend Movement Points. A naval air unit may move to any hex in its Air Sector at the owning Player's discretion during the Naval Air Phase. There are no air operations during Night Naval-Turns.

CASES:

[27.1] NAVAL ATTACK AIR GROUPS

During the Joint Air Phase, air combat for the Baltic Sector is resolved. All naval Air Groups that penetrate to the battlefield penetrate for all 12 Naval-Turns. A Naval Attack Air Group is a group that is entirely composed of naval air units. Naval Air Units may not be in the same Air Group as regular land air units.

[27.11] Regular Air Groups may split apart when they penetrate to the battlefield. Naval Air Groups may not split apart when they penetrate to the battlefield.

[27.12] Each Naval Air Group that enters an Enemy Search Zone may search once per Friendly Naval Air Phase. The naval air unit with the highest EW Rating is used for the entire Air Group's search. If the search fails, the entire Air Group is assumed to fail, and the Air Group returns to a Friendly Airfield Holding Box until the next Friendly Naval Air Phase. If the

search is successful, the Air Group may attack the spotted Enemy units. The unit that searches may participate in the combat.

[27.13] All naval air units within an Air Group attack together. The only exceptions are air units that are Ordnance-Depleted or that do not have the proper Attack Strength.

[27.14] If the Naval Air Group receives flak, the entire Air Group is attacked once as a whole and not individually. Losses are fulfilled by the air unit with the lowest EW Rating in the Air Group. **Note:** Attacks by land flak against naval air are resolved on the Flak Combat Results Table (Case 21.29).

[27.15] If the lowest EW air unit cannot fulfill the combat results, the rest of the combat result is fulfilled by the plane with the next lowest EW Rating and so on until the combat result is fulfilled.

[27.16] (addition) For purposes of combat, naval air units are treated like surface naval units, except that the defense strength of the naval air unit is a function of its interception rating, according to the following table:

<i>Interception Rating</i>	<i>Defense Strength</i>
0-3	1
4-6	2
7-9	3
10	4

[27.2] ORDNANCE DEPLETION

A naval air unit can continue attacking so long as the air unit has ordnance remaining.

[27.21] Each time a naval air unit attacks, the owning Player rolls the die for Ordnance Depletion.

[27.22] If the die roll for Ordnance Depletion is 1-3, the naval air unit has more ordnance and may attack again. If the die roll is 4-6, the naval air unit is Ordnance-Depleted and may not attack again during the current Naval-Turn. Place air units that are Ordnance-Depleted in an Airfield Holding Box.

[27.23] Ordnance-Depleted air units are exempt from Case 27.11.

[27.3] NAVAL AIRFIELDS

Naval units can be based only at naval airfields. If the naval airfields are captured, the naval air units may no longer operate.

[27.31] Bornholm (hex N5920), Leek (N2820), Husum (N2923), and Hohn (N3024) are NATO naval airfields. West German naval air units have full use of Bornholm.

[27.32] Hex NE1821 is the Soviet naval airfield.

[27.33] Naval air units that penetrate the Baltic Air Sector are not affected by the capture of their airfields on the Game-Turn of their capture. Naval air units that penetrate the Baltic Air Sector are also not affected by damage to their airfields on the Game-Turn of their damage.

[27.34] (addition) Naval air units return to a friendly naval airfield at the end of each Naval Air Phase.

[27.4] LAND AIR UNITS AND HELICOPTERS vs. NAVAL UNITS

[27.41] Land air units (all air units not designated naval air units) and helicopters may not attack naval units. They may attack naval air bases and ports.

[27.42] Naval units may not fire flak at land air units and helicopters.

[28.0] MINELAYING AND SWEEPING

GENERAL RULE:

Mines can be laid by appropriately marked naval units and naval air units in addition to minelayers. Mines are laid in *Leve/s*; the higher the Level, the more effective the minefield.

CASES:

[28.1] MINELAYING

[28.11] A minelayer can lay a six-Level minefield by expending one half its Movement Allowance.

[28.12] A naval unit other than a minelayer can lay a one-Level mine field by expending one half of its Movement Allowance, if the naval unit counter has three circles under the nationality.

[28.13] Certain air units are equipped to lay mines. If a naval air unit has survived all flak, the naval air unit may lay a one-Level minefield in the hex that it occupies. A naval air unit may not attack during the Naval Air Combat Phase in which it lays the mines. When an air unit lays mines in a hex already containing enemy naval units, those naval units are not affected by the mines unless they exit the hex and later re-enter it.

[28.14] Levels of minefield in a hex are cumulative, up to six levels. **Example:** If a hex contains three Levels of minefield and another Level is laid in the hex, there are four Levels of minefield in the hex.

[28.2] MINE SWEEPING

[28.21] Upon entering a mine hex, a minesweeper must cease movement until the next Naval-Turn.

[28.22] A minesweeper that starts the Naval-Turn in an Enemy minefield can attempt to sweep.

[28.23] A minesweeper removes one Level of mine at a time. A minesweeper can continue to sweep a hex until it is stopped, destroyed, or clears the entire minefield.

[28.24] A naval unit may enter a swept hex during the Naval-Turn the hex was swept.

[28.25] Minesweepers can sweep mines in both Shallow and Deep Water hexes.

[28.26] Sweep Results Table
(see separate sheet)

[28.3] EFFECTS OF MINES

When naval units enter unswept Enemy minefields, they are attacked by the minefield on the Mine Results Table. Friendly units are not attacked by Friendly minefields.

[28.31] Friendly naval units expend 2 Movement Points for each Friendly minefield hex entered.

[28.32] If a naval unit is struck by a mine, the unit is sunk.

[28.33] Minesweepers can enter an Enemy minefield, but on the following Naval-Turn they must either attempt to sweep the mines or be attacked by them.

[28.34] Mine Results Table
(see separate sheet)

[28.4] MINE DEPLETION

[28.41] Each minelayer can lay one six-Level minefield before Mine Depleting, or the minelayer can lay six one-Level mine fields, or any combination thereof.

[28.42] Each naval unit and naval air unit other than minelayers that can lay mines can lay one Layer of mines before Mine Depleting.

[28.43] A minelaying unit that spends one Naval-Turn in a Friendly Port is no longer Mine Depleted.

[28.44] A Mine-Depleted unit cannot lay mines.

[28.45] It is suggested that Players place an Out of Fuel marker on Mine-Depleted naval units to render their condition easily recognizable.

[28.46] A naval air unit that is Mine-Depleted may not initiate naval combat. Air units which are Mine-Depleted and which spend one Naval Turn in an undamaged Friendly naval air field are no longer Mine Depleted.

[29.0] AMPHIBIOUS ASSAULT

GENERAL RULE:

An Amphibious Assault is the process whereby special amphibious combat units (designated as marines) can land on an unoccupied coastal hex.

PROCEDURE:

If, at the beginning of a Friendly Naval Movement and Combat Phase, an amphibious landing craft naval unit is in an unoccupied coastal hex stacked with one or more marine regiments,

these may conduct an Amphibious Assault. The Amphibious Assault occurs at the end of the same Naval Movement and Combat Phase after all movement and combat is concluded. The marine regiments are placed onto the coastal hex (this is denoted by placing the marine units on top of the naval units the stack). Amphibious landing craft and amphibious cargo naval units expend all of their Movement Points to conduct an amphibious landing. The marines that land may not move until the next Friendly movement and Combat Phase.

CASES:

[29.1] NAVAL TRANSPORT

[29.11] If an amphibious landing craft or amphibious cargo naval unit begins a Friendly Naval Movement and Combat Phase stacked with a marine regiment, the marine regiment can be embarked onto the naval unit. Place the marine regiment under the naval unit on which it is embarked.

[29.12] Each amphibious landing craft or amphibious cargo naval unit can embark a maximum of one marine regiment.

[29.13] Once a marine unit is embarked with a naval unit, the marine unit is considered an integral part of the transporting naval unit until the marine unit is disembarked. **Example:** A marine unit is embarked on an amphibious cargo naval unit. If the naval unit moves, the marine unit moves with the naval unit.

[29.14] If a transporting naval unit carrying a marine unit is damaged, the marine unit takes an automatic one combat step loss. If the transporting naval unit is sunk, the marine unit is eliminated.

[29.15] A marine unit may disembark from a transporting naval unit in one of two ways:

- A. The transporting naval unit is in a Friendly port hex at the beginning of a Friendly Naval Movement and Combat Phase, in which case the marine unit can disembark at the end of the same Naval Movement and Combat Phase if the transporting naval unit expends all of its Movement Points landing the marine unit. Place the marine unit on top of the transporting naval unit to denote that the marine unit has disembarked.
- B. *Alternatively*, a marine unit may disembark by Amphibious Landing (see Case 29.2).

[29.2] AMPHIBIOUS LANDING

[29.21] If, at the beginning of a Friendly Naval Movement and Combat Phase, an amphibious landing craft is in an unoccupied coastal hex stacked with one or more marine units, the Friendly player can conduct an Amphibious Landing.

[29.22] Amphibious cargo naval units can only embark or disembark in an unoccupied coastal hex if the cargo naval units are stacked with an amphibious landing craft naval unit.

[29.23] A transporting naval unit expends all of its Movement Points to disembark marine units.

[29.24] Marine units cannot be disembarked into an Enemy-occupied hex.

[29.25] If marine units are disembarked into an uncontrolled coastal hex, nothing further occurs during that Movement and Combat Phase.

[29.26] If a marine unit is disembarked into an Enemy-controlled hex, it must immediately execute a Standard Assault against all adjacent Enemy units. If the result of the combat is **D** and the Enemy units take a step loss, nothing further occurs. If the result is **D** and the Enemy units retreat, the marine units may advance after combat, but this is voluntary. If the result is **C**, the marine unit takes a one-step loss. If the result is **A**, the marine unit takes a two-step loss. If the result is **A2**, the marine unit takes a three-step loss.

[29.3] DANISH FERRIES

[29.31] There are three Danish ferries. Danish ferries can transport a NATO land unit from one ferry hex to the other corresponding ferry hex. A unit may use a Danish ferry only if both sides of the ferry route are Friendly-controlled hexes.

[29.32] Each Danish ferry can transport one NATO brigade or battalion per Naval Phase. Ferry transport does not expend Movement Points; it may be used, when playing without the naval game, only on the first and second Game-Turn of the war.

[29.33] If, at the beginning of the Naval Phase, a land unit is in a ferry hex, the owning Player may verbally announce that the land unit is being ferried across.

[29.34] If at the end of the same Naval Phase, no Warsaw Pact naval units have moved between the ferry hexes, the unit is placed on the corresponding opposite ferry hex.

[29.35] If a Warsaw Pact naval unit moves between the ferry hexes while a NATO unit is being ferried across, the NATO unit cannot be ferried and the NATO unit loses one combat step.

[29.4] SPECIAL U.S. 2ND MARINE DIVISION AMPHIBIOUS ASSAULT

The U.S. Second Marine Division can land either as reinforcements or on any unoccupied coastal hex on the north map hexrows 01xx to 30xx inclusive. Regiments of the 2nd Marine Division must land on the same Game-Turn, and one regiment must land adjacent to or stacked with at least one of the other regiments of the 2nd Marine Division. All other rules for Amphibious Assault apply.

[30.0] HELICOPTERS (Optional)

GENERAL RULE:

Helicopters are powerful but fragile units. They move like land units, but they expend 1 Movement Point per hex entered regardless of terrain. They do not pay Movement Point costs to cross rivers (Major or Minor). There are two types of helicopters: attack and transport. Attack helicopters have three Ratings: Ground Attack, Interception, and Movement Allowance. Transport helicopters have three ratings: Transport Capacity (in battalions), Interception, and Movement Allowance. A helicopter may perform only one mission per Movement and Combat Phase.

PROCEDURE:

Helicopters must begin every Movement and Combat Phase in an airfield hex. Helicopters may move once each Movement and Combat Phase up to their full Movement Allowance, A

helicopter may perform only one mission per Movement and Combat Phase. They may move at any time during a Movement and Combat Phase.

CASES:

[30.1] HELICOPTER MOVEMENT

[30.11] During the Friendly Movement and Combat Phase, a helicopter unit may move like a Friendly land unit, attacking enemy land units and installations using the Air-to-Ground Attack Table.

[30.12] During the Friendly Movement and Combat Phase, a helicopter on a Ground Support mission may move when a Friendly land unit initiates combat. A helicopter unit performs Ground Support as if it were an air unit. This is an exception to the rule that combat occurs immediately upon being initiated. .

[30.13] During the Enemy Movement and Combat Phase, at the conclusion of an Enemy unit's movement or when an Enemy unit has stopped to conduct a Standard Assault, a Friendly helicopter unit may move and attack Enemy units using the Air-to-Ground Attack Table (see 22.33). This Case may be applied to any combat, not just Standard Assault.

[30.14] During the Enemy Movement and Combat Phase, when an Enemy unit initiates combat, a helicopter unit may move to perform Ground Support for Friendly land units.

[30.15] When a unit initiates combat during a Friendly Movement and Combat Phase, a helicopter unit may move to perform Ground Support *before* the combat is conducted.

[30.16] A helicopter unit may move during the Friendly Special Forces Assault Phase if it has not moved during the current Game-Turn. If a helicopter unit moves during a Friendly Special Forces Assault Phase, the helicopter unit may not move again for the rest of the Game-Turn.

[30.17] A helicopter unit may move during the Friendly Airborne Phase if it has not moved during the current Game-Turn. If a helicopter unit moves during a Friendly Airborne Phase, it may not move again for the rest of the Game-Turn.

[30.18] Cases 30.15 and 30.16 apply only when playing with optional rules Sections 31.0 and 32.0.

[30.2] FLAK vs. HELICOPTERS

[30.21] Whenever a Friendly helicopter unit is moving while in range of enemy flak, the Enemy flak may attack the Friendly helicopter unit.

[30.22] A Friendly helicopter unit can be attacked an unlimited number of times while moving, but only once by each flak unit whose range the helicopter unit moves through.

[30.23] Helicopters receive flak die modifications according to their Interception Ratings.

[30.24] (addition) Helicopters may only be attacked by **C** and **D** rated flak at a range of 0 or 1 hex. In attacks on helicopter units, **A** and **B** rated flak may only attack on the **C** rated column of

the Flak Combat Results Table (Case 21.29), and then only at 0 range. **A** and **B** rated flak limits do not expend flak ammunition points when attacking helicopters.

[30.3] HELICOPTER ATTACK

A helicopter unit may attack Enemy units alone without the support of land units. The attack is resolved on the Air-to-Ground Attack Table. When a helicopter conducts an Air-to-Ground attack, it moves during a Movement and Combat Phase, and no other movement occurs until the helicopter unit has completed its attack. The procedure for the helicopter attack is identical to that performed by air units (see 22.33).

[30.4] HELICOPTER GROUND SUPPORT

A helicopter may perform ground support in conjunction with air units or alone.

[30.41] An unlimited number of helicopter units may support a Friendly unit in a combat. The procedure is similar to that of air units performing Ground Support (see Case 21.1).

[30.42] The only difference between helicopters and air units performing Ground Support is that the helicopters move to the combat and the air units are simply placed there.

[30.43] (addition) Helicopter units may perform Flak Suppression instead of other ground support missions (see Case 21.3).

[30.5] HELICOPTER STEP REDUCTION

[30.51] Helicopter units possess two combat steps.

[30.52] All combat results against helicopter units are considered steps lost. **Example:** If the combat result against a helicopter unit is one step lost and one step damaged, the helicopter unit is removed from the game. If the helicopter unit received a combat result of one step damaged, the result is applied as one step lost.

[30.53] When a helicopter unit loses one combat step, flip the helicopter unit over. When the helicopter unit that is on its reduced side receives a one-step loss result, the helicopter unit is removed from the game.

[30.6] HELICOPTER TRANSPORT

[30.61] Certain helicopter units can transport land units. Transport can occur during a Friendly Special Forces Assault Phase, Friendly Airborne Phase, or Friendly Movement and Combat Phase. The Transport Rating indicates the maximum number of battalions that a particular helicopter unit can carry. Three battalions worth of helicopter transport can transport one brigade airborne, marines, airmobile or alpine troops. One battalion worth of helicopter transport can transport one Special Forces Unit.

[30.62] Helicopter units can transport Special Forces, airborne, airmobile, alpine and marine units only.

[30.63] A helicopter unit expends 1 Movement Point to embark land units. A helicopter expends no Movement Points to disembark land units.

[30.64] If a helicopter unit that is transporting land units loses one step the land units are assumed to have taken a one-step loss.

[30.65] If a helicopter unit that is transporting land units is destroyed, all land units that it transporting are destroyed.

[30.66] Certain helicopters, upon taking a step loss, have a reduced Transport Capacity. Units currently being carried do not apply against the new Transport Rating, but against the old Transport Rating for the remainder of the current Phase. Thereafter, the unit uses its new Rating. **Note:** Certain transport helicopters with one battalion Ratings are not affected by this rule.

[30.67] Land units may move during the same Phase in which they were transported.

[30.68] (addition) Units to be transported may be picked up by the transport helicopter units in any hex which is not in an enemy Zone of Control and dropped off in any such hex (within Stacking Limits) during a Friendly Movement and Combat Phase. The transported units expend 2 Movement Points in this process.

[31.0] SPECIAL FORCES (Optional)

COMMENTARY:

Both sides possess Special Forces units. These units, in the event of the next war, will be used to perform special missions in the Enemy rear area. **Note:** The terms *Commandos* and *Special Forces* are synonymous.

GENERAL RULE:

Special Forces units may be used to perform special rear area missions. Special Forces are not like normal combat units. Special Forces units do not possess Combat Strengths. Instead, they use special assault tables. If Special Forces are attacked, they automatically retreat. If the retreat would violate Case 6.31, the Special Forces unit is automatically eliminated.

PROCEDURE:

At the beginning of the Special Forces Assault Phase, the owning Player may plot all, some, or none of his Special Forces units to perform Special Assaults against Enemy-occupied hexes. Special Forces can perform one of three types of Assault missions: Communications, Airfield, and Port Assault.

CASES:

[31.1] PLOTTING A SPECIAL FORCES MISSION

At the beginning of the Special Forces Assault Phase, the owning Player plots which Special Forces unit will perform missions, what type of missions each will perform, and which Enemy-occupied hex the mission will be performed against. More than one Special Forces unit can be plotted to perform the same mission against the same hex during the same Special Forces Assault Phase.

[31.2] SPECIAL FORCES ASSAULT PHASE

[31.21] After the Special Forces units have been given their assignments, the Assaults are executed. Special Forces units that are going to perform a mission must start the Special

Forces Assault Phase on a Friendly airfield stacked with the proper amount of transport helicopters.

[31.22] Only helicopter units that fulfill the conditions of Case 30.16 can carry Special Forces units during the Special Forces Assault Phase.

[31.23] The helicopter units are moved to the destination hexes by any path at the option of the owning Player. The Enemy Player can use flak against the helicopters according to Case 30.2

[31.24] When the Special Forces units arrive at their destination hex, they are attacked on the Special Forces Vertical Assault Table. All surviving units can perform the planned Assault.

[31.25] Special Forces Vertical Assault Table
(see separate sheet)

[31.3] COMBAT STEPS

[31.31] Special Forces units possess two combat steps.

[31.32] If the helicopter unit carrying a Special Forces unit loses one step, the Special Forces unit also loses one step.

[31.33] When calculating the strength of Special Forces units, always round fractions up.
Example: If a Special Forces unit at half strength attacks on the Special Forces Attack Table, it is considered one unit.

[31.4] PERFORMING AN ASSAULT

[31.41] All surviving Special Forces units that arrive and land on the destination hex can Assault. Count up the number of Special Forces units and roll the die. If the Special Forces Attack Table indicates that the Special Forces units have been destroyed, they are removed from the map. If the Assault is successful, the result depends on the type of Assault being performed.

[31.42] Special Forces Assault Table
(see separate sheet)

[31.5] COMMUNICATIONS ASSAULT

[31.51] A Communications Assault can be performed into any Enemy-occupied hex that contains *only* support units.

[31.52] If the Assault is successful, for each Friendly Special Forces unit participating in the Assault, one support brigade of the Friendly Player's choice is eliminated.

[31.53] Special Forces units that have lost one combat step count as full-strength units for Cases 31.52, 31.62, and 31.72.

[31.54] After all the appropriate options have been implemented, one Special Forces combat step is eliminated for every brigade of surviving support units (round fractions down) remaining in the hex.

[31.6] AIRFIELD ASSAULT

[31.61] An Airfield Assault can be performed into any Enemy airfield hex that contains *only* support units, air units, and/or helicopter units.

[31.62] If the Assault is successful, for each Friendly Special Forces unit participating in the Assault, one of the following options can be fulfilled at the Friendly Player's option:

- A. One brigade worth of support units can be eliminated.
- B. One squadron of air units or helicopters can be eliminated.
- C. Damage the airfield.

Example: If three Special Forces units successfully Assault an Enemy airfield, all three options could be fulfilled, or three air units could be eliminated, or the airfield can be damaged and two units eliminated, or any combination of the above.

[31.63] After all the appropriate options have been implemented, one Special Forces combat step is eliminated for every brigade of surviving support units (round fractions down) remaining in the hex.

[31.7] PORT ASSAULT

[31.71] A Port Assault can be performed into any Enemy-occupied port hex that contains *only* support units and/or naval units.

[31.72] If the Assault is successful, for each Friendly Special Forces unit participating in the Assault one of the following options can be fulfilled by the Friendly Player.

- A. A brigade worth of support units are eliminated.
- B. Destroy one ship based at that port.
- C. Damage the port and repair facilities.

Example: If three Special Forces units successfully assault an Enemy port, all three options could be fulfilled, or three ships could be sunk, or the port could be damaged plus two ships sunk, or any combination of the above.

[31.73] After all appropriate options have been implemented, one Special Forces combat step is eliminated for every brigade worth of surviving support units (round fractions down) remaining in the hex.

[31.8] CONCLUDING AN ASSAULT

At the conclusion of an Assault, all surviving Special Forces units re-embark on their transport helicopters and must move to a Friendly airfield.

[31.81] The Special Forces units may not receive flak from the hex that they just assaulted.

[31.82] Special Forces units receive flak from other Enemy units normally when they return to a Friendly airfield.

[31.9] (addition) SPECIAL FORCES vs. SPECIAL FORCES

When Special Forces units conclude a Vertical Assault (using the Special Forces Vertical Assault Table, 31.35) into a hex containing Enemy Special Forces units, an *equal* number of Special Forces units is eliminated on each side until only one side has Special Forces units remaining in that hex. If the assaulting Special Forces outnumber the defending Special Forces, the surviving Special Forces then proceed with the Special Forces Assault Table (31.42).

[32.0] AIRBORNE AND AIRMOBILE UNITS (Optional)

GENERAL RULE:

Airborne and airmobile units can be transported by helicopter and disembarked in any unoccupied hex. In addition to normal helicopter transport (Case 30.6), airborne and airmobile units can be transported by helicopter and disembarked into an enemy-controlled, but not enemy-occupied, hex. Airborne units can be paratropped into certain types of hexes which are not enemy-occupied. This may only be done during the Friendly Airborne Phased.

PROCEDURE:

Airborne and airmobile units may be picked up by helicopter transports during the Airborne Phase and moved using helicopter movement to any hex not occupied by an enemy unit with a defense strength. Airborne units may be paratropped onto the map if during the Air Allocation Phase they were placed onto air transport units that successfully penetrated onto the battlefield. Airborne and airmobile units must be in Tactical Mode in order to be moved via helicopter or Air Transport Unit.

[32.1] MOVING AIRBORNE AND AIRMOBILE UNITS BY HELICOPTER

[32.11] If an airborne or airmobile unit is picked up by an appropriate amount of helicopter transport during the Airborne Phase, the airborne or airmobile unit can be transported by helicopter. Each brigade or regiment of airborne and airmobile units requires 3 battalions worth of helicopter transport in order to move by helicopter.

[32.12] The transport helicopters move according to the rules in Section 30.0. **Note:** Helicopters are subject to Enemy flak during their movement.

[32.13] (addition) Regiments of the US 2nd Marine Division may be treated as airmobile when using CH53 helicopter units.

[32.14] (addition) Three transport helicopter units with 1-battalion transport capacity each may transport a brigade if stacked together during the transport. Each unit remains subject to flak individually. For every 2 helicopter steps lost to flak, the transported brigade loses 1 step.

[32.2] DISEMBARKING AIRBORNE AND AIRMOBILE UNITS

[32.21] If the helicopter transport unit disembarks the airborne or airmobile unit into an uncontrolled, unoccupied hex, the airborne or airmobile unit may move normally during the Friendly Movement and Combat Phase. **Note:** The helicopter transport unit expends 1 Movement Point to embark the airborne unit.

[32.22] If the helicopter transport unit disembarks the airborne or airmobile unit in a controlled, unoccupied hex, the airborne or airmobile unit must immediately attack the Enemy units exerting the Zone of Control. If the airborne or airmobile unit receives a combat result of **A**, **A2**, or **C**, the airborne or airmobile unit may not move during the next Friendly Movement and Combat Phase. If the result of the combat is **D**, then the airborne or airmobile unit may move during the next Friendly Movement and Combat Phase.

[32.3] AIRBORNE PARADROP

[32.31] Airborne units that are placed on transport air units and allocated during the Air Allocation Phase may be paraded onto the battlefield if they penetrate to the battlefield during the Joint Air Phase (however, see Case 32.39). Each air transport unit can carry one brigade or regiment of airborne units. Each unit is dropped individually. If more than one unit is dropped into hex those units may not recombine until the next Friendly Movement and Combat Phase.

[32.32] If the transport air unit carrying the airborne unit penetrates to the battlefield, the airborne unit may be dropped onto any unoccupied hex within the designated Air Sector.

[32.33] The Friendly transport with the airborne unit is placed on the hex where the paradrop is to occur. The Enemy Player may fire flak at the transport. If the transport is undamaged by enemy flak, the paradrop occurs immediately.

[32.34] If the Friendly transport receives a one step loss, the airborne unit being transported receives a two-step loss. If the Friendly transport receives one-step damage, the airborne unit receives a one-step loss. If the transport receives a one-step loss and a one-step damaged, the airborne unit is eliminated.

[32.35] After flak, the airborne unit is dropped onto the map. If the airborne unit parades into an uncontrolled hex, there is no further combat effect to the airborne unit. The airborne unit may move normally during the next Friendly Movement and Combat Phase.

[32.36] If the airborne unit is dropped onto a controlled hex, a die is rolled. If the die roll is 1-3, the airborne unit loses one step and must immediately attack the Enemy units that are exerting the Zone of Control. If the die roll is 4-6, the airborne unit does not lose a combat step, but the airborne unit must still immediately attack the Enemy units exerting the Zone of Control.

[32.37] An airborne unit expends 5 Movement Points to paradrop. This expenditure is applied during the next Friendly Movement and Combat Phase.

[32.38] If several airborne units parades into the same hex, each transport individually parades its airborne unit. Each individual transport is subject to possible Enemy flak.

[32.39] A paradrop may be conducted only into Clear and Rough-1 hexes.

[32.4] AIR TRANSPORT FOR AIR-TRANSPORTABLE UNITS

Transport units can carry airborne, airmobile, marines and alpine units from one Friendly airfield to another during the Friendly Movement and Combat Phase. The transport units used may not be allocated during the preceding Air Allocation Phase, and the land units being moved may not move during the Movement and Combat Phase in which they are transported.

The Friendly Player must control the Air Superiority and Interception Levels of all Air Sectors passed through by the transporting units.

[33.0] RECONNAISSANCE AIR UNITS (Optional)

COMMENTARY:

This section can be used in conjunction with Sections 20.0 and 21.0, but may not be used without them.

GENERAL RULE:

When using the reconnaissance air units (those air units with an **R** designation), Players may not attack an Enemy-occupied hex unless (a) the hex is adjacent to a Friendly-occupied hex or, (b) the hex has been previously spotted by a reconnaissance air unit or, (c) the attack is a flak-suppression mission against a flak unit which has already fired during that Phase or, (d) the attack is declared to be against an installation only (in which case exit penalties and step losses are ignored, and FSHs are not displaced).

PROCEDURE:

Reconnaissance air units can be allocated during the Air Allocation Phase with any Air Group on the Ground Support Level. If, at the conclusion of air combat, a reconnaissance air unit penetrates to the battlefield with at least one undamaged combat step, the reconnaissance air unit may spot an Enemy-occupied hex.

CASES:

[33.1] RECONNAISSANCE AIR UNITS AND AIR COMBAT

[33.11] Reconnaissance air units are deployed in Air Groups on the Ground Support Level.

[33.12] Reconnaissance air units that are about to be engaged in air combat may abort, in which case they are not affected by the ensuing air combat.

[33.13] If reconnaissance air units accept air combat, they use their Interception Rating.

[33.2] HOW TO SPOT ENEMY OCCUPIED HEXES

[33.21] Each reconnaissance air unit that penetrates to the battlefield can spot one hex provided that it has at least one undamaged combat step left.

[33.22] If a reconnaissance unit is spotting an Enemy-occupied hex, the reconnaissance unit is placed on the hex. If the air reconnaissance unit is within range of **A** or **B** rated Enemy flak units, the Enemy flak units may fire at the reconnaissance air unit. Enemy flak units rated **C** or **D** have no effect on reconnaissance air units.

[33.23] If the reconnaissance air unit survives with least one combat step, the reconnaissance unit can attempt to spot the Enemy-occupied hex.

[33.24] As soon as a hex has been spotted, the Enemy Player rolls one die for camouflage. For the Warsaw Pact Player, a 1 or 2 means that, the units in the hex are not spotted (units in this case include fixed SAM sites but not installations), and the spotting mission is a failure with regard to those units. For the NATO Player, a roll of 1 means that his units are not spotted. On any other die rolls, all units in the hex are successfully spotted. Airfields, bridges, and ports are

always spotted when the reconnaissance unit attempts to spot the hex they occupy. Warsaw Pact Front Supply Head supply lines are treated as units for the purpose of this case. For Warsaw Pack FSH supply lines, see Case 21.77.

[33.25] After the reconnaissance air unit spots an Enemy-occupied hex, the air unit is returned to a Friendly Airfield Holding Box.

[33.26] Once spotted, a hex is considered spotted for the remainder of the Game-Turn.

[33.3] RECONNAISSANCE INTELLIGENCE

When a hex has been successfully spotted, the composition of all units in that hex must be revealed to the Enemy Player. Otherwise, the Enemy Player is not entitled to inspect a stack of units unless there is combat announced involving that stack (see Case 6.7).

[34.0] DAMAGE AND REPAIR

GENERAL RULE:

When an airfield is damaged, air units based at the airfield cannot be allocated during the Air Allocation Phase until the damage is repaired. A damaged port cannot repair naval units, resupply ordnance to naval units, be considered a General Supply source or reinforcement entry point until the port damage is repaired. Destroyed bridges may not be used until repaired. Consequently, all bridges in the game can be destroyed through demolition.

PROCEDURE:

Both Players receive Repair Points each Game-Turn. The cost to repair installations varies with the amount of repair points a type of installation requires. Repair Points cannot be accumulated. Repair takes place during the End Stage.

CASES:

[34.1] DAMAGE

[34.11] When an airfield is damaged, air units in that airfield's Holding Box may not be allocated during the Air Allocation Phase until the airfield is repaired.

[34.12] When a port is damaged, naval units based at that port may not be repaired or resupplied with ordnance, nor may that port be considered a General Supply source nor reinforcement entry point until the port is repaired.

[34.13] When a bridge is destroyed, the hexside is treated as an unbridged River hexside until the bridge is repaired.

[34.14] Capture always damages airfields and ports.

[34.15] A bridge is destroyed if either half of it is destroyed (place a Destroyed marker on it).

[34.2] REPAIR

During the End Stage, Players may expend Repair Points to repair specific installations.

[34.21] Players must keep track on a separate piece of paper which installations are damaged.

[34.22] Repair Point costs are listed on the Repair Point Cost Chart (see Case 34.25).

[34.23] Unused Repair Points may not be accumulated from Game-Turn to Game-Turn.

[34.24] Enemy airfields can be repaired for Friendly helicopter and transport units' use by expending Repair Points. A captured airfield is considered usable by all Friendly nationalities of the side that captures it.

[34.25] Repair Point Costs

Bridge: 3 Repair Points

Airfield: 5 Repair Points

Port: 10 Repair Points

Repair of Enemy airfield for helicopter and transport uses: 5 Repair Points

[34.26] An installation remains damaged until it is repaired. **Note:** A supply path is not an installation and is automatically repaired (see Case 21.72).

[34.27] Only Friendly installations that are neither within an Enemy Zone of Control nor Enemy-occupied – or captured installations that are within a Friendly Zone of Control or Friendly-occupied – may be repaired, and then only if a unit in the hex containing the installation (for a bridge this includes both bridge hexes) would be in General Supply.

[34.28] Installations which are nuclear contaminated may not be repaired, nor may installations be repaired during the same Game-Turn in which they were damaged.

[34.3] REPAIR POINT SCHEDULE

[34.31] NATO–15 Repair Points/turn

[34.32] Warsaw Pact–10 Repair Points/turn

[34.4] BRIDGE DEMOLITION

Whenever a Friendly unit is adjacent to a bridged hexside the Friendly unit may destroy the bridge.

[34.41] If a Friendly unit at any time during a Game-Turn is adjacent to a bridged hexside, the Friendly unit may damage the bridge. When a bridge is damaged, it is unusable until repaired.

[34.42] If a Friendly unit is not adjacent to a bridged hexside, a Player may attempt to blow up any bridge within his original territory at any time during a Game-Turn. When a Player attempts to blow up a bridge, he rolls the die. If the die roll is 1-4 the bridge is destroyed. A Player may attempt to destroy a particular bridge only once per game in this fashion.

[34.43] Once an Enemy unit has crossed over a bridge or brought both bridged hexsides into its uncontested Zone of Control, the bridge may not be destroyed under Case 34.42.

[35.0] ALPINE UNITS (Optional)

COMMENTARY:

Alpine units are specially trained to operate in mountainous environments. (e.g., the Alps). Therefore alpine units have special movement abilities.

GENERAL RULE:

An alpine unit can cross one Alpine hexside in Tactical Mode at a movement cost of 10 Movement Points. Alpine units in Tactical Mode expend 1 Movement Point to enter Rough-1 hexes and expend 2 Movement Points to enter Rough-2 hexes. Alpine units pay all other Movement Point costs as stated on the Terrain Effects Chart. Alpine units' Zones of Control do not extend across Alpine hexsides. An alpine unit attacking into a Rough-2 hex adds 2 to its die modification total. An alpine unit attacking into a Rough-2 hex from another Rough-2 hex adds 1 to its die modification total.

[36.0] ELECTRONIC WARFARE (Optional)

COMMENTARY:

Electronic Warfare is a very large and important what if" in any future conflict. From information gained from various sources, when Electronic Warfare is used its effects are devastating on the units being subjected to it. Although NATO EW equipment is technically superior to similar Warsaw Pact equipment, Warsaw Pact equipment seems to be more reliable.

GENERAL RULE:

Electronic Warfare is a particular attack that can be initiated by either side. EW units can initiate Electronic Warfare.

PROCEDURE:

Each time an Assault is announced, each Player having an EW unit in or adjacent to the hex being assaulted announces if he wishes to use Electronic Warfare. Then the owning Players roll for each EW unit involved to see if Electronic Warfare is successfully initiated. **Note:** There is no additional effect if more than one EW unit successfully initiates Electronic Warfare during a combat.

CASES:

[36.1] EFFECTS OF EW ON THE ATTACKER

[36.11] If any defending EW unit in a combat successfully initiates Electronic Warfare, the attacking unit subtracts 3 from its die modification total. The die modification total can never be reduced below zero.

[36.12] If EW is successfully initiated by the Defender all Wave Assault benefits against the hex are ignored for the remainder of the Movement and Combat Phase.

[36.13] (addition) If a defending EW unit successfully initiates Electronic Warfare, the attacking unit may not use any artillery units that are within range unless the artillery unit and the attacking unit are in Urban or City hexes.

[36.14] (addition) If a defending EW unit successfully initiates Electronic Warfare, the attacking Player may not perform Ground Level Support Missions (Case 21.13) with air or helicopter units in that attack. He may use such units to attack the defender separately using Air to Ground Attack procedures (21.4). Exception: disengagement attempts.

[36.2] EFFECTS OF EW ON THE DEFENDER

[36.21] If any attacking EW unit successfully initiates Electronic Warfare, the defending unit subtracts 3 from its die modification total. The die modification total can never be less than 0.

[36.22] Defending units in Urban or City hexes are not affected by EW.

[36.23] If an attacking EW unit successfully initiates Electronic Warfare, the defending unit may not use any artillery units that are within range unless the artillery unit and the defending unit are Urban or City hexes. This Case applies only to Barrage Strengths, not Defense Strengths.

[36.24] (addition) In multi-hex combat, EW works if it reaches into any of the defenders' hexes.

[36.25] (addition) If an attacking EW unit successfully initiates Electronic Warfare, the defending Player may perform Ground Level Support Missions (Case 21.12) with air or helicopter units in that defense, but these units may only add half their Ground Attack Rating (fractions rounded down) to the Defense Strength of the Friendly hex.

[36.3] INITIATION OF ELECTRONIC WARFARE

[36.31] In order for a Warsaw Pact EW unit to initiate Electronic Warfare, the owning Player must roll a 1-4 on the EW Initiation die roll.

[36.32] In order for a NATO EW unit to initiate Electronic Warfare, the owning Player must roll a 1-3 on the EW Initiation die roll.

[36.4] HOW LONG ELECTRONIC WARFARE LASTS

The effects of EW last for only one combat, whether multiple-unit or not. Electronic Warfare must be rolled for each new combat. An EW unit may be employed an unlimited number of times during a Movement and Combat Phase.

[36.5] ELECTRONIC WARFARE UNITS AND COMBAT

If an EW unit is attacked while alone in a hex, it is eliminated after the Attacker has expended Movement Points to execute any kind of Assault.

[37.0] VICTORY CONDITIONS

COMMENTARY:

Since the Warsaw Pact armed forces are trained, equipped, and supplied for a short war, the Warsaw Pact must win big during the first months of the next war in order to seize the resources and economic might of West Germany, and hopefully knock France, Italy, and the smaller NATO allies on the flanks out of the conflict before the West can mobilize its full economic and demographic power and bring it to bear in Europe.

GENERAL RULE:

Victory in *The Next War* is determined according to Victory Points, which are based on the attainment of actual military and political objectives.

PROCEDURE:

At the end of the game, each Player totals up the number of Victory Points he receives according to the conditions listed under each scenario. NATO Player Victory Points are then subtracted from Warsaw Pact Player Victory Points to give the game total, which may be negative. Cross reference the game total with the Victory Level Schedule for the scenario played.

CASES:

[37.1] VICTORY POINTS

[37.11] Victory Points are awarded at the completion of a scenario in accordance with the Victory Point Schedule of that scenario.

[37.12] The Game Total Victory Points is determined by subtracting the NATO Player's Victory Points from the Warsaw Pact Player's Victory Points.

[37.13] The victor and level of victory are determined by comparing the Game Total Victory Points with the Victory Level Schedule of the scenario played.

[37.14] All City, Urban and Airfield hexes may contribute basic Victory Points to one Player or the other upon the fulfillment of the Conditions noted in Case 37.2.

[37.15] Bonus Victory Points are awarded to Players for control of particular hexes and for other accomplishments in accordance with the Victory Point Schedule of each scenario. In order to be awarded Bonus Victory Points for a particular hex, the Player must first be eligible to receive Basic Victory Points for that hex in accordance with Case 37.2 and scenario rules.

[37.2] BASIC HEX VALUES

[37.21] In order for a hex to yield Basic Victory Points, it must have been conquered; that is, it must lie outside the original territory of the Warsaw Pact for the Warsaw Pact Player or outside the original territory of NATO for the NATO Player. (The list of countries in each bloc is found in case 3.7.) Hexes originally in neutral countries may count toward either Player's Victory Point totals.

[37.22] A conquered hex counts toward Basic Victory Points if it meets anyone of the three conditions in Cases 37.23, 37.24, or 37.25.

[37.23] A conquered hex counts toward Basic Victory Points if it is occupied by a Friendly unit which is in General Supply at the end of the game, or which unit can trace a proper Line of Communications (see Case 37.3).

[37.24] A conquered hex counts toward Basic Victory Points if it is within an uncontested Zone of Control of a Friendly unit which is in General Supply at the end of the game, or which unit can trace a proper Line of Communications (see Case 37.3). Uncontested hexes are those in the Zone of Control of a Friendly unit and not within a Zone of Control of any Enemy unit.

[37.25] A conquered hex counts toward Basic Victory Points if a Friendly unit was the last to occupy it or pass through it (Players must keep track of this on a separate piece of paper) and the hex can trace a proper Line of Communications (see Case 37.3).

[37.3] LINES OF COMMUNICATION

Certain of the Victory Conditions require that hexes claimed for Basic Victory Points have a Line of Communications at the end of the game.

[37.31] A Line of Communications is a line of contiguous hexes free of Enemy units, Enemy Zones of Control, and Alpine hexsides.

[37.32] A Warsaw Pact Line of Communications is traced from the hex claimed for Basic Victory Points to any east or southeast mapedge land hex. In case they have been conquered, a Warsaw Pact Line of Communications may also be traced through All-Sea or Coastal hexes to the Danish ports Kobenhaven and Odense.

[37.34] A NATO Line of Communications is traced from the hex claimed for Basic Victory Points to any western mapedge land hex, or to any Italian southern mapedge land hex, or to any Friendly North Sea port (see Case 8.13) which qualifies as a NATO supply source.

[37.35] A Line of Communications may not be traced through an uninvaded Neutral country.

[37.4] BONUS HEX VALUES

[37.41] A Player may not receive Bonus Victory Points for a hex unless he is first entitled to receive Basic Victory Points for that hex (see Case 37.2).

[37.42] A Player is entitled to a Port Bonus only if all City hexes comprising the port (or all Urban hexes if there are no City hexes in the port) are eligible for Basic Victory Points.

[37.43] A Player is entitled to a Capital Bonus only if all City hexes comprising the capital City are eligible for Basic Victory Points.

[37.44] A Player is entitled to a Strategic Bonus only if all City hexes comprising the strategic City are eligible for Basic Victory Points, or if the strategic Urban hex is eligible for Basic Victory Points.

[37.45] A Player is entitled to an Airfield Bonus only if the airfield is eligible for Basic Victory Points.