

1985: Under an Iron Sky

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[1.0] INTRODUCTION

1985: Under an Iron Sky is a brigade/divisional level simulation of a central European conflict between Warsaw Pact (WP) and North Atlantic Treaty Organization (NATO) in 1985. The five maps cover the area from Denmark, through Germany and Austria and into the industrial heartland of Italy. The Campaign Game covers the first 50 days of war, while a number of smaller scenarios depict operations over smaller areas and shorter time periods.

After the dissolution of Soviet Union in 1991, a lot of previously classified documents have become publicly available and revealed that Warsaw Pact's war machine had been overestimated on several aspects, particularly in the areas of technological gap, Pact's internal cohesion, satellite nations' reliability and unit support / maintenance.

These new information have been incorporated into the game. The final result should be a balanced game, with NATO being able to put up a credible defense and even to counterattack should the opportunity arise.

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

The five map sections slightly overlap to form the complete game map. The following codes are used on counters and airfields charts to identify a specific map section:

N: North Map section
C: Central Map section
S: South Map section
Ne: North East Map section
Se: South East Map section

For example, a counter with deployment S1005 will start the game on South Map section, hex 1005.

[2.2] GAME CHARTS AND TABLES

Various tables and charts are provided to resolve or summarize certain game functions.

[2.3] THE PLAYING PIECES

The pieces represent single combat or support units that could have been used in a conflict in Central Europe. Ground units have one or more standard NATO Size symbol printed on them. Air and helicopter units represent individual squadrons, and have no printed unit size. SAM units represent battery groups, ranging from single "heavy" batteries to several batteries. See the Units Chart for a detailed description of counter values and symbols.

[2.4] GAME SCALE

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

[2.5] PARTS INVENTORY

A complete game of "1985: Under an Iron Sky" includes the following:

3x 95x65cm maps
2x 31x24cm maps
2x Terrain Effects Chart, Movement Costs Chart
2x Ground Combat Table, Ground Combat Modifiers, Cadre Ratings
2x Air Combat Table, Ground Strike Table, SEAD Table

2x Flak Fire Tables, Helicopter Interception Table, Special Forces Assault Tables
2x Nuclear Attack Tables, Revolt Tables

2x North Atlantic Battle Chart, Unit Legend Chart

2x NATO Airfield Charts

2x Warsaw Pact Airfield Charts

8x counter sheets, each with 280 counters or markers

1x Rules booklet

1x Scenarios and Designer's Notes booklet

2x 1D20 dice

[3.0] GENERAL RULES

[3.1] DEFINITION OF TERMS

ADA Flak: Air Defense Artillery, a mobile Support Unit armed with missiles and with a printed Flak Rating and Range.

Air Group: A Strike group of up to 3 Air Squadrons, assigned to the same Air Mission. Air Groups are used to resolve enemy Flak Fire.

Air Superiority Area: A map area where both players fight for Air Superiority or where a player has achieved Air Superiority.

Assault: An Assault represents the engagement of enemy units in combat with the goal of inflicting losses or dislodging them from their current location. Land units may attack enemy land units by Standard or Column Assault. Warsaw Pact may also attack by Single Echelon Assault or Assault from March.

AWACS: Acronym for Airborne Warning And Control System, AWACS are airplanes equipped with very powerful onboard radar and communication systems. They are used to identify enemy air traffic and coordinate friendly air missions. In game, AWACS squadrons give an advantage in air combat.

Barrage Strength: Artillery units may support friendly land units in combat by using their Offensive or Defensive Barrage Strength.

Break-Down: Division-sized units can be broken down into their component elements (a variable number of brigades or regiments).

Brigade: A Brigade has an X symbol on its counter and is typically a component element of a Division, as reported by unit designation on the counter (i.e. 2/1 indicates the second Brigade of the first Division). Independent Brigades not subordinated to a Division have no / in their designation number.

Cadre: Cadre represents the level of skill and training of personnel in a ground unit. The higher the Cadre, the better trained the unit is. All units start the game with a Cadre Rating dependent on their nationality and type. Combat Units may lose their original Cadre in combat and assume a Cadre of 5, representing gained experience in real combat (if the original Cadre was lower) or loss of non-replaceable, highly trained troops (if the original Cadre was higher).

Combat Strength: Most of ground units have two or more printed values, representing their Combat Strength in various situations (Attack, Defense, Artillery support and more).

Combat Unit: A Combat Unit is a division, brigade, regiment or battalion with a printed Attack and Defense value.

Contingency Defense: Some Support Units have an orange Contingency Defense Strength, used in

ground combat when not stacked with friendly Combat Units.

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

Division: A Division has a XX symbol on its counter. Warsaw Pact typically operates and fights usingv Division-sized units, while NATO is structured to have Brigades acting as semi-autonomous units.

ECM Squadron: An air squadron operating powerful Electronic Counter Measures equipment, used to jam or disturb enemy radars. In game, an ECM Squadron can be assigned to a particular mission to lower the effectiveness of enemy air squadrons and flak units.

Electronic Warfare: Electronic Warfare (EW) units are used to jam enemy radio traffic, hampering or blocking coordination of the various combat elements needed in modern war. In the game, this is represented by gaining combat advantages when an EW unit is successfully used during an Assault.

Fatigue: Units may move and combat during hours normally dedicated to rest and refit, increasing their standard Movement Allowance. However, doing so may expose them to Fatigue, hampering their movement and combat efficiency.

Flak: Flak is a generic term indicating any ground-to-air weapon. Ground units engage enemy air and helicopter units using Flak. Several types of Flak are represented in the game, from fixed SAM (Surface Air Missile) to mobile ADA (Air Defense Artillery). Independent Formation: A unit with no division designation is referred to as an Independent Formation.

Markers: various markers are used in the game to show units status, additional temporary terrain effects and similar.

Mode: Each land unit is always in one of three possible Modes: Tactical (the default mode, suited for normal movement and combat), Road (ideal for moving fast, but vulnerable to ground and air attacks) or Hedgehog (entrenched, ideal for defense but allowing no movement).

Movement Allowance: A quantification of a unit's ability to move a certain distance during a Game Turn. Most land units have 20 Movement Points, but may exceed this limit up to 50 Movement Points risking Fatigue.

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

Neutral: The following nations are neutral: Austria (AU), Liechtenstein (LI), Sweden, Switzerland, Yugoslavia. Sweden, Switzerland and Yugoslavia cannot be entered by units of either Player.

Nuclear Point: Nuclear Points measures the strength of a Nuclear Attack. Each Nuclear Points represents a variable number of nuclear warheads, up to the Kilotons required to affect the area covered by one battalion.

Recombination: The component units of a Division may, under certain conditions, recombine and form the complete Division.

Replacement Step: A Replacement Step is used to replace losses incurred by a ground unit. Each repla-

cement step is worth approximately one battalion.

SAM Flak: A fixed Flak Unit, armed with Surface-Air Missiles, with a printed Flak Rating and Range.

Step: Each unit has a certain number of Combat Steps or Steps. Losses on the unit are absorbed by losing one or more Steps.

Support Unit: A Support Unit is an Artillery, Headquarters, SSM unit, EW unit, RR Regiment, FSH, Combat Engineer unit, Special Force, SAM or mobile flak (ADA) unit. Headquarters, Artillery and Combat Engineers have a Contingency Defense Strength that can be used in Ground Combat when they are not stacked with Combat Units.

Transport Capacity: Some Air and Helicopter Squadrons have a blue Transport Capacity value, used to transport Airborne and Airmobile units.

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

[3.2] FRACTIONS

All fractions are rounded down, unless specified otherwise in the rules.

[4.0] SEQUENCE OF PLAY

Each Game Turn is played using the following sequence:

1. Mobilization Phase

Warsaw Pact Player declares mobilization of WP allied countries.

2. Unrest / Revolt Phase

Players checks for Unrest and Revolts starting and spreading in WP allied countries.

3. Weather Phase

Warsaw Pact Player determines weather for the current Game-Turn.

4. External Events Phase

Players consult the North Atlantic Battle flowchart and resolve all the Decisions and Events listed for the current Game Turn.

5. WMD Release Phase

Both Players may request Weapons of Mass Destruction Release.

6. SSM Attacks Phase

Warsaw Pact Player conducts any SSM-Delivered Chemical Attack.

7. Air Superiority Phase

a. Air Superiority Placement Phase:

Both Players alternate in placing Air Superiority markers on the map.

b. Air Superiority Allocation Phase:

Both players secretly allocate Air Squadrons to Air Superiority areas where they intend to obtain Air Superiority.

c. Air Superiority Resolution Phase:

For each Air Superiority Area, Players determine the control of the area using the Air Superiority Combat Sequence.

8. Nuclear Strike Phase

Players deliver and resolve any Nuclear Attack.

9. Warsaw Pact Action Phase

a. Warsaw Pact Reinforcement Phase:

Available Reinforcements are placed on the map or near their entry hexes.

b. Warsaw Pact Replacement Phase:

Replacement steps are received and incorporated into units.

c. Warsaw Pact Special Forces Assault Phase:

Special Forces missions are planned and executed.

d. Warsaw Pact Land Movement Phase:

Land units move and engage in combat.

e. Warsaw Pact Removal Phase:

Persistent Chemical Contamination and Flak Suppression markers are removed. Nuclear Contamination markers are assessed to see if they are removed. Interdiction Markers not placed during the current Action Phase are removed.

10. NATO Action Phase

a. NATO Reinforcement Phase:

Available Reinforcements are placed on the map or near their entry hexes.

b. NATO Replacement Phase:

Replacement steps are received and incorporated into units.

c. NATO Special Forces Assault Phase:

Special Forces missions are planned and executed.

d. NATO Land Movement Phase:

Land units move and engage in combat.

e. NATO Removal Phase:

Persistent Chemical Contamination and Flak Suppression markers are removed. Nuclear Contamination markers are assessed to see if they are removed. Interdiction Markers not placed during the current Action Phase are removed.

11. End Phase

a. All Air Squadrons in an Air Superiority Area are returned to a valid Airfield.

b. All Air Superiority Area markers are removed.

c. All Wild Weasel Markers are removed.

d. All Air Squadrons in the Used section of an undamaged Airfield are moved to the Ready section. All repair operations of damaged Air Squadrons occurs.

e. All eligible flak and artillery units receive their full complement of ammunition points.

f. All eligible NATO ground units receive their full complement of Embedded Supply.

g. All repair operations of installations occurs.

h. The Game Turn marker is advanced to the next space and another Game Turn begins.

[5.0] LAND MOVEMENT

Generally speaking, each unit has 20 Movement Points to expend during the Land Movement Phase. Movement Points are expended for the vast majority of game activities, including Combat. A unit may move, initiate Combat against enemy units and, if the combat result allows it, continue moving.

[5.1] MOVING LAND UNITS

1. During a Movement Phase, a Player may move all, some, or none of his units.

2. Units must be moved one at a time (Exception: see Case 5.2).

3. Players may not initiate movement for a unit before the movement of the previously moved unit is completed.

4. Each hex moved or action taken costs a variable number of Movement Points (See Movement Costs Chart).

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

6. A land unit may never enter an All-Sea or Lake hex (except embarked Marine and units transported by air units or helicopters).

7. A friendly unit may not enter a hex containing an enemy unit except in the event of a Special Forces Assault (See 33.0) or Revolt Markers (See 36.0).

8. A unit must cease movement upon entering an enemy Zone of Control. Once a unit is in an enemy Zone of Control, it may not leave voluntarily.

[5.2] MOVING MORE THAN ONE UNIT

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

1. Support Units that start the friendly Movement Phase in the same hex of a Combat Unit may move with that Combat Unit.

Example: If a Soviet Division is stacked with an artillery regiment and a Combat Engineer unit, all three units could be moved together.

2. Support Units moving with a Combat Unit may be left behind (i.e. "dropped off") at any time, but cannot be moved again for the remainder of the current Game Turn.

3. Combat units may never move together.

Example: If two NATO brigades are stacked in a hex together, each brigade must be moved individually.

4. A Player may expend Movement Points for a unit that will be moved later in the current Movement Phase in the case of Break-Down (See 14.1).

5. 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 Land Movement Phase (See 14.2).

[5.3] GROUND UNIT MODES

A unit is always in **Road**, **Hedgehog**, or **Tactical** Mode. Each mode offers specific advantages and disadvantages. See Movement Costs Chart for the Movement Point cost to change Modes.

A unit in Tactical Mode:

1. Pays the movement point cost under the Tactical Mode column on the Terrain Effect Chart.

A unit in Road Mode:

1. Pays the Movement Point cost under the Road Mode column on the Terrain Effects Chart.

2. Exerts no Zone of Control.

3. Cannot attack enemy units.

4. Has an adverse modifier when defending in Ground Combat.

5. Has an adverse modifier when attacked by Ground Strike Missions.

A unit in Hedgehog Mode:

1. Cannot move.
2. Exerts no Zone of Control.
3. Cannot attack enemy units.
4. Cannot retreat in case of a **D** result when defending from an attack.
5. Has a favorable modifier when defending in Ground Combat.
6. Has a favorable modifier when attacked by Ground Strike Missions.

The following units have special considerations regarding their Mode:

1. Only Combat Units may enter Hedgehog mode.
2. SSM units, Mobile ADA units, Soviet railroad regiments, and EW units moving alone (not stacked with a Combat Unit) pay the movement point cost under the Road Mode column on the Terrain Effect Chart.
3. SSM units, Mobile ADA units, Soviet railroad regiments, and EW units have no adverse die roll modifier for Road Mode if attacked by an enemy Ground Strike Mission when not stacked with Combat Units.

[5.4] FATIGUE

Units may exceed their Basic Movement Allowance of 20 Movement Points, but doing so they are subject to Fatigue. A unit that is at either Level 1 or Level 2 Fatigue is Fatigued. Using Fatigue, a unit can reach a maximum of 50 Movement Points used. In no case may a unit expend more than 50 Movement Points per Movement Phase.

General Rules

1. At the instant a unit exceeds its Basic Movement Allowance by 1 Movement Point, the owning Player determines if the unit incurs in Fatigue:

Current Fatigue Level	No Effect	Increase Fatigue by 1	Step Loss
No Fatigue	01-10	11-20	
Fatigue 1	01-05	06-20	
Fatigue 2	01-15		16-20

2. At the instant a unit exceeds its Basic Movement Allowance by 11 Movement Points, the owning Player determines if the unit incurs in Fatigue:

Current Fatigue Level	No Effect	Increase Fatigue by 1	Step Loss
No Fatigue	01-05	06-20	
Fatigue 1		Auto	
Fatigue 2			Auto

3. At the instant a unit exceeds its Basic Movement Allowance by 21 Movement Points, the owning determines if the unit incurs in Fatigue:

Current Fatigue Level	No Effect	Increase Fatigue by 1	Step Loss
No Fatigue		Auto	
Fatigue 1		Auto	
Fatigue 2			Auto

4. If the expenditure of Movement Points for an assault necessitates a die roll for possible increase in the Fatigue Level of the Assaulting unit, roll for Fatigue before rolling for combat.
5. If upon entering a hex, a unit expends sufficient Movement Points to qualify for two Fatigue die rolls

(e.g., it expends 11 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.

Example: A Warsaw Pact unit with no Fatigue has expended 19 Movement Points, and enters a Rough-1 hex in an enemy Zone of Control. The Warsaw Pact unit must expend 4 Movement Points for the Rough-1 hex, 4 for entering an enemy ZOC and 4 to execute a Standard Assault, bringing the total of expended Movement Points to 31. WP Player first rolls a die for having exceeded the Movement Allowance by 1; the roll is 12, so the unit must increase Fatigue by one level. WP Player then consults the table for having exceeded the Movement allowance by 11, and the unit now at Fatigue 1 incurs automatically in an additional level of Fatigue. The unit is now at Fatigue 2 and the Combat resolution Sequence is started.

6. A unit can remove Fatigue at the beginning of its movement by expending 10 Movement Points for each removed Fatigue Level.

Effects of Fatigue

1. Whenever a unit reaches Level 1 Fatigue, a Fatigue 1 marker is placed under the unit. Add one Movement Point to the cost of each hex entered by a unit at Level 1 Fatigue.
2. Whenever a unit reaches Level 2 Fatigue, a Fatigue 2 marker is placed under the unit. Add 2 Movement Points to the cost of each hex entered by a unit at Level 2 Fatigue.
3. The Fatigue Level of a Combat Unit has adverse effect on its efficiency in Land Combat (See Combat Modifiers).
4. The Fatigue Level of Support Units count as a combat modification only if there are no Combat Units stacked with them.
5. 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. Off-Map Movement takes place during the normal Movement Phase and may be performed in either Road or Tactical Mode. Each Off-Map track on the map displays the relative Movement Point cost and Mode (Road or Tactical) needed for using it.

1. Off-Map Areas may not be entered by air and are Immune to attack by air, missile, artillery, airborne, and Special Forces.
2. 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 and attack from a hypothetical hex adjacent to the exit hex. Units may not retreat off-map and must take step losses if no other line of retreat is available after an adverse combat result.
3. 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.

[5.6] AUTOBAHN MOVEMENT

1. In order to use the Autobahn Movement Point cost, a unit must move from an Autobahn hex to a contiguous Autobahn hex through a hex side traversed by an Autobahn.
2. Autobahn Movement Point cost cannot be used to move into a City hex. The moving unit must pay the

Movement Point cost for a City hex.

3. Autobahn Movement Point cost can be used to move out of a City hex, providing an appropriate Autobahn is available.

[5.7] RAIL MOVEMENT (WP ONLY)

1. Warsaw Pact Units that begin the friendly Movement Phase on a rail hex may move on the rail lines expending ¼ of a Movement Point per hex. The unit must already be or change to Road Mode in order to use Rail Movement.
2. In order to use Rail Movement, a unit must move from rail hex to contiguous rail hex through hex sides traversed by a rail line.
3. Once a unit leaves a rail hex or violates Case 2, the unit may not use Rail Movement for the remainder of the current Movement Phase.

[5.8] LEG INFANTRY (OPTIONAL)

Some special units still predominantly move by foot. This Case reflects the different movement allowance of these unit types.

1. Airborne, Airmobile, Alpine, Marines and Special Forces are leg infantry units. Leg infantry units have a Basic Movement Allowance of 10 Movement Points.
2. 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 1-10 the infantry unit increases its Fatigue level by one, on a die roll of 11-20 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.
3. Leg infantry units may never move more than 20 Movement Points (i.e., its normal Movement Allowance plus 10) during a friendly Movement Phase.
4. 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.

[5.9] WEST GERMAN RESERVES

West German units with an “HSB” or “HSR” designation are Territorial Army Reserves and cannot leave West Germany. If forced to do so for any reason, they are eliminated.

[5.10] AUSTRIAN LANDWEHR

Austrian units marked with an “AM” deployment code are Territorial Army Reserves and cannot leave Austria. If forced to do so for any reason, they are eliminated.

[5.11] INNER BORDER MINEFIELDS

On the first Game Turn of war, crossing the Warsaw Pact / NATO or Warsaw Pact / Austria border costs 2 additional Movement Points, except on the following hex sides:

- N3631/N3732
- C3608/C3709
- C2919/C3018
- C3924/C4023

[6.0] ZONES OF CONTROL

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.

[6.1] ZONES OF CONTROL EFFECTIVENESS

1. Only Combat Units have a ZOC. Support Units have no ZOC.
2. A unit in Road or Hedgehog Mode does not exert a ZOC.
3. ZOCs do not extend into or out of City hexes. Zones of Control do extend into and out of Urban hexes.
4. During pre-war Game Turns, ZOCs do not extend across national borders.
5. A friendly unit expends Movement Points to enter an enemy ZOC. A friendly unit may enter an enemy ZOC only if it has sufficient Movement Points to expend (See the Terrain Effects Chart).
6. All units must cease movement when they enter an enemy ZOC.
7. Whenever a friendly unit enters an enemy ZOC, it must immediately stop and initiate combat with all enemy units exerting a ZOC into that hex (Exception: 9.5, Assault From March). 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 cannot enter the hex.
8. A unit may leave an enemy ZOC as a result of an Assault or Disengagement.
9. A unit retreating as a result of a combat loses its ZOC for the remainder of the current Movement Phase (See 9.11)
10. A unit may always leave a hex controlled exclusively by friendly units without penalty or condition.
11. There is no additional effect for having more than one unit exert its Zone of Control into a given hex.
12. During a friendly Movement Phase a unit located in enemy ZOC may change mode to Tactical Mode or Hedgehog Mode.
13. A unit located in enemy ZOC cannot change Mode to Road Mode, unless another friendly Combat Unit in Tactical Mode and not being moved is present in the same hex.

[6.2] EFFECTS OF FRIENDLY UNITS OVER ENEMY ZONE OF CONTROL

1. The presence of a friendly Combat Unit negates enemy ZOC in that hex for purposes of mandatory combat. In other words, a moving unit could reinforce a friendly Combat Unit in enemy ZOC without being forced to attack the enemy Units exerting the ZOC. The moving unit cannot move any further after entering the enemy ZOC, but could expend remaining movement points for other actions (i.e. changing mode, removing fatigue and so on).
2. A unit which begins its movement phase in enemy ZOC may voluntarily leave it if the starting hex also contains a friendly Combat Unit not being moved.
3. The presence of a friendly unit negates enemy ZOC in that hex for the purpose of tracing supply.
4. The presence of a friendly unit negates enemy ZOC in that hex for the purpose of Retreat, if the friendly unit is not involved itself in the retreat being resolved.
5. A Unit must expend additional Movement Points to move adjacent to a friendly unit that is in enemy ZOC (See Movement Costs Table).
6. A friendly Unit which begins its Movement Phase

across a Major or Minor river hex side from an enemy unit may voluntarily leave the enemy Zone of Control, but the first hex entered cannot be an unoccupied hex under enemy ZOC.

[6.3] EFFECTS OF RETREAT ON ZONE OF CONTROL

1. If a defending unit retreats as a result of Ground Combat, the unit loses its Zone of Control for the remainder of the current Land Movement Phase and has a "No ZOC" marker placed under it.
2. "No ZOC" markers are removed at the end of the current Land Movement Phase.

[7.0] STACKING

More than one friendly unit can occupy the same hex, up to the restrictions listed under this rule. Stacking rules are in effect in every moment of the game, including during movement.

1. A hex can contain 5 friendly brigades / regiments, with a maximum of 3 brigades / regiments of Combat Units, or 1 Division plus 2 brigades / regiments of Support Units.
2. Artillery, Headquarters, Division Bases, Front Supply Heads and Railroad Regiments are counted as a Brigade each.
3. SSM, EW, Combat Engineers, Flak and Special Forces are counted as half Brigade each.
4. The stacking limit for units using Rail Movement is counted separately from the stacking limit of other units in a hex.
5. The stacking limit for units using Road Mode and moving along an Autobahn is counted separately from the stacking limit of other units in a hex.
6. When a hex contains units in excess of the stacking limit at any time during a game turn, the excess units are eliminated from the game by the opposing Player.
7. If a unit is forced to retreat into a hex where the stacking limit would be violated, the owning player must forfeit retreat and take step losses instead.

[8.0] LIMITED INTELLIGENCE

Generally speaking, Players can examine only their own units and the top unit of enemy stacks. Use the following rules for any other case:

1. Any marker affecting a hex or an Installation may be examined by both Players at all times.
2. Any enemy stack adjacent to friendly units may be examined without restrictions.
3. Any marker affecting a unit should be placed under the unit, in order to allow the opposing Player to see the unit counter at the top.
4. The following markers affecting an enemy unit may be examined by a Player at all times:
 - a. No ZOC.
 - b. Road Mode when moving a unit.
 - c. Hedgehog Mode.
 - d. Fatigue Level when moving a unit.
 - e. Out of Supply.
 - f. Flak Suppressed.
5. Markers affecting an enemy unit other than those listed above may be examined by a Player only after declaring a Ground Combat or after a successful Reconnaissance mission.

6. A Player should ask for permission before touching an enemy stack, or alternatively the opposing Player can give the information about the markers that could be examined.

[9.0] GROUND COMBAT

Ground combat occurs during movement. A Combat Unit expends Movement Points to attack adjacent enemy units.

1. Whenever a friendly unit moves into an enemy ZOC, the friendly Player is required to attack all enemy units exerting a Zone of Control into that hex (Exception: 9.5, Assault From March).
2. A unit that begins a Game Turn in an enemy ZOC is not required to attack.
3. A friendly unit not in enemy ZOC may attack any adjacent enemy unit. In this case, each hex containing enemy units must be attacked separately.
4. Support units not stacked with Combat Units may receive support from air, helicopter and artillery units, should they be assaulted. Ground Combat is then resolved using the standard rules.
5. If Support Units with no Contingency Defense Strength are attacked when not stacked with Combat Units and receive no support, they are eliminated after the Attacker has executed any form of Assault. Such an attack does not consume any Ammunition Points.
6. Enemy Airfields with no other units on them are considered Support Units with no Contingency Defense Strength. A friendly unit must therefore attack before being able to enter an enemy airfield hex (See point 4 and 5).
7. Special Forces attacked when not stacked with Combat units may automatically retreat after an Assault is declared by the attacker. If there is no available retreat path, they are eliminated.

[9.1] GROUND COMBAT RESOLUTION SEQUENCE

To resolve a combat, the following steps are conducted:

1. Attacking player declares the type of combat (Standard Assault, Column Assault, Assault from March, Single- Echelon Assault or Disengagement).
2. Attacking Player executes Missile-Delivered Chemical Attacks (WP Only).
3. Attacking player determines its supply status and declares the type of supply used (Generic, Embedded or Ammunition Ration).
4. Defending player determines its supply status and declares the type of supply used (Generic, Embedded or Ammunition Ration).
5. Attacking player commits EW units (9.19).
6. Defending player commits EW units (9.19).
7. Defending player declares the type of Defense (NATO only, Active Defense, 9.16).
8. Defending player commits Airmobile Battalions (NATO only, 9.17).
9. Attacking player commits Artillery Support and resolve SEAD Missions and Ground Support Missions.
10. Defending player commits Artillery Support and resolve SEAD Missions and Ground Support Missions.

11. Attacking and Defending Players rolls for EW (9.19).

12. Final combat odd is calculated by comparing the total attack value with the total defense value and expressing the comparison as a ratio. Each ratio above 7-1 adds one combat modifier to the attacker; each ratio below 1-2 adds one combat modifier to the defender.

13. Final combat modifications are calculated.

14. Die is rolled by the phasing Player and the Combat Results Table is consulted.

15. If Embedded Supply is used, the Players adjust the Embedded Ammo levels accordingly. If Ammunition Rationing (See 13.2) has been used, the relevant Player rolls for actual ammo consumption.

16. Air and Helicopter squadrons executing Ground Support Missions during the current combat are returned to the "Used" area of a valid airfield.

17. Combat results are implemented (See 9.9 or 9.10).

[9.2] STANDARD ASSAULT

As the name says, Standard Assault is a full strength, organized attack against enemy positions. Most of combat resolved in a game will be of this type.

1. If the friendly unit is enemy ZOC, it expends 4 additional Movement Points and must attack all enemy units exerting a ZOC into its hex.

2. If the friendly unit is not in an enemy ZOC, it expends 4 additional movement points to attack a single adjacent enemy-occupied hex at owning Player's choice.

[9.3] COLUMN ASSAULT

Column Assault is a form of combat similar to a Standard Assault, but the attacking unit uses only its forward elements and do not employ its full strength.

1. If the friendly unit is enemy ZOC, it expends 3 additional Movement Points and must attack all enemy units exerting a ZOC into its hex.

2. If the friendly unit is not in an enemy ZOC, it expends 3 additional movement points to attack a single adjacent enemy-occupied hex at owning Player's choice.

3. The Attack value of the Attacking unit is halved (fraction rounded down).

[9.4] SINGLE ECHELON ASSAULT (WARSAW PACT ONLY)

In a Single-Echelon Assault, a Warsaw Pact Division employs all its regiments in the front line, leaving no forces as second echelon. In game terms, Single Echelon Assault is used as an all-out attack, using (and risking) all the Divisional assets.

Single Echelon Assault is similar to Standard Assault, but the attacking unit employs all its regiments at once, leaving none as operational reserve. A Single Echelon Assault costs 6 Movement Points.

Single Echelon Assault Prerequisites

1. The unit launching the Single-Echelon Assault must be a Division.

2. The unit launching the Single-Echelon Assault can have a maximum of 1 step loss.

Single Echelon Effects

1. The Attack Value of the Division executing a Single Echelon Assault is multiplied by 1.5 (round fractions down).

2. If the final Combat Result is not a D, the attacking Division must remove one additional combat step. In other words, a C result inflicts one step loss, an A1 result inflicts two step losses, and an A2 inflicts three step losses (reducing the Division to its Division Base).

[9.5] ASSAULT FROM MARCH (WARSAW PACT ONLY)

Assault from March rule simulates the preferred attack method according to Soviet military doctrine. Despite the deceptive name, it is not an attack made without leaving march formation, but a full strength assault by a division not yet engaged, using speed and surprise to maintain momentum and weaken defender's artillery support.

Assault from March is a form of combat similar to Standard Assault, but the attacking unit forfeits part of the support by other units in favor of speed and surprise.

Assault from March Prerequisites

1. The Unit must be a Soviet Category I Division.

2. The Unit must begin its movement not in an enemy ZOC.

3. A Unit entitled to execute an Assault from March may continue to do so until it suffers an adverse Combat result (C, A1 or A2) or the Defender chooses not to retreat.

Assault from March Effects

1. A unit executing an Assault from March is not forced to attack all the enemy units exerting a ZOC on its hex. The moving Player chooses a single hex to attack, and only the enemy units in that hex will be attacked.

2. Friendly Electronic Warfare and Artillery Units can support the attack only if they are moving with the Division executing the Assault from March. Any Concentric Assault Bonus is counted normally as in Standard Assault.

3. Both the attacker and the defender may add a maximum of 2 Air or Helicopter Squadrons as Ground Support.

4. The total value of Defender's Artillery and Ground Support is halved.

Should an attacking EW support unit be successful, the total value of Defender's Artillery and Ground support would be halved again, thus adding only 1/4 of its original value.

[9.6] DISENGAGEMENT COMBAT

In Disengagement Combat, the unit is trying to lose contact with adjacent enemy units in order to move freely.

1. A Phasing unit may attempt to leave an enemy ZOC in which it begins a friendly Movement Phase using Disengagement Combat.

2. Disengagement combat is resolved using the standard Combat Sequence, with the difference that the Phasing Player is the Defender, and the non-Phasing Player is the attacker.

3. A unit attempting Disengagement must attempt to

disengage from all enemy units whose Zones of Control it is within. The total attack value of all non-phasing Units is used to determine the Combat Ratio.

4. 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.

5. A unit failing to Disengage cannot make additional attempts during the current friendly Movement Phase.

6. Units with an Attack Strength of zero may not prevent enemy units from disengaging from their Zone of Control.

7. Units that are Out of Supply or Out of Ammo cannot prevent a unit from disengaging.

8. In a Disengagement Combat, the combat results have different meanings (see 9.10).

[9.7] CONCENTRIC ASSAULT BONUS

The "Concentric Assault" rule allows simulating both Warsaw Pact's "Wave Assault" doctrine and NATO doctrine of using local reserves to attack the flank or rear areas of advancing enemy divisions already engaged in combat with friendly forces. WP Regiments give no Concentric Assault bonus because they are not conceived as units capable of independent actions.

When a Unit attacks an enemy unit and there are other friendly Divisions or Brigades exerting a ZOC into the enemy-occupied hex, the friendly attacking unit gains one or more column shifts on the Combat Results Table.

1. For each additional hex containing a Division or Brigade sized Combat Unit that exerts a Zone of Control into the enemy-occupied hex being attacked, the owning 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.

2. As ZOCs do not extend into City hex, Concentric Assault is not allowed when attacking an enemy unit in a City hex.

3. Friendly units which initiate combat against several defending units located in different hexes receive no Concentric Assault bonus.

4. Marine and Airborne Regiments are considered Brigades for the purpose of this rule. Non-Combat Units, Battalion-sized units and other Warsaw Pact Regiments give no Concentric Assault bonus.

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 die 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 die result is read on the 7-1 column.

[9.8] COMBAT MODIFICATIONS

For each combat both Players total the combat mo-

defiers to which they are entitled. The Players then subtract the total Attacker Combat Modifiers from the total Defender Combat Modifiers; the net result gives the row that will be used on the Combat Result Table.

See the Combat Modifiers Table for a list of all Ground Combat Modifications.

When more than one Combat Unit is defending against a single assault, combat modifications are calculated for:

1. Best terrain.
2. Worst supply state.
3. Worst fatigue level.
4. Worst mode status.
5. Total of all step losses.
6. Chemical warfare, EW, and “No ZOC” marker if any of the defending Combat Units are affected by them.

[9.9] COMBAT RESULTS FOR ASSAULT

An Assault will have 4 possible results:

D: The attack was successful, and the defender’s position has been compromised.

1. The defender decides if his units will take losses and hold the position (See 9.12) or retreat one hex (See 9.11).
2. If the defender retreated or is eliminated, place a Breakthrough marker (See 9.13) and execute the Advance after Combat (See 9.14).
3. The attacking unit may continue to move or attack, using its remaining movement points.

C: The attack failed, with limited losses for the attacker.

1. The attacking unit must stop and cannot move any further. It may spend its remaining movement points for non- movement actions (Change Mode or similar).

A1/A2: The attack failed, with considerable losses for the attacker.

1. The attacker takes losses on the unit involved in the attack (See 9.12).
2. The attacking unit must stop and cannot move any further. It may spend its remaining movement points for non- movement actions (Change Mode or similar).

[9.10] COMBAT RESULTS FOR DISENGAGEMENT

Disengagement Combat never inflicts losses. A Disengagement Combat will have 3 possible results:

D: The Disengagement attempt failed.

1. The defending (Phasing) unit must stop and cannot move any further. It may spend its remaining movement points for non-movement actions (Change Mode or similar).

C: The Disengagement attempt was partially successful.

1. The defending (Phasing) unit may continue moving, but all terrain costs are doubled.
2. The attacking (Non-phasing) unit may Pursue the defender (See 9.15).

A1/A2: The Disengagement attempt was successful.

1. The defending (Phasing) unit may continue moving, but all terrain costs are doubled.

[9.11] RETREAT AFTER COMBAT

When the result for an Assault is D, the Defender may choose to Retreat instead of taking Combat Casualties. The owning player retreats all the attacked units by one hex, subject to the following rules and limitations:

1. All retreated units lose their ZOC for the remainder of the current Movement Phase. Place a “No ZOC” marker under them.
2. A unit may not retreat into a vacant enemy ZOC, an enemy-occupied hex, a Breakthrough Zone hex, or across an unbridged Major river hex side. If no path of retreat is available, the unit must take a step loss instead.
3. A unit cannot retreat across an Alpine or impassable hex side.
4. A friendly unit not involved in the retreat negates the enemy ZOC in a hex for the purpose of Retreat after Combat.
5. Units may not retreat off-map and must take step losses if no other line of retreat is available.
6. A unit in Hedgehog mode can never retreat.
7. Combat Units originally having a single Combat Step cannot opt to retreat; should they suffer a D result in combat, they are eliminated.

Step Losses does not change the number of Combat Steps of a unit. A brigade has 3 Combat Steps, even with 2 Step Losses.

8. Support Units cannot opt to retreat; should they suffer a D result in combat, they are eliminated. This applies to Artillery units too. (Exception: Front Supply Heads).

Artillery has 3 combat steps which can be used to absorb step losses caused by enemy Ground Strikes and indirect Combat Losses, but they are useless in case of a direct ground assault against the artillery itself.

9. A unit may retreat any number of times during a Movement Phase.
10. Stacking restrictions may not be violated due to retreat. If there’s no other retreat path, the defending unit must take a step loss instead.
11. If a retreating unit already has a “No ZOC” marker under it, the owning player must roll a die. On a roll of 1 to 8, the retreating unit loses a step (and could be consequently eliminated); on a roll of 9 to 20, there is no effect.

12. After the Defending Player has completed the Retreat after Combat, a Breakthrough Marker is placed on the hex where combat took place.

[9.12] COMBAT CASUALTIES

1. When the combat result is **D** and the defender chooses not to retreat or has no retreat path available, every defending Combat Unit must take one step loss. When the attack was conducted by a Division size unit and the only defending Combat Unit is a Brigade or Regiment, the defender must take two step losses.

Example: a WP Division attacks 3 NATO brigades defending in two different hexes. The combat result is

“D” and NATO opts for not retreating. Consequently, the 3 NATO Brigades each takes one step loss.

2. When the combat result is **A1**, the attacking unit must take one step loss. If the defender is in a city hex, the attacking unit must take two step losses.

3. When the combat result is **A2**, the attacking unit must take two step losses. If the defender is in a city hex, the attacking unit must take three step losses.

4. Any artillery unit actively involved in combat and stacked with another unit receiving a step loss must take one step loss, in addition to any step losses inflicted on the unit.

5. If all defending units are eliminated by the step losses suffered during combat, the Attacker achieves a Breakthrough (See 9.13).

[9.13] BREAKTHROUGH

If Combat Units retreat or are eliminated due to combat, a Breakthrough marker is placed on the map on every hex previously containing the defending units. The breakthrough marker remains in place for the remainder of the current Movement Phase. The marker and the six adjacent hexes become a Breakthrough Zone, subject to the following rules and limitations:

1. Non-phasing Units do not exert a ZOC into a Breakthrough Zone.
2. A phasing unit entering a Breakthrough Zone expends additional Movement Points (see Movement Costs Chart).
3. Breakthrough Zones do not extend into neutral countries.
4. Breakthrough Zones do not extend across impassable hex sides or into impassable hexes.
5. Breakthrough Zones do not extend into or out of City hexes.
6. Breakthrough Zones have no effects on non-phasing player supply paths, but they do allow the Phasing Player to trace supply paths across hexes that would be normally blocked due to enemy ZOC. Supply paths traced thru Breakthrough Zones do not expend additional Movement Points.

[9.14] ADVANCE AFTER COMBAT

If defending units with a combat value retreat or are eliminated due to combat, the attacking unit must Advance after Combat.

1. The attacking unit (and any support unit stacked with it, at owning Player’s discretion) is moved into the hex previously occupied by the defending units.
2. If more than one hex was occupied by defending units, the attacking player chooses which one will be used for the Advance.
3. If the movement point cost of the hex entered during Advance is more than the Movement Point expended for conducting the attack, the advancing unit must expend the difference in Movement Points. This could lead to additional Fatigue or even Step loss for the advancing unit.

Example: A WP Division attacks a NATO Brigade in a Rough-2 hex. WP Player decides to conduct a Standard Assault and expends 4 Movement Points. The Combat result is “D”, and NATO Player decides to retreat, placing a No-ZOC marker on his Brigade and a Breakthrough marker in the attacked hex. As Rough-2 costs 6 Movement Points, the WP Division must expend 2 additional Movement Points to Advance into the hex.

[9.15] PURSUIT

One possible result of Disengagement Combat is Pursuit, where the non-phasing unit being disengaged from can pursue the moving Phasing unit.

1. One of the non-phasing player Combat Units involved in the Disengagement combat can, at owning player's will, follow the exact movement path made by the disengaging unit until it stops moving or make another Disengagement attempt.

2. Pursuit following Disengagement is never mandatory and may be refused or discontinued at any point by the enemy.

3. Pursuit following disengagement may not bring the pursuing enemy unit into the ZOC of a friendly unit other than the one which successfully disengaged; such a ZOC halts the pursuit.

[9.16] ACTIVE DEFENSE (NATO ONLY)

Since the '70s, military doctrine of almost every NATO country stressed the importance of local counterattacks to seize initiative, disrupt enemy plans and keep the attacking forces off balance. In the '80s, this operational approach to the problem of Central Europe defense evolved in Colonel John Boyd's "Counter-Blitz" theory, focusing on the OODA (Observation-Orientation-Decision-Action) cycle as one of the key elements of modern warfare, and the subsequent "Air-Land Battle" doctrine adopted by AFCENT (For more information, see "Patterns of Conflict" by John Boyd).

That said, the basic requisite for a successful Active Defense or Counter-Blitz is that the units executing it must have a faster OODA cycle than the enemy; should this assumption prove wrong, they would risk to find themselves trapped or bogged down.

The following rules allow NATO to simulate the "Active Defense" doctrine, with its advantages and unavoidable drawbacks.

When defending in a combat, NATO player can declare an Active Defense.

Active Defense Prerequisites

1. All defending units must be of US, UK, Canadian, France or West German nationality.

2. All defending units must be in General Supply.

3. At least one defending unit must be a mechanized or armored Combat Unit in Tactical Mode.

4. Defending units cannot be completely surrounded by enemy ZOCs or units.

5. No defending unit can have a No-ZOC marker.

6. Active Defense cannot be used in a Disengagement Combat.

Active Defense Effects

1. NATO Player gains a +1 Combat Modifier for the combat being resolved.

2. All involved defending units are considered to be using Active Defense.

3. If combat result is D, all NATO units using Active Defense must take one step loss in addition to any other incurred loss.

4. Active Defense effects are canceled at the end of the single combat being resolved. If the same NATO unit is attacked again in the same phase, it must check the prerequisites before being able to use Active Defense again.

[9.17] AIRMOBILE BATTALIONS (NATO ONLY)

Starting at the end of the '70s, West Germany and British forces developed anti-tank airmobile brigades specifically tailored to counter Soviet tactics. These specialized troops would have been airlifted to key defense points along Warsaw Pact's advance axis, and evacuated before the enemy was able to mount up an organized attack against them.

The following rules allow NATO to simulate this specific usage of airmobile brigades.

When defending in a Ground Combat, NATO may attempt to reinforce the defending units by deploying Airmobile Battalions. Units able to deploy Airmobile Battalions have an "A" label printed on the top left corner and are:

- WG 25th Fallschirmjäger Brigade.
- WG 26th Fallschirmjäger Brigade.
- WG 27th Fallschirmjäger Brigade.
- UK 6th Airmobile Brigade, 3rd Armored Division.
- UK 19th Mech Brigade, 3rd Armored Division (actually an Airmobile Brigade reinforced by a Reconnaissance battalion)

Airmobile Battalions Prerequisites

1. The Airmobile Brigade must be stacked with unused transport Helicopters with a transport capacity of at least 1 battalion.

2. The Airmobile Brigade must be in General Supply and in Tactical Mode.

3. The Airmobile Brigade cannot be in enemy ZOC.

4. The Airmobile Brigade must not have been attacked during the current Action Phase (including Ground Strike Missions).

5. The Airmobile Brigade must not have deployed an Airmobile Battalion during the current Action Phase.

6. The defending units in the combat being resolved must include at least one Combat Unit (i.e. Airmobile Battalions cannot be used in a combat against support units).

Deploying Airmobile Battalions

1. At least one transport point of Helicopters stacked with the Brigade deploying the Airmobile Battalion is moved to the hex being attacked, using the standard Helicopter Movement, Flak Fire and Helicopter Interception rules.

2. If the transport Helicopters take two or more step losses, the Airmobile Battalion is considered destroyed and has no effect on the land combat being resolved. Moreover, the Airmobile Brigade being used takes one step loss.

3. If the transport Helicopters takes one step or no losses from enemy flak, the Airmobile Battalion is considered deployed successfully.

4. The brigade deploying the Airmobile Battalion is not physically moved into the hex of the current combat. Instead, one of its battalions is considered to be airlifted in the fight and, if everything goes well, evacuated before the enemy had the time to react with an organized attack.

5. At the end of the combat, but before any resulting retreat / advance after combat, the transport Helicopters used must be moved back to the same airfield they departed from (i.e., the airfield where the Airmobile Brigade is located). The transport helicopters are marked as moved and cannot be used again in the current phase.

Airmobile Battalions Effects

1. NATO total defense value is increased by one and NATO gains one combat modifier for the combat being resolved.

2. The effect of an Airmobile Battalion lasts for the single combat being resolved only. Should the defending unit be attacked again in the same phase, NATO player could attempt to deploy a new Airmobile Battalion.

3. Multiple Airmobile Battalions have no additional effect on combat. The maximum modifiers are +1 to defense value and 1 Combat Modifier.

4. If the final combat result is D, the Airmobile Brigade used must take one step loss. This is in addition to any step loss incurred by other NATO units involved in the combat.

[9.18] CORPS RESERVES (NATO ONLY)

As almost any other army in history, NATO planners stressed the importance of having reserve units ready to contain or stop enemy breakthroughs in the front line. Given the Game Turn scale, assuming that the defender would not react for 24 hours to a dangerous enemy advance is unrealistic.

Corps Reserves are designated during NATO Land Movement Phase, and can be activated and moved during any subsequent WP Land Movement Phase. General Rules

1. NATO Player can declare as Corps Reserve a maximum of one Combat Unit per Headquarter.

2. The Combat Unit used must be within 3 hexes from a Headquarter of the same nationality.

3. The Combat Unit used must be in General Supply, in Tactical Mode and not adjacent to enemy units.

4. The Combat Unit used must expend 10 additional movement points and stop moving.

5. A Combat Unit declared as Corps Reserve has a "Reserve" marker placed under it.

6. A Combat Unit maintains its Corps Reserve status indefinitely until it is moved by NATO Player or attacked by enemy Ground Combat.

7. At the beginning of a Scenario, NATO has no Corps Reserve units unless differently stated by Scenario rules.

Activation of Corps Reserves

1. After Warsaw Pact Player has completed a Ground Combat (including Advance after Combat), but before the attacking unit continues moving, NATO player can activate any or all of his available Corps Reserves.

2. Each activated Corps Reserve unit can expend a maximum of 6 Movement Points, using the standard Movement Rules.

3. Corps Reserve in an enemy ZOC cannot be activated, unless in a hex with another Combat Unit.

4. Activated Corps Reserves cannot enter in an enemy ZOC or Breakthrough Area, unless a friendly Combat Unit is already present in the hex.

5. Activated Corps Reserves cannot attack enemy units.

6. After being activated or moved, a Corps Reserve unit loses its Corps Reserve status.

[9.19] ELECTRONIC WARFARE

Electronic Warfare Units in or adjacent to the Ground Combat hex can be used to influence the combat result.

1. During the appropriate step of the Ground Combat Sequence, each Player rolls a die for each employed EW Unit to determine if Electronic Warfare is successful.
2. EW cannot be employed against enemy Units defending in Urban or City hexes.
3. An EW Unit may be employed an unlimited number of times during a Game Turn.
4. WP EW is successful on roll from 1 to 10.
5. NATO EW is successful on a roll from 1 to 13.

Electronic Warfare Effects

1. Enemy Artillery Support is halved. Attacking Artillery firing from Urban or City hexes is not halved if the Attacking unit is also in an Urban or City hex.
2. Enemy Ground Support is halved (round fractions down).
3. Any enemy Concentric Assault Bonus is canceled.
4. The opposing Player subtracts 3 from his total Combat Modifiers. The total Combat Modifiers can never be reduced below zero.
5. If more than one friendly EW Unit successfully initiates Electronic Warfare, there are no additional effects.

[10.0] COMBAT STEPS

Each ground unit has a fixed number of Combat Steps, and a variable number of Step Losses. Ground units can receive Step Losses for a number of reasons (Combat, Air Strike, Nuclear Attacks, Fatigue).

Step Losses of units are recorded by using an appropriate Casualty Marker.

Depending on their type, units have a different number of Combat Steps:

Combat Unit (Division, Brigade or Regiment)	3
Division Base	1
Artillery	3
Special Forces	2
ADA (mobile flak) and SAM (fixed flak)	1
Electronic Warfare	1
Combat Engineers	1
SSM	1
Headquarters	1
Soviet FSH, Railroad Regiments	1

2. NATO units record Step Losses by using Casualty markers with a 2 printed on the back side. In other words, a NATO unit with one Step Loss has a 1 Casualty marker under it, while a NATO unit with two Step Losses has a 2 Casualty marker under it.
3. WP units record Step Losses by using Casualty markers with a 3 printed on the back side. In other words, a WP unit with one Step Loss has a 1 Casualty marker under it, while a WP unit with two Step Losses has a 3 Casualty marker under it.
4. If a unit incurs in Step Losses, the owning player place a Casualty marker under the affected unit, or

flip the already existing Casualty marker to reflect the new level of casualties.

5. If the step losses on a Division size unit equals or exceeds its number of combat steps, the unit is replaced by its Division Base unit.
6. If the step losses on a non-Division size unit equals or exceeds its number of combat steps, the unit is eliminated.
7. If the Ground Combat being resolved involves friendly Combat Units, step losses suffered must be absorbed by those Combat Units. If all the Combat Units are eliminated, any Support Unit stacked with them is also eliminated (exception: Front Supply Heads are displaced instead).
- 1.
8. If the Ground Combat being resolved involves only friendly Support Units, they are eliminated (exception: Front Supply Heads are displaced instead).

[11.0] CADRE RATING

At the beginning of the war, most units would have had no recent combat experience; the Cadre Rating of a unit is an estimate of its training, preparation level and will to fight. After acquiring combat experience, most units will improve their Cadre Rating. For elite units, the opposite may be true, as the loss in combat of highly trained personnel could actually lower their overall capabilities.

1. All units start the game with a Cadre Rating value (see Cadre Rating Table) and are placed on their front side.
2. Whenever units participate in ground combat, the worst (lowest) Cadre Rating involved is added to the total Combat Modifications of a Player.
3. Whenever the die rolled in combat is 4 through 16, all the involved Combat Units lose their original Cadre Rating and acquire a "tested" Cadre Rating of 5 (flip the units on their back side).
4. When a Division recombines, if any component of the Division has lost its original Cadre Rating, the whole Division will have a Cadre Rating of 5.
5. When a Warsaw Pact ally unit (i.e. East Germany, Czechoslovakia, Hungary and Poland) suffers an adverse combat result (A1 or A2 when attacking, D when defending) or a Step Loss due to enemy Ground Strike or Nuclear Strike, it returns to its original Cadre Rating. The Original Cadre Rating is restored or maintained even if the modified combat dice roll would normally change it to 5. If needed, flip the unit on its Original Cadre Rating side.

The loyalty and dedication to the Cause of Soviet satellite nations were questionable at best. In the event of heavy casualties, their will to fight would have dropped considerably in subsequent engagements.

6. Airborne and Marine are elite units and add 1 to the original national Cadre Rating value. This bonus is lost should the Unit acquire a "tested" Cadre Rating of 5.
7. Support Units do not have a tested Cadre Rating. They always keep their original Cadre Rating.

[12.0] SUPPLY

Units must be in supply in order to function at their maximum capacity. 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. The game can be played using only the General Supply Rules, easier to handle. If Players agree, they can add the Embedded Supply Rules, more realistic but adding a considerable overhead.

[12.1] SUPPLY PATH

In order to get Supply from the main supply network, a unit must trace a Supply Path to a Supply Source or to a valid HQ unit which is itself in supply.

A Supply Path is subject to the following rules:

1. It must be a continuous overland path of hexes uninterrupted by enemy units, enemy ZOC, unbridged major rivers, impassable mountain hex side, nuclear contaminated hex or chemical contaminated hexes.
2. All movement point costs are calculated using the Road Mode column of the Terrain Effects Chart.

3. Apart from terrain, the only other movement point costs used by supply path calculation are Interdicted Hexes (where the required additional movement points must be expended) and Civilian Panic Hexes (where the movement point cost is calculated using Tactical Mode).

[12.2] NATO GENERAL SUPPLY

NATO units use the following rules to determine their supply status:

1. In the first 4 turns of war, a NATO unit is in General Supply if it can trace a valid Line of Communication.
2. After the first 4 turns of war, a NATO unit is in General Supply if it can trace a Supply Path of 15 or fewer Movement Points to a Headquarter of the same nationality which is itself in General Supply, or to a valid Supply Source.
3. A unit Supply Path cannot extend through more than one Headquarter.
4. A Headquarter is in General Supply if it can trace a Supply Path of any length to a valid Supply Source.
5. Any Autobahn hex on the West or South edge of the map is considered a Supply Source.
6. Any undamaged NATO Port (Amsterdam, Bremen, Bremerhaven, Emden, Hamburg, Kobenhavn, Odense or Wilhelmshaven) is considered a Supply Source.
7. For Austrian Units, any City hex inside Austria is considered a Supply Source.
8. A NATO Port cannot be used as Supply Source if the inlets or rivers leading to it from the sea pass through enemy ZOC, or if the Air Superiority Area it is located within is controlled by the enemy.
9. When a Division is broken down into Brigades, the individual Brigades are in General Supply if they can trace a Supply Path of 10 or fewer movement points to their Division Base, which is itself in supply. If the Division Base has been eliminated or has not yet entered the game, the individual Brigades are considered Independent Formations and trace their Supply Path to a Headquarter of the same Nationality or to a valid Supply Source, as per Point 1.
10. (optional) US, UK and NE brigades ignore point 9 above. They trace their Supply Path to a Headquarter or to a valid Supply Source, as per point 2.

In the '80s, several NATO countries moved the logistical equipment and organization to Brigade level, giving them a higher degree of independency.

11. Artillery Units are always considered Independent Formations and trace their Supply Paths to a Headquarter or to a valid Supply Source, as per point 2.

[12.3] WARSAW PACT GENERAL SUPPLY

Warsaw Pact units use the following rules to determine their supply status:

1. In the first 3 turns of war, a WP unit is in General Supply if it can trace a valid Line of Communication.

2. After the first 3 turns of war, a WP unit is in General Supply if it can trace a Supply Path of 10 or fewer movement points to a valid Supply Source, to a friendly Headquarter of any nationality in General Supply, or to a Front Supply Head in General Supply.

3. A unit Supply Path cannot extend through more than one Headquarter.

4. A Headquarter is in General Supply if it can trace a Supply Path of 10 or fewer movement points to a valid Supply Source, or to a Front Supply Head which is itself in General Supply.

5. A Front Supply Head is in General Supply if it can trace a Supply Path of any length to a valid Supply Source. The part of the Supply Path running through Warsaw Pact countries must be traced exclusively on Railroad or Autobahn hexes, with the exception of a maximum of 5 hexes.

6. A Front Supply Head in General Supply can supply an unlimited number of units that can trace a Supply Path to the FSH or to an Army HQ which itself can trace a supply path to the FSH.

7. Any Autobahn or Rail hex on the map edge and inside a Warsaw Pact country or Austria is considered a Supply Source.

Should Warsaw Pact decide to invade Austria, hex S6118 is considered a valid WP Supply Source.

8. When a WP Division is broken down into Regiments, the individual Regiments are in General Supply if they can trace a Supply Path of 5 or fewer movement points to any Division Base.

[12.4] OUT OF SUPPLY

If a unit cannot trace a Supply Path up to a valid Supply Source, its supply status will deteriorate quickly until the unit is considered Out of Supply.

1. A unit that cannot trace a Supply Path up to a valid Supply Source at the beginning of any Movement Phase has a Fuel-1 marker placed under it.

2. A unit with a Fuel-1 marker that can trace a Supply Path to a valid Supply Source at the beginning of a friendly Movement Phase has the Fuel-1 marker removed.

3. A unit with a Fuel-1 marker that cannot trace a Supply Path to a valid Supply Source at the beginning of a friendly Movement Phase has the Fuel-1 marker changed to an Out of Supply marker. The unit is now considered Out of Supply.

Out of Supply Effects

1. An Out of Supply unit may not expend more than 5 Movement Points during a friendly Movement Phase. This condition continues until the unit is in General Supply again.

2. An Out of Supply unit cannot voluntarily initiate combat.

3. An Out of Supply unit involved in combat adds 8 to the enemy Combat Modifiers.

[12.5] AIRBORNE AND MARINE SUPPLY

1. 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.

2. Marine units amphibiously landed are automatically in General Supply for the remainder of the Game-Turn, provided that they entered as Reinforcements or departed from a Port that was in General Supply.

3. In the Game Turn following the debark Turn, an Airmobile, Airborne or Marine unit is in General Supply if any of the following cases is true:

a. It can trace a standard Supply Path to a Supply Source.

b. It is not located in a hex inside an enemy controlled Air Superiority Area.

4. Airmobile, Airborne and Marine units may be treated as independent Formations or as division components for supply purposes, at the choice of the owning Player, in any particular situation.

[13.0] EMBEDDED SUPPLY (Optional)

Embedded Supply integrates the General Supply rules, adding considerable realism (and a certain level of complication) to the supply system.

A unit in General Supply does not use Embedded Supply. A unit not in General Supply must expend Embedded Supply to use its full movement and combat capabilities. Embedded Supply has two different forms: Ammunition (used for combat) and Fuel (used for movement).

1. Each NATO unit (except for Artillery and Leg Infantry) possesses 2 Ammunition Points and 2 Fuel Points.

2. Each NATO artillery unit possesses 3 Ammunition Points and 2 Fuel Points.

3. Each WP unit (Except Leg Infantry) possesses 3 Ammunition Points and 3 Fuel Points.

4. Leg Infantry (both WP and NATO) possess 2 Ammunition Points. Leg Infantry does not use Fuel Points; it is always considered in General Supply for Movement.

5. Special Forces units do not expend or require Fuel or Ammunition Points.

6. If a Division breaks down or recombines, the number of Ammunition and Fuel Points owned by the unit(s) on map equals to the lowest number owned by its components before the break down / recombine.

Example 1: a NATO Division recombines its subordinate Brigades, all having their full complement of Ammunition and Fuel Supply except for a single Brigade which has 1 Ammunition Point and 1 Fuel Point. The recombined Division has 1 Fuel Point and 1 Ammunition Point.

Example 2: a WP division with 2 Ammunition Points and 1 Fuel Point breaks down into its component units. Each component unit now has 2 Ammunition Points and 1 Fuel Point.

[13.1] FUEL POINTS USAGE

1. A unit out of General Supply at the outset of its movement and expending more than 5 movement points must expend 1 Fuel Point from its Embedded Supply.

2. A unit out of General Supply at the outset of its movement and expending more than 20 movement points must expend an additional Fuel Point from its Embedded Supply.

3. A unit out of General Supply at the outset of its movement and expending more than 40 movement points must expend an additional Fuel Point from its Embedded Supply.

4. Movement Points used for removing Fatigue Levels or receiving Embedded Supply are not counted toward the Movement Points total for Fuel consumption.

Example: a Warsaw Pact unit out of General Supply and with a Fatigue Level 1 starts moving. It first removes its Fatigue by expending 10 Movement Points, and subsequently expends 15 additional Movement Points. Only 15 Movement Points are counted for Embedded Supply expenditure, and the unit expends 1 Fuel Point.

5. A unit out of General Supply and not having enough Fuel Points remaining to expend a certain amount of Movement Points, cannot expend them and must therefore forfeit that move.

[13.2] AMMUNITION POINTS USAGE

1. A unit out of General Supply at the moment of combat must expend 1 Ammunition Point from its Embedded Supply in order to fight at its full potential.

2. A unit out of General Supply and with no Ammunition Points remaining (or not willing to expend them) at the moment of combat is considered Out of Supply and adds 8 to the enemy Combat Modifiers.

3. A unit out of General Supply and with no Ammunition Points remaining cannot initiate combat.

4. A unit out of General Supply with at least 1 Ammunition Points remaining during a combat may use Ammunition Rationing. Ammunition Rationing adds 2 to the enemy Combat Modifiers. At the end of the combat, the owning player rolls a die: if the result is 1 to 10, the unit expends 1 Ammunition Point.

5. A WP unit using Single Echelon Assault or a NATO unit using Active Defense cannot use Ammunition Rationing.

[13.3] EMBEDDED SUPPLY REPLENISHMENT

1. During the End Phase of a Game Turn, all NATO units in General Supply receive their full complement of Embedded Supply.

2. During the friendly Movement Phase, any WP unit that is in General Supply may receive 1 Fuel Point and 1 Ammunition Point by expending Movement Points (See Movement Costs Chart). A WP unit cannot receive more than 1 Ammunition Point and 1 Fuel Point during a single Movement Phase.

[14.0] BREAK-DOWN AND RECOMBINATION

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

[14.1] BREAK-DOWN

1. During the friendly Movement Phase, a Division not in an enemy ZOC may break down into its components units by expending 2 Movement Points in Road Mode or 4 Movement Points in Tactical Mode. Replace the Division counter with its designated component units (NATO) or with generic component units (WP).

2. After the Break-down, each component unit can be moved separately and has Movement Points remaining equal to the number of Movement Points that the original Division had remaining after concluding Break-down.

3. After the Break-down, each component unit has the same Fatigue Level as the original Division.

4. After the Break-down, each component unit has the same Step Losses as the original Division, except for the Division Base; the Division Base component unit never inherits Step Losses.

5. If using Embedded Supply, each Component Unit after Break-down has the same Fuel and Ammunition Points as the original Division.

[14.2] RECOMBINATION

1. During the friendly Movement Phase, a Division can be recombined when all its component units are in the same hex and not in enemy ZOC. Remove the Component Units and replace them with the Division counter with the same Designation (NATO) or with any Division which has been broken down in a previous turn (WP).

2. Each Component Unit expends 4 Movement Points to Recombine; if any Component Unit cannot expend the 4 required Movement Points, the Recombination cannot take place. The Players must keep track of the expended Movement Points for each Component Unit that has moved and will recombine later during the Movement Phase.

3. The Recombined Division will have a number of expended Movement Points equal to the Component Unit that expended the most Movement Points.

4. Some Divisions do not have all their Component Units on the map at the beginning of a Scenario. These Divisions cannot be Recombined until all the Component Units arrived on the map.

5. When a Division Recombines, its Fatigue Level equals to the highest Fatigue Level of the Recombined Component Units.

6. If using Embedded Supply rules, the recombined Division Fuel and Ammunition Points equal to the lowest Fuel and Ammunition Points of the Recombined Component Units.

7. When one or more Component Units of a Division are surrounded by enemy ZOC, the remaining Component Units may Recombine by considering the surrounded Component Units as Eliminated (See point 8 below). The Component Units not Recombined will be treated as Independent Formations.

8. When the Component Units Recombine, the Step Losses on the resulting Division are calculated according to the following table; each eliminated Brigade or Regiment counts as 3 Step Losses, and an eliminated Division Base count as 1 Step Loss. Surrounded Component Units not Recombining (See Point 7) are counted as eliminated.

Total Step Losses	Division Step Losses and Casualty Marker
0	0 - No Casualty Marker
1 - 3	1 Casualty Marker (NATO and WP)
4 - 6	2 Casualty Marker (NATO) or 3 Casualty Marker (WP)
7 or more	Recombination cannot occur.

NATO units may be broken down or recombined as follows:

Nationality	Division	Component Units
AU	1st Mech	1 Mech Div. Base, 3/1 Mech, 4/1 Mech, 9/1 Mech
BE	16th Mech	16 Mech Div. Base, 4/16 Mech, 12/16 Mech, 17/16 Arm
BE	1st Mech	1 Mech Div. Base, 1/1 Mech, 7/1 Mech, 10/1 Mech
DE	Jutland	Jut Div. Base, 1/Jut Mech, 2/Jut Mech, 3/Jut Mech
DE	Zealand	Zea Div. Base, 1/Zea Mech, 2/Zea Mech
FR		French Divisions cannot be broken down or recombined; they have no brigade structure.
IT	Centauro	Centauro Div. Base, C/Ce Arm, G/Ce Mech, L/Ce Mech
IT	Ariete	Ariete Div. Base, 8/Ar Mech, 32/Ar Arm, 132/Ar Arm
IT	Mantova	Mantova Div. Base, B/Man Mech, 1/Man Mech, P/Man Arm
IT	Folgore	Folgore Div. Base, G/Fol Mech, T/Fol Mech, V/Fol Arm
NE	1st Mech	1 Div. Base, 11/1 Mech, 12/1 Mech, 13/1 Arm
NE	4th Mech	4 Div. Base, 41/4 Arm, 42/4 Mech, 43/4 Mech
NE	5th Mech	5 Div. Base, 51/5 Arm, 52/5 Mech, 53/5 Mech
UK	1st Arm	1 Div. Base, 7/1 Arm, 12/1 Arm, 22/1 Arm
UK	3rd Arm	3 Div. Base, 4/3 Arm, 6/3 AirMob, 19/3 Mech
UK	4th Arm	4 Div. Base, 11/4 Arm, 20/4 Arm, 33/4 Arm
UK	2nd Mech	2 Div. Base, 15/2 Mech, 24/2 Mech, 49/2 Mech
US	3rd Arm	3A Div. Base, 1/3A Arm, 2/3A Arm, 3/3A Arm
US	8th Mech	8 Div. Base, 1/8 Mech, 2/8 Mech, 3/8 Mech
US	1st Arm	1A Div. Base, 1/1A Arm, 2/1A Arm, 3/1A Arm
US	3rd Mech	3 Div. Base, 1/3 Mech, 2/3 Mech, 3/3 Mech
US	1st Arm Cav	1C Div. Base, 1/1C Arm Cav, 2/1C Arm Cav
US	2nd Arm	2° Div. Base, 1/2A Arm, 2/2A Arm, 3/2A Arm
US	1st Mech	1 Div. Base, 1/1 Mech, 2/1 Mech, 3/1 Mech
US	4th Mech	4 Div. Base, 1/4 Mech, 2/4 Mech, 3/4 Mech
US	5th Mech	5 Div. Base, 1/5 Mech, 2/5 Mech

US	24th Mech	24 Div. Base, 1/24 Mech, 2/24 Mech
US	2nd Marine	2Mar Div. Base, 2/2Mar Mar, 6/2Mar Mar, 8/2Mar
WG	6th PG	6 Div. Base, 16/6 PG, 17/6 PG, 18/6 Pz
WG	1st Pz	1 Div. Base, 1/1 PG, 2/1 Pz, 3/1 Pz
WG	3rd Pz	3 Div. Base, 7/3 PG, 8/3 Pz, 9/3 Pz
WG	7th PG	7 Div. Base, 31/7 PG, 32/7 PG, 33/7 Pz
WG	11th PG	11 Div. Base, 31/11 PG, 32/11 PG, 33/11 Pz
WG	4th PG	4 Div. Base, 10/4 PG, 11/4 PG, 12/4 Pz
WG	10th Pz	10 Div. Base, 28/10 Pz, 29/10 Pz, 30/10 PG
WG	1st G	1G Div. Base, 22/1G PG, 23/1G Alp, 24/1G Pz
WG	5th Pz	5 Div. Base, 13/5 PG, 14/5 Pz, 15/5 Pz
WG	2nd PG	2 Div. Base, 4/2 PG, 5/2 PG, 6/2 Pz
WG	12th Pz	12 Div. Base, 34/12 Pz, 35/12 PG, 36/12 Pz

Warsaw Pact units may be Broken down or Recombined as follows.

Note: the counter mix is not an absolute limit to WP Divisional Break-down.

Nationality	Divisional Strength	Regimental Strength
SU	18B14 Arm 17B13 Arm 16B12 Arm	1x 1C2 Div. Base, 3x 4D2 rgts
SU	13B10 Arm 11B9 Arm 10B8 Arm	1x 1C2 Div. Base, 3x 2D1 rgts
SU	15B17 Mech 13B15 Mech	1x 1C2 Div. Base, 3x 2D2 rgts
SU	10B13 Mech 9B11 Mech 8B10 Mech 7B10 Mech	1x 1C2 Div. Base, 3x 1D2 rgts
WP Ally	Arm Division	1x 1D2 Div. Base, 3x 2D1 rgts
WP Ally	Mech Division	1x 1D2 Div. Base, 3x 1D2 rgts

Most Warsaw Pact Divisions were actually organized on 4 regiments, but of relatively small size in personnel and not conceived to operate as independent units. Hence the decision of breaking WP Divisions down into 3 regiments.

[15.0] ARTILLERY UNITS

Artillery units may support friendly units by adding their firepower to the combat strength of the units involved in Ground Combat. The first number (Offensive Barrage) is used to support attacking units, while the second number (Defensive Barrage) is used to support defending units.

Artillery Units use the following rules:

1. Artillery is a Support Unit with 3 Combat Steps and a Contingency Defense Strength.

2. An Artillery unit counts as one Brigade for stacking

purposes.

3. An Artillery unit has 3 Ammunition Points.

4. Artillery units are always considered Independent Formations and must trace their Supply Paths to a valid Headquarter or Supply Source (See 12.0).

[15.1] ARTILLERY IN GROUND COMBAT

1. In order to use its Barrage strength in a Ground Combat, an Artillery unit must meet the following prerequisites:

a. It must be in Tactical Mode.

b. It must be stacked with or adjacent to at least one of the friendly Units involved in combat.

c. It cannot have Step Losses.

d. If in an enemy ZOC hex, it must be stacked with a Combat Unit or a non-artillery Unit with a Contingency Defense Strength.

e. It must expend one Ammunition Point.

2. An Artillery unit does not expend additional Movement Points for using its Barrage Strength.

3. An Artillery unit may support more than one combat, as long as it has remaining Ammunition Points. An Artillery unit cannot use Ammunition Rationing.

4. An Artillery unit stacked with the Combat unit(s) it is supporting must take one Step Loss should the combat result inflict Step Losses to the friendly units involved.

[16.0] HEADQUARTERS

Headquarters represent the command and logistical structure of a national Army, and the supply network of both sides heavily relies on them to function properly.

1. A Headquarter is a Support Unit with 1 Combat Step and a Contingency Defense Strength.

2. A Headquarter counts as 1 Brigade for stacking purposes.

3. A Headquarter may be used by friendly Units to build a valid Supply Path and draw General Supply (See 12.0).

[17.0] FLAK UNITS

Flak Units are Support Units used to defend against enemy air or helicopter squadrons. Three different categories of Flak are represented in the game:

· Fixed Surface-to-Air Missile sites (SAM).

· Mobile Surface-to-Air-Missile Units (ADA).

· Flak embedded in a Unit (Embedded).

The following rules apply to Flak Units:

1. SAM and ADA Units are Support Units with 1 Combat Step.

2. A SAM or ADA Unit counts as half Brigade for stacking purposes.

3. SAM Units, ADA Units and Embedded Flak with A+, A or B Rating have 3 Flak Ammunition Points.

4. Embedded Flak with C or D rating does not use Flak Ammunition Points.

5. During the End Phase of the Game Turn, all Flak Units in General Supply receive their full allotment of Flak Ammunition Points.

[17.1] FLAK VS AIRCRAFTS

1. A SAM or ADA Unit firing at enemy Air Squadrons uses the range in hexes printed on the unit counter and must expend one Flak Ammunition Point. If it has no Flak Ammunition Points remaining, it cannot fire.

2. An Embedded Flak with A+, A or B Rating has a 3-hex range when firing at enemy Air Squadrons and must expend one Flak Ammunition Point. If it has no Flak Ammunition Points remaining, it may engage using a C Rating and a 1-hex range (See Point 3)

3. An Embedded Flak with C or D Rating has a 1-hex range when firing at enemy Air Squadrons and uses no Flak Ammunition Points, as long as the Unit is in General Supply or has at least one Ammunition Point remaining. If the Unit is Out of General Supply and has no Ammunition Points remaining, the Embedded Flak cannot fire.

[17.2] FLAK VS HELICOPTERS

1. All Flak has 1-hex Range against enemy Helicopter Squadrons using normal flight.

2. All Flak has 0-hex Range against enemy Helicopter Squadrons using Nap-Of-Earth (NOE) flight. When resolving a Ground Combat, Embedded Flak of the attacking unit and any other Flak stacked with it may engage enemy Helicopters Squadrons using NOE flight and supporting the Defense.

Without this rule, helicopters flying NOE to support a defense would be completely invulnerable to Flak fire. This is obviously unrealistic, as Soviet divisions in particular were heavily equipped to counter NATO helicopters.

One of the most common objections to this rule is: "A hex is 14 km wide, so there's no chance your flak is shooting my helicopters flying NOE at 14 km distance". This argument forgets to consider that a helicopter must be within 1500-2000 meters from the enemy in order to actually DO something and, as an old military quote says, "If the enemy is in range, so are you".

3. A SAM or ADA Flak firing at enemy Helicopters uses a C Rating (in case of an A+, A, or B flak) or its normal printed rating (in case of a C or D flak) and must expend one Flak Ammunition Point.

If the unit has no Flak Ammunition Points remaining, it cannot fire.

4. An Embedded Flak firing at enemy Helicopters uses a C Rating (in case of an A+, A, or B flak) or its normal printed rating (in case of a C or D flak) and expends no Flak Ammunition Points, as long as the Unit is in General Supply or has at least one Ammunition Point remaining.

If the Unit is Out of General Supply and has no Ammunition Points remaining, the Embedded Flak cannot fire.

5. A Flak Unit may fire only once at an enemy Helicopter moving in its flak range. Should the helicopter exit its flak range and subsequently reenter, the Flak Unit would be entitled to fire again.

[17.3] RESOLVING FLAK FIRE

1. Enemy Air Squadrons may decide to abort their Mission rather than receiving Flak Fire. The opposing Player may decide to abort an entire Air Group or only some Air Squadrons. The aborting Air Squadrons are immediately returned to the Used area of any valid Airfield.

2. Helicopter Squadrons can never abort and must take Flak Fire.

3. Players calculate the average Evasion Value for the Air Group being targeted, and consult the Evasion Modifiers Table to find the die roll modifiers to apply. Helicopters do not execute missions in Air Groups, so simply use the Evasion Value of the Helicopter squadron being targeted.

4. Players consult the Flak Fire Modifiers Table to determine any additional die roll modifier.

5. The Flak owning Player rolls a die and adds the Die Roll Modifiers. He then find the modified Die Roll on the column corresponding to the firing Flak Rating.

6. The result indicates the losses inflicted to the target Air Group or Helicopter Squadron, in Destroyed (left number) and Damaged (right number) steps.

7. Results are implemented immediately (See 27.17 or 31.4).

8. If the Flak used Ammunition Points, it expends one Flak Ammunition Point. If the Flak has no Ammunition Points remaining, a "Flak Depleted" marker is placed under the Unit.

[18.0] FRONT SUPPLY HEADS (WP Only)

A Front Supply Head (FSH) is the main logistical hub for a Warsaw Pact Front.

1. FSHs are Support Units with 1 Combat Step.

2. FSHs have no movement points and cannot move alone. They must be moved using Soviet Railroad Regiments.

3. When a FSH is involved in a Ground Combat and the Combat Result is D, the FSH is Displaced.

4. When a FSH is attacked by a Ground Strike Mission and the result is 1 or +, the FSH may be Displaced.

[18.1] FRONT SUPPLY HEAD DISPLACEMENT

1. To displace an FSH, Warsaw Pact Player moves the FSH 5 hexes back toward an east or southeast map edge railroad or Autobahn hex. Any Support Unit currently stacked with the FSH may be displaced with it, at owning Player's will.

2. If an FSH is less than 5 hexes from the map edge before being displaced, it is eliminated.

3. If an FSH is eliminated, it returns to the map in the WP Reinforcement Phase of the following Game-Turn. It is placed on any unoccupied, not enemy-controlled east or southeast map edge railroad or Autobahn hex. If these conditions cannot be met, the FSH reinforcement is re-scheduled for the next Game-Turn.

4. An FSH can be Displaced an unlimited number of times during a single Action Phase.

[19.0] RAILROAD REGIMENTS (WP Only)

Railroad Regiments represent several rail and road transport assets used by Warsaw Pact to organize and deploy Front-level supply depots.

1. Railroad Regiments are Support Units with 1 Combat Step.
2. A Railroad Regiment count as one Brigade for stacking purposes.
3. Railroad Regiments always move in Road Mode, using the normal movement rules for a Support Unit. Despite their name, they can move on any terrain and are not limited to Rail or Autobahn hexes.
4. Each Railroad Regiment has 4 Movement Points. If a Railroad Regiment does not have sufficient movement points to enter a hex, it cannot move there.
5. Railroad Regiments cannot employ Fatigue Movement.
6. Each Railroad Regiment can transport a Front Supply Head as it moves.
7. If more than one Railroad Regiment occupies the same hex at the beginning of the Land Movement Phase, they may sum their movement capacity up to a maximum of 12 Movement Points and move together. In this case, the Railroad Regiments can transport only one Front Supply Head and must remain together for the entire duration of their movement.

8. When a Railroad Regiment is eliminated, it returns to the map in the WP Reinforcement Phase of the following Game-Turn. It is placed on any unoccupied, not enemy-controlled east or southeast map edge railroad or Autobahn hex. If these conditions cannot be met, the Railroad regiment reinforcement is re-scheduled for the next Game-Turn.

[20.0] COMBAT ENGINEERS (WP Only)

Combat Engineers represent various Regiments and Battalions of specialized, combat-trained engineers used by Warsaw Pact.

1. Combat Engineers are Support Units with 1 Combat Step and a Contingency Defense Strength.
2. A Combat Engineer counts as half Brigade for stacking purposes.
3. A Combat Unit involved in Ground Combat while stacked with a Combat Engineer adds 1 to the Combat Modifications of the owning Player.
4. Combat Engineers may support an unlimited number of Land Combat during a Game Turn.
5. Using more than one Combat Engineers in Combat has no additional effects.

[21.0] REINFORCEMENTS

Both sides may receive reinforcements during their Reinforcement Phase.

Reinforcements for the Campaign Game have their arrival turn printed on the counter. For smaller scenarios, players should use the Scenario Reinforcements list to determine which reinforcements are available.

[21.1] TYPE OF REINFORCEMENTS

Reinforcements are of two generic types:

1. Standard Reinforcements, having the arrival Game Turn printed on the counter (i.e. "Gt6" or "Be5").
2. Variable Reinforcements, having an upper case code followed by a number with or without a plus sign (i.e. "P3 3", "GA 2" or "EM+3").

[21.2] STANDARD REINFORCEMENTS ARRIVAL

All Standard reinforcements use the following general rules. Additional rules apply depending on the nationality of the Reinforcements. The arrival turn of a standard reinforcement never changes, except when its valid arrival hexes are blocked by enemy or when the owning Player decides to delay it.

1. Air squadron reinforcements are placed on any friendly controlled, undamaged Airfield with a corresponding nationality, not in an enemy ZOC and not inside an enemy controlled Air Superiority Area. If no airfield is available, they can be delayed to the following Game Turn.
2. Helicopter squadron reinforcements are placed on any friendly controlled, undamaged Airfield or Heliport not in an enemy ZOC and not inside an enemy controlled Air Superiority Area. For NATO Helicopters, the Airfield / Heliport must also have a corresponding nationality. If no Airfield is available, they can be delayed to the following Game Turn.
3. Airmobile, Airborne and Special Forces reinforcements are placed on a friendly controlled, undamaged Airfield with a corresponding nationality, not in an enemy ZOC and not inside an enemy controlled Air Superiority Area. Alternatively, they can be delayed one Game Turn or they can enter the following Game Turn using the reinforcement rules for ground units of their nationality.
4. Ground unit reinforcements that are not Airmobile, Airborne or Special Forces enter the map during the friendly Land Movement Phase from specific map hexes, depending on their nationality (see nationality rules below). They may enter in Tactical or Road Mode, at owning Player's discretion.

The entry hex cannot be occupied by enemy Units or in an enemy ZOC. If there's no available entry hex, they can be delayed to the following Game Turn.

[21.3] VARIABLE REINFORCEMENTS ARRIVAL

A variable reinforcement is subject to all the rules and limitations of standard reinforcements, plus the rules applying to its reinforcement code.

The arrival turn of variable reinforcements will depend on game events and Players' decisions, and in some cases they may not arrive at all.

1. Variable reinforcement units have a specific deployment code printed on the left side of their counters, listed on the following table:

Code	Meaning	Rules
AM	Austrian Mobilization	21.10, Austrian Reinforcements
CM	Czechoslovakia Mobilization	21.6, Czechoslovakia Reinforcements 21.9, Warsaw Pact Mobilization
EM	East Germany Mobilization	21.7, East Germany Reinforcements 21.9, Warsaw Pact Mobilization

PM	Poland Mobilization	21.4, Poland Reinforcements 21.9, Warsaw Pact Mobilization
CA	CONUS, by Air	21.21, CONUS Air Reinforcements (CA)
CS	CONUS, by Sea	21.22, CONUS Sealift Reinforcements (CS)
DM	Denmark Mobilization	21.13, Denmark Reinforcements
GA	GIUK defense, A Group	21.24, GIUK Reinforcements (GA, GB)
GB	GIUK defense, B Group	21.24, GIUK Reinforcements (GA, GB)
NO	Norway earmarked reinforcements	21.23, Norway Reinforcements (NO)
Pn	Reforger to POMCUS, by Air	21.20, REFORGER Reinforcements (Pn)

[21.4] POLAND REINFORCEMENTS

1. Polish ground reinforcements enter from one the following hexes: C6101, C6110, C6115. The reinforcements may also enter from hex C6127, with one Game-Turn delay.
2. Polish 7th Marine Division may be withdrawn from Gdynia and enter at hex C6101 one Game-Turn later. The contrary is also true.

3. Polish reinforcements marked with "PM" are mobilization units and arrive only if WP Player declares Polish Mobilization (see 21.9).

[21.5] HUNGARY REINFORCEMENTS

1. Hungarian ground reinforcements enter from hex Se1414. Alternatively, they may enter one Game Turn later from any Rail or Autobahn East map edge hex.

[21.6] CZECHOSLOVAKIA REINFORCEMENTS

1. Czechoslovakian ground reinforcements enter from one of the following hexes: C6127, C6115, Se0907, or Se1408. Alternatively, they may enter one Game Turn later from any Rail or Autobahn East map edge hex.

2. Czechoslovakian reinforcements marked with "CM" are Mobilization units and arrive only if WP Player declares Czechoslovakian Mobilization (see 21.9).

[21.7] EAST GERMANY REINFORCEMENTS

1. East German ground reinforcements are placed on any friendly controlled East German City or Urban hex, not adjacent to enemy units and not containing Revolt markers.

2. East German reinforcements marked with "EM" are mobilization units and arrive only if WP Player declares East German Mobilization (see 21.9).

[21.8] SOVIET REINFORCEMENTS

Most of Soviet ground reinforcements have a two-letter deployment code, specifying the belonging Military District, followed by the arrival Game Turn.

Soviet Ground Units entry hexes are determined by the belonging Military District. Military District printed on other unit types is for historical purposes only.

1. Soviet ground reinforcements from Northern Group of Forces (Ng) enter from any rail or Autobahn map edge hex in Poland. Alternatively, they may

enter one Game Turn later from any Rail or Autobahn East map edge hex.

2. Soviet ground reinforcements from Central Group of Forces (Cg) enter from any rail or Autobahn map edge hex in Czechoslovakia. Alternatively, they may enter one Game Turn later from any Rail or Autobahn East map edge hex.

3. Soviet ground reinforcements from Southern Group of Forces (Sg) enter from any rail or Autobahn map edge hex in Czechoslovakia or Hungary. Alternatively, they may enter one Game Turn later from any Rail or Autobahn East map edge hex.

4. Soviet Ground Reinforcements from Baltic (Ba), Leningrad (Le) and Belarusian (Be) Military Districts may enter from hex C6101 or C6110. Alternatively, they may enter one Game Turn later from any Rail or Autobahn East map edge hex.

5. Soviet Ground Reinforcements from Moscow (Mo) Military District may enter from hex C6110. Alternatively, they may enter one Game Turn later from any Rail or Autobahn East map edge hex.

6. Soviet ground reinforcements from Kiev (Ki) Military District may enter from hex C6110 or C6115. Alternatively, they may enter one Game Turn later from any Rail or Autobahn East map edge hex.

7. Soviet ground reinforcements from Carpathian (Ca) Military District may enter from hex C6115, C6127 or Se1408. Alternatively, they may enter one Game Turn later from any Rail or Autobahn East map edge hex.

8. Soviet ground reinforcements from Odessa (Od) Military District may enter from hex SE1414. Alternatively, they may enter two Game Turns later from any Rail or Autobahn East map edge hex.

9. Soviet Front Supply Heads and Railroad Regiments enter from any Rail or Autobahn hex along the East map edge.

10. Soviet units marked with a "NO" code follow the rules for Norwegian Reinforcements.

[21.9] WARSAW PACT MOBILIZATION

In case of a large scale war, Soviet Union would have surely mobilized its forces. Mobilization in Warsaw Pact allied countries would have been another matter due to political and stability consideration that the WP Player must take into account.

1. During the Mobilization Phase of a Game Turn, WP Player may declare mobilization of any of the following countries: East Germany, Poland and Czechoslovakia.

2. When a Warsaw Pact country declares mobilization, the reinforcements with the corresponding variable reinforcement code are placed on the appropriate turn on Game Turn Record Sheet.

3. The arrival turn for Mobilization reinforcements equals to the turn of Mobilization declaration plus the number printed on the counter after the mobilization code.

Example: WP Player declares East Germany Mobilization on Game Turn 4; an East German unit with an "EM+3" code printed on its counter will arrive during the WP Reinforcement Phase of Game Turn 7.

4. After declaring Mobilization, Warsaw Pact Player must check for possible Revolts in every country where Mobilization has been declared (See 36.0).

5. Mobilization may be declared only once for each country and is not reversible.

6. Mobilization cannot be declared in a country where a Revolt is in progress (i.e., a country containing Revolt markers).

[21.10] AUSTRIAN REINFORCEMENTS

In case of war, Austria would have adopted a Territorial Guerrilla strategy, forfeiting any attempt to defend the national borders. Austrian Landwehr troops, lightly armed and trained to mountain warfare, would have been able to form and operate even behind enemy lines.

1. Austrian units marked with an "AM" code are Mobilization units. The arrival turn for Mobilization units equals to the turn on which Warsaw Pact violated Austrian neutrality plus the number printed on the counter after the mobilization code.

2. Mobilized Austrian Alpine Brigades may be placed on friendly controlled City or Urban hex inside Austrian territory, not in enemy ZOC and within 4 hexes of an Austrian HQ Unit. Only one Brigade can be placed for each Urban / City hex. Units unable to do so are eliminated.

3. Mobilized Austrian Infantry Regiments may be placed on any Austrian territory hex, not in enemy ZOC and at a minimum distance of 3 hexes from any other mobilized Austrian Infantry Regiment placed during the current Game Turn. Units unable to do so are eliminated.

[21.11] BELGIUM REINFORCEMENTS

1. Belgian ground reinforcements enter from any West map edge hex in Belgium. If no such hex is available, they are removed from play.

[21.12] CANADA REINFORCEMENTS

1. Canadian reinforcements marked with a "NO" code follow the rules for Norway Reinforcements.

2. Canadian reinforcements marked with a "CA" code follow the rules for CONUS Air Reinforcements.

[21.13] DENMARK REINFORCEMENTS

1. Danish ground units marked with "DM" are mobilization units. At their arrival turn, they may be used to replace the Danish unit with the same designation. After replacement, the newly entered Danish unit is reverted to its original Cadre Rating and inherits all the markers of the original unit (Fatigue, Step Losses, Fuel and Ammo Point, etc.).

2. A "DM" reinforcement cannot enter game if the Danish unit to be replaced has been eliminated. The reinforcement unit is also removed from game.

3. A "DM" reinforcement cannot enter game if the Danish unit to be replaced is Out of General Supply. In this case, the reinforcement is delayed one Game Turn.

[21.14] FRANCE REINFORCEMENTS

1. French ground units reinforcements enter from any Western map edge hex in France or Belgium. If no such hex is available, they are delayed to the next Game Turn.

[21.15] ITALY REINFORCEMENTS

1. Italian ground units reinforcements enter from any Southern map edge hex in Italy. If no such hex is available, they are delayed to the next Game Turn.

[21.16] NETHERLANDS REINFORCEMENTS

1. Dutch ground units reinforcements enter from any Western map edge hex in Netherlands. If no such hex is available, they are removed from play.

[21.17] UK REINFORCEMENTS

1. British ground units arriving as Standard reinforcements are placed on any friendly controlled, undamaged Port that is a valid Supply Source and is not inside an enemy controlled Air Superiority Area. Alternatively, they may be delayed one Game Turn and placed on any West map edge hex in Netherlands or Belgium.

2. British units marked with a "GA" or "GB" code follow the rules for GIUK reinforcements.

[21.18] US REINFORCEMENTS

1. US ground reinforcements marked with a "Pn" code (i.e. P1, P2, P3, P4, P5, P6) follow the rules for REFORGER reinforcements.

2. US reinforcements marked with a "GA" or "GB" code follow the rules for GIUK reinforcements.

3. US reinforcements marked with a "CA" code follow the rules for CONUS Air reinforcements.

4. US reinforcements marked with a "CS" code follow the rules for CONUS Sealifted reinforcements.

5. US reinforcements marked with a "NO" code follow the rules for Norway reinforcements.

[21.19] WEST GERMAN REINFORCEMENTS

In 1985, West Germany had a very efficient territorial army. In wartime, it could have mobilized 10 Brigades of good quality (HSB for HeimatschutzBrigade) and several dozen regiments and smaller units used for garrison and rear defense duties (here grouped in HSR, HeimatschutzRegiment). The organization and placement of these units has been simplified to avoid excessive detail.

1. WG Territorial Brigade (HSB) beginning with a 5 designation (51HSB, 52HSB, 53HSB, 54HSB, 55HSB and 56HSB) may be placed in a friendly controlled Urban or City hex in West Germany, within 5 hexes from a WG Headquarter unit, and at a minimum distance of 3 hexes from any Warsaw Pact unit. Only one unit can be placed in each hex. If possible, brigades arriving in the same Game Turn must be distributed evenly among the existing WG Headquarters; if an even distribution is not possible, NATO player decides which HQ will receive the odd brigades.

2. All other WG Territorial Brigades and Regiments (HSR) may be placed in any friendly controlled West German Urban or City hex, within 7 hexes from a WG Headquarter, and at a minimum distance of 3 hexes from any Warsaw Pact unit. Only one unit can be placed in each hex.

3. If a WG Territorial unit has no valid entry hex, it is removed from play.

[21.20] REFORGER REINFORCEMENTS (PN)

REFORGER (REturn of FORces to GERmany) was an operation conceived to reinforce NATO defenses in Germany. Several US-based Divisions maintained a "copy" of their equipment stored in protected sites in West Germany (POMCUS, Prepositioning Of Materiel Configured in Unit Sets). In case of war, the Division's personnel would have been airlifted to the cor-

responding POMCUS site and equipped with the materiel already there. A notable and very important exception was helicopters, which could not be stored in POMCUS sites for a variety of reasons.

Excluding some key Divisions, which exact units would have reinforced Europe during Operation REFORGER has been discussed for decades. Several US units took part to the various REFORGER exercises during the years, so the speculations are endless.

1. All units marked with a “P” followed by a number are REFORGER Reinforcements.

2. REFORGER reinforcements are placed on the corresponding POMCUS site hex during the Reinforcement Phase of the scheduled Game Turn. Actual arrival Game Turn may vary, depending on North Atlantic Battle results, enemy Air Superiority and more.

Example: US 2nd Brigade, 4th Mech Division has its counter marked with a “P2 5” deployment. It should arrive at POMCUS Site 2 during the Reinforcement Phase of Game Turn 5.

3. REFORGER ground reinforcements cannot move during the Game Turn of their arrival. If forced to move for any reason, they are eliminated.

4. If a POMCUS Site has been occupied by enemy Combat Units at any time, or has been destroyed by an artillery- delivered nuclear attack, all REFORGER Reinforcements scheduled to arrive at that POMCUS Site and not yet in play will be sealifted instead. They will arrive 5 Game Turns later than their currently scheduled arrival turn.

5. If a POMCUS Site hex is inside an enemy controlled Air Superiority Area during the friendly Reinforcement Phase, all REFORGER Reinforcements scheduled to arrive at that POMCUS Site and not yet in play are delayed by one Game Turn. Alternatively, NATO Player can decide to move some or all the affected Reinforcements by sealift (See CONUS Sealift Reinforcements) and reschedule them as arriving 5 Game Turns later than their currently scheduled arrival turn.

Example: During Game Turn 2, WP Player obtains Air Superiority over an area covering POMCUS Sites 1 and 2. All Reinforcements not yet in play and marked as P1 or P2 will arrive one turn later than their currently scheduled Game Turn.

6. POMCUS Sites cannot be damaged by Ground Air Strikes or Special Forces Operations.

[21.21] CONUS AIR REINFORCEMENTS (CA)

US and Canadian Air and Helicopter Squadrons earmarked for Europe would have moved to Europe by Air Transfer, using tankers or Iceland airfields for refueling.

1. All units marked by a “CA” deployment designation are CONUS Air Reinforcements.

2. “CA” reinforcements actual arrival turn may vary, depending on the North Atlantic Battle results.

3. “CA” Air Squadrons arrive at any undamaged, friendly controlled Airfield of the same Nationality not inside an enemy controlled Air Superiority Area.

4. “CA” Helicopter Squadrons arrive at any undamaged, friendly controlled Airfield / Heliport of the same Nationality not inside an enemy controlled Air Superiority Area.

5. If a “CA” Reinforcement unit has no valid arrival Airfield, it is delayed to the next Game Turn.

[21.22] CONUS SEALIFT REINFORCEMENTS (CS)

Several US and Canadian units earmarked for Europe would have moved from North America to Northern Europe ports by sealift. Of course, containment of Soviet Air and Submarine activity along the North Atlantic routes was a critical issue.

In the first years of the ‘80s, US Navy acquisition of several Fast Sealift Ships (FSS) with Roll-on / Roll-off capability greatly improved the overall NATO sealift capacity and speed.

1. All units marked by a “CS” deployment designation are CONUS Sealift Reinforcements.

2. “CS” Reinforcements arrive at any friendly controlled, undamaged Port that is also a valid Supply Source and not inside an enemy controlled Air Superiority Area. Alternatively, they may be delayed to the following Game Turn and enter from any West map edge hex in Netherlands or Belgium.

3. “CS” Reinforcements actual arrival turn may vary, depending on the North Atlantic Battle results.

4. “CS” Helicopter Squadrons cannot perform any mission during the arrival Game Turn and must be moved to valid Airfield during the following friendly Movement Phase.

[21.23] NORWAY REINFORCEMENTS (NO)

Several WP and NATO units were earmarked as Norway Reinforcements and would not have been normally available for the Central European Front. Both Players may nonetheless require these units as reinforcements, at the cost of an increased risk of losing the North Atlantic Battle.

1. All Reinforcements marked by a “NO” deployment designation are Norway Reinforcements.

2. “NO” NATO Reinforcements actual arrival turn may vary, depending on the North Atlantic Battle results.

3. “NO” WP Reinforcements actual arrival turn may vary, depending on the decisions taken by WP Player in the North Atlantic Battle.

4. “NO” Air squadrons arrive at any undamaged, friendly controlled Airfield of the same Nationality not inside an enemy controlled Air Superiority Area. If there is no valid arrival Airfield, they can be delayed to the next Game Turn.

5. “NO” Helicopter squadrons arrive at any undamaged, friendly controlled Airfield or Heliport not inside an enemy controlled Air Superiority Area (for NATO, the Airfield must be of the same nationality). If there is no valid arrival Airfield, they can be delayed to the next Game Turn.

6. “NO” NATO Ground units arrive at any undamaged, friendly controlled Port that is also a valid Supply Source and is not inside an enemy Controlled Air Superiority Area. Alternatively, they may be delayed to the following Game Turn and enter from any West map edge hex in Netherlands or Belgium.

7. “NO” WP ground units enter from any East map edge hex in Poland.

8. “NO” WP Airborne and Airmobile units arrive at any friendly controlled, undamaged Airfield of the same nationality and not inside an enemy controlled Air Superiority Area. Alternatively, they may enter one Game Turn later from any East map edge hex in Poland.

[21.24] GIUK REINFORCEMENTS (GA, GB)

Several UK-based NATO air squadrons would have probably been used to support GIUK (Greenland-Iceland-UK) gap defense during the first days of war and, after having (hopefully) contained Soviet activity there, transferred to Central Europe.

Arrival date of these reinforcements will depend by the situation in North Atlantic and by NATO Player’s will to take more risks by asking their immediate transfer to Central Europe.

1. NATO Reinforcements marked by a “GA” or “GB” deployment designation are GIUK Reinforcements.

2. GIUK reinforcements actual arrival turn may vary, depending on the North Atlantic Battle decisions and events.

3. GIUK Air and Helicopter Squadrons arrive at any undamaged, friendly controlled airfield (or Heliport for Helicopters) of the same nationality and not inside an enemy controlled Air Superiority Area.

4. If a GIUK Reinforcement has no valid arrival Airfield, it is delayed to the next Game Turn.

[21.25] NORTH ATLANTIC BATTLE

Control of air and sea lanes from North America to Europe was a critical strategic issue for both sides. If the Soviets had been able to delay or block the flow of reinforcements from United States, NATO chances to contain or simply survive a Warsaw Pact attack would have been drastically reduced.

Several variable reinforcements can be hurried, delayed or even canceled by events and Players’ decisions in the North Atlantic Battle. Players use the North Atlantic Battle Chart to determine the outcome and consequences of the air/naval struggle on the sea.

1. Starting with the External Events Phase of the first Game Turn of war, Players consult the North Atlantic Battle Chart and resolve sequentially all the items listed for the current game turn.

2. The chart contains three different types of items: Events, WP Decisions and NATO Decisions. Each item may have one or more sub-items describing the possible choices or outcomes.

3. A Decision item requires NATO or WP Player to select one of the available sub-items and apply immediately the resulting effects.

4. An Event item typically requires a die roll to resolve it; the corresponding sub-item effects are applied immediately.

5. Some items have one or more previous items as prerequisites; if the prerequisites for an item did not happen, the item cannot be used and must be skipped.

6. Several items may result in a positive or negative Die Roll Modifier (DRM) for subsequent Events. These modifiers are cumulative and players should keep a running total of them. All the die rolls made for an Event are modified by the current DRM.

7. Several items may change the actual arrival turn for variable reinforcement with a specified code. All changes are cumulative, so a variable reinforcement could be delayed (or hurried) several times in the course of the game.

Example:

Actual war starts at Turn 2, and players consult the North Atlantic Battle Chart during the External Events Phase. War Turn 1 has 5 items to resolve sequentially.

Item #1 is a descriptive Event, with no required die roll, stating that the Soviet Northern Fleet entered North Sea.

Item #2 is a WP Decision about moving to Central Europe the forces originally assigned to the invasion of Norway, with two possible choices: YES or NO.

Warsaw Pact player decide to support the invasion of Norway and chooses NO (sub-item #2.2). Therefore, all Warsaw Pact reinforcements with a "NO" code will invade Norway and are removed from game; moreover, the DRM running total becomes -1, giving Warsaw Pact more chances to win the Atlantic Battle.

Item #3 is a NATO Decision about requesting UK based Air Squadrons as an immediate reinforcement for Central Front, with 3 possible choices: YES, NO or NEUTRAL.

NATO Player chooses "NEUTRAL" (sub-item #3.3), allowing him to postpone the decision.

Item #4 is a NATO Decision about requesting US 3rd Air Force to transfer from its bases in UK to Central Europe, with 3 possible choices: YES, NO or NEUTRAL.

NATO Player decides to commit US 3rd Air Force in North Atlantic and chooses NO (sub-item #4.2); the DRM running total is changed back from -1 to 0, and all the NATO reinforcements coded "GA" are rescheduled to arrive 2 turns later than their current arrival turn.

Item #5 is an Event about the air / naval battle in the GIUK Gap.

Warsaw Pact Player rolls a 6, with no modifiers as the DRM running total is currently 0.

The corresponding sub-item is #5.2, stating that the Soviet fleet forced the GIUK Gap with moderate losses. NATO reinforcements coded "GA" are rescheduled to arrive 1 turn later than their current arrival turn (in total, NATO reinforcements with a "GA" code will now arrive 3 turns later than originally expected).

[21.26] NATO MOBILIZATION

1. All NATO countries automatically begin mobilizing at the first Game Turn, unless differently stated by specific rules of the Scenario being played.

[22.0] REPLACEMENTS

In a general conflict between Warsaw Pact and NATO, neither side would have had enough production capacity to replace the equipment lost in combat since the beginning. Replacements are therefore late and scarce.

[22.1] GROUND REPLACEMENTS

Ground Replacement Points are used to remove Step Losses from ground units and are subject to the following rules:

1. Ground Replacement Points can be accumulated from Turn to Turn if not immediately used.
2. In order to receive Replacement Points, a unit must be in General Supply and not adjacent to enemy units.
3. A unit can use only Replacement Points of its same nationality. Warsaw Pact Allies Replacement Points can be used by any Warsaw Pact country except Soviet Union.
4. Removing a Step Loss from a Brigade or Regiment size unit costs 1 Replacement Point.

5. Removing a Step Loss from a Division size unit costs 3 Replacement Points.

6. A Division Base that is the sole surviving component of a Division can be rebuilt into a Division with 2 Step Losses by expending 3 Replacement Points.

7. A unit can remove a maximum of one Step Loss per Turn using Replacement Points.

8. A unit cannot expend Movement Points in the Game Turn during which it received Replacement Points.

9. A unit receiving Replacement Points returns to its original Cadre Rating. If the original Cadre Rating was more than 5, the unit Cadre Rating is lowered to 5.

10. An eliminated unit cannot be brought back in existence by using Replacement Points.

[22.2] AIR REPLACEMENTS (WP ONLY)

Soviet Union considered the air forces based in Eastern Europe and in the Westernmost Military Districts sufficient for supporting a conflict against NATO. Losses up to a certain level would have been replaced by aircraft and pilots taken from other air wings located deeper in Soviet territory.

Air Replacement Points can be used to remove Step Losses from Air Squadrons using the following rules:

1. Air Replacement Points cannot be accumulated from turn to turn. If not used immediately, they are lost.
2. In order to receive Air Replacement Points, an Air Squadron must be based in an undamaged airfield with a valid Line of Communication.
3. Removing a Step Loss from an Air Squadron requires 1 Air Replacement Point of the same generic aircraft type.
4. A previously destroyed Squadron may reenter play by expending 2 Air Replacement Points of the same generic aircraft type. It may be placed in any undamaged Airfield with a valid Line of Communication and of the same Nationality.

[23.0] WEATHER (Optional)

The official "1985: Under an Iron Sky" events begin at July 24, 1985, but the Order of Battle and political situation didn't change drastically a few months before or after this date. Players may agree to begin a scenario at a different time of the year.

"1985: Under an Iron Sky" has only two kinds of weather: Good or Bad.

1. During the Weather Phase, Warsaw Pact Player determines the weather for the Game Turn by determining the current Month and rolling a die on the Weather Table.

2. Most scenarios begin at July 24, 1985. Therefore, Game Turns 1 to 4 will roll for weather on the "July" column, Game Turn 5 to 19 on "August" column and Game Turns 20 to 25 on "September" column.

[23.1] BAD WEATHER EFFECTS ON GROUND UNITS

1. When moving in Tactical mode, all terrain costs to enter a hex or cross a hex side are doubled. Units moving in Road Mode are not affected by Bad Weather.

2. The cost to enter an enemy ZOC is reduced to 2 Movement Points.

3. No Airdrops can be executed.

[23.2] BAD WEATHER EFFECTS ON AIR SQUADRONS

1. All-Weather Air Squadrons executing Ground Support, SEAD, Ground Strike, Recon and Wild Weasel Missions must roll a die before resolving the Mission. On a roll of 1 to 10, the mission is aborted. Air squadrons failing to take off cannot roll again for Weather during the current Game Turn, but can perform Missions not requiring a Weather die roll (for example, Escort or Intercept).

2. All-Weather Air Squadrons executing Air Superiority, Escort and Intercept Missions are not affected by Bad Weather.

3. Air Squadrons with Limited Weather capabilities cannot perform any mission during a Bad Weather Game Turn.

[23.3] BAD WEATHER EFFECTS ON HELICOPTER SQUADRONS

1. Helicopters Squadrons must roll a die before moving. On a roll of 1 to 10, the mission is aborted: the Helicopter squadron cannot move during the current Movement Phase.

[24.0] CHEMICAL WARFARE (Optional)

Chemical Warfare has heavy effects during the first 48 hours of utilization, but becomes less effective as time passes.

[24.1] INITIATING CHEMICAL WARFARE

1. Only Warsaw Pact Player may initiate Chemical Warfare, by simply declaring his intention during the WMD Release Phase of the Game Turn.

2. NATO may begin using Chemical Warfare starting on the third Game-Turn following the Warsaw Pact initiation of Chemical Warfare.

[24.2] USING CHEMICAL WARFARE

1. When a Player wants to use Chemical Warfare during a combat, he must declare it during the appropriate step of the Combat Resolution Sequence; the Player must also declare if he is using Persistent or non-Persistent Chemicals.

2. If using Persistent Chemicals, a "Chem Area" marker is placed in every hex containing enemy units involved in the combat.

3. The player using Chemical Warfare adds the appropriate combat modifier to their Combat Modifiers Total. It's possible for both players to use Chemical Warfare during a single combat.

4. Use of Chemical Weapons against enemy units in City or Urban hexes has an adverse effect on Player's Victory Points.

[24.3] CONTAMINATION ZONES

1. A "Chem Area" marker and its six adjacent hexes constitute a Contamination Zone.

2. Whenever a Warsaw Pact unit moves inside a Contamination Zone, all terrain movement costs are doubled. All other Movement Point costs are unaffected.

3. Whenever a NATO unit moves inside a Contamina-

tion Zone, all terrain movement costs are tripled. All other Movement Point costs are unaffected.

4. Multiple Contamination markers have no additional effects.

5. All “Chem Area” markers are removed on the ensuing Contamination Removal Stage.

6. Supply paths cannot be traced through a Chemical Contamination Zone.

[24.4] MISSILE DELIVERED CHEMICALS (WP ONLY)

1. Missile Delivered Chemicals may be used by Warsaw Pact Player only.

2. At any time during a friendly Movement Phase or during an SSM-Delivered Chemical Attack Phase, each SSM battalion can deliver one chemical warhead to any hex on the map within a 50-hex radius of the SSM unit. Each SSM Battalion can execute a single attack per Turn (i.e., it can attack during SSM-Delivered Chemical Attack OR during friendly Movement Phase, but not both).

3. A hex struck by one or more SSM Chemical Attacks has an “SSM Chem” marker placed on it. A single hex can be struck by more than one Missile Delivered Chemical Attack during a Game Turn.

4. All support units that are in a hex struck by a SSM Chemical Attack are non-functional until the end of the currently declared Ground Combat, Ground Strike Mission or SEAD Mission. “Support units” here include Artillery, Electronic Warfare, SAM and ADA units.

Example: WP player begins a Land Combat with his moving unit. During the corresponding step of the Combat Sequence, he executes a Missile Delivered Chemical Attack against a hex containing a NATO Artillery unit that could support the defense. The NATO Artillery cannot be used in defense during that single Land Attack, but returns to its normal functionality immediately after the conclusion of the attack.

5. All air and helicopter units operating from an airfield struck by an SSM chemical attack have a certain probability to be unusable for the current Game Turn. Each time NATO player wants to use an air unit or helicopter based in an Airfield struck by SSM Chemical Attack, he rolls a die and finds the result in the table below. Air unit and helicopter failing to take off cannot roll again for the remainder of the current game turn. (Exception: point 6 below)

Turns passed since beginning of chemical warfare	Abort die roll (air unit /helicopter cannot take off)
0	1-10
1	1-5
2+	1-2

Simulations conducted at Ramstein in the ‘80s concluded that the Soviets didn’t have the necessary delivery capacity to paralyze a large airfield, but they would have been able to seriously disrupt ground crews operations.

6. Air or Helicopter units operating from an airfield struck by an SSM chemical attack can transfer to another airfield without rolling a die. An air unit transferred to another airfield cannot be used for the rest of the current Game Turn. A helicopter unit cannot be used for the rest of that Land Phase.

[25.0] NUCLEAR WARFARE (Optional)

Utilization of nuclear weapons would have been undoubtedly one of the biggest “what-ifs” in a Warsaw Pact vs NATO conflict. Players feeling the urge to initiate Nuclear Warfare are strongly encouraged to use Nuclear Warfare rules in conjunction with the optional Weapons of Mass Destruction Escalation rule.

[25.1] INITIATING NUCLEAR WARFARE

1. Nuclear Weapons may be used by a Player by declaring his intention during the WMD Release Phase of a Game Turn.

2. During the Nuclear Strike Phase of the Game Turn on which Nuclear Warfare is initiated, the initiating Player delivers and resolves all his Nuclear Attacks first, followed by the opposing Player.

3. During the Nuclear Strike Phase of any subsequent Game Turn, the Players alternate in delivering their Nuclear Points for the current Game Turn to one hex within range of an appropriate delivery system. The Player initiating Nuclear Warfare goes first.

[25.2] DELIVERING NUCLEAR WEAPONS

1. Nuclear Weapons can be delivered by three means:

a. A Ground Strike Air Mission executed by an Air Squadron with a Ground Strike value of 3 or more. All standard rules are used to resolve mission execution.

b. An Artillery Unit in General Supply within 2 hexes from the target hex.

c. An SSM Unit in General Supply within 50 hexes from the target hex.

2. In each Scenario, a Player has a total number of Nuclear Points that can be delivered by the appropriate delivery system (Air, Artillery or SSM). Once the Nuclear Points allotment for a certain delivery system reaches zero, the affected Player cannot use it anymore.

3. Subject to the restrictions above, there is no limit to the number of Nuclear Points an Air Unit can deliver when executing a Ground Strike Mission.

4. Subject to the restrictions above, there is no limit to the number of Nuclear Points an Artillery unit can deliver when executing a Nuclear Attack.

5. An SSM unit can deliver a maximum of 2 Nuclear Points per Game Turn. It could execute two Nuclear Attacks delivering a single Nuclear Point, or one Nuclear Attack delivering 2 Nuclear Points.

6. An Artillery Unit may execute any number of Nuclear Attacks during a Game Turn, in addition to the normal usage of its Barrage Strength. Artillery Units with Step Losses may deliver Nuclear Attacks.

[25.3] RESOLVING NUCLEAR ATTACKS

1. The Player executing the Nuclear Attack chooses one hex within range of an appropriate delivery system. Air delivered Nuclear Attacks will require the execution of a Ground Strike Mission, using the standard procedure (see 27.7).

2. The Player totals the number of Nuclear Points successfully delivered to the target hex and rolls a die on the Nuclear Attack Table. The result is the total number of Step Losses inflicted on the target hex.

3. The executing Player distributes resulting losses

among Ground enemy Units and installations in the hex as he sees fit, with no limitations.

4. An Installation is damaged by assigning 2 step losses to it.

5. A Combat Unit in Hedgehog Mode hit by a Nuclear Attack absorbs the first Step Loss assigned without consequences; in other words, a minimum of 2 step losses must be assigned to inflict one step loss to a unit in Hedgehog mode.

6. A Combat Unit in Road Mode hit by a Nuclear Attack suffers one additional Step Loss. In other words, if the executing Player assigns one Step Loss to an enemy Unit in Road Mode, the unit will suffer two Step Losses.

7. A Division eliminated by a Nuclear Attack is replaced by an appropriate Division Base. The newly placed Division Base is not subject to the Nuclear Attack just resolved.

8. If a Nuclear Attack obtains at least one step loss result, the Executing Player rolls a die on the Nuclear Contamination Table. The Nuclear Contamination level of the hex is then adjusted accordingly by using “Nuclear” markers. Nuclear Contamination has a maximum level of 3.

Example: WP Player attacks a hex, already at Nuclear Contamination 1, with 5 Nuclear Points. The Nuclear Attack inflicts 3 step losses. WP Player decides to inflict all the 3 Step Losses to a single NATO brigade in the hex; as the Brigade is in Hedgehog Mode, it suffers 2 Step Losses.

After implementing the results of the Nuclear Attack, WP Player rolls a 9 on the Nuclear Contamination Table, obtaining a “2” result. The Nuclear Contamination of the target hex is raised to “3”.

[25.4] NUCLEAR CONTAMINATION EFFECTS

1. The Movement Point cost to leave a hex with Nuclear Contamination is increased by the Level of Nuclear Contamination. The extra cost must also be paid to trace Supply Paths.

2. Any Ground unit occupying a Nuclear Contaminated hex at the end of the Nuclear Contamination Removal Phase must roll a die on the Nuclear Attack Table, using the Nuclear Contamination Level as the number of Nuclear Points attacking. Results are implemented immediately.

3. An Air or Helicopter Squadron cannot execute any Mission while based in a Nuclear Contaminated hex, with the exception of Ferry Missions. For Air Squadrons, the Airfield must be undamaged too.

4. Damaged installations in a Nuclear Contaminated hex can be repaired by expending double the normal number of Repair Points required.

5. During the Contamination Removal Phase, a die is rolled for each Nuclear Contaminated hex to determine if the Contamination Level is reduced:

a. A Contamination Level 3 is reduced to 2 on a die roll of 1 to 12

b. A Contamination Level 2 is reduced to 1 on a die roll of 1 to 8

c. A Contamination Level 1 is reduced to 0 on a die roll of 1 to 5

[26.0] WEAPONS OF MASS DESTRUCTION ESCALATION (Optional)

After 1945, no nuclear power ever used nuclear weapons, not even in problematic conflicts against enemies with no direct retaliation capability (Korea, Vietnam and Afghanistan are some examples). Chemical weapons have been used several times (Vietnam, Afghanistan, several Middle East conflicts), but always with a clandestine approach followed by denial of responsibility and reciprocal accusations.

Obviously, utilization of these weapons brings on the table considerations and consequences far beyond a mere military point of view, particularly when the enemy has several hundreds of similar weapons ready to be used.

Weapons of Mass Destruction Escalation rule simulates the uncertainty about the consequences of employing WMDs in a Central European conflict. The objective is to discourage a light hearted utilization and force Players to think again. When using this rule, a Player employing Chemical or Nuclear weapons somewhat forfeits his control on the future direction of the events. Once the Red Line has been crossed, the escalation could go out of control, eventually leading to a strategic nuclear exchange between the two blocs.

When using WMD Escalation Rules, Players cannot freely decide to employ Chemical or Nuclear weapons. Each Player must first obtain the release of these weapons from the political leadership. There are two different types of Weapons of Mass Destruction: Chemical Weapons and Nuclear Weapons.

1. At game start, neither Player can use any type of WMD.

2. Before being able to use a WMD Type for the first time, a Player must roll on the appropriate WMD Release Table during the WMD Release Phase. The Player declares the type of WMD he requests to Release and rolls a die on the appropriate WMD Release Table.

Note: Even when using WMD Escalation Rules, NATO Player cannot be the first to release Chemical Weapons.

3. A Player may request the release of a WMD Type once per Game Turn. Once a WMD has been released for a Player, he cannot voluntarily request for its release for the remainder of the game.

4. In the Game Turn following the first Release of a WMD type by a Player, the opposing Player must roll on the appropriate WMD Release Table for his side. If both Chemical and Nuclear Weapons were released during the same Game Turn, roll separately for both.

5. The actual utilization of a Released WMD by a Player does not change in any way the sequence above. In other words, it does not matter if the Player who obtained the release of a WMD actually used it in the game. The opposing Player will have to roll on the WMD Release Table in any case.

6. WMD Release Table may result in a Strategic Nuclear Exchange between NATO and Warsaw Pact. In that case, the first Player who requested the Release of any WMD loses the game with a Decisive Political Defeat. Of course, there is hardly a winner.

Example:

During the WMD Release Phase of Game Turn 3, Warsaw Pact Player decides to request the release of Chemical Weapons. Warsaw Pact Player consults the WMD Release Table under the "WP requests Chemi-

cal Weapons Release" section and rolls a 6. Chemical Weapons are released for Warsaw Pact.

As WP released Chemical Weapons in Game Turn 3, NATO Player must consult the WMD Release Table during the WMD Release Phase of Game Turn 4. NATO Player rolls a 10 under the "WP released Chemical Weapons" section. Chemical and Nuclear Weapons are released for NATO.

As NATO released Nuclear Weapons during Game Turn 4, WP Player must consult the WMD Release Table during the WMD Release Phase of Game Turn 5. WP Player rolls a 17 under the "NATO released Nuclear Weapons" section. A Strategic Nuclear Exchange is triggered and, as Warsaw Pact was the first to release a WMD, the game ends with a Warsaw Pact Decisive Political Defeat.

[27.0] AIR WAR

Air activities takes place during several phases of a Game Turn and use the following general rules:

1. During the Air Superiority Phase, both Players decide where they want to obtain control of the air space and then try to achieve it.

2. During friendly and enemy Land Movement Phases, both Players may execute Air Missions to help friendly units in combat, destroy or damage enemy assets, or hamper enemy movements.

3. During friendly and enemy Land Movement Phases, both Players may try to intercept enemy Air Missions.

4. Air Squadrons not in an Air Superiority Area can perform only one single Mission per Game Turn. After performing a Mission, they are returned to the Used section of their current Airfield and cannot be used for the rest of the current Game Turn.

5. Air Squadrons in an Air Superiority Area can perform any number of Intercept and Escort missions during a Game Turn. They are returned to the Used section of a valid Airfield during the End Phase of the Game Turn.

6. A valid airfield is defined as an Airfield of the same nationality of the Air Squadron.

[27.1] THE AIR GRID

A white grid is superimposed on the map, subdividing it into Air Areas of 61 standard hexes each. Each Air Area also contains an Intercept Modifier (the white numbers separated by a slash).

Air Areas have the following uses:

1. During the Air Superiority Phase, Players may try to obtain Air Superiority over one or more Air Areas.

2. During an Air Mission, Interception attempts have their die roll modified by the numbers printed inside the Air Area containing the target hex of the intercepted mission. The left number is used by NATO Intercept attempts, the right one by Warsaw Pact's ones.

3. NATO Wild Weasel Missions, when successful, affect a whole Air Area.

4. NATO Wild Weasel Missions cannot be executed over Air Areas where Warsaw Pact has Air Superiority.

[27.2] AIR GROUPS

Most Strike Missions require organizing the involved Air Squadrons into Air Groups before receiving enemy Flak Fire. Air Groups are formed and employed using the following rules:

1. Each Air Group is composed by 1 to 3 Air Squadrons, at owning Player's choice.

2. An Air Group can be formed by Air Squadrons of different Nationality and airplane type.

3. An Air Group defends from Flak Fire using the average Evasion Value of the Air Squadrons forming it; fractions are rounded down.

4. At the end of the Mission, the Air Squadrons forming an Air Group may be returned to different Airfields.

[27.3] AIR COMBAT MODIFIERS

Both Air Superiority and Intercept Air Combat die rolls can be modified by several factors. All applicable die rolls modifiers are cumulative.

1. Pilot Rating

The Pilot Rating of the defending Air Squadron is subtracted from the Pilot Rating of the attacking Air Squadron. The net result is the die roll modifier.

2. AWACS

If the attacking Air Squadron has a friendly AWACS squadron in the Air Superiority Area being resolved or in the Air Area covering the Mission target hex, the die roll is modified by +2 (for NATO AWACS) or +1 (for WP AWACS). If a defending Air Squadron has a friendly AWACS squadron in the Air Superiority Area being resolved or in the Air Area covering the Mission target hex, the die roll is modified by -2 (for NATO AWACS) or -1 (for WP AWACS).

3. Numerical Superiority

Numerical Superiority is evaluated by considering the total number of Air Squadron steps involved in the Air Superiority or Interception combat being resolved, for each side.

If the attacking Player has double or more total steps than the defending player, the die roll is modified by +2. If the defending Player has double or more total steps than the attacking Player, the die roll is modified by -2.

4. ECM Squadrons

If the attacking Air Squadron is supported by an ECM Squadron, the die roll is modified by +2 (for NATO ECM Squadrons) or +1 (for WP ECM Squadrons).

If the defending Air Squadron is supported by an ECM Squadron, the die roll is modified by -2 (for NATO ECM Squadrons) or -1 (for WP ECM Squadrons).

5. Air Superiority Advantage (only in Intercept Combat)

If the attacking Air Squadron was taken from an Air Superiority Area, the die roll is modified by +1. If the defending Air Squadron was taken from an Air Superiority Area, the die roll is modified by -1.

[27.4] AIR SUPERIORITY PHASE

During Air Superiority Phase, each Player tries to establish Air Superiority for the current Game Turn over specific Air Areas.

Air Superiority over an area gives the following advantages:

· Intercept enemy air missions in the area at favorable conditions.

· Protect friendly air missions in the area.

· Attack enemy helicopters moving through the area.

· For Warsaw Pact, deny Wild Weasel Missions.

· If gained over specific facilities, delay enemy reinforcements.

· Block execution of enemy Amphibious Assaults.

- Deny General Supply to enemy Airmobile or Airborne units.

- Block Supply Paths using a port as Supply Source. Air Superiority Phase Sequence

1. Air Superiority Placement

Players alternate in placing their “Air Superiority” chits over Air Areas.

2. Air Superiority Assignment

Players assign Air Squadrons to the Air Superiority Areas they want to control / contest to the enemy.

3. Air Superiority Combat

Players resolve Air Superiority Combat separately for each Air Superiority Area, determining who (if any) effectively gains Air Superiority over the Air Area.

Air Superiority Placement

1. Each player has a variable number of Air Superiority markers, depending on the Scenario being played.

2. Starting with Warsaw Pact, Players alternate placing their Air Superiority markers inside any Air Area not already containing an Air Superiority marker.

3. A Player cannot “pass” during Air Superiority Placement. If a Player chooses not to place an Air Superiority marker during his turn, all his remaining Air Superiority markers cannot be placed during the current Game Turn.

Air Superiority Assignment

1. Each Player secretly assigns up to 15 Air Squadrons to each Air Superiority Area. A Player may assign Air Squadrons to any Air Superiority Area on the map. Which Player originally placed the Air Superiority marker is irrelevant.

2. Each Player secretly assigns available AWACS Squadrons to any Air Superiority Area to which he has assigned Air Squadrons. In other words, an AWACS Squadron can be assigned to an Air Superiority Area only if the Player has also assigned Air Squadrons to that area.

3. The assignment of Air Squadrons to an Air Superiority Area is not mandatory. A Player may decide to assign no Air Squadrons at all to a particular Air Superiority Area, conceding it to the enemy should he assign at least one Air Squadron to it.

4. When both Players have assigned Air Squadrons to every desired Air Superiority Area, the assignments are revealed and cannot be changed in any way.

5. Air Superiority Areas containing no Air Squadrons are removed from the map.

[27.5] AIR SUPERIORITY COMBAT SEQUENCE

Players resolve combat for each Air Superiority Area separately. Air Superiority Combat in the current Air Area must be completed before starting the next.

1. Flak Fire Phase

Any Fixed SAM, mobile ADA, or embedded Flak with A+, A or B Rating located inside the Air Superiority Area being resolved may fire once at an enemy Air Squadron of its choice. Each enemy Air Squadron can be targeted only once, unless all enemy squadrons have already been fired at. Results are implemented immediately.

Note: In order to be eligible for fire, the flak unit must be physically inside the Air Superiority Area, not simply in range.

2. Assignment Phase

Each player secretly arranges his available Air Squadrons on the numbered boxes of the Air Superiority Combat Chart, starting with box number 1 and moving upward. When both players are ready, the Air Squadrons disposition is revealed.

3. Numerical Superiority Determination

Each Player counts the total number of undamaged Air Squadron steps involved in the current combat. If a Player has double or more steps than the other, he obtains Numerical Superiority for the whole duration of current round of combat.

4. Combat Phase

Starting with box number 1, each Air Squadron resolve Air Combat against the enemy Air Squadron with a matching box number. Combat in a box must be completed before starting the next one.

a. Each Player subtracts the enemy Air Squadron Evasion Value from the friendly Air Squadron Attack Value to determine the column he will use on the Air Combat Table.

b. Each Player rolls a die on the Air Combat Table, applies the appropriate die roll modifiers and finds the result inflicted on the enemy Air Squadron. Combat and losses assignment are considered to be simultaneous.

c. If an Air Squadron suffered an Abort result, the owning Player returns it to the “Used” section of any valid Airfield.

d. If an Air Squadron has no undamaged steps left, the owning Player returns it to the “Used” section of any valid Airfield.

e. Combat for the current box is over; resolve combat for the next box number starting from phase 4.

5. End Phase

After all the Air Squadrons with matching box numbers have fought between them, Players assess the situation:

a. If both Players still have Air Squadrons in the current Air Superiority Area, resolve another round of Air Superiority Combat starting from phase 2 (Assignment Phase).

b. If only one Player has Air Squadrons remaining, Air Superiority Combat in the current area is won by that Player; his surviving Air Squadrons are kept in the Air Superiority Area for later use.

c. AWACS squadrons owned by the Player obtaining Air Superiority are kept in the Air Superiority Area. AWACS Squadrons owned by the opposing Player are moved off map and cannot be used for the remainder of the current Game Turn.

[27.6] GROUND SUPPORT MISSION

Before resolving a ground combat, both players can assign Air Squadrons to a Ground Support Mission, in order to support the attack or defense of the hex. Ground Support Mission General Rules

1. The Attacker declares and resolves any Ground Support Mission first, followed by the Defender.

2. Each Player can execute only one Ground Support Mission for each Ground Combat; in other words, should the mission fail to bring any effective air support to the combat, there’s no second chance. Helicopter Ground Support Missions do not count toward this limit.

Ground Support Mission Sequence

1. The Player conducting the Ground Support Mission assigns air squadrons as follows:

- a. Up to a maximum of 10 Strike Air Squadrons
- b. Up to a maximum of 10 Escort Air Squadrons

2. The number of Strike and Escort Air Squadrons is announced to the opposing Player. No information about the type or value of the Air Squadrons must be given.

3. Opposing Player assigns up to a maximum of 10 Air Squadrons to Intercept.

4. Intercept attempt is resolved using the Intercept Combat Sequence.

5. The Player executing the mission organizes his surviving Strike Squadrons into Air Groups.

6. Opposing Player’s available Flak fires at each Strike Air Groups.

7. Strike Value of surviving Air Squadrons is added to the combat being resolved.

[27.7] GROUND STRIKE MISSION

In a Ground Strike Mission, the player targets a hex in order to:

- Damage or destroy enemy units in the hex.
- Damage installations in the hex.
- Interdict a hex to slow down enemy movement.

Ground Strike Missions General Rules

1. During the Land Movement Phase, after the Phasing Player has completed the move of a Combat Unit, both Players can execute any number of Ground Strike Missions.

2. The Phasing Player executes all his Ground Strike Missions first, followed by the non-Phasing Player.

3. Each Ground Strike Mission is resolved using the Ground Strike Mission Sequence, before executing the next one.

The “Combat Unit” limitation avoids gamey tactics made possible by the Land Movement mechanism. For example, WP Player has a powerful stack of ADA Flak units escorting a Front Supply Head. ADA Flak are support units and cannot be moved together, so NATO could simply wait until WP Player moves all the ADA units away one by one, and declare a Ground Strike Mission on the now helpless FSH before WP Player has the chance of moving it.

Ground Strike Mission Sequence

1. The Player declares a Ground Strike Mission and its target hex.

2. The Player assigns Air Squadrons as follows:

- a. Up to a maximum of 6 Strike Air Squadrons
- b. Up to a maximum of 6 Escort Air Squadrons

3. The number of Strike and Escort Air Squadrons is announced to the opposing Player. No information about the type or value of the Air Squadrons must be given.

4. Opposing Player assigns up to a maximum of 6 Air Squadrons to Intercept.

5. Interception attempt is resolved using the Intercept Combat Sequence.

6. The Player executing the mission organizes his surviving Strike Squadrons into Air Groups.

7. Opposing player's available Flak fires at each Strike Air Group.

8. Each surviving Strike Air Squadron attacks the target hex individually, using the Ground Strike Table.

Ground Strike Die Roll Modifiers

1. If any enemy Combat Unit in the target hex is in Road Mode, the die roll on the Ground Strike Table is modified by +4

2. If all enemy Combat Units in the target hex are in Hedgehog Mode, the die roll on the Ground Strike Table is modified by -3

Ground Strike Results

5	Hex Interdicted
or	
10	Place an additional "+5 MP" or "+10 MP" Interdiction marker on the target hex, up to a maximum of +20MP. This is the additional Movement Point cost required to leave the hex.
+	Executing Player may choose one of the following effects: - One Installation (Port, Bridge, Airfield) in the target hex is damaged - One SAM Site in the target hex is destroyed - One Front Supply Head in the target hex is displaced
1	10 extra Movement Points required to leave the target hex. Moreover, one Combat Unit in the hex takes a Step Loss; if there's no Combat Unit, any Support Unit in the target hex takes a Step Loss. The executing Player chooses the exact unit taking the Step Loss. Alternatively, executing Player may choose to damage installations in the target hex (see + result above).

1. Interdiction Markers are removed at the end of the following Action Phase; in other words, they remain in place for two Action Phases (the current one and the following one).

Example: WP Player executes a Ground Strike Mission during NATO Action Phase of Game Turn 3, resulting in a +10 MP Interdiction marker in the hex. The Interdiction Marker remains in place until the end of WP Action Phase of Game Turn 4.

[27.8] SEAD MISSION

In a SEAD (Suppression of Enemy Air Defenses) Mission, the player targets a single hex in order to destroy or suppress enemy flak units in it.
SEAD Mission General Rules

1. During the Land Movement Phase, after the Phasing Player has completed the move of a Combat Unit or has declared a Ground Assault, both Players can execute any number of SEAD Missions.

2. The Phasing Player executes all his SEAD Missions first, followed by the non-Phasing Player.

3. Each SEAD Mission is resolved using the SEAD Mission Sequence, before executing the next one.

SEAD Mission Sequence

1. The Player declares a SEAD Mission and its target hex.

2. The Player assigns Air Squadrons as follows:

a. Up to a maximum of 6 Strike Air Squadrons

b. Up to a maximum of 6 Escort Air Squadrons

a.

3. The number of Strike and Escort Air Squadrons is announced to the opposing Player. No information about the type or value of the Air Squadrons must be given.

4. Opposing Player assigns up to a maximum of 6 Air Squadrons to Intercept.

5. Interception attempt is resolved using the Intercept Combat Sequence.

6. The Player executing the mission organizes his surviving Strike Squadrons into Air Groups.

7. Opposing player's available Flak fires at each Strike Air Group.

8. Each surviving Strike Air Group attacks a single enemy flak unit in the target hex using its total Strike value on the SEAD Mission Table. An enemy flak unit can be attacked more than once.

SEAD Die Roll Modifiers

1. If an ECM Squadron is included in a SEAD Air mission, the die roll on the SEAD Mission Table is modified by +2 for WP Missions, or +3 for NATO Missions.

SEAD Results

S	Flak unit is Suppressed. Place a "Flak Suppress" marker under the unit; a Suppressed Flak cannot fire for the remainder of the current Action Phase.
SD	Flak Unit Suppressed or Destroyed. If the target is an ADA or SAM Flak Unit, it is destroyed; If the target is an Embedded Flak, it is Suppressed (see above).

[27.9] WILD WEASEL MISSION (OPTIONAL, NATO ONLY)

Wild Weasel squadrons, first introduced in Vietnam and still in use, are specifically trained and equipped to act in the opposite way of a standard attack aircraft. A Wild Weasel aircraft wants to be illuminated by enemy air defenses, in order to locate and destroy them with Radar Homing missiles.

In a Wild Weasel Mission, the Player targets an Air Area in order to lower the effectiveness of enemy flak inside it.

Wild Weasel Mission General Rules

1. Only Air Squadrons marked with a **W** near their designation can execute Wild Weasel Missions. The Strike Air Group executing the mission may contain non Wild Weasel Air Squadrons (i.e., cannon fodder for enemy Flak), but only Wild Weasel squadrons can complete the mission successfully.

2. During the Land Movement Phase, after the Phasing Player has completed the move of a **Combat Unit**, NATO Player can execute any number of Wild Weasel Missions.

3. Each Wild Weasel Mission is resolved using the Wild Weasel Mission Sequence, before executing the next one.

4. NATO player may execute a Wild Weasel Mission only on Air Areas with friendly or no Air Superiority.

Wild Weasel Mission Sequence

1. The Player declares a Wild Weasel Mission and its target Air Area.

2. The Player assigns Air Squadrons as follows:

a. Up to a maximum of 6 Strike Air Squadrons

b. Up to a maximum of 6 Escort Squadrons

3. The number of Strike and Escort Air Squadrons is announced to the opposing Player. No information about the type or value of the Air Squadrons must be given.

4. Opposing Player assigns up to a maximum of 6 Air Squadrons to Intercept.

5. Interception attempt is resolved using the Intercept Combat Sequence.

6. The Player executing the mission organizes his surviving Strike Squadrons into Air Groups.

7. Opposing Player's flak fires at each Air Group. To be able to fire, a Flak Unit must be physically inside the target Air Area. Moreover, Flak Unit must be a Fixed SAM, a mobile ADA, or embedded Flak with A+, A or B Rating.

8. If at least one Wild Weasel Squadron survives undamaged steps, NATO Player places a "Wild Weasel" marker over the target Air Area.

Wild Weasel Effects

1. All hexes in the target Air Area become a Wild Weasel Area for the remainder of the Game Turn.

2. Warsaw Pact Flak located inside a Wild Weasel Area has its maximum range reduced to 1.

3. Warsaw Pact Flak firing on NATO air squadrons inside a Wild Weasel Area adds 2 to their die roll on the Flak Combat Table.

4. A Wild Weasel Marker is removed during the End Phase of the Game Turn.

[27.10] FERRY MISSION

In a Ferry Mission, the Player moves one Air Squadron between two Airfields.

Ferry Mission General Rules

1. During the Land Movement Phase, after the Phasing Player has completed the move of a Combat Unit, both Players can execute any number of Ferry Missions.

2. The Phasing Player executes all his Ferry Missions first, followed by the non-Phasing Player.

3. Each Ferry Mission must be resolved before executing the next one.

4. The departure and Arrival Airfields cannot be inside an enemy controlled Air Superiority Area.

5. The Air Squadron executing a Ferry Mission is moved from its current Airfield to the Used area of any other valid Airfield.

[27.11] AIR TRANSPORT MISSION

In an Air Transport Mission, a Player uses one or more Air transport squadrons to transport Airmobile, Airborne, Alpine, Marine or Special Forces units from an Airfield to another.

Air Transport Mission General Rules

1. During a friendly Land Movement Phase, the Phasing Player can execute any number of Air Transport Missions.
2. The printed Transport Capacity represents the number of Battalions that an Air Squadron can carry. See Airmobile and Airborne units for the transport cost of each unit.
3. The unit being transported must begin the Land Movement Phase in a friendly, undamaged Airfield, in General Supply and in Tactical Mode and not in an enemy ZOC. Other friendly Combat Units negate enemy ZOC for the purpose of this rule.
4. The units being transported and the transporting Air Squadrons must start in the same hex.
5. The Air squadrons used must have sufficient transport capacity to carry the transported units. More than one ground unit can be transported, up to the transport capacity of the air squadrons being used. See Airmobile and Airborne Units for the transport cost of each unit.
6. The departure and arrival Airfield cannot be inside an enemy controlled Air Superiority Area.
7. The arrival Airfield must have a valid Nationality for the Air squadrons executing the mission.

Air Transport Mission Sequence

1. The transporting squadrons and the transported units are moved to the destination airfield.
2. Each enemy flak within range of the arrival Airfield can fire once at one of the transporting air squadrons. For every step of transporting aircraft destroyed, the transported units must lose one combat step. If, after the step losses, the surviving air transport capacity is less than the Transport cost of the units, the transported units must immediately reduce their transport cost by losing an appropriate number of Combat Steps.
3. If all transport aircraft are destroyed by enemy flak fire, the transported units are also destroyed.
4. After landing, the transported units cannot move for the rest of the current Land Movement Phase.
5. The transporting air squadrons may remain in their original Airfield or move to the destination Airfield, at owning Player's discretion.

[27.12] AIRDROP MISSION

In an Airdrop Mission, a Player uses one or more Air transport squadrons to transport Airborne units from an Airfield to a target hex.

Airdrop Mission General Rules

1. During a friendly Land Movement Phase, the Phasing Player can execute any number of Airdrop Missions.
2. The Airborne unit being transported must begin the Land Movement Phase in a friendly, undamaged Airfield, in General Supply, in Tactical Mode and not in an enemy ZOC. Other friendly Combat Units negate enemy ZOC for the purpose of this rule.
3. The Airborne unit being transported and the transporting Air Squadrons must be in the same hex.
4. The Air squadrons used must have sufficient transport capacity to carry the transported units. More than one ground unit can be transported, up to the transport capacity of the air squadrons being used. See Airmobile and Airborne Units for the transport cost of each unit.

5. The departure Airfield and the target hex cannot be inside an enemy controlled Air Superiority Area.

6. Each Airdrop Mission is resolved using the Airdrop Mission Sequence, before starting the next one.

Airdrop Mission Sequence

1. The Player declares an Airdrop Mission and its target hex.
2. The Player assigns Air Squadrons as follows:
 - a. Up to 6 Airdrop Air Squadrons, formed exclusively by Air Transport squadrons
 - b. Up to 6 Escort Air Squadrons
3. The number of Transport and Escort Air Squadrons is announced to the opposing Player. No information about the type or value of the Air Squadrons must be given.
4. Opposing Player assigns up to a maximum of 6 Intercept Air Squadrons to Intercept.
5. Interception attempt is resolved using the Intercept Combat Sequence.
6. The Player executing the mission organizes his surviving Transport Squadrons into Air Groups.
7. Opposing Player's available flak fires at each Transport Air Groups.
8. For every step of transporting aircraft destroyed, the transported units must lose one combat step. If, after the step losses, the surviving air transport capacity is less than the Transport cost of the units, the transported units must immediately reduce their transport cost by losing an appropriate number of Combat Steps. If all transport aircraft are destroyed, the transported units are also destroyed.
9. The Player executing the mission place the surviving transported Airborne units on the target hex and resolve the Airdrop using the Airdrop rules (See 34.3).

[27.13] SUPPLY INTERDICTION MISSIONS (NATO ONLY)

NATO Player may execute this specialized type of Ground Strike Mission in order to destroy Warsaw Pact supply convoys. If successful, Warsaw Pact Units will be forced to move and fight with rationed supply.

Supply Interdiction Mission General Rules

1. At the beginning of the Warsaw Pact Land Movement Phase, NATO player may demand to Warsaw Pact player to trace the Supply Path of any or all his Front Supply Heads.
 2. After Warsaw Pact has traced the Supply Paths, NATO Player may attack any hex along them by executing a Supply Interdiction Mission. The mission is resolved as a standard Ground Strike Mission, but with different results.
 3. If a Supply Interdiction Mission obtains a result in red on the Ground Strike Table, all Front Supply Heads using that Supply Path are Interdicted for the rest of the current Game Turn.
 4. When using Reconnaissance rules, a Recon mission is not needed to execute a Supply Interdiction Mission.
- Supply Interdiction Effects (with Embedded Supply Rules)
1. All Combat Units tracing their Supply to an Inter-

dicted Front Supply Head cannot move more than 2 hexes, unless using Embedded Supply.

2. All Combat Units tracing their Supply to an Interdicted Front Supply Head add 4 to the enemy Combat Modifications during Land Combat, unless using Embedded Supply.

3. An Interdicted Front Supply Head may resupply a maximum of 10 Divisions with Embedded Supply Points.

Supply Interdiction Effects (without Embedded Supply Rules)

1. All Combat Units tracing their Supply to an Interdicted Front Supply Head cannot move more than 3 hexes.

2. All Combat Units tracing their Supply to an Interdicted Front Supply Head add 2 to the enemy Combat Modifications during Land Combat.

[27.14] INTERCEPT MISSIONS

During the Action Phase, a Player may try to intercept any Air Mission executed by the opposing Player, except Air Transport and Ferry.

1. After a Player has declared the type of Air Mission, the number of Strike and Escort Squadrons and the target hex or Air Area, the opposing Player announces if he tries to intercept it.

2. The Intercept Player picks the Air Squadrons trying to intercept, taking them from any valid Airfield or from an Air Superiority Area containing the target hex of the Air Mission being intercepted.

3. Players resolve the Interception attempt using the Intercept Combat Sequence.

[27.15] INTERCEPT COMBAT SEQUENCE

The Intercept Combat Sequence is used to resolve any Air Combat resulting from Air Missions, except Air Superiority.

In Intercept Combat, the Intercept Player first verifies which Squadrons successfully intercept. Squadrons successfully intercepting must then engage or evade any Escort Squadrons. Surviving Intercept Squadrons can then attack Strike Squadrons assigned to the Mission.

1. Maneuver Phase

In the Maneuver Phase, the Intercept Player determines how many of the assigned Air Squadrons successfully intercept the enemy mission.

a. The Intercept Player rolls a die for each intercept Air Squadron, applying the Intercept Modifiers of the Air Area containing the target hex of the enemy Air Mission. Number left of the slash is used by NATO Intercept attempts; number right of the slash is used by Warsaw Pact Intercept attempts.

b. On a modified Intercept roll of 9 or more, interception succeeds and the Air Squadron is available for the Transition Phase. On any other result, interception fails and the Air Squadron is returned to the Ready section of any valid Airfield.

c. Air Squadrons taken from an Air Superiority Area automatically Intercept and do not need to roll.

2. Transition Phase

In the Transition Phase, Players prepare their Air Squadrons for the upcoming combat. Each Player secretly arranges his available Air Squadrons on the numbered boxes of the Intercept Combat Chart.

a. Strike Air Squadrons are placed in the "Strike" Air Boxes, starting with box number 1 and moving upward.

b. Escort Air Squadrons are placed in the “Escort” Air Boxes, starting with box number 1 and moving upward.

c. Intercept Air Squadrons are placed in “Intercept” Air Boxes, starting with box number 1 and moving upward.

d. When both players are ready, the Air Squadrons disposition is revealed.

3. Escort Numerical Superiority Determination

Each Player counts his total number of undamaged Air Squadron steps in Escort or Intercept boxes. If a Player has double or more steps than the other, he obtains Numerical Superiority for the whole duration of the Escort Combat Phase.

4. Escort Combat Phase

In the Escort Combat Phase, Escort and Intercept Air Squadrons fight each other. Intercept Air Squadrons may choose to Engage (forfeiting their chance to fire at Strike Squadrons) or Evade (forfeiting their chance to fire at Escort Squadrons).

Starting with box number 1, each Squadron resolves Air Combat against the enemy Squadron with a matching box number. A Squadron in a box with no matching enemy Squadron may attack any enemy Intercept or Escort Squadron. In this case, the enemy Squadron will be attacked more than once, but will fire back only at the Squadron with a matching box number.

a. Each Player subtracts the enemy Squadron Evasion Value from the friendly Squadron Attack Value to determine the column he will use on the Air Combat Table.

b. Escort Player rolls a die on the Air Combat Table, applies the appropriate die roll modifiers and find the result inflicted on the Intercept Squadron.

c. Intercept Player announces if his Squadron will Engage or Evade. If the Intercept Squadron Evades, skip to phase 3.e.

d. Intercept Player rolls on the Air Combat Table, applies the appropriate modifiers and find the result inflicted on the Escort Squadron.

e. Each player assigns step losses inflicted on his own Squadron. Squadrons with no undamaged steps left or suffering an Abort result are immediately returned to the Used section of any valid Airfield.

f. Escort Combat for the current box is over; resolve combat for the next box number starting from phase 4.a.

After all Air Combat boxes have been resolved:

a. Surviving Intercept Squadrons which chose to Engage are returned to the Used section of any valid Airfield, or to their original Air Superiority Area.

b. Surviving Intercept Squadrons which chose to Evade are arranged by the owning player on the Attack Boxes of the Intercept Combat Chart, starting from the lowest numbered box and going upward.

c. Surviving Escort Squadrons are returned to the Used section of any valid Airfield, or to their original Air Superiority Area.

5. Attack Numerical Superiority Determination

Each Player counts his total number of undamaged Squadron steps in Attack or Strike boxes. If a Player has double or more steps than the other, he obtains Numerical Superiority for the whole duration of the Attack Combat Phase.

6. Attack Combat Phase

During the Attack Combat Phase, Intercept Squadrons that successfully evaded Escort may attack enemy Strike Squadrons.

Starting with box number 1, each Attack Squadron fires at the Strike Squadron with a matching number. An Attack Squadron with no matching Strike Squadron may attack any Strike Squadron.

a. Strike Player announces if his Squadron voluntarily aborts the Mission. In this case, skip to phase 6.f.

b. Subtract the Strike Squadron Evasion Value from the Attack Squadron Attack Value to determine the Air Combat Table column.

c. Attack Player rolls a die on the Air Combat Table, applies the appropriate die roll modifiers and find the result inflicted on the Strike Squadron.

d. Strike Player distributes the step losses inflicted on his Squadron. If the squadron has no undamaged steps left, it is immediately returned to the Used section of any valid Airfield.

e. If the Strike Squadron suffered no Abort result, it may continue its Mission.

f. If the Strike Squadron suffered an Abort result or voluntarily decided to Abort, it is returned to the Used section of any valid Airfield.

g. Attack Squadron is returned to the Used section of any valid Airfield, or to its original Air Superiority Area.

h. Attack Combat for the current box number is over; resolve combat for next box number starting from phase 6.a

Example:

Warsaw Pact Player executes a Ground Strike mission against a NATO B-3 Fixed SAM site near Bremen. He assigns 2 Soviet Su24 (B-5-4) and 1 Soviet Mig27M (B-7-6) squadrons as Strike group; as escort, he assigns 1 Soviet Mig21bis (9-7-1) and 1 Polish Mig21PFM (7-7-1).

Warsaw Pact Player announces a Ground Strike Mission against hex N2733, composed by 3 strike squadrons and 2 escort squadrons.

NATO Player decides to Intercept, and assigns 2 West German F-4F Squadron (9-10-5) to the mission, taking them from NATO Airfields.

NATO Player rolls a die to see if Interception attempt succeeds. He rolls an 8 for the first squadron, modified to 10 by the +2 Intercept modifier of the Air Area containing the target hex, and a 4 for the second squadron, modified to 6. First squadron successfully intercepts, while the second squadron is returned to the Ready section of a valid Airfield.

Both players secretly place their Air Squadrons on the Intercept Combat Chart, and then reveal their disposition.

As Warsaw Pact has a total of 4 steps (2 Escort full-strength squadrons) against NATO's total of 2 step (1 full strength Intercept squadron), Warsaw Pact Player gains Numerical Superiority in the Escort Combat Phase and will have 2 modifiers in his favor for the duration of this phase.

Soviet Mig21bis in Escort Box 1 fires at WG F-4F in Intercept box 1. Warsaw Pact rolls on the -1 Air Combat column (Mig21bis combat value of 9 minus F-4F evasion value of 10). WP Player rolls a 6, modified to 7 (+2 for Numerical Superiority, +2 for Soviet Pilot Rating, -3 for West German Pilot Rating), inflicting no damage or abort to NATO squadron.

NATO F-4F squadron decides to Evade the escort, so it does not fire back on Soviet Mig21bis.

Polish Mig21PFM on Escort box 2 has no matching enemy squadron, so it can fire against any Intercept box without fear of return fire. It rolls on the -3 Air Combat column (Mig21PFM combat value of 7 minus F-4F evasion value of 10). WP Player rolls a 12, modified to 11 (+2 for Numerical Superiority, 0 for Polish Pilot Rating, -3 for West German Pilot Rating), and once again inflicts no damage or abort to NATO squadron.

NATO squadron suffered no abort results and decided to Evade escort, so it can now attack Warsaw Pact Strike squadrons. The F-4F is moved to Attack Box 1. Warsaw Pact Player returns his Escort squadrons to the Used section of any valid Airfield. In Attack Phase, Warsaw Pact has a total of 6 steps (3 full strength squadrons) against NATO 2 steps (1 full strength squadron), so Warsaw Pact has again Numerical Superiority for the duration of the Attack Phase.

WG F-4F in Attack box 1 fires at Soviet Su24 in Strike box 1, using Air Combat column +4 (F-4F combat value of 9 minus Su24 Evasion value of 5). NATO Player rolls a 11, modified to 10 (-2 for WP numerical superiority, -2 for Soviet Pilot Rating, +3 for West German Pilot Rating). WP Su24 squadron takes 1 step loss and must abort the mission.

NATO player returns his intercept squadron to a valid airfield, and the two remaining WP squadrons execute the ground strike mission against hex N2733.

Intercept Pursuit (Optional)

When using this rule, a Strike Squadron voluntarily aborting does not automatically avoid Attack Squadron(s) fire.

1. If the Strike Squadron voluntarily aborts during Phase 6.a, the Strike Player rolls a die and applies the Intercept Modifier of the Air Area containing the target hex of the mission (left number for NATO, right number for WP).

2. On a modified roll of 9 or more, the Strike Squadron successfully disengages before combat.

3. On any other modified roll, the Attack Squadron may fire at the Strike Squadron.

4. Irrespective of the result, the Strike Squadron cannot change its mind and must abort the mission.

[27.16] ELECTRONIC COUNTER MEASURES SQUADRONS

Both sides have a limited number of Electronic Counter Measures Air Squadrons (EF-111 for NATO, Yak-28PP for Warsaw Pact) that can be used to support Air Missions.

ECM Squadrons General Rules

1. An ECM Squadron can be used to support any Air Mission, except Air Superiority and Wild Weasel.

2. An ECM Squadron is attached to a mission during the Assignment Phase. It does not count toward the maximum number of Air Squadrons that can be assigned to a particular mission.

3. An ECM Squadron cannot be attacked or forced to Abort in any way.

4. At the end of the mission, the ECM squadron is returned to the Used section of any valid airfield.

ECM Squadrons Effects

1. Air Missions including an ECM squadron have a favorable modifier during Intercept Air Combat (see 27.3 and Air Combat Modifiers Table).

2. Air Missions including an ECM squadron have a favorable modifier against enemy flak firing at them (see Flak Fire Modifiers Table).

3. SEAD Air Missions including an ECM squadron have a favorable modifier when resolving the mission (see SEAD Modifiers Table).

4. Assigning more than one ECM squadron to a mission has no additional effects.

[27.17] AIR LOSSES

1. Air Squadrons possess two combat steps.

2. When an Air Squadron has one step destroyed, flip it to its back side. If it's already on its back side, the Air Squadron is eliminated.

3. When an Air Squadron with no damage receives a Damage result, place a Damage marker under the unit. If the Air squadron already has a damaged step, place a Damage marker over the unit.

4. An Air Squadron with all its remaining steps damaged cannot perform any activity (except returning to a valid Airfield) until repaired.

5. When Air Losses are inflicted by Flak Fire on an Air Group, they must be distributed as evenly as possible among its squadrons, starting from the squadron with the lowest Evasion Value.

6. Air Squadrons with a Step Loss, of the same type and nationality and starting the Land Movement Phase in the same Airfield can be combined into a single, full strength Air Squadron. The resulting squadron retains any damaged steps of the original squadrons.

[28.0] AIRFIELDS AND HELI-PORTS

Airfields and Heliports are subject to the following rules:

1. Each Airfield has a corresponding box on the Airfields Chart. Air Units based at an Airfield are placed in the corresponding box. Heliports do not have holding boxes.

2. Air Squadrons may operate from any friendly Airfield of the same nationality.

3. NATO Helicopter Squadrons may operate from any friendly Airfield / Heliport of the same nationality, or from a captured Airfield / Heliport.

4. WP Helicopter Squadrons may operate from any friendly Airfield / Heliport, or from a captured Airfield / Heliport.

5. An Airfield / Heliport can support a maximum of 20 Air and Helicopter Squadrons. Squadrons in excess cannot perform any action, except Ferry Missions.

6. Squadrons operating from an Airfield / Heliport that is Damaged, in a Nuclear Contamination hex, without a valid Line of Communication or of the wrong nationality cannot perform any action, except Ferry Missions (for Air Squadrons) or moving to another Airfield (for Helicopter Squadrons).

[28.1] DAMAGED AIR SQUADRONS REPAIR

During the Repair Phase of a Game Turn, Airfields can repair Damaged Air Squadrons:

1. In order to use its repair capacity, an Airfield must be undamaged, with a valid Line of Communication and not in a Nuclear Contamination hex.

2. Each NATO Airfield can repair 3 steps of Air Squadrons per Game Turn.

3. Each WP Airfield can repair 1 step of Air Squadrons per Game Turn.

4. The unused Repair capacity of an Airfield is not accumulated from Game Turn to Game Turn.

[28.2] OFF-MAP AIRFIELDS

Off-Map airfields represent several airfields located out of map boundaries. An off-map Airfield uses the same rules of a standard Airfield, with the following exceptions:

1. An off-map airfield cannot be attacked, damaged or captured in any way.

2. An off-map airfield can support an unlimited number of Air Squadrons of the corresponding nationality.

3. An off-map airfield cannot support Helicopter Squadrons.

[28.3] CAPTURE OF ENEMY AIRFIELDS

1. A friendly unit can capture an occupied enemy Airfield by eliminating the enemy units or forcing them to retreat and advancing into the Airfield's hex.

2. A friendly unit can capture an unoccupied enemy Airfield by declaring an Assault and expending the appropriate amount of Movement Points.

3. If the opposing Player does not allocate Artillery or Ground Support Missions to defend an unoccupied Airfield, the Airfield is automatically captured by Advancing after Combat into its hex.

4. If the opposing Player successfully allocates Artillery or Ground Support Missions to defend an unoccupied Airfield, Combat is resolved normally. A D result allows the friendly unit to capture the Airfield by Advancing after Combat in the Airfield's hex.

5. Enemy Helicopter Squadrons in an Airfield under attack may move to another Airfield / Heliport in range before Combat resolution, or may decide to help Airfield defense and, should the attack succeed, move to another Airfield / Heliport at the end of the Combat. In both cases, they cannot be used for the remainder of the current Land Movement Phase.

6. A successful attack against an unoccupied enemy Airfield does not create a Breakthrough zone.

7. Air and Helicopter Squadrons in a captured Airfield are eliminated.

8. A captured Airfield is considered Damaged. In order to be used by friendly helicopters, it must be repaired.

[28.4] CAPTURE OF ENEMY HELIPOINTS

1. A friendly unit can capture an unoccupied enemy Heliport by simply moving into its hex. Heliports do not require an attack in order to be captured.

2. Enemy Helicopters based in a captured Heliport may move to another Airfield / Heliport in range and cannot be used for the remainder of the current Land Movement Phase. If unable to do so, they are eliminated.

[29.0] AMPHIBIOUS LANDING

Under certain conditions, Marine units can be moved by sea and debark in an unoccupied coastal hex. The scenario rules describe the Amphibious Landing

capabilities for NATO and Warsaw Pact Players for each specific scenario.

The following general rules always apply:

1. In order to execute an Amphibious Landing, a Marine unit must begin the Land Movement Phase in a friendly, undamaged port, in General Supply and in Tactical Mode.

2. The departure port and the debark hex cannot be inside an enemy controlled Air Superiority Area.

3. The debark hex cannot be occupied by enemy units, but it can be in an enemy ZOC.

4. The Marine unit must be able to trace a path of contiguous sea hexes to the debark (target) hex.

5. The Marine Unit is considered in General Supply in the Game Turn during which it executed an Amphibious Landing.

6. A Marine Unit cannot move after executing an Amphibious Landing.

7. During the Land Movement Phase, the Marine unit is moved to the debark hex. If the hex is an unoccupied enemy ZOC, the Marine unit must immediately attack the enemy units exerting the ZOC using the standard Land Combat Sequence. Combat results are implemented normally, with the following additions:

Combat Result	Additional Effects
D	None
C	Marine Unit takes one Step Loss
A1	Marine Unit takes two Step Loss
A2	Marine Unit takes three Step Losses

[30.0] DANISH FERRIES

1. Danish Ferries can transport a Land Unit from one ferry hex to the corresponding ferry hex on the other side.

2. Each Danish Ferry can transport one Brigade or Brigade equivalent units per Game Turn.

3. A unit may use a Danish Ferry only if both sides of the Ferry are friendly controlled hexes.

4. A unit may not use a Danish Ferry if any hex along the Ferry path is inside an Air Superiority Area controlled by the enemy.

5. Danish Ferries cannot be used after the second Game Turn of war.

[31.0] HELICOPTERS

[31.1] HELICOPTER MOVEMENT

1. Helicopters expend 1 Movement Point for each hex entered using normal flight, and 3 Movement Points for each hex entered using Nap-of-Earth (NOE) flight. NOE flight reduces a Helicopter vulnerability to enemy flak (See 17.2).

2. A Helicopter unit may freely change from Normal to NOE flight and vice-versa at any time without additional costs.

3. The movement value printed on Helicopter Squadrons represents their total movement, not range. The moving helicopter must therefore be able to move to the target and back to an airfield / heliport (not necessarily the one it departed from). If it's unable to do so for any reason, it is destroyed (i.e. ran out of fuel and crashed).

4. Helicopters must begin and end their movement in a friendly Airfield or Heliport (exception: 21.22).

[31.2] HELICOPTERS AND AIR SUPERIORITY AREAS

1. In the instant a Helicopter Squadron enters an enemy controlled Air Superiority Area, the owning Player must roll a die on the Helicopter Interception Table and apply the result immediately. The die roll is modified by the Evasion Rating of the Helicopter Squadron being moved.

2. If the Helicopter Squadron survives, it can continue moving inside that specific Air Superiority Area without additional rolls on the Helicopter Interception Table.

3. Should the Helicopter Squadron move out and successively reenter the same or another Air Superiority Area, it will have to roll again on the Helicopter Interception Table.

[31.3] HELICOPTER MISSIONS

1. Helicopters may move and execute missions once per each Action Phase. In other words, they may move once during the friendly Action Phase and once during the enemy Action Phase.

2. A Helicopter squadron executing a Mission is moved to the target hex, taking any enemy Flak Fire along the path. It then executes the Mission according to the appropriate rules, and it is moved back to a friendly Airfield or Heliport, taking any enemy Flak Fire along the path.

3. During a Land Movement Phase, a Helicopter Squadron may execute a Ferry Mission by moving from a friendly Airfield / Heliport to another.

"Suicide missions" where helicopters are not able to return to an airfield are not explicitly forbidden, but are considered a very gamey tactic. On the other hand, I personally ran a couple of missions where helicopters reached the target in NOE flight, were forced to use normal flight during the return leg due to fuel shortage and were consequently shot down by enemy flak, but that's another matter.

4. During a friendly Land Movement Phase, Helicopter Squadrons may execute Transport Missions.

5. During a friendly Special Forces Assault Phase, Helicopter Squadrons may transport Special Forces units to the target hex and back.

6. During Ground Combat, a Helicopter Squadron may execute a Ground Support Mission.

[31.4] HELICOPTER LOSSES

1. Helicopter units possess two combat steps.

2. Any "Damaged" result against a Helicopter unit is converted into a Step Loss. Helicopters have no "Damage" status.

3. When a Helicopter Squadron is damaged, flip it to its back side. Should the Helicopter take another Step Loss, it is eliminated.

4. Helicopters Squadrons with a Step Loss, of the same type and nationality and starting the Land Movement Phase in the same Airfield can be combined into a single, full strength Helicopter Squadron.

[31.5] HELICOPTER TRANSPORT

Helicopter Squadrons with a Transport Capacity printed on their counter may execute Transport Missions to carry Airborne, Airmobile, Alpine, Marine and Special Forces units.

1. The printed Transport Capacity represents the number of Battalions that a Helicopter Squadron can carry. See Airmobile and Airborne units for the transport cost of each unit.

2. Helicopter Squadrons starting at the same airfield / Heliport can move together and combine their transport capacity to execute a Transport Mission. In this case, the Helicopter group has a number of Movement Points available equal to the Helicopter squadron with the lowest movement capacity.

3. Helicopters moving together for Transport still takes enemy Flak fire, Helicopter Intercept Attacks and step losses individually.

4. The land unit to be transported must not necessarily begin in the same hex of the Helicopter squadron. Land units to be transported may be picked up at any hex, and debarked in any hex not occupied by enemy units.

5. A Helicopter Squadron expends 1 Movement Point to embark land units.

6. A Helicopter Squadron expends no additional Movement Points to disembark a unit.

7. The Land unit being transported expends a total of 2 Movement Points during the Transport process and can move normally once debarked.

8. For every 2 steps of transporting Helicopters lost due to Flak Fire, the transported unit must take one Step Loss. If, after the step losses, the surviving Helicopters transport capacity is less than the Transport cost of the unit, the transported unit must immediately reduce its transport cost by losing an appropriate number of Combat Steps.

Example: a Soviet Airborne Brigade with no Step Losses requires 3 transport points to be airlifted. WP Player loads the Brigade on a Mi-6 Helicopter Squadron with Transport Capacity 3 and starts moving the Helicopter.

During flight, the Helicopter squadron takes one step loss due to flak, reducing its Transport Capacity to 1. The Airborne Brigade must immediately take 2 Step Losses in order to reduce its Transport cost to 1.

9. If all the Helicopter units transporting a unit are shot down by enemy Flak fire, the transported unit is also eliminated.

[32.0] ALPINE UNITS (Optional)

Alpine units are specially trained to move and fight in mountainous terrains.

1. An Alpine unit can cross an Alpine hex side by expending 10 Movement Points.

2. An Alpine unit expends 2 Movement Points to enter a Rough-1 hex.

3. An Alpine unit expends 3 Movement Points to enter a Rough-2 hex.

4. An Alpine unit attacking a Rough-2 hex from another Rough-2 hex adds 1 to its Combat Modifications.

[33.0] SPECIAL FORCES (Optional)

Both sides have Special Forces units, usually with Battalion size. Special Forces can be used to raid units and installations in the enemy rear area.

Special Forces are subject the following specific rules:

1. Special Forces are Support Units with no combat strength. If attacked when not stacked with Combat Units, they may automatically retreat or accept combat using any Ground Support Mission as Defense Strength. Should they accept combat and suffer a D result, they are eliminated as any other Support unit.

2. Special Forces units are Airborne, Leg Infantry units.

3. Special Forces units have 2 Combat Steps.

[33.1] PLOTTING SPECIAL FORCES MISSIONS

1. At the beginning of the Special Forces Assault Phase, the phasing Player plots all his Special Forces Assaults:

2. For each assault, he defines the Special Forces units performing it, the Helicopter transport used and the target hex.

3. The Helicopters units used in a mission must start the Special Forces Assault Phase with the Special Forces Unit being carried.

4. The plotted Special Forces Assaults are resolved one by one using the Special Forces Mission Sequence, in any order decided by the Phasing Player.

[33.2] SPECIAL FORCES MISSION SEQUENCE

1. Each involved Helicopter unit and the Special Forces units being transported are moved to the target hex, using the standard rules for Helicopter Movement.

2. Enemy Flak along the path fires at the Helicopter units using the Standard Flak rules.

3. Enemy Flak in the target hex can only attack approaching helicopters before they reach the target hex itself.

4. If a Helicopter transporting a Special Forces unit suffers a Step loss, the Special Forces unit must also take one Step loss.

5. Once all the assigned Helicopters and Special Forces arrived in the target hex, opposing Player rolls a die on the Special Forces Ingress Table for each flak in the target hex. Results are implemented immediately, with the owning Player distributing losses among Helicopters as he sees fit.

6. If the hex being assaulted contains enemy Special Forces, one Special Forces unit must be eliminated by each Player until only one Player has surviving Special Forces in the hex.

7. Surviving Special Forces units execute the planned mission, using the Special Forces Assault Table. Results are implemented immediately.

8. Surviving Special Forces units embark on the Helicopter units, and move back to a valid airfield using the standard Helicopter Movement Rules. Enemy Flak units in the hex just assaulted cannot fire. Other enemy Flak units along the path may fire using the standard Flak rules.

[33.3] SPECIAL FORCES ASSAULT RESULT

1. If the Assault is successful, the Phasing Player can choose one of the following options for each surviving Special Forces unit:

a. Two Combat Steps of Support Units in the hex area

eliminated, chosen by the Phasing Player

b. One Air or Helicopter Squadron in the hex is eliminated, chosen by the Phasing Player

c. The Airfield / Heliport in the hex becomes Damaged

d. The Port in the hex becomes Damaged

e. One Bridge in the hex becomes Damaged

2. After implementing the results, two Special Forces Steps are eliminated for each surviving enemy Brigade equivalent in the target hex (A Division count as 3 Brigades).

Example: NATO player executes a Special Forces Assault on a hex containing one Division, one ADA Flak Battalion and one Artillery Regiment. The assault is successful, and 2 Special Forces units survive. NATO Player destroys the ADA Flak unit (1 combat step) and the Artillery regiment (3 Combat Steps). After eliminating the units, the 2 surviving Special Forces must take a total of 6 step losses due to presence of the WP Division and are consequently eliminated.

[34.0] AIRBORNE AND AIRMOBILE UNITS (Optional)

1. Airborne, Airmobile, Alpine, Marine and Special Forces units can be transported by Helicopter or Air Squadrons with a sufficient transport capacity.

2. Airborne units (only) can execute Airdrop Missions.

3. A Division size unit requires 9 Transport points to be transported, minus the number of Steps lost multiplied 3.

Example: a Soviet Airborne Division with 1 combat step loss requires 6 Transport Points. A Soviet Airborne Division with 2 steps losses requires 3 Transport Points.

4. A Brigade or Regiment size unit requires 3 Transport points to be transported, minus the number of Steps lost.

Example: a Soviet Airborne Brigade with 2 Combat Step losses requires 1 Helicopter Transport Point.

5. A Special Forces or Battalion size unit requires 1 Transport point to be transported.

[34.1] TRANSPORT OF AIRMOBILE UNITS BY HELICOPTER

During a friendly Land Movement Phase, Airborne, Airmobile, Alpine, Marine and Special Forces units may be moved from their current hex to another one using Helicopter Transport Missions.

1. The unit being transported is moved from one hex to another using the rules for Helicopter Transport Mission.

2. The unit being transported expends 2 Movement Points. Players must keep track of this on a separate piece of paper.

3. If the unit being transported is disembarked in an unoccupied hex not in enemy ZOC, the unit may move normally during the current Action Phase.

4. If the unit being transported is disembarked in an unoccupied hex in enemy ZOC, it must immediately attack the enemy units exerting the ZOC using the standard Land Combat Sequence. If the combat result is D, the unit may move normally during the following Land Movement Phase. On any other re-

sult, the debarked unit cannot move during the current Action Phase.

[34.2] TRANSPORT OF AIRMOBILE UNITS BY AIRCRAFT

During a friendly Land Movement Phase, Airborne, Airmobile, Alpine, Marine and Special Forces units may be moved from an Airfield to another using Air Transport Missions.

1. The unit being transported must begin the Land Movement Phase in a friendly, undamaged Airfield, in General Supply and in Tactical Mode. Other friendly Combat Units negate enemy ZOC for the purpose of this rule.

2. The unit being transported cannot be moved during the Action Phase in which it is transported.

[34.3] AIRDROP OF AIRBORNE UNITS BY AIRCRAFT

During a friendly Land Movement Phase, Airborne units may be moved from an Airfield to a target hex using Airdrop Missions.

1. Airdrops cannot be executed during Bad Weather Game Turns.

2. The unit being transported must begin the Land Movement Phase in a friendly, undamaged Airfield, in General Supply, in Tactical Mode and not in an enemy ZOC. Other friendly Combat Units in the same hex negate enemy ZOC for the purpose of this rule.

3. An Airborne unit expends 5 Movement Points to airdrop. Players must keep track of this on a separate piece of paper.

4. An Airborne unit can be airdropped only on a Clear or Rough-1 hex not occupied by enemy units.

5. If an Airborne unit is airdropped in a hex inside an enemy ZOC, the owning Player must roll a die: on a 1-10 result, the unit takes one step loss; on an 11-20 result, the airdropped unit takes no step losses. Regardless of the die roll, the airdropped unit must immediately attack the enemy units exerting the ZOC using the Standard Combat Sequence.

[35.0] UNREST (WP Only)

During the course of the game, several Warsaw Pact countries may enter a state of Unrest.

Unrest effects differ for each WP country. Moreover, should a Revolt be triggered in a country already in Unrest, the possibility for the Revolt to actually start is increased.

[35.1] POLAND UNREST

1. During the Unrest / Revolt Phase of the Game Turn in which war is declared, Warsaw Pact player must roll a die. On a result of 1 to 8, Poland enters a state of Unrest.

2. In case of Polish Unrest, no Polish units can leave Poland except for Marine, Airborne, EW, Air and Helicopter units. Affected Polish units outside Poland must move back into Poland using the quickest possible route.

3. Should NATO attack any Polish unit, Airfield, Heliport or infrastructure inside Poland national territory, Poland unrest immediately ends and all restrictions on Polish units are removed.

[35.2] HUNGARY UNREST

1. During the Unrest / Revolt Phase of the Game Turn in which war is declared, Warsaw Pact Player must roll a die. On a Result of 1 to 6, Hungary enters a

state of Unrest.

2. In case of Hungarian Unrest, the following Hungarian units are considered unreliable and cannot leave Hungary; if they already did so, Warsaw Pact Player must move them back into Hungary using the quickest available route. 7 Mech Div, 9 Mech Div, 15 Mech Div.

[35.3] CZECHOSLOVAKIA UNREST

1. During the Unrest / Revolt Phase of the Game Turn in which war is declared, Warsaw Pact Player must roll a die. On a result of 1 to 6, Czechoslovakia enters a state of Unrest.

2. In case of Czechoslovakian Unrest, the following Czechoslovakian units are considered unreliable and cannot leave Czechoslovakia; if they already did so, Warsaw Pact Player must move them back to Czechoslovakia using the quickest available route.

3 Mech Div, 4 Arm Div, 9 Arm Div, 15 Mech Div, 13 Arm Div, 14 Arm Div.

[35.4] EAST GERMANY UNREST

1. During the Unrest / Revolt Phase of the Game Turn in which war is declared, Warsaw Pact Player must roll a die. On a result of 1 to 4, East Germany enters a state of Unrest.

2. In case of East German Unrest, the following East German units are considered unreliable and cannot leave East Germany. If they already did so, Warsaw Pact Player must move them back to East Germany using the quickest available route.

19 Mech Div, 20 Mech Div, 6 Mech Div, 10 Mech Div, 17 Mech Div.

[36.0] REVOLTS (WP Only)

During the course of the game, several events could trigger a revolt in Warsaw Pact satellite countries. Once started, a Revolt will spread unless contained by other Warsaw Pact countries, and could culminate in the Soviet-aligned government being overthrown.

Revolts use the following general rules:

1. A Revolt could be triggered by specific events in the following Warsaw Pact countries: East Germany, Czechoslovakia, Hungary and Poland. Each Warsaw Pact country has specific rules for triggering Revolts.

2. A Revolt in a specific Warsaw Pact country is considered Started from the instant the first Revolt marker is placed on the map, to the instant the Revolt Succeeded or is Suppressed.

3. A Revolt in a specific Warsaw Pact country is considered Suppressed in the instant there are no more Revolt Markers in the country territory.

4. A Revolt in a specific Warsaw Pact country is considered Succeeded in the instant the country government is overthrown.

5. A Revolt can be triggered in a specific Warsaw Pact country more than once.

6. A Revolt can be started in a specific Warsaw Pact country only once. After the first time, no other Revolts can be started in that country.

[36.1] TRIGGERING A REVOLT IN CZECHOSLOVAKIA

A Revolt in Czechoslovakia can be triggered by the following events:

1. Warsaw Pact Player declares Czechoslovakian Mobilization.

2. The total number of combat step losses inflicted on Czechoslovakian Divisions equals or exceeds 9 for the first time.

3. A NATO ground unit in General Supply and with a valid Line of Communication occupy for the first time one of the following cities: Praha, Plzen.

4. Two times per game, NATO Player can challenge WP Player to demonstrate the presence of at least 2 Soviet Divisions or Division Equivalent in Czechoslovakia. If WP Player fails to do so, Revolt is triggered in Czechoslovakia.

[36.2] TRIGGERING A REVOLT IN EAST GERMANY

A Revolt in East Germany can be triggered by the following events:

1. Warsaw Pact Player declares East German Mobilization.

2. The total number of Combat Step losses inflicted on East German Divisions equals or exceeds 10 for the first time.

3. A NATO ground unit in General Supply and with a valid Line of Communication occupy for the first time one of the following cities: East Berlin, Dresden, Leipzig, Karl-Marx Stadt.

4. Two times per game, NATO Player can challenge WP Player to demonstrate the presence of at least 3 Soviet Divisions or Division Equivalent in East Germany. If WP Player fails to do so, Revolt is triggered in East Germany.

[36.3] TRIGGERING A REVOLT IN HUNGARY

A Revolt in Hungary can be triggered by the following events:

1. The total number of Combat Step losses inflicted on Hungarian Divisions equals or exceeds 6 for the first time.

2. A NATO ground unit in General Supply and with a valid Line of Communication occupy for the first time one of the following cities: Bratislava, Gyor.

[36.4] TRIGGERING A REVOLT IN POLAND

A Revolt in Poland can be triggered by the following events:

1. Warsaw Pact Player declares Polish Mobilization.

2. The total number of Combat Step losses inflicted on Polish Divisions equals or exceeds 13 for the first time.

3. A NATO ground unit in General Supply and with a valid Line of Communication occupy for the first time any City or Urban hex in Poland or one of the following cities: East Berlin, Dresden, Cottbus, Neubrandenburg, Frankfurt an der Oder, Gorlitz, Kolin.

4. Two times per game, NATO Player can challenge WP Player to demonstrate the presence of at least 2 Divisions or Division equivalent in Poland. If WP Player fails to do so, Revolt is triggered in Poland.

[36.5] STARTING AND SPREADING A REVOLT

1. Once a Revolt has been triggered in a Warsaw Pact country, NATO Player rolls a die on the 0 column of the Revolt Table. If the result is 0, the Revolt failed to

start, but could be triggered again in future. If the result is more than 0, the Revolt successfully started and an equivalent number of Revolt Markers are placed by NATO Player in the affected Warsaw Pact country.

2. Revolt Markers are placed by NATO Player in any City or Urban hex in the affected country. Presence of Warsaw Pact units in the hex does not block the placement of Revolt Markers. NATO Player may place the Revolt Markers as he sees fit.

3. Revolt markers are used like currency. Two "Revolt 1" markers equal one "Revolt 2" marker.

4. A City hex can hold a maximum of 10 Revolt Markers.

5. An Urban hex can hold a maximum of 5 Revolt Markers.

6. All the ground Combat Units of a WP country where a Revolt was Triggered but failed to start cannot attack enemy units for the remainder of the current Game Turn.

7. All the ground Combat Units of a WP country where a Revolt successfully Started cannot attack enemy units until the Revolt is Suppressed or the government is Overthrown.

8. All the Ground Combat Units of a WP country where a Revolt successfully Started cannot leave their home country until the Revolt is suppressed or the Government is Overthrown. Units already outside their home country are not forced to move back.

9. During the Revolt Phase of each Game Turn, for each Warsaw Pact country where a Revolt has started, NATO Player counts the total value of Revolt markers in that country and roll a die on the corresponding column of the Revolt table, adding or subtracting any applicable modifier:

a. If the result is a number, NATO player places a corresponding number of additional Revolt markers in the affected country.

b. If the result is "GO", the Government of the affected WP country has been overthrown.

[36.6] EFFECT OF REVOLT MARKERS

1. A hex containing one or more Revolt marker is considered a Revolt hex.

2. No WP Supply Path or Line of Communication can be traced through a Revolt hex, unless the hex also contains a WP Combat unit in Tactical Mode.

3. A Ground Unit (both NATO and WP) moving out of a Revolt hex must pay 5 additional Movement Points.

4. Revolt markers cannot be moved.

[36.7] REVOLT SUPPRESSION

Warsaw Pact Player can try to Suppress a Revolt by attacking existing Revolt markers.

1. During WP Land Movement Phase, WP Player may enter a Revolt hex containing only Revolt markers and attack them, subject to the standard Ground Combat rules.

2. No Ground, Air, Helicopter or Support units of the same Nationality of the Revolt hex can be used in the attack.

3. A Revolt hex has a Defense value equal to the total number of Revolt markers in it.

4. A Revolt hex has a Cadre Rating of 1.

5. The terrain of the Revolt hex is used as a Combat Modifier for the Defender.

6. NATO can execute Air and Helicopter missions to support the defense of a Revolt hex, as in standard Ground Combat, but the Strike value of supporting squadrons is halved.

7. NATO can use Support units to support the defense of a Revolt hex, as in standard Ground Combat, but the Defense Barrage value of supporting Artillery is halved.

8. If the Combat Result is D, all the Revolt markers in the hex are eliminated. No Breakthrough marker is placed and there is no Advance after Combat. Any other result is implemented as usual.

9. If, at any time after a Revolt Started in a WP Country, there are no more Revolt markers in that country, the Revolt has been Suppressed. No additional Revolts can be triggered in that specific WP country.

[36.8] GOVERNMENT OVERTHROWING

During the Revolt Phase, if the result of a roll on the Revolt Table is "GO", the Government of the affected Warsaw Pact country has been overthrown.

1. All units of the affected country are removed from the game.

2. All existing Revolt markers in the affected country are removed.

3. WP Player can use an Airfield inside the affected country only if the hex contains at least one WP Land unit.

4. WP Player can trace a Supply Path inside the affected country only if there is a WP Land unit within 2 hexes from each hex of the Supply Path.

5. WP Player can Demolish a Bridge inside the affected country only if there is a WP Land unit adjacent to the Bridge.

6. NATO Helicopters and Air Transport squadrons can use Airfields inside the affected country and not occupied by WP Land units, without having to Repair them.

[37.0] RECONNAISSANCE AIR UNITS (Optional)

When using the Reconnaissance Rules, Air Squadrons can execute an offensive Mission against a hex only if at least one of the following conditions is true:

1. The hex is adjacent to a friendly occupied hex.

2. The hex has been previously Spotted by a Reconnaissance Air Squadron.

3. The mission is a SEAD Mission against a flak unit which has already fired during the current Action Phase.

4. The mission is a Wild Weasel Mission or a Supply Interdiction Mission.

5. The mission will attack and have effect only on enemy installations in the hex (Bridges, Ports, Airfields) or on Fixed SAM Sites.

[37.1] RECONNAISSANCE MISSIONS

Reconnaissance Missions General Rules

1. Reconnaissance Air Squadrons (Squadrons with Air-to-Air Combat Value replaced by an R) are the only squadron that can execute a Reconnaissance Mission.

2. During the Land Movement Phase, after the Phasing Player has completed the move of a Combat Unit, both Players can execute any number of Reconnaissance Missions.

3. If both Players want to execute a Reconnaissance Mission, the Phasing Player goes first.

4. If a Reconnaissance Mission is successful, the hex is Spotted. A hex remains Spotted for the remainder of the current Game Turn.

Reconnaissance Mission Sequence

1. The Player executing the Reconnaissance Mission declares a target hex and assigns a single Reconnaissance Air Squadron to the Mission.

2. Opposing Player's available Flak fires at the Reconnaissance Squadron. Only A+, A and B Flak can fire at a Reconnaissance Mission. Air Squadron Losses are implemented immediately.

3. If the Reconnaissance Squadron has at least one undamaged step, the opposing Player rolls a die. On a roll of 1 to 3 for NATO and 1 to 6 for Warsaw Pact, the hex remains unspotted. On any other result, it is Spotted and a Spotted marker is placed in the hex.

4. The Reconnaissance squadron is returned to the Used section of any valid Airfield.

[38.0] DAMAGE

[38.1] AIRFIELD / HELIPORT DAMAGE

An Airfield / Heliport can be damaged in several ways: Ground units attacking and occupying it, Special Forces Operation, Ground Strike Missions or Nuclear attacks.

The following rules apply to a Damaged Airfield:

1. Air Squadrons based in a Damaged Airfield cannot execute Air Missions until the Airfield is repaired.

2. Helicopter Squadrons based in a Damaged Airfield / Heliport cannot execute Missions, with the exception of Ferry Missions.

3. Air Squadrons based in a Damaged Airfield cannot be Repaired.

[38.2] PORT DAMAGE

A port can be damaged by enemy units capturing it, Ground Strike Missions or Nuclear attacks. The following rules apply to a Damaged Port:

1. A Damaged Port cannot be used as Supply Source.

2. Reinforcements cannot use a Damaged Port as entry point.

[38.3] BRIDGE DAMAGE

Any river hex side containing a bridge symbol or crossed by a Road / Railroad is considered a Bridge. A bridge can be damaged by Ground Strikes Missions, Nuclear Attacks or Demolition.

Bridge Demolition

1. If a friendly unit is adjacent to a Bridge hex side at any time, it can demolish the Bridge. Place a "Damaged" marker over the bridge.

2. If there is no friendly unit adjacent to a Bridge hex side, a Player can attempt demolition at any time if all the following conditions are true:

a. The bridge is inside his originally controlled territory.

b. The bridge has never been crossed by enemy units.

c. The bridge is not adjacent to enemy Units.

d. He has not already attempted to demolish that particular bridge during the current Game Turn.

3. To attempt a Demolition, the Player rolls a die: on a roll of 1 to 13, the bridge has been demolished and a Damage marker is placed over it.

Damaged Bridges Effect

1. By all means, a damaged bridge does not exist anymore until Repaired.

2. Ground units crossing a river on the damaged bridge hex side must pay the Terrain cost for crossing an unbridged Major or Minor River.

3. Supply Paths cannot use a damaged bridge for crossing a major river.

[39.0] REPAIR

During the Repair Phase, both Players may repair damaged installations.

1. Each Player has a certain number of Repair Points per Turn, depending on the Scenario played.

2. Repair Points cannot be accumulated from Turn to Turn. If they are unexpended, they are lost.

3. In order to be Repaired, a damaged installation must be occupied by a friendly unit or be in a friendly ZOC, and must be able to trace a valid Line of Communication.

4. An installation inside a Nuclear Contamination Zone can be repaired by expending double the usual number of Repair Points.

5. A Damaged Airfield can be repaired by expending 5 Repair Points.

6. A Damaged Heliport can be repaired by expending 3 Repair Points.

7. A Damaged Port can be repaired by expending 10 Repair Points.

8. A Damaged Bridge can be repaired by expending 3 Repair Points.

[40.0] LINES OF COMMUNICATION

Several rules require a Player to trace a Line of Communication for a unit or Installation.

1. A Line of Communication is a path of contiguous land or ferry hexes of any length, free of enemy units, enemy ZOC and unpassable or Alpine hex sides.

2. A Line of Communication cannot be traced through a neutral country.

3. Warsaw Pact can trace a Line of Communication from the hex requiring it to any East or Southeast map edge.

4. Warsaw Pact can trace a Line of Communication from the hex requiring it to the ports of Odense or Copenhagen, if they are conquered. The used Port must not be damaged.

5. NATO can trace a Line of Communication from the hex requiring it to any West Map Edge, Italian South Map edge, or to a Port that is a valid Supply Source.

[41.0] NEUTRAL COUNTRIES

Austria, Lichtenstein, Sweden, Switzerland, and Yugoslavia are neutral countries unless otherwise stated by specific scenario rules.

1. Units of neutral countries cannot be moved.

2. Players cannot enter or use the territory of a neutral country for any game function.

3. ZOCs do not extend into or out of a neutral country border.

4. Warsaw Pact Player may decide to violate Austrian or Lichtenstein neutrality simply by announcing it during the External Events Phase of any Game Turn. In that case, the affected country becomes immediately NATO- controlled and all the above limitations are removed.

5. Swedish, Swiss and Yugoslavian neutrality cannot be violated in any way.

[42.0] VICTORY CONDITIONS

Victory in a 1985: Under an Iron Sky campaign is measured on two different levels, Political and Military.

1. A Political victory is the primary and most important objective for each side. Both Players calculate their Political Points (PP) total and check for a Political Victory using the Political Victory rules.

2. If no Player obtains a Political Victory, both Players calculate their Military Points total and check for a Military Victory using the Military Victory rules.

3. At any time during the game, Players may agree to stop the game and check for a Political or Military Victory.

[42.1] POLITICAL VICTORY

To determine Political Victory, use the following sequence:

1. Each Player consults the Political Points Table to determine his total number of PPs.

2. NATO total PPs are subtracted from Warsaw Pact total PPs, and the net result is found on the Political Victory Table for the Scenario being played.

3. If no Player obtains a Political Victory, check for a Military Victory.

Warsaw Pact Political Points Table	
For each surrendered NATO country	10 PP
For each US brigade eliminated (division counts as 3 brigades)	2 PP
For each WG brigade eliminated (division counts as 3 brigades)	1 PP
For each step loss on US air squadron	1 PP
For each WP Division with a Line of Communication on the West bank of river Rhine	5 PP
North Atlantic lanes interdicted	4 PP
NATO was first side to release Nuclear Weapons	12 PP
All NATO Ports under WP Control	10 PP
No Warsaw Pact countries mobilization declared	3 PP
No revolts successfully started in WP countries	4 PP
For each Nuclear Attack on City or Urban hex	-6 PP
For each Chemical Attack on City or Urban hex	-3 PP

NATO Political Points Table	
For each WP country government overthrown	15 PP
For each WP country where a Revolt started	8 PP
For each WP country with Revolt markers	10 PP
For each WP country where NATO has ground Combat Units with a Line of Communication	6 PP
WP was first side to release Chemical Weapons	4 PP
WP was first side to release Nuclear Weapons	10 PP
North Atlantic lanes safe	3 PP
NATO Combat Units in West Berlin	1 PP
For each Nuclear Attack on City or Urban hex	-10 PP
For each Chemical Attack on City or Urban hex	-5 PP

[42.2] MILITARY VICTORY

If no Political Victory was obtained, Players may check for a more traditional Military Victory. A Military Victory gives no assurance about what will happen in the near future, but measures the relative success of a Player's side by a strictly military point of view.

1. Military Victory Points (MPs) are gained by controlling City, Urban, Port and Airfield hexes.
2. Certain strategic locations give a variable number of bonus MPs, in addition to the standard MPs awarded for the hexes composing them.
3. Certain geographical objectives not located in a single hex give bonus MPs to one side or the other. In order to count for a Player's Military Victory Points total, a hex must meet all the following requirements:
 4. The hex must have been conquered; in other words, the hex must have not been under that Player control at the beginning of the game. A hex is conquered if a friendly unit was the last to occupy it or pass thru it.
 5. The hex must be outside of enemy ZOCs (friendly units negate enemy ZOCs for purpose of this rule).
 6. The hex must be able to trace a valid Line of Communication.
 7. To gain the bonus MPs for a strategic location comprising more than one hex, every single City (or urban if there is no city) hex of the location must meet the above requirements.

To determine Military Victory, use the following sequence:

8. Each Player consults the Military Points Table determine his total number of MPs.
9. NATO total Military Points are subtracted from Warsaw Pact total Military Points, and the net result is found on the Military Victory Table for the Scenario being played.

Military Points Table	
Standard Locations	
Each conquered Urban hex	5 MPs
Each conquered City hex	10 MPs
Each conquered Airfield	4 MPs
Strategic Locations	
Bonn, Praha, East Berlin	30 MPs
Amsterdam, Kobenhavn, Wien	20 MPs
Luxembourg	20 MPs
Amsterdam, Bremen, Hamburg, Kobenhavn port hexes	5 MPs
Wilhelmshaven, Emden, Bremerhaven, Lubeck, Odense, Rostock, Szczecin, Gdansk, Trieste, Mestre	5 MPs
Liege	20 MPs
Nancy	10 MPs
Gyor	10 MPs
Kiel	10 MPs
Innsbruck	10 MPs
West Berlin	30 MPs
Frankfurt am Main	20 MPs
Udine	5 MPs
Gorlitz	10 MPs
Koblenz	10 MPs
Karl-Marx Stadt	10 MPs
Dresden	20 MPs
Magdeburg	10 MPs

Example: At the end of the game, WP Player has conquered all the 3 city hexes of Kobenhavn and has a valid Line of Communication to them. WP Player gains 30 MPs for the 3 city hexes, 20 MPs for controlling the strategic location of Kobenhavn, and 20 MPs for controlling Kobenhavn port hex, for a total of 70 MPs.

GAME DESIGN: Fabrizio Vianello, Marco Cimmino
 GAME DEVELOPMENT: Fabrizio Vianello
 GRAPHIC DESIGN: Eleonora Olivares, Fabrizio Vianello

RETROMANUAL: Umberto Colapicchioni

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