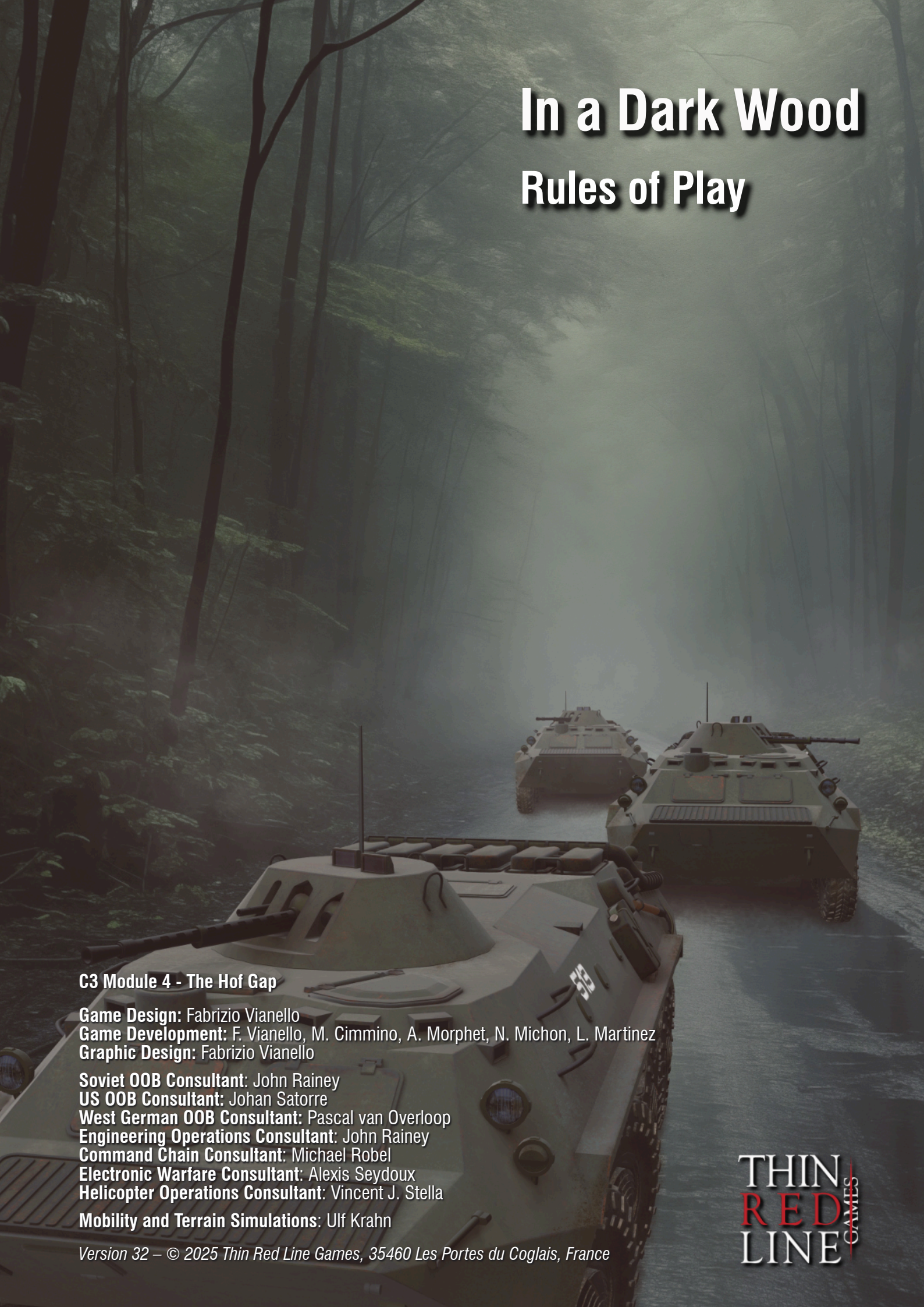

In a Dark Wood

Rules of Play

C3 Module 4 - The Hof Gap

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1. INTRODUCTION

*The goal is to collapse adversary's system into **confusion** and **disorder** causing him to over and under react to activity that appears simultaneously **menacing** as well as **ambiguous**, **chaotic**, or **misleading**.*

John R. Boyd, "Patterns of Conflict"

The **C3** series is a Regiment / Battalion simulation of a hypothetical conflict between North Atlantic Treaty Organization (NATO) and Warsaw Pact (WP) in 1985.

Each module covers a sector of the European central front. The area covered by **In a Dark Wood** includes the whole US VII Corps Area of Responsibility and its surrounding areas.

Rules are centred on the problems of Command, Control & Communication (C3), forcing both sides to fight against three equally dangerous foes: the enemy, their own plans and time.

Players will find that even simple actions could be quite challenging and need to be planned and correctly executed. Players will also find that their troops may move and act quickly while following the initial plan, but reacting to contingencies or unexpected events could be painfully slow and might seal the fate of the entire campaign if poorly managed.

Another key element, not explicitly in the rules but interconnecting all of them, is the OODA cycle (Observe-Orient-Decide-Act) theorised by John Boyd's in "Patterns of Conflict" and used as basis for the "AirLand Battle" doctrine adopted by US Armed Forces during the last years of the Cold War.

In the end, being able to get "inside" the enemy's OODA cycle, short-circuiting the opponent's thinking processes, will produce opportunities for the opponent to react inappropriately.

2. OVERVIEW

In the C3 Series, many aspects of warfare only marginally touched by most wargames are covered in depth. Therefore, even a seasoned Grognard could be thrown back to the first time he opened his newly bought "Panzer Leader" rulebook. The following overview of the rules should help to feel at home.

During scenario setup, both sides should formulate a general plan they will attempt to execute.

For Warsaw Pact, the plan should include main attack axes, first and second echelon assignments, and realistic objectives to achieve by each echelon. In the initial phases, Warsaw Pact combat units will likely use **March Assault** or **Tactical** Posture to achieve optimal movement rates and combat capabilities. Warsaw Pact Self-Propelled Artillery could opt for a **Close Support** Posture, in order to keep up with the advancing troops and give Combat Support when needed. Reconnaissance units will give their best in **Recon** Posture, allowing fast movement and a combat advantage when supporting attacks against enemy defensive positions.

For NATO, the plan should consider the defense line to establish, the assignment of reserve units at Division and Corps level, and the time needed to get troops in place and ready to fight. NATO units will probably need to move forward to combat positions using **Tactical** Posture, or opt for the faster **Road** Posture and risk potentially devastating enemy air strikes. NATO covering forces should use **Screen** Posture to slow down the enemy advance and maximise their own **Disengagement** chances.

Both sides will then move units and execute combat, as usual in a conflict between modern, civilised countries. It will be immediately clear that combat strength is only a secondary factor, as **Combat Modifiers**, **Posture** and **Combat Support** will often determine the result.

Engineers will be used right from the start for crossing rivers, mining bridges and building defensive works. **Close Air Support** and **Artillery** will be critical and should also be coordinated and prepared. These activities alone could employ all the **Command Points** available, but the situation will appear to be under control after all.

At some point, the Perfect Plan will begin to fall into pieces. When this happens, you will need a working **Command Chain** to quickly react to the events. You will **Issue Orders** to your HQs by expending **Command Points** and using **Order Chits**, wait for the units to **Execute the Order** by placing a **Time marker** on them, then wait again for them to **Complete the Order** and remove the Time marker. During this phase, **Command Points** will be suddenly too few, and time too short.

3. GAME EQUIPMENT

A complete copy of In a Dark Wood includes the following:

- 1x 98x55 cm Map
- 7x Counter Sheets
- 1x Rules Booklet
- 1x Scenarios and Designer's Notes Booklet
- 2x Tables Booklets
- 1x Field Manual Booklet
- 40x Event and Action Cards
- 2x Time Track Charts
- 1x Ground Combat Chart
- 1x CENTAG Sector 2 Order of Battle Chart
- 1x Central Front Sector 2 Order of Battle Chart
- 2x 10-sided dice

NOTE: During research for the NATO OOB, it was found that in 1985, US Corps-level M110 battalions did not field an additional M270 MLRS battery. The bombardment value of these units has been adjusted accordingly, and the updated *Less Than 60 Miles* counters are included here.

4. GENERAL RULES

4.1 Game Scale

Each hex covers 5 km of real terrain. Each Turn represents 3 hours of actual time.

4.2 Time / Turn Format

Each scenario has a Start and End Time expressed in a Day / Hour format, and a duration expressed in Turns.

Example: A scenario with a duration from D0 H06 to D1 H03 begins at Day 0, Hour 06 and ends at Day 1, Hour 03, for a total of 8 Turns.

4.3 Map

The map covers parts of southern West Germany, including the strategic cities of Nürnberg and Würzburg, along with adjoining areas in East Germany and Czechoslovakia.

All the numbered hexes are playable. When playing with combined modules, the row xx01 overlaps with row xx23 from "Less Than 60 Miles".

4.4 Definition of Terms

Air Points: An abstract representation of the air power available to each side.

Air Sector: A subdivision of the operational area used to organise the air support. Air Points are assigned to an Air Sector and can be used only there, and each module map typically represents a separate Air Sector.

Artillery Unit: Any unit having a Towed Artillery, Self-Propelled Artillery, Rocket Artillery, or Missile Artillery NATO Symbol is an Artillery Unit.

Attached Unit: A unit that can be subordinate to its Parent HQ , or to any HQ directly or indirectly subordinate to its Parent HQ, down to the lowest hierarchical level.

Attrition Points: The level of fatigue, combat losses, ammunition and disorganisation of a unit.

Blocking Unit: A unit deployed in a Posture that blocks enemy Movement.

Combat Unit: Any unit having a printed attack and defense strength is a Combat Unit.

Command Chain: A Hierarchical structure of Headquarters and units, used to propagate Orders.

Command Point (CP): A quantification of the work needed by the commanding staff of one or more headquarters for issuing orders to units and execute several other activities.

Defending Unit: A unit directly involved in defense during a Ground Combat.

Engaged: A unit that already spent part (Half-Engaged) or all (Engaged) the time available in a Turn reacting to enemy activities.

Engineer Point: An abstraction of the Engineer forces available to each Top HQ.

FARP: Forward Arming and Refuelling Point, a Posture allowing Helicopters to support Ground Combat.

Formation: A group of units having the same Parent HQ, and the Parent HQ itself.

Formation Unit: A unit that can be subordinate only to its Parent HQ.

HQ: A Headquarters unit, needed by several key functions and activities.

Movement Point (MP): A quantification of the time needed to move or execute a specific action. Each Movement Point represents 15 minutes of actual time.

Order: Instructions issued down the Command Chain to one or more units, allowing them to change Posture.

Order Chit: A chit representing an Order issued to subordinate HQs and units. Order Chits typically require several turns before having any effect.

Parent HQ: The Headquarters to which a unit or HQ is subordinated. Attached Units and HQs may be subordinate to different HQs.

Posture: The tactical deployment of a unit. A unit is always in a certain Posture or preparing to assume it. Each specific Posture allows the unit to execute certain actions and gives specific advantages or disadvantages.

Support Unit: HQs, Helicopters, and Artillery Units of any type are considered Support Units.

Time Marker: A marker placed under a unit to identify the Turn during which it will complete its current activity.

Top HQ: The Headquarters at the top of the Command Chain. In In a Dark Wood", the Top HQs are Central Front for Warsaw Pact and the various Corps HQs for NATO.

4.5 Fractions

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

4.6 Die Rolls

Die rolls go from 1 to 10, with a roll of 0 counting as 10.

5. SEQUENCE OF PLAY

Each Turn is played using the following sequence:

1. Weather Phase

1.1 Warsaw Pact rolls for Fog and Precipitation (29.1).

1.2 Both sides Ground or Unground Aircraft (29.4).

2. Events Phase

2.1 Both sides receive Air, Electronic Warfare, Engineer and Command Points reinforcements (33).

2.2 Both sides roll for Events (34).

3. Air Points Phase

3.1 Both sides roll on the Air Points Table and adjust Current Air Points (19.3).

4. Side 1 Action Phase

4.1 Orders Reveal Phase

4.1.1 Reveal Order Chits in the current Turn slot and adjust Max CPs accordingly (14.5).

4.1.2 Place Current CP markers in the same slot of the corresponding Max CP marker (14.5).

4.2 Orders Execution Phase

4.2.1 Complete Order Execution (14.7).

4.2.2 Execute each Revealed Order Chit (14.6).

4.2.3 Execute Authorized and Unauthorized Posture Changes (6.1.2, 6.1.3).

4.3 Orders Issue Phase

4.3.1 Issue new Orders (14.4).

4.4 HQ Reconstruction Phase

4.4.1 Both sides reconstruct destroyed HQs (12.5).

4.5 Engineering Phase

4.5.1 Prepare River Crossings (9.2).

4.5.2 Build Defensive Works (31.1).

4.5.3 Mine Bridges (32.1.2).

4.5.4 Build Ribbon Bridges (32.2) and Panel Bridges (32.3).

4.5.5 Allocate Sappers (37.1).

4.5.6 Deallocate Sappers (37.2).

4.6 Attrition Removal Phase

4.6.1 Relocate Supply Hubs (30.3.1).

4.6.2 Rotate units Resting from previous Turn (11.4).

4.6.3 Execute Resupply (11.3), Rest (11.4) and Refit (11.5).

4.7 EW Points Phase

4.7.1 Allocate EW Points to HQs (24.1).

4.7.2 Deallocate EW Points from HQs (24.2).

4.8 Bombardment Phase

4.8.1 Both sides attempt to gain additional Intelligence (25).

4.8.2 Both sides execute Bombardment (20) and Interdiction (21).

4.9 Movement Phase

4.9.1 Execute Movement and Combat (8, 15).

4.10 Housekeeping Phase

4.10.1 Remove Breakthrough, Interdiction and Intelligence markers.

4.10.2 Remove Engaged and Half-Engaged markers from Phasing Units.

4.10.3 Flip used Helicopters upright (18).

4.10.4 Remove Delayed markers placed in the previous Turn from Phasing Units (8.4.1).

5. Side 2 Action Phase

5.1 Side 2 becomes the Phasing Side and all the steps of Phase 4 are repeated.

6. End Phase

6.1 Check for removal of Persistent Gas (26.2.2)

6.2 Check for removal of Nuclear Contamination (27.4).

6.3 Advance Turn marker on the Time Track.

6. POSTURE

Posture represents a unit's deployment on the battlefield and its current orders. Each Posture allows a unit to execute efficiently some activities, while limiting or denying others.

Posture determines a unit's movement and combat capabilities, as well as its vulnerability to enemy Bombardments. It also allows a unit to execute some actions without further directives from the HQ. A summary of each Posture's characteristics can be found in the Postures Chart.

1. A unit is always in a specific Posture or preparing to assume it.
2. A unit in Tactical Posture has no Posture marker, as this is considered the "default" Posture. Flip the counter on its front side and remove any Posture marker to indicate the unit is in Tactical Posture.
3. A unit has its most commonly used Posture printed on the back side. Flip the counter on the back side and remove any Posture marker to indicate the unit is in that Posture.
4. A unit in a Posture different from Tactical and from its most common Posture has a corresponding Posture marker placed under its counter.
5. A unit's Movement Mode is determined by its Posture (see 8, Movement).
6. Some Postures allow a unit to block or hamper enemy movements (see 8.6, Blocking Units), and give additional capabilities or limitations (see 6.3, Additional Capabilities & Limitations).

6.1 Posture Change

A combat unit cannot switch from rough defense to all-out attack in no time. The movement and deployment of its manoeuvre elements must be decided and coordinated with commanding HQ, logistical services and other units; reconnaissance must be organised; artillery and air support must be planned. All this requires a command chain, working communications and time - often, more time than available.

A unit may change its Posture by executing an Order, by changing autonomously to a new Posture compatible with its current one, or by changing autonomously to any Posture allowed by its Type.

6.1.1 Order Execution

During the Order Execution Phase, a unit receiving an Order may change to one of the Postures allowed by the Order. (see 14, Orders and the Orders Chart).

6.1.2 Authorised Posture Change

During the Order Execution Phase, a unit may change to a Posture compatible with its current one.

1. Consult the Posture Chart to find a list of the Authorised Postures and their Deploy Time, expressed in Turns.
2. If the unit is not within Command Range of its Parent HQ, increase the Deploy Time by one Turn.
3. If the unit is Engaged, Half-Engaged, or Delayed, increase the Deploy Time by one Turn.
4. Place an appropriate Posture and Time marker under the unit.

6.1.3 Unauthorised Posture Change

During the Order Execution Phase, a unit may change to any Posture allowed by its type and not previously planned. This kind of decision, not coordinated with logistical services and other units, puts the unit in a precarious situation.

1. A unit executing an Unauthorised Posture Change may change to any Posture allowed by its type, except Refit.
2. Consult the "Unauthorised Posture Change" column on the Posture Chart to find the Deploy Time of the new Posture, expressed in Turns.
3. If the unit is not within Command Range of its Parent HQ, increase the Deploy Time by one Turn.
4. If the unit is Engaged, Half-Engaged, or Delayed, increase the Deploy Time by one Turn.
5. Increase the unit's Attrition Points by one, and decrease the Current CP of its Top HQ by one.
6. Place an appropriate Time and Posture markers under the unit.

6.1.4 West German Mission-Type Orders

Since World War One, the German command system encourages individual initiative and mission-type orders (Auftragstaktik) to a level unknown to other armies. This translates on the battlefield in a greater reactivity and initiative at all levels, often giving German troops a huge advantage not explicable by other means.

1. A West German unit executing an Authorised Posture Change outside the Command Range of its Parent HQ does not increase its Deploy Time by one.
2. A West German unit executing an Unauthorised Posture Change does not increase its Attrition Points by one.

6.2 Posture Transition

A unit changing Posture has a Time marker under it and is considered in Transition from its previous Posture to the new one. A unit in Transition has little or none of the advantages normally associated to its final Posture, and its full disadvantages.

1. A unit in Transition is immediately considered to be in the Posture it is transitioning to.
2. A unit in Transition does not have any additional capability normally available to its Posture until Transition is complete.
3. A unit in Transition cannot move, attack or use its Barrage Strength.
4. If a unit in Transition defends in Ground Combat, the Combat Modifier for its Posture is increased by two (i.e., a -1 Combat Modifier becomes a +1).
5. If a unit in Transition is subject to Bombardment, the Die Roll Modifier for its posture is increased by one (i.e., a -1 Modifier becomes a 0).

6.3 Additional Capabilities and Limitations

Besides influencing a unit's movement and combat behaviour, some Postures also give additional capabilities and limitations.

6.3.1 Screen Posture

1. A unit in Screen Posture exerts a Screen Area in a 2-hexes range from its current hex.
2. A unit moving inside or into an Enemy Screen Area must pay two additional MPs for each hex.
3. An enemy Screen Area has no effect on a moving unit if any of the following conditions is true:
   a. The hex entered already contains another friendly Combat Unit or a Breakthrough marker.
   b. The hex entered is adjacent to a friendly Combat Unit or Breakthrough marker that is nearer to the enemy unit exerting the Screen Area than the moving unit. Should more than one enemy unit exert a Screen Area over the hex entered, the enemy Player chooses which one to use.
   c. The hex entered is nearer to another enemy blocking unit than to the enemy unit exerting the Screen Area.
4. A Screen Area does not extend across impassable terrain (lakes, sea).
5. (**optional**) Only Reconnaissance and Armored Cavalry units may adopt a Screen Posture.

6.3.2 Recon Posture

1. A unit in Recon Posture may give a favourable Combat Modifier when adjacent to a hex attacked by another friendly unit (see 15.6.11, Reconnaissance Units).

6.3.3 Full Assault Posture

1. A Ground Combat Result inflicting one or more Attrition Points to a unit in Full Assault Posture is increased by one.
2. A unit in Full Assault Posture must Advance after Combat If the defender's hex is left vacated.

6.3.4 Rigid Defense Posture

1. A unit in Rigid Defense Posture cannot opt to Retreat After Combat and must fulfil any combat result by increasing its Attrition Points.

6.3.5 Active Defense Posture (NATO Only)

1. Only NATO Combat Units with a Cadre of 4 or more may adopt an Active Defense Posture.
2. During the friendly Order Execution Phase, a unit in Active Defense can immediately change its Posture to Assault or Tactical (see Postures Chart).
3. The action is subject to all the standard rules for an Authorised Posture Change (see 6.1.2), and also requires the expenditure of one Command Point from the appropriate Top HQ.

6.3.6 March Assault Posture (WP Only)

March Assault Posture combines good mobility and combat capabilities, allowing a unit to expend fewer MPs to attack, at the price of forfeiting the unit's control on the surrounding terrain and making the unit vulnerable to enemy Bombardment.

1. Only Warsaw Pact Mechanised, Armour and Reconnaissance units with a Cadre of 4 or more may adopt March Assault Posture.
2. A unit in March Assault expends 3 MPs for executing a Hasty Assault and 6 MPs for a Prepared Assault.

6.3.7 Close Support Posture (WP Only)

Close Support combines good mobility and full Barrage firepower, at the price of making the unit vulnerable to enemy Bombardment.

1. Only Warsaw Pact Self-Propelled Artillery (including Self-Propelled Rocket Artillery) may adopt a Close Support Posture.
2. A unit in Close Support Posture move in Tactical Mode and use its Full Barrage Strength.

7. STACKING

1. NATO cannot have more than three units in a hex. In addition, only two of them can be Combat Units.
2. Warsaw Pact cannot have more than three units in a hex. In addition, only one of them can be of Regiment size.
3. Stacking restrictions apply only during setup, at the end of the friendly Movement Phase and during Ground Combat.
4. In the initial setup, a hex could be over-stacked if all the units in it have no other possible placement (Typically, peacetime barracks or staging airfield). Units starting in the hex may ignore stacking rules until moved from the setup hex.
5. Retreat After Combat could result in over-stacking (see 15.8). If the situation is not rectified during the following friendly Movement Phase, any excess unit is eliminated.

8. MOVEMENT

Each unit has Movement Points to expend during the Friendly Movement Phase. Most activities, including combat, require the expenditure of MPs. A unit may move, resolve Combat against enemy units and continue expending its remaining MPs.

8.1 Moving Units

1. During the friendly Movement Phase, the Phasing side may move all, some or none of its units.
2. Units must be moved one at a time. A unit cannot begin moving before the movement of the previously moved unit is completed (Exception: 8.1.1, Accompanying Artillery).
3. A unit cannot enter a hex unless it can expend the required number of MPs (Exception: 8.4, Delayed Movement).
4. An Unengaged unit has 12 Movement Points.
5. A Half-Engaged unit has 6 Movement Points.
6. An Engaged unit has 0 Movement Points.
7. A unit having a Time marker under it cannot expend MPs (see 6.2, Posture Transition).
8. A unit cannot enter a hex containing an enemy unit.

8.1.1 Accompanying Artillery

1. An Artillery Unit can move together with a Combat Unit if all the following prerequisites are true:
   a. Both units have the same Movement Type, start the Movement Phase in the same hex and have not moved yet.
   b. The Combat Unit has a Deployed or Tactical Movement Mode.
   c. The Artillery Unit has a Tactical Movement Mode.
   d. The Artillery Unit has Movement Points equal or greater than the Combat Unit.
   e. The Artillery Unit is subordinate to the same HQ as the Combat Unit.
   f. For Warsaw Pact, the Artillery Unit has the same Advance Axis as the Combat Unit (see 10).
2. Stacking Limits are enforced as usual during Ground Combat and at the end of the Movement Phase.
3. An Artillery Unit moving with a Combat Unit cannot move independently during the same Movement Phase.
4. An Artillery Unit 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 Movement Phase.
5. In Forced March and in River Crossing requiring a die roll, each unit rolls and applies the result separately.
6. In Delayed Movement, an Artillery Unit moving with a Combat Unit is also Delayed.
7. In Ground Combat, any attrition increase resulting from Combat is applied to the Combat Unit only.
8. In Disengagement, the Combat Unit is considered to be the unit attempting to disengage and any attrition increase is applied to the Combat Unit only.

8.2 Calculating Movement Cost

The Movement Mode of a unit (not to be confused with its Posture) has a big impact on its capabilities. An almost infinite number of combinations are possible, here simplified into three basic modes: Column, Tactical and Deployed.

A unit in Column Mode is organised in a single column, with planned intervals and speed. The unit is able to use roads to their maximum effect and choose the best possible route among those available.

A unit in Tactical Mode is organised in multiple columns, with reconnaissance and combat elements deployed on front and flank areas. The unit is able to use roads to some extent, but some elements could be forced to move thru difficult terrain slowing down the overall advance rate.

A unit in Deployed Mode is deployed for combat. Its combat capabilities are maximised, but it is unable to use roads effectively or to avoid difficult terrain.

1. A unit has its Movement Type determined by its transport method: Infantry units use the **Foot** Section of the Movement Table, Motorised units use the **Motorised** Section, while all other units use the **Mechanised** Section.
2. A unit has its Movement Mode (**Column**, **Tactical** or **Deployed**) determined by its current Posture (see Postures Chart).
3. A hex always contains one or more **Terrain Types** and may contain one or more **Terrain Features**. A unit moving into a hex pays the MP cost for one of the Terrain Types and one of the Terrain Features present in the hex. Which Terrain Type and Feature must be paid depends on the unit’s Movement Mode.
4. A unit in **Column Mode** uses the “Column” Section of the Movement Table and pays the MP cost for:
   a. The best Terrain Type in the hex entered, no matter how small the filled part of the hex is.
   b. The best Terrain Feature in the hex entered. If any part of the hex is not covered by a Terrain Feature, no extra MPs are spent.
5. A unit in **Tactical Mode** uses the “Tactical” Section of the Movement Table and pays the MP cost for:
   a. The worst Terrain Type in the hex entered, no matter how small the filled part of the hex is.
   b. The worst Terrain Feature in the hex entered, no matter how small the filled part of the hex is.
6. A unit in **Deployed Mode** uses the “Deployed” Section of the Movement Table and pays the MP cost for:
   a. The worst Terrain Type in the hex entered, no matter how small the filled part of the hex is.
   b. The worst Terrain Feature in the hex entered, no matter how small the filled part of the hex is.
7. A unit in **Fixed Mode** cannot move. A HQ unit in Fixed Mode can expend MPs to change its Posture.
8. A hexside may contain one or more **Obstacles** (typically, bridged or unbridged rivers). A unit must always pay the MP Cost for any Obstacle crossed when entering a hex. When crossing an unbridged river, the unit must also decide a crossing method (see 9, River Crossing).

Example: Hex 2706 contains Hill 1, Hill 2 and Town Terrain Type, and it is partially covered by Forest Terrain Feature.

A mechanised unit in Column Mode expends 2 MPs for Hill 1 (best Terrain Type). As some parts of the hex do not contain Terrain Features, no extra cost is paid for them. Total cost is therefore 2 MPs.

A mechanised unit in Tactical Mode expends 3 MPs for Hill 2 (worst Terrain Type), plus 2 MPs for Forest (worst Terrain Feature), for a total of 5 MPs.

A mechanised unit in Deployed Mode expends 4 MPs for Hill 2 (worst Terrain Type), plus 3 MPs for Forest (worst Terrain Feature), for a total of 7 MPs.

8.3 Road Movement

1. In order to use a Road, a unit must meet the following prerequisites:
   a. It must be using Column or Tactical Movement Mode.
   b. It must move from a Road hex to a contiguous Road hex through a hexside traversed by a Road.
2. If all the prerequisites are met, a unit may move along the Road using following movement rules:
   a. It pays the MP cost for the Road type being used and for any Obstacle crossed, ignoring Terrain Type and Terrain Feature in the hex being entered.
   b. It could incur in additional MP costs when moving in a hex containing or adjacent to other units using the same Road (see Movement Table).
   c. HQ units moving along Roads are not affected by other units and do not affect the Road movement of other units.
3. A unit is never forced to use a Road. For each single hex entered, the Player may decide if a unit is using Road or standard (“cross-country”) movement.

8.4 Delayed Movement

1. A unit cannot move or advance into a hex having a cumulative cost higher than its remaining MPs or a “Delay” effect, except by using Delayed Movement.
2. A unit can use Delayed Movement in the following cases:
   a. At the beginning of its movement, to enter a hex costing more than its remaining MPs or having a “Delay” effect.

b. In Advance after Combat, if the hex being advanced into costs more than its remaining MPs.

c. In Advance after Combat, if the hex being advanced into has a "Delay" effect and the unit began its movement in the current hex.

8.4.2 Delayed Movement Procedure

1. After moving or advancing into the hex, place a "Delayed" marker under the unit to mark its status. Any required roll for Attrition Points is executed normally.
2. A Delayed unit must immediately stop and cannot execute any other action during the current and the next friendly Movement Phase.
3. A Delayed unit has an additional +3 Combat Modifier when defending in Ground Combat.
4. A Delayed unit has an additional -2 Die Roll Modifier when attempting to Retreat After Combat (see 15.8).
5. During the Housekeeping Phase of the next friendly Movement Phase, the Delayed marker is removed.

8.5 Forced March

1. A unit may add 3 MPs to its current movement allowance by executing a Forced March.
2. In the instant the unit expends more MPs than its current movement allowance, the owning player rolls a die, consults the Forced March Table and immediately applies the result to the moving unit.
3. A unit already having its maximum number of Attrition Points cannot execute a Forced March.

8.6 Blocking Units

A Combat Unit could block enemy Movement, depending on its Posture and on the Terrain it is currently in; in this case, the unit is defined as **Blocking**. Consult the Postures Chart to determine when a unit is Blocking.

1. Only Combat Units can be Blocking units.
2. When in any Terrain except City, a Combat Unit blocks enemy movement as listed in the **Block – Other** column of the Postures Chart. Blocking Postures in non-City Terrain have a red horizontal stripe on the left side of their marker.
3. When in City Terrain, a Combat Unit blocks enemy movement as listed in the **Block – City** column of the Posture Chart. Blocking Postures in City Terrain have a red horizontal stripe on the right side of their marker.
4. A unit adjacent to an enemy Blocking unit cannot move any further except by initiating Ground Combat or Disengaging, unless one of the following cases is true:
   a. Its current hex contains a Breakthrough marker.
   b. Its current hex and the hex being moved into both contain friendly Combat Units or Breakthrough markers.
   c. Its current hex contains another friendly Combat Unit, and the hex being moved into is not adjacent to enemy Blocking units.
5. The effect of a Blocking unit does not extend across impassable terrain (lakes, sea).
6. During the Warsaw Pact Action Phase of the first Turn of War, NATO Blocking units have no effect on hexes inside a Warsaw Pact country.

8.7 Disengagement

Disengagement has always been one of the most difficult manoeuvres to execute successfully, and against an enemy determined to keep contact it may become almost impossible.

1. A unit must Disengage before moving when adjacent to enemy Blocking units, or when attempting to Retreat Before or After Combat.
2. A unit attempting Disengagement during its Movement Phase must have a Posture allowing Movement and expend 4 MPs.
3. A unit attempting Disengagement can receive Combat Support using the standard Combat Support rules, but with different effects (see Disengagement Modifiers Table).
4. The Player rolls a die on the Disengagement Table, applying all the relevant Die Roll Modifiers.
5. A Disengagement has the following possible results:

F1	Disengagement failed. The unit must take one Attrition Point and stop moving.
S1	Disengagement succeeded. The unit must take one Attrition Point and may continue moving.
S0	Disengagement succeeded. The unit takes no Attrition Points and may continue moving.

6. If the Disengagement has been successful, the first hex entered cannot be adjacent to enemy Blocking units unless one of the following conditions is true:
   a. It also contains a friendly Combat Unit.
   b. It is separated from all the enemy Blocking units by unbridged River hexsides.
7. The enemy may voluntarily allow a Disengagement attempt. In this case, the Disengagement automatically succeeds with a **S0** result.

9. RIVER CROSSING

Both NATO and Warsaw Pact invested time and resources into river crossing equipment, procedures, and training. In theory, most AFV in 1985 had amphibious capabilities and were able to cross minor rivers with little preparation. In practice, crossing operations still presented several problems and challenges.

When moving or attacking across an unbridged river hexside, the Player must choose and in some cases prepare an appropriate crossing method.

9.1 Hasty Crossing

A Hasty Crossing uses the amphibious capacity of the unit and the crossing equipment immediately at hand, with little or no preparation. It is the fastest crossing method, at the risk of losing some equipment on the river bottom.

9.1.1 Hasty Crossing Prerequisites

1. Hasty Crossing can be executed by Amphibious units and can be used to cross Minor Rivers only.

9.1.2 Hasty Crossing in Movement

1. A unit crossing a River hexside by Hasty Crossing pays the appropriate MP cost.
2. Immediately after crossing, the owning Player must check for Attrition by rolling a die. If the result is within the range indicated on the Movement Table, increase the unit Attrition by one.

9.1.3 Hasty Crossing in Combat

1. A unit attacking across a Minor River by using Hasty Crossing incurs an unfavourable Combat Modifier (see Ground Combat Table).
2. Immediately before Combat, the owning Player must check for Attrition by rolling a die. If the result is within the range indicated on the Movement Table, increase the unit Attrition by one.
3. Should the attack result into Advance After Combat, the unit pays the appropriate MP cost to cross the river but does not roll again to check Attrition.

9.2 Prepared Crossing

A Prepared Crossing uses Engineer support, partial Ribbon Bridges and rafts, and requires some time to organise troops. It is slower than Hasty Crossing but ensures that little or no equipment will be lost during crossing.

9.2.1 Prepared Crossing Prerequisites

1. Prepared Crossing can be executed by any unit and can be used to cross both Minor and Major Rivers.
2. The River hexside to be crossed must have at least one friendly unit adjacent to it.
3. One of the hexes adjacent to the River hexside to be crossed must be within Command Range of a friendly HQ.

9.2.2 Prepared Crossing Procedure

1. During the friendly Engineer Phase, the Player subtracts one Engineer Point from the Top HQ to which the HQ used as prerequisite belongs. The Engineer Point must also share the same nationality of the HQ used as prerequisite, if such Engineer Points exist in the Scenario.
2. The Player places a corresponding Engineer marker on the River hexside to be crossed.

3. As long as the Engineer marker remains in place, any number of friendly units may cross the River hexside by expending the appropriate number of MPs (see Movement Table).
4. The Engineer marker may remain in place as long as needed. During any subsequent friendly Engineer Phase, the Player may remove the Engineer marker and gain back the previously expended Engineer Point.
5. Should only enemy Combat Units be adjacent to the River hexside at any time, the Engineer marker is immediately removed, and the Player gains back the previously expended Engineer Point.

9.2.3 Prepared Crossing in Movement

1. A unit crossing a River hexside by Prepared Crossing pays the appropriate MP Cost.
2. When crossing a Major River hexside by Prepared Crossing, the owning Player must check for Attrition by rolling a die. If the result is within the range indicated on the Movement Table, increase the unit Attrition by one.

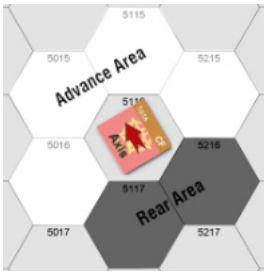
9.2.4 Prepared Crossing in Combat

1. A unit attacking across a River by using Prepared Crossing incurs an unfavourable Combat Modifier (see Ground Combat Table).
2. Immediately before Combat, the owning Player must check for Attrition by rolling a die. If the result is within the range indicated on the Movement Table, increase the unit Attrition by one.
3. Should the attack result into Advance After Combat, the unit pays the appropriate MP cost to cross the river but does not roll again to check Attrition.

10. WARSAW PACT ADVANCE AXIS

A Warsaw Pact Army typically included 50,000 personnel, 4,000 combat vehicles, 800 artillery tubes and 6,000 trucks just to start with. In order to achieve the advance rate expected by Soviet planners, this fearsome formation had to sacrifice flexibility.

1. Each Warsaw Pact Army must always have an Advance Axis, as defined by its Axis marker.
2. As soon as the first unit of a Warsaw Pact Army is placed on the map during Setup or enters as Reinforcement, Warsaw Pact Player must define its Advance Axis by placing the corresponding Axis marker on the map, with the arrow pointing to a hex vertex.



3. For each Warsaw Pact unit belonging or attached to an Army, the Axis marker defines four of the hexes adjacent to the unit as its **Advance Area**, and the remaining two hexes as its **Rear Area**. The hex on which the Axis Marker is placed is irrelevant, the only thing that counts is the arrow direction.
4. A WP unit moving into a hex in its Rear Area must expend one additional MP.
5. A WP unit attacking into or defending from its Rear Area has an additional unfavourable Combat Modifier (see 15.6.20, WP Advance Axis).
6. A Warsaw Pact Attached HQ and all its subordinate units use the Advance Axis of any Army HQ that could command the Attached HQ and has it in Command Range. If more than one HQ qualifies, Warsaw Pact chooses the exact one. If no HQ qualifies, the nearest Army HQ is used.
7. During the Order Issue Phase, Warsaw Pact may change the Advance Axis of an Army by expending 2 CPs from the appropriate Top HQ and by placing under the Axis marker a Time marker equal to the current Turn plus two.
8. During the Order Issue Phase of the Turn corresponding to the placed Time marker, Warsaw Pact removes the Time marker and re-positions the Advance Axis marker as desired.

11. ATTRITION

Attrition represents several things: fatigue, combat losses, disorganisation, equipment loss, fuel or ammo shortage, mechanical failures, even desertions. In short, the attrition of war.

Activities and enemy attacks could increase the Attrition Level of a unit and degrade its combat capabilities. Should the attrition raise beyond a certain limit, the unit will cease to function as an effective combat formation. Attrition can be reduced by Resupplying, Resting and Refitting.

11.1 Attrition Limit

1. Each unit has a fixed Attrition Limit, depending on its size or type:

Unit Size / Type	Attrition Limit
Regiment	5
Battalion	4
Company	3
Artillery (all sizes)	5
Helicopter (all sizes)	5
HQ (all sizes)	3

11.2 Attrition Points

Several events may increase the Attrition Points of a unit: Combat, Disengagement, River Crossing, Combat Support, Enemy Bombardment and Anti-Aircraft Fire are some of them.

1. When a unit gains Attrition Points, place an appropriate Attrition marker under it.
2. Attrition Points have a negative impact on a unit's combat capabilities (see 15.6.7, Attrition Points).
3. If a unit is required to increase its Attrition Points beyond its Attrition Limit, it is eliminated (exception: 8.7, Disengagement).

11.3 Attrition Removal by Resupply

1. Self-Propelled Artillery, Towed Artillery, and Rocket Artillery may remove Attrition by Resupply. Note that Missile Artillery is not included.
2. During the friendly Attrition Removal Phase, the Phasing Side rolls on the Resupply Table once for each map used in the Scenario being played.
3. If the Resupply result is **R**, any eligible unit on that map may remove one Attrition Point if all the following prerequisites are met:
   a. It is able to trace a valid Supply Line.
   b. It is within the Command Range of its Parent HQ.
   c. It is not in Road Posture or in Transition (see 6.2).
   d. It is not Engaged, Half-Engaged or Delayed.
4. If the Resupply result is a dash (-), no unit on that map may remove Attrition Points by Resupply during the current Attrition Removal Phase.

11.4 Attrition Removal by Resting

1. Combat Units may remove Attrition by Resting.
2. During the friendly Attrition Removal Phase, a Combat Unit may try to remove one Attrition Point if all the following prerequisites are met:
   a. It is able to trace a valid Supply Line.
   b. It is within the Command Range of its Parent HQ.
   c. It is not in Transition (see 6.2).
   d. It is not Engaged, Half-Engaged, Delayed or in Refit Posture.
   e. It is not adjacent to Enemy units.
3. If all the prerequisites are met, the owning Player rolls a die and consult the following table:

Unit Type	Remove 1 AP on a Roll…
WG Combat Unit	6 - 10
BE, DK Combat Unit	8 - 10
Other NATO Combat Unit	7 - 10
Soviet Combat Unit	8 - 10
Other WP Combat Unit	9 - 10

4. A unit may attempt to remove Attrition Points by Resting only once per Turn.
5. After the attrition removal attempt, successful or not, the unit cannot expend MPs or change Posture until the next friendly Attrition Removal Phase. Rotate the unit upside down to mark this fact.

11.5 Attrition Removal by Refitting

1. All unit Types except HQs may remove Attrition Points by Refitting.
2. During the friendly Attrition Removal Phase, a unit in Refit Posture automatically removes one Attrition Point if all the following prerequisites are met:
   a. It is able to trace a valid Supply Line.
   b. It is within the Command Range of its Parent HQ.
   c. It is not in Transition (see 6.2).
   d. It is not Engaged, Half-Engaged or Resting.
   e. It is not be adjacent to Enemy units.
3. An eligible unit may remove one Attrition Point by Resupply and one by Refitting during the same Attrition Removal Phase.

11.6 HQ Attrition Removal

For Headquarters, Attrition represents the loss of highly qualified commanding officers. Therefore, the only way to remove Attrition is transferring staff personnel from other units.

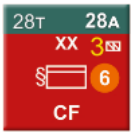
1. Headquarters cannot remove Attrition by Resting, Refitting or Resupply.
2. During the Attrition Removal Phase, the Phasing Side may remove all the Attrition Points from a HQ by increasing the Attrition Points of a Combat Unit of the same nationality by one.
3. The Combat Unit used must be within the Command Range of the HQ and must be able to trace a Supply Line from its hex to the HQ's hex.

11.7 Warsaw Pact Replacement Doctrine

Warsaw Pact doctrine stressed the concept of using formations until consumption and replace them with fresh ones when they are unable to continue the advance. Consequently, Warsaw Pact combat units are not allowed to recover from attrition and losses below a certain level.

1. Warsaw Pact Combat Units having two or fewer Attrition Points cannot remove them by Resting or Refitting.

12. HEADQUARTERS



Several critical activities can be executed only within a Headquarters' Command Range: Issuing and Executing Orders, Engineer Operations, Resupply, Refit and Electronic Warfare are some of them. Moreover, units within Command Range of their Parent HQ will fight better.

12.1 HQ Posture

1. An HQ unit has two possible Postures: Deployed and Moving.
2. An HQ in Deployed Posture cannot move, has its full Command Range and is harder to Detect.
3. An HQ in Moving Posture uses Column Movement Mode, has its Command Range halved and is easier to Detect.
4. During the friendly Movement Phase, a HQ may change its Posture by expending one CP and 4 MPs. The Posture is changed immediately, and if the HQ changed to Moving Posture it may use its remaining MPs normally.
5. An HQ may change its Posture only once per Friendly Movement Phase.

12.2 HQ Command Range

1. Each HQ has a Command Range printed on its counter, based on its current Posture.
2. Command Range is measured in hexes, from the HQ hex (excluded) to the unit or hex being checked (included).
3. Command Range is not influenced or blocked by enemy units, enemy control, terrain or movement costs.

12.3 HQ in Ground Combat

1. A HQ unit in a hex under attack and containing no friendly Combat Units defends with a defense Strength of one.
2. A HQ unit attacked and being the only defending unit cannot Retreat after Combat.

12.4 HQ Destruction

If a HQ is destroyed or removed from play for any reason, the following effects are immediately applied:

1. the owning side subtracts a variable amount of Maximum and Current CP from the appropriate Top HQ, depending on the Level of the HQ. In any case, values cannot decrease below zero.

Destroyed HQ Level	CP Decrease
WP Front, NATO Corps	3
WP Army, NATO Division	2
WP Division, NATO Brigade or Regiment	1

2. Any Order currently on the Time Track and having the HQ as Issuing HQ is removed.
3. Any EW Points assigned to the HQ are placed back in the appropriate Top HQ EW Points pool.
4. The HQ counter is placed one Turn ahead on the Time Track. HQs destroyed during Side 1 Action Phase are placed face-up, and HQs destroyed during Side 2 Action Phase are placed face-down.
5. Units having the destroyed HQ in their Command Chain will have a Broken Command Status until the HQ is Reconstructed.

12.5 HQ Reconstruction

1. During the HQ Reconstruction Phase, both sides may reconstruct destroyed HQs in the current Turn slot of the Time Track.
2. A HQ availability for reconstruction depends on the exact time of its destruction:
   a. A HQ destroyed during Player 1 Action Phase (face-up on the Time Track) will be available for Reconstruction during Player 1 HQ Reconstruction Phase.
   b. A HQ destroyed during Player 2 Action Phase (face-down on the Time Track) will be available for Reconstruction during Player 2 HQ Reconstruction Phase.
3. In order to Reconstruct a destroyed HQ:
   a. The Attrition Points of a Combat Unit of the same nationality of the destroyed HQ are increased by one.
   b. The reconstructed HQ is placed in Moving Posture, in a friendly controlled hex within one hex from the Combat Unit used.
   c. The Max CPs and Current CPs of the involved Top HQ are increased by the same amount subtracted in the moment of the HQ's destruction (see 12.4, HQ Destruction).
4. A reconstructed HQ may operate normally as soon as it is placed on the map.
5. If a Player does not wish or cannot Reconstruct a destroyed HQ, move its Counter to the next Turn on the Time Track.

13. COMMAND POINTS

Command Points represent the workload capacity of the command staffs available to each side. More than the simple number of staff personnel, hierarchical organisation and doctrine determine how well a command structure can swiftly react to events.

Warsaw Pact's centralised structure, together with the sheer number of troops and equipment needing coordination, could have brought the command chain to its knees during a crisis. NATO's more flexible command structure should have been able to better react to battlefield developments.

Command Points are used for several key functions: units orders, engineer operations, close air support coordination and electronic warfare are some examples.

Each Top HQ has a Maximum Command Points value (Max CPs), indicating the number of Command Points available at the beginning of each Turn, and a Current Command Points Value (Current CPs), indicating the number of Command Points not yet used.

13.1 Tracking CPs

1. At the beginning of a Scenario, each side places the Max CPs and Current CPs markers for his Top HQs on the Command Points Track, on the space corresponding to the number of Command Points available.

2. During the Order Reveal Phase, Current CPs for each Top HQ are restored to their maximum value. Place the Current CPs marker on the same space of its corresponding Max CPs marker.
3. During a Turn, both the Max CPs and Current CPs markers could be adjusted to reflect Command Points expended or assigned to various Command functions.

14. ORDERS

Orders represent the process used to devise, write down, communicate and execute the commander's plan. Communications quality, staff personnel losses and even doctrine influence the time needed to complete this process.

Moreover, even during carefully planned peacetime manoeuvres the time needed to conceptualise, write down, issue, receive, understand and finally execute an order is almost invariably more than desired.

Orders are the main interface between the HQ and the units under its command. Without Orders, most units have a limited capacity of reacting to battlefield events or changing their course of action.

Important concepts related to Orders are:

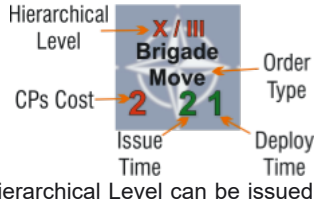
- Command Points (see 13, Command Points).
- HQ Command Range (see 12.2, HQ Command Range).
- Order Chits (see 14.1, Order Chits).
- Formation and Attached Units (see 14.2, Formation and Attached Units).
- Command Chain and Command Status (see 14.4.2, Order Issue Procedure and 14.6, Execute an Order).

The general procedure for giving an Order to units is:

1. The Player **Issues the Order** and assigns it to an appropriate HQ by placing an Order Chit and a HQ Chit face down on the Time Track.
2. When the Order's Issue Time has passed, the Player **Reveals the Order** by turning the Order and the HQ Chits face up.
3. After revealing the Order, the Player **Executes the Order** by placing appropriate Posture and Time markers under the units executing it.
4. During the Turn corresponding to the Time marker placed under a unit, the Player removes the Time marker. The unit has now **Completed the Order** and is ready to execute it.

14.1 Order Chits

Order Chits are used to issue orders to units, and to determine when the order will be completed. Each Order Chit has the following information printed:



Hierarchical Level: Hierarchical Level required for the HQ issuing the Order. An Order having no Hierarchical Level can be issued by any HQ.

Order Type: Generic type of the Order, indicating the type of Postures that can be assumed by units receiving it.

CPs Cost: Command Points expended by the Top HQ when Issuing the Order (see 14.4.2, Order Issue Procedure).

Issue Time: Turns needed to prepare and propagate the Order along the Command Chain. In the Order Issue Phase, the Order Chit will be placed on the Time Track a number of Turns ahead equal to its Issue Time.

Deploy Time: Turns needed by the units to deploy as requested. In the Order Execution Phase, each unit executing the Order will have a Time marker placed under it equal to the Current Turn plus the Order's Deploy Time.

Example: During Turn H03, NATO Player reveals and executes a Battalion Defend Order with a Deploy Time of 1. NATO Player places a "Defend" Posture marker and a "H06" Time marker under the Battalion executing it.

The Order Chits included in the game should be enough in most situations, but they are not an absolute limit to the number of orders of a certain type that can be issued. Players should feel free to add more Order Chits should the necessity arise.

14.2 Formation and Attached Units

Each armed force maintains a hierarchical structure with several units nominally commanded by a high-level HQ but attached to lower level Headquarters as the situation requires.

Warsaw Pact made extensive use of attached units for artillery reserves, formally under Front or Army control but usually attached to Divisions (DAG, Division Artillery Group) or Regiments (RAG, Regiment Artillery Group) as the operational plan dictated.

NATO followed a similar concept, with Division and Corps Artillery attached to Brigade HQs. Moreover, US Army has no rigid Brigade structure, and battalions in each division were assigned on a task basis.

Depending on its position in the hierarchical organisation, a unit can be subordinate only to specific HQs and can receive Orders only from them.

1. A **Formation Unit** can be subordinate to its Parent HQ only. Formation Units have their Formation Designation in White on a coloured background.

2. An **Attached Unit** can be subordinate to its Parent HQ, or to any HQ directly or indirectly subordinate to its Parent HQ. In the latter case, the HQ used becomes the Parent HQ. Attached Units have their Formation Designation in Black on a White background.

Example: Czechoslovakian 1/71 Artillery Battalion is an Attached Unit of Central Front. It can be subordinate and receive orders from any HQ belonging to Central Front. Some examples are Soviet 28th Tank Division and Czechoslovakian 1st Army.

3. Attached Units can execute any Order issued by the HQ to which they are attached, no matter if other Formation Units normally under the HQ's command also execute the Order.

Example: West German 35PG Brigade HQ, 12Pz Division has two artillery units from 12Pz Division attached. The Brigade HQ could issue a Brigade Defend Order, and the order could be subsequently executed by the HQ's Formation Units and by the two attached artillery units, in order to assume any Posture normally allowed by a Defend Order.

4. It is not necessary to define Attached Units beforehand; Subordination may be defined when determining the Command Chain and changed as needed afterwards.
5. Once the subordination of a unit has been defined during a Ground Combat, it cannot be changed until the combat has been completely resolved.
6. A HQ may have a limited number of Attached Units, depending on its level:

HQ Level	# of Attached Units
Front	9
Army, Corps	6
Division	3
US Brigade	6
Other Nationality Brigade	2
US Regiment	4
Other Nationality Regiment	2

14.2.1 Support HQs

Some specific HQs were not structured to command combat units in battle, but rather to organise the combat support for other formations. A typical example is the Combat Aviation Brigade HQ in some US divisions.

A Support HQ is identified by an orange square containing a number, on the left side of its NATO symbol. A Support HQ functions as a standard HQ, but has additional limitations.

1. In addition to the overall limit on Attached Units, a Support HQ has a separate limit on the number of Attached **Combat** Units. This specific limit is printed in white inside an orange square.
2. A Support HQ cannot be used as Front-Line Command during a Ground Combat (see 15.6.19).

14.3 Attached HQs

In some cases, an entire Formation can be Attached to a higher-level HQ under the same Top HQ.

1. An Attached HQ has its Formation Designation in black on a white background.

2. An Attached HQ can be subordinate to any higher-level HQ belonging to the same Top HQ, with the higher-level HQ becoming the Parent HQ.
3. It is not necessary to define Attached HQ beforehand. The subordination may be defined when determining the Command Chain and changed as needed afterwards.
4. Once the subordination of an HQ has been defined during a Ground Combat, it cannot be changed until the combat has been completely resolved.
5. Formation Units of an Attached HQ can be subordinate only to their printed Parent HQ, as usual.

Example: Soviet 24th Motorised Rifle Division is an Attached HQ of Soviet Central Front. The Division can be attached and receive Orders from any Army HQ belonging to Soviet Central Front. In any case, 24th Motorised Rifle units are Formation Units and can receive Orders only from Soviet 24th Motorised Rifle HQ.

14.4 Issue an Order

During the Order Issue Phase, the Phasing Side may Issue new Orders and start propagating them along the Command Chain.

14.4.1 Order Issue General Rules

1. Any number of Orders can be issued during Order Issue Phase, as long as the Top HQ involved has enough CPs.
2. A HQ may issue only one Order at a time. In other words, a HQ cannot issue an Order if its corresponding HQ Chit is already on the Time Track. If desired, the Player can Cancel an Order currently on the Time Track and issue a new one.

14.4.2 Order Issue Procedure

1. The Player decides the Order he wants to issue and takes an appropriate Order Chit.
2. The Player decides the specific HQ used to issue the Order (Issuing HQ). The Issuing HQ must have the **exact** Hierarchical Level required by the Order, if any.
3. The Player verifies the Command Chain and Command Status for the Issuing HQ. The Command Chain starts from the Top HQ of the Issuing HQ, and goes down to the Issuing HQ itself, using any intermediate HQ in the hierarchy.
   a. If all the HQs in the Command Chain are within the Command Range of their Parent HQ, the Command Status is **Valid**, and the Order can be issued with no increase to the Issue Time.
   b. If any HQ in the Command Chain is not within the Command Range of its Parent HQ, the Command Status is **Invalid**, and the Order's Issue Time is increased by one Turn.
   c. If any HQ in the Command Chain has been destroyed, the Command Status is **Broken**, and the Order cannot be issued.

Example 1: Warsaw Pact issues an Army Assault Order, with Soviet 28th Army as Issuing HQ. The Command Chain will be: Central Front (Top HQ of 28th Army) → 28th Army (Issuing HQ).

Example 2: NATO issues a Brigade Defend Order, with WG 35PG/12Pz Brigade HQ as Issuing HQ. The Command Chain will be: US VII Corps (Top HQ of WG 35PG/12Pz Bde) → WG 12Pz Division (Parent HQ of WG 35PG/12Pz Bde) → WG 35PG/12Pz Bde (Issuing HQ).

4. The Player checks the Attrition Points and the Engaged Status for all the HQs in the Command Chain to determine any additional delay to the Issue Time:
   a. Sum the Attrition Points of all the HQs in the Command Chain. For each 2 Attrition Points or fraction thereof, the Issue Time is increased by one Turn.
   b. If any HQ in the Command Chain is Engaged, Half-Engaged, or Delayed, the Issue Time is increased by one Turn.
5. The Player places the Order and Issuing HQ Chits face down on the Time Track, a number of Turns ahead equal to the modified Issue Time of the Order.
6. The Player decreases the Current CP and Max CP of the corresponding Top HQ by the CP Cost of the Order.

14.5 Revealing Orders

During the Order Reveal Phase, the Phasing Side reveals the Orders in the current Turn slot and restore the Current CP value for each Top HQ.

1. For each Order Chit in the current Turn slot, the Phasing Side:
   a. Turns the Order Chit and the corresponding Issuing HQ Chit face up.
   b. Increases the Max CP of the corresponding Top HQ by the CP Cost of the Order Chit.
2. At the end of the Phase, the Phasing Side moves the Current CP marker of each friendly Top HQ in the same slot of the corresponding Max CP marker.

14.6 Execute an Order

During the Order Execution Phase, the Phasing Side executes each Revealed Order in the current Turn slot.

1. The Player removes the Order Chit being resolved and the corresponding Issuing HQ Chit from the Time Track.
2. The Player defines which units will execute the Order, within the following limitations (see also the Orders Chart):
   a. An Order having a Hierarchical Level can be executed by Formation and Attached units **directly** or **indirectly** subordinate to the Issuing HQ. In other words, the Order propagates along the command chain.
   b. An Order having no Hierarchical Level can be executed by Formation and Attached units **directly** subordinate to the Issuing HQ. In other words, the Order does not propagate along the command chain.

Example 1: NATO is executing a Division Move Order, with WG 12Pz Division as Issuing HQ. The Order can be executed by units subordinate to WG 12Pz Division, and by units subordinate to 34Pz, 35PG and 36Pz Brigades.

Example 2: NATO is executing a Formation Refit Order, with WG 12Pz Division as Issuing HQ. The Order can be executed by units subordinate to WG 12Pz Division, but cannot be executed by units subordinate to 34Pz, 35PG, or 36Pz Brigades.

Example 3: NATO is executing a Unit Refit Order, with WG 12Pz Division as Issuing HQ. The Order can be executed by one unit subordinate to WG 12Pz Division, but cannot be executed by a unit subordinate to 34Pz, 35PG, or 36Pz Brigades.

3. Not every unit subordinate to the Issuing HQ's must necessarily execute the Order. If desired, the Player may also opt for not executing the Order at all.
4. The Player consults the Orders Chart and choose a new Posture for each executing unit, based on the Postures allowed by the Order. He then places an appropriate Posture marker under the unit.
5. The Player checks the Command Chain and Command Status for each unit executing the Order. The Command Chain starts from the Top HQ of the Issuing HQ and goes down to the unit executing the Order using any intermediate HQ in the hierarchy.
   a. If all the HQs in the Command Chain and the unit itself are within the Command Range of their Parent HQ, the Command Status is **Valid**.
   b. If any HQ in the Command Chain or the unit itself is not within the Command Range of its Parent HQ, the Command Status is **Invalid**, and the Order's Deploy Time is increased by one Turn.
   c. If any HQ in the Command Chain has been destroyed, the Command Status is **Broken**, and the Order cannot be executed.

Example 4: Warsaw Pact is executing an Army Assault Order, with Soviet 28th Army as Issuing HQ. The Command Chain for a unit subordinate to 6th Guards Tank Division will be: Central Front HQ (Top HQ for 28th Army) → 28th Army (Issuing HQ) → 6th Guards Tank Division (Parent HQ for the unit) → the unit executing the Order.

6. The Player checks the Attrition Points and the Engaged Status for all the HQs in the Command Chain to determine any additional delay to the Deploy Time:
   a. Sum the Attrition Points of all the HQs used in the unit's Command Chain. For each 2 Attrition Points or fraction thereof, the Deploy Time is increased by one Turn.
   b. If any HQ in the Command Chain is Engaged, Half-Engaged or Delayed, the Deploy Time is increased by one Turn.
7. If a unit executing the Order is Engaged, Half-Engaged, or Delayed, its Deploy Time is increased by one Turn.
8. The Player places under each unit executing the Order a Time marker corresponding to the current Turn plus the modified Deploy Time of the Order.

14.7 Complete an Order

At the beginning of the Order Execution Phase, the Phasing Side removes from his units any Time marker corresponding to the current Turn. The unit has completed deploying and now has the full advantages and limitations of the new Posture.

14.8 Cancel an Order

At any time during his Action Phase, a Player may decide to cancel an Order currently on the Time Track.

1. The Player removes the Order Chit and the corresponding HQ Chit from the Time Track.
2. If the cancelled Order was not yet Revealed, the Player increases the Max CP of the corresponding Top HQ by the CP Cost of the Order Chit.

Note: Cancelling an Order at the very beginning of the Order Reveal Phase will increase the Current CP value too, while cancelling it at a later time will have no effect on the Current CP value. This is intentional.

15. GROUND COMBAT

1. During its Movement, a Combat Unit may attack an adjacent hex containing enemy units by expending MPs.
2. Ground Combat is always voluntary. A Combat Unit is never forced to attack a hex containing enemy units.

15.1 Ground Combat Sequence

1. The Attacker announces the hex being attacked, the Attack Type and expends MPs accordingly.
2. The Defender executes any Retreat Before Combat.
3. The Defender designates which units are defending.
4. The Initial Combat Differential is found by subtracting the Defender's Combat Strength from the Attacker's Combat Strength.
5. The Attacker commits Recce units, WP commits Sappers.
6. Both sides assign Combat Support (Attacker first).
7. Both sides resolve Anti-Aircraft Fire (Attacker first).
8. Both sides resolve Electronic Warfare (Attacker first).
9. Both sides determine their total Combat Support value, applying any enemy EW effect, and roll a die on the Combat Support Table to determine their Combat Support Modifier. Note that the Attacker must always roll on the Attacker Combat Support Table, even when having a Combat Support value of zero.
10. Additional Combat Modifiers are calculated and applied to obtain the Final Combat Differential.
11. The Attacker rolls a die on the Ground Combat Table, find the Combat Result and applies it to his units.
12. The Defender executes any Retreat After Combat and applies the Combat Result to his units.
13. The Attacker executes any Advance After Combat.

15.2 Attack Type

The Attacker must choose between two different Attack Types: Hasty Assault or Prepared Assault.

1. A Hasty Assault costs 3 MPs when in March Assault Posture, and 4 MPs when in any other Posture. Hasty Assault gives a -2 Combat Modifier.
2. A Prepared Assault costs 6 MPs when in March Assault Posture, and 8 MPs when in any other Posture.

15.3 Retreat Before Combat

1. If the hex under attack contains units in Screen or Recon Posture, the Defender may attempt to Retreat Before Combat some or all of them.
2. A Half Engaged, Engaged or Delayed unit cannot Retreat Before Combat.
3. Each unit trying to Retreat Before Combat must execute a separate Disengagement attempt, in any desired order (see 8.7, Disengagement).
4. A unit successfully Disengaging is moved by the Defender into an adjacent hex. The hex must meet the standard requisites used for Disengagement and cannot contain Breakthrough markers.
5. If the retreating unit crosses an unbridged River by Hasty Crossing, the Defender must roll a die to check any additional Attrition Points incurred.
6. Irrespective of the Disengagement result, if the unit is not already Engaged it is marked as Half-Engaged.
7. If the hex under attack contains no units after resolving all the desired Disengagement attempts, the Combat is over. The Attacker does not pay the MP cost for the attack, may continue moving, and no Breakthrough marker is placed.
8. If the hex under attack still contains units after resolving all the desired Disengagement attempts, the Combat Sequence continues normally.

15.4 Defending Units

1. If the hex under attack contains only one Combat Unit, only that unit is defending.
2. If the hex under attack contains more than one Combat Unit, the Defender decides which ones are defending. At least one Combat Unit must defend.
3. Support Units do not contribute to the defense unless the attacked hex contains no Combat Units. In that case, all Support Units are defending, with each unit having a Defense Strength of one.
4. Only Defending units add their Combat Value to the defense.

15.5 Combat Strength

Not every fight is born equal. Tanks give their best when fighting other tanks or in open terrain. Mechanised infantry can be deadly when defending in terrain offering cover, but is vulnerable when attacked in the open by enemy tanks.

A unit uses its Attack Strength when attacking and its Defense Strength when defending, except in the following cases:

1. An Armoured unit uses its Attack Strength when defending from another Armoured unit, or when defending in a hex containing Plain or Hill1 terrains only.
2. An Armoured unit uses its Defense Strength when attacking Mechanised, Motorised or Infantry units in a hex containing City terrain.
3. A Mechanised, Motorised, Recon, or Infantry unit uses its Attack Strength when all the following conditions are true:
   a. It is defending from Armoured units.
   b. It is in a hex containing Plain or Hill1 terrains only.
   c. It is not in Defense, Rigid Defense, Active Defense, or Screen Posture.

15.5.1 Zero Defense Strength

1. Any attack against a Defender having a Defense Strength of zero is resolved as follows:
   a. The Attacker declares the Attack Type and expends the required number of MPs.
   b. The Defender is automatically eliminated, with no roll on the Ground Combat Table.
   c. A Breakthrough marker is placed (see 15.9).
   d. The Attacker proceeds to Advance After Combat (see 15.10).

15.6 Combat Modifiers

Several factors may change the Combat Differential. Each Combat Modifier is added or subtracted from Initial Combat Differential to determine the Final Combat Differential. All Combat Modifiers are cumulative.

15.6.1 Posture

1. Both attacking and defending units Postures may give Combat Modifiers (see Postures Chart).
2. If any Defending unit is in Transition, any Combat Modifier given by its Posture is increased by two (i.e., a -2 Combat Modifier becomes zero).
3. If more than one unit is defending, use the Combat Modifier least favourable to the Defender.

15.6.2 Attack Type

If the Attacker executes a Hasty Assault, a -2 Combat Modifier is applied.

15.6.3 Cadre Rating

1. Defender's Cadre Rating is subtracted from Attacker's Cadre

Rating. The resulting value is the Combat Modifier.

2. If more than one unit is defending, the lowest Cadre Rating among the Defending units is used.

15.6.4 Nationality

If NATO units of different nationality are defending in the same hex, a +2 Combat Modifier is applied.

15.6.5 Terrain

1. The Terrain Type and Terrain Feature in the attacked hex may give additional Combat Modifiers (see Terrain Combat Modifiers). The single Terrain Modifier most favourable to Defender is used.
2. Any Obstacle in the hexside through which the attack is made may give additional Combat Modifiers (see Obstacle Combat Modifiers). The single Obstacle Modifier most favourable to Defender is used.
3. If Defending units have different Movement Modes, use the least favourable Mode to the Defender for calculating Terrain and Obstacle Modifiers.

15.6.6 Defensive Works

1. If the Defender's hex contains completed Defensive Works, a negative Combat Modifier equal to the Defensive Works' Level is applied (i.e., a Def. Works Level 1 gives a -1 Combat Modifier).
2. Attacker's use of Engineers may decrease the effectiveness of Defensive Works (see 31.4, Reducing Defensive Works).

15.6.7 Attrition Points

1. The attacking unit's Attrition Points are subtracted from the defending units' Attrition Points. The resulting value is the Combat Modifier.
2. If more than one unit is defending, the total Attrition Points of all Defending units is used to calculate the Combat Modifier.

15.6.8 Resting

If a Defending unit is Resting, a +3 Combat Modifier is applied.

15.6.9 Electronic Warfare

Electronic Warfare may influence Ground Combat in several ways (see 24.4, EW Effects).

15.6.10 Combat Support

Combat Support by both sides may give additional Combat Modifiers (see 16, Combat Support).

15.6.11 Reconnaissance Units

1. A unit in Recon Posture, different from the attacking unit and adjacent to the defender's hex, can be used to support the attack. The unit immediately takes one Attrition Point and a +2 Combat Modifier is applied to the current Ground Combat only.
2. A Reconnaissance unit may support an unlimited number of Ground Attack during a single Turn, as long as it takes one Attrition Point for each supported attack.
3. Using more than one Reconnaissance unit during a Combat has no additional effect.

15.6.12 Sappers (WP Only)

1. If a WP unit directly involved in Combat has Sappers assigned, WP Player may decide to commit them.
2. Sappers committed in Combat give a +2 Combat Modifier when WP is attacking, and a -1 Combat Modifier when WP is defending.
3. If Sappers have been committed and the Combat Result applied to Warsaw Pact contains an **s**, the Sappers marker is removed, and the Engineer point used is permanently lost.
4. Committing more than one Sappers unit has no additional effect.

15.6.13 Adjacent Units

1. Each additional hex containing Combat Units of the Attacker and adjacent to the attacked hex gives a +2 Combat Modifier.
2. Each additional hex containing Combat Units of the Defender and adjacent to the attacked hex gives a -1 Combat Modifier.
3. Units Resting or in Refit Posture are not counted as adjacent units.
4. Units separated from the attacked hex by impassable terrain (lakes, sea) are not counted as adjacent units.

15.6.14 Engagement

1. The Combat Modifier is changed by +1 if any Defending unit is Half-Engaged, or by +2 if any Defending unit is Engaged.
2. If the attacking unit is Half-Engaged, a -2 Combat Modifier is applied.

15.6.15 Delay

If any Defending unit is Delayed, a +3 Combat Modifier is applied.

15.6.16 Weather

1. Low-visibility Weather gives additional Combat Modifiers (see Weather Combat Modifiers Table).
2. All Combat Modifiers for Weather are cumulative.

15.6.17 Chemical Warfare

1. Chemical weapons delivered during Ground Combat give variable Combat Modifiers (see Chem. Warfare Combat Modifiers Table).
2. The side using Chemical Weapons decides the direction of the modifier (plus or minus).

15.6.18 Out of Command

1. If the attacking unit is not within Command Range of its Parent HQ, a -2 Combat Modifier is applied for units in Screen or Recon Posture, and a -4 Combat Modifier for units in any other Posture.
2. If any defending unit is not within Command Range of its Parent HQ, a +1 Combat Modifier is applied for units in Screen or Recon Posture, and a +3 Combat Modifier for units in any other Posture.

15.6.19 Front-Line Command

1. If the attacking unit is within one hex from its Parent HQ and the HQ is not Engaged or Half-Engaged, the Attacker may opt to use the HQ as Front-Line Command. In that case, a +2 Combat Modifier is applied.
2. If every defending unit is within one hex from its Parent HQ and the HQ is not Engaged or Half-Engaged, the Defender may opt to use the HQ(s) as Front-Line Command. In that case, a -2 Combat Modifier is applied.
3. After being used as Front-Line Command, a HQ cannot expend MPs for the rest of the current Movement Phase. If using SIGINT optional rules, the used HQ is also Spotted (see 25.1, Signal Intelligence).

15.6.20 WP Advance Axis

1. If a WP unit is attacking into a hex in its Rear Area, a -3 Combat Modifier is applied.
2. If a WP unit is defending from an attack originating from its Rear Area, a +3 Combat Modifier is applied.

15.6.21 Events

Certain Event Cards may give additional Combat Modifiers to both sides.

15.7 Combat Results

1. Combat Result is expressed in terms of Attrition Points increase. The number on the left applies to the attacking unit, while the number on the right applies to every defending unit.
2. Any Combat result inflicted to a Support Unit is doubled.
3. If the Defender suffered an Attrition Point increase and decides not to Retreat, all the defending units are considered Engaged.
4. If the Defender suffered no Attrition Point increase and decides not to Retreat, all the defending units not already Engaged are considered Half-Engaged.
5. If the Defender chooses to Retreat After Combat, its Engagement status and Attrition Losses will depend on the Disengagement result (see 15.8, Retreat After Combat).
6. If all defending units are destroyed, any remaining unit in the attacked hex must Retreat After Combat. If a unit is unable to retreat, it is destroyed.

15.8 Retreat After Combat

Retreating while in contact with victorious enemy units is a nasty business and could easily have bitter consequences. Players may be initially tempted to forfeit a retreat apparently giving only additional risks and no advantages, but will probably discover that leaving a worn-out combat unit in a compromised defense position could be even worse.

After the Ground Combat result has been defined, the Defender may Retreat After Combat. Should the Defender decide to Retreat, all the units in the attacked hex must retreat or attempt to retreat.

1. A unit not defending may automatically retreat. If the unit is not already Engaged, it is marked as Half-Engaged .
2. A defending unit deciding to retreat must Disengage (see 8.7). All Combat results are applied after the resolution of the Disengagement attempt.
   a. If the Disengagement is successful, the unit may retreat. The Attrition Points incurred in Combat are decreased by one, and if the unit is not already Engaged it is marked as Half-Engaged.
   b. If the Disengagement is unsuccessful, the unit may not retreat. The Attrition Points incurred in Combat are applied fully and the unit is marked as Engaged.
   c. In both cases, combat losses are applied after the Disengagement attempt, and any additional Attrition resulting from the Disengagement must be applied too.
3. A unit Retreating after Combat is moved by the Defender into an adjacent hex. Each retreating unit may choose to retreat to a different hex.
4. The retreat hex must meet the standard requisites used for a successful Disengagement, cannot contain Breakthrough markers and cannot be across an unbridged Major River. If no valid retreat hex exists, the unit cannot retreat and must apply the Combat Result fully.
5. If a retreating unit infringes the normal Stacking restrictions, it must take one additional Attrition Point.
6. If a retreating unit crosses an unbridged Minor River by Hasty Crossing, the Defender must roll a die to check any additional Attrition Points incurred.
7. A unit in Refit, Barrage, or Shoot&Scoot Posture successfully retreating is immediately placed in Tactical Posture.
8. A unit in Posture Transition and successfully retreating is immediately placed in Tactical Posture.
9. A HQ in Deployed Posture and successfully retreating is immediately placed in Moving Posture.
10. A unit in FARP Posture successfully retreating is immediately placed in Tactical Posture and increases its Attrition Points by one.

15.9 Breakthrough

1. At the end of the Ground Combat, a Breakthrough marker is placed in the attacked hex if all the units belonging to the Defender have Retreated After Combat or have been eliminated.
2. Entering a hex with a Breakthrough marker has an additional cost of 4 MPs. An Attacking unit advancing after combat is not subject to this additional cost.
3. Breakthrough markers allows the moving unit to ignore within certain limits the presence of enemy Blocking Units (see 8.6, Blocking Units).
4. Breakthrough markers are removed during the following Housekeeping Phase.

15.10 Advance After Combat

1. At the end of the Ground Combat, the attacking unit may advance into the attacked hex if all the units belonging to the Defender have Retreated After Combat or have been eliminated.
2. Advance After Combat is always mandatory for Warsaw Pact.
3. A unit advancing after combat ignores any enemy Blocking Unit.
4. If the MPs cost for the hex entered during Advance is greater than the MPs expended for conducting the attack, the advancing unit must expend the difference. If the advancing unit does not have enough remaining MPs, place a Delayed marker under it (see 8.4, Delayed Movement).

16. COMBAT SUPPORT

The effectiveness of Artillery, Helicopter and Air Support on the battlefield cannot be defined beforehand and may vary considerably depending on the circumstances. Moreover, attacking with no Combat Support puts the attacker in a situation of disadvantage since the start.

During the Ground Combat Sequence, both Players may allocate Combat Support by using Artillery, Helicopters, and Air Points. During a Disengagement attempt, the Player executing the Disengagement (only) may allocate Artillery, Helicopters, and Air Points to increase the Disengagement probability.

When calculating range for Combat Support, the hex to be considered is always the attacked hex.

16.1 Artillery Combat Support

1. Artillery Units may add their Barrage Strength to the Combat Support Total, subject to Artillery rules (see 17, Artillery).
2. An Artillery Unit can support only units subordinate to its Parent HQ, or belonging to a Formation subordinate to its Parent HQ, down to the lowest Hierarchical level and including Attached units.

Example 1: An Artillery having Soviet 28A as Parent HQ may support any unit of Soviet 28th Army, or subordinate to a Division in 28th Army.

Example 2: An Artillery having US VII Corps as Parent HQ may support any unit subordinate to US VII Corps, or subordinate to a Division, Brigade or Regiment in US VII Corps.

Example 3: An Artillery having WG 12Pz Division as Parent HQ may support any unit of WG 12Pz Division, or subordinate to a Brigade in WG 12Pz Division.

16.2 Helicopter Combat Support

1. Helicopter units may add their Barrage Strength to the Combat Support Total, subject to Helicopter rules (see 18, Helicopters).
2. A Helicopter unit can support only units subordinate to its Parent HQ, or belonging to a Formation subordinate to its Parent HQ, down to the lowest Hierarchical level and including Attached units.
3. Each Helicopter unit used in Combat Support is subject to enemy Anti-Aircraft fire before adding its Barrage Strength to the Combat Support Total (see 22.2).

16.3 Air Combat Support

1. Each side may add any number of available Air Points to the Combat Support Total, subject to Air Points rules (see 19, Air Points).
2. The Player declares how many Air Points he is going to use and decreases accordingly the Current Air Points of the involved Sector.
3. An Air Point supporting a combat taking place inside one of its own CAS Areas adds two to the Combat Support Total.
4. An Air Point supporting a combat taking place outside its own CAS Areas adds one to the Combat Support Total.
5. Air Points used in Combat Support are subject to enemy Anti-Aircraft Fire before adding their value to the Combat Support Total (see 22.1).

17. ARTILLERY

Towed, Self-Propelled, Rocket, and Missile Artillery Units use the following rules:

1. An Artillery Unit may use its Barrage Strength against targets within its Range. Range is calculated from the Artillery hex (excluded) to the hex being attacked (included).
2. An Artillery Unit may use its Barrage Strength for Combat Support, Bombardment, and Interdiction.
3. An Artillery Unit cannot use its Barrage Strength for Combat Support when Engaged or Half-Engaged.
4. The Barrage Strength used by an Artillery Unit depends on its Type and current Posture:
   a. A Self-Propelled or Rocket Artillery uses its full Barrage Strength when in Barrage, Shoot&Scoot, or Close Support Posture, and its reduced Barrage Strength when in Tactical Posture.
   b. A Towed or Missile Artillery uses its full Barrage Strength when in Barrage Posture, and its reduced Barrage Strength when in Shoot&Scoot Posture.
5. An Artillery Unit using its Barrage Strength must increase its Attrition Points by one.
6. A Rocket Artillery can double its Barrage Strength by increasing its Attrition by an additional point.

7. An Artillery Unit may use its Barrage Strength any number of times during a Turn, as long as it is able to take the appropriate number of Attrition Points each time.
8. An Artillery Unit in a hex under attack and containing no friendly Combat Units cannot use its Barrage Strength and defends with a Defense Strength of one.

18. HELICOPTERS

1. A Helicopter unit in FARP Posture may use its Barrage Strength against targets within its Range. Range is calculated from the Helicopter hex (excluded) to the hex being attacked (included).
2. A Helicopter unit may use its Barrage Strength for Combat Support, and Bombardment against a target adjacent to a friendly Combat Unit.
3. A Helicopter unit cannot use its Barrage Strength when Engaged or Half-Engaged.
4. A Helicopter unit may use its Barrage Strength once per each Action Phase (friendly and enemy). After use, turn the Helicopter unit upside down to mark this fact.
5. Helicopters cannot be used in Combat Support or Bombardment if the attacked hex contains City Terrain Type.
6. A Helicopter unit under attack in a hex containing no friendly Combat Units cannot use its Barrage Strength and defends with a Defense Strength of one.

19. AIR POINTS

Air Points, representing strike packages, can be used for Combat Support, Bombardment, Interdiction, and Reconnaissance.

19.1 Air Sectors

In order to organise the air activities and avoid blue-on-blue incidents, a vast war theatre like Central Europe must be subdivided into air sectors, each having its own assets and chain of command.

The concept of Air Sectors has limited impact when using a single C3 module, but becomes more relevant when combining two or more modules together.

1. Each C3 map may contain one or more Air Sectors, defined as follows:

NATO
BALTAP: Die Festung Hamburg Map, North of river Elbe and North of xx28 hexrow
NORTHAG Sector 1: Die Festung Hamburg Map, South of river Elbe and South of xx27 hexrow
NORTHAG Sector 2: The Dogs of War Map
CENTAG Sector 1: Less Than 60 Miles Map
CENTAG Sector 2: In a Dark Wood Map
FATAC 2: In a Dark Wood Map
Warsaw Pact
North Front Sector 1: Die Festung hamburg Map
North Front Sector 2: The Dogs of War Map
Central Front Sector 1: Less Than 60 Miles Map
Central Front Sector 2: In a Dark Wood Map

2. Air Points are assigned to a specific Air Sector and can be used only inside that Air Sector.
3. Air Points can be transferred from an Air Sector to another (see 19.5, Transferring Air Points).

19.2 Using Air Points

1. Each Air Sector has a Maximum Air Points value, a Current Air Points value, and a Grounded Air Points value.
2. Maximum Air Points are determined by the Scenario being played and may be increased or decreased by Reinforcements, Event Cards, enemy Anti-Aircraft Fire, and Air Points Transfer.
3. Current Air Points have a starting value equal to Maximum Air Points, and are decreased each time Air Points are used. Current Air Points can never be less than zero or Grounded Air Points value, whichever is higher.
4. Grounded Air Points depend on Time and Weather, and represent aircraft unable to operate during Night or Bad Weather (see 29.4, Weather Effects on Air Points).

19.3 Air Points Phase

As aircraft returning from missions may require repair, refit, or additional maintenance time, it is possible that only a fraction of the Air Points used during a Turn will be available again during the following Turn.

During the Air Point Phase, each Air Sector may increase its Current Air Points, up to its Maximum Air Points value.

1. Each side rolls on the Air Points Table for each Air Sector and increases the Sector's Current Air Points by the resulting number.
2. The die roll can be modified by several factors, listed on the Air Points Table. All modifiers are cumulative.
3. For each Air Sector, Current Air Points can never be higher than Maximum Air Points.

19.4 CAS Areas

Close Air Support areas must be planned and coordinated with Air Force and cannot be improvised. Air Points supporting ground troops outside a predefined CAS Area are less effective.

1. A CAS Area is defined by Issuing a CAS Area Order, using the standard Orders procedure (see 14, Orders).
2. The Issuing HQ for a CAS Area Order must be a Top HQ physically inside the affected Air Sector. If no such HQ is present, the Order cannot be Issued.
3. The Issuing HQ for a NATO CAS Area Order must be of a specific nationality, depending by the Air Sector. If no HQ of such nationality is present, the Order cannot be Issued.

BALTAP: DK or WG
NORTHAG Sector 1: NL or WG
NORTHAG Sector 2: UK, or WG if no UK Top HQ is present
CENTAG Sector 1: US
CENTAG Sector 2: US
FATAC 2: FR

4. In the Order Execution Phase during which a CAS Areas Order is executed, up to 2 CAS markers can be moved or placed in any hex of the corresponding Air Sector.
5. The CAS marker is the centre of a CAS Area having a range of 4 Hexes.
6. A CAS Area may overlap with other friendly or enemy CAS Areas, with no additional or adverse effects.
7. A friendly CAS marker can be voluntarily removed at any time.
8. Each Air Point supporting a combat taking place inside one of its own CAS Areas increases the Combat Support Total by two (see 16.3, Air Combat Support).
9. CAS Areas have no effect on Bombardment and Interdiction Missions.

19.5 Transferring Air Points

Transferring aircraft support to a different air sector requires a reorganisation of command and communication procedures and sometimes the physical relocation of the aircraft. Therefore, it has a negative impact on the number of Air Points available.

1. During the Air Points Adjustment Phase, a Player may transfer any number of Current Air Points from one Air Sector to another.
2. The Player decreases both the Current Air Points and Maximum Air Points of the Air Sector transferring the Air Points by the amount transferred.
3. The Player increases the Maximum Air Points value of the Air Sector receiving the Air Points by the amount transferred. The Current Air Points value is left unchanged.

20. BOMBARDMENT

During each Bombardment Phase, both sides may use Artillery, Helicopters, and Air Points to Bombard enemy units, Permanent Bridges or Panel Bridges.

1. The Phasing side conducts his Bombardments first, followed by the non-Phasing side.
2. (**optional**) Starting with the Phasing Side, the two sides alternate in executing Bombardment, until both sides have executed all the desired Bombardments.

20.1 Unit Bombardment

1. The Player announces the target enemy unit. Only enemy units having a Detection Level of 1 or more can be Bombarded, and each enemy unit can be Bombarded only once per Bombardment Phase.
2. Artillery Units, Helicopter units and Air Points are assigned to the Bombardment.
3. The opposing side resolves any AA Fire.
4. The total Bombardment Value is determined by adding the Barrage Strength of allocated Artillery and surviving Helicopters, plus two for each surviving Air Point.
5. The Player rolls on the Bombardment Table. The Die Roll is modified by the Posture of the target unit (see Postures Chart), by the single Terrain Modifier most favourable to the target unit, and by any Defensive Works in the hex (see Bombardment Table).
6. The Bombardment result is applied to the target unit.

20.2 Bridge Bombardment

1. The Player announces the target Bridge. A Bridge can be Bombarded only once per Bombardment Phase.
2. Artillery and Air Points are assigned to the Bombardment. Helicopters and Chemical Weapons cannot be used in Bridge Bombardment.
3. The opposing side resolves any AA Fire.
4. The total Bombardment Value is determined by adding the Barrage Strength of allocated Artillery, plus two for each surviving Air Point.
5. The Player rolls on the Bombardment Table, using a Detection Value of 4 for Permanent Bridges and a Detection Value of 2 for Panel Bridges.The Detection Level can be increased by Intelligence (see 25).
6. A result of 1 or higher against Support Units destroys a Panel Bridge.
7. A result of 2 or higher against Support Units destroys a Permanent Bridge.

21. INTERDICTION

During the Bombardment Phase, both sides may use Artillery Units and Air Points to Interdict a hex. The Phasing Side conducts Interdiction first, followed by the non-Phasing Side.

1. The Player announces the target hex. A specific hex can be targeted by Interdiction only once per Bombardment Phase.
2. Artillery and Air Points are assigned to the Interdiction.
3. The opposing side resolves any AA Fire.
4. The Total Interdiction Value is determined by adding the Barrage Strength of allocated Artillery, plus two for each surviving Air Point.
5. The Player rolls on the Interdiction Table, and places in the target hex an Interdiction marker equal to the result obtained.
6. The Interdiction marker represents the number of additional MPs that must be expended by a unit to exit the Interdicted hex.
7. During the following Housekeeping Phase, all Interdiction markers are removed from the map.
8. Instead of paying the additional MP cost to exit an Interdicted hex, a moving Warsaw Pact unit may choose to increase its Attrition by one.

21.1 LARS Minefields (Optional)

West German's LARS rocket artillery was typically equipped with a number of DM-711 minelet dispensing rockets, allowing to quickly cover large areas with anti-tank mines.

1. Any Interdiction Fire including at least one West German Rocket Artillery has a +3 die roll modifier when rolling on the Interdiction Table.

22. ANTI-AIRCRAFT FIRE

Air Points and Helicopters are subject to enemy Anti-Aircraft Fire (AA Fire). AA Fire may result in Air Points aborting the mission or being eliminated, or in an Attrition Points increase for Helicopters.

22.1 Anti-Aircraft Fire vs. Air Points

1. Each time Air Points are used, the enemy side may execute AA Fire.
2. During Bombardment or Interdiction, AA Value is calculated as follows:
   a. Two AA Points for each enemy unit in the Target hex. If the Target is a Bridge, the enemy side decides which of the two hexes adjacent to the Bridge is the Target hex.
   b. One AA Point for each enemy unit adjacent to the Target hex.
3. During Ground Combat, AA Value is calculated as follows:
   a. Two AA points for each enemy unit in the Attacker or Defender hex.
   b. One AA point for each enemy unit in any other hex adjacent to the attacked one.
4. During Disengagement, AA Value is calculated as follows:
   a. One AA point for each enemy unit adjacent to the unit attempting to Disengage.

22.2 Anti-Aircraft Fire vs. Helicopters

1. A Helicopter unit using its Barrage Strength must trace a movement path to the target. The target is the Defender's hex during Ground Combat, or the unit to attack during Bombardment.
2. For each hex along the movement path containing enemy units, except the target's hex, the Helicopter unit is subject to **Transit AA Fire**. AA value is equal to one point for each enemy unit in the hex.
3. After reaching the target's hex, each single Helicopter unit is subject to **Final AA Fire**. AA Value is calculated as follows:
   a. During Ground Combat and Bombardment, two AA points for each enemy unit in the Attacker, Defender, or Target hex.
   b. During Disengagement, a fixed value of two AA points.
4. A Helicopter unit may use Nap-Of-Earth (NOE) movement to reduce enemy AA effectiveness, simply by announcing it before the enemy rolls on the AA Table. Each single time a Helicopter uses NOE flight, its range is reduced by 3 and the enemy AA Value is halved, down to a minimum value of 1.
5. Final AA Fire against a Helicopter used in Bombardment has an additional +2 Die Roll Modifier.

22.3 Anti-Aircraft Fire Resolution

1. The side executing the AA Fire calculates his total AA Value and rolls a die on the AA Fire Table, applying any die roll modifier.
2. AA Fire against Air Points may result in some of them shot down or forced to abort.
   a. Air Points shot down or aborted failed to reach the target, and are not counted when determining the total Combat Support, Bombardment, or Interdiction value.
   b. For each Air Point shot down, the corresponding Max Air Points are decreased by one.
3. AA Fire against a Helicopter may increase its Attrition Points, and possibly eliminate the unit.

23. DETECTION

By the 1980s detection was no longer solely dependent on visual location, recognition and identification. Signals Intelligence, battlefield surveillance by radar and non-visual spectrum scanning greatly increased the chances for both sides to identify and even pinpoint enemy positions at distance, in bad weather and difficult light.

Each unit has a Detection Level, depending on factors like Posture, distance from enemy units and Terrain. Detection has a minimum level of zero, and a maximum level of four.

Detection Level heavily influences the effectiveness of Bombardment. A unit with Detection Level 0 cannot be bombarded, while a unit at Detection Level 4 could incur in serious losses.

23.1 Detection Level

1. Each unit has a Detection Level, depending by its position in relation to enemy units (see Detection Level Table).

2. The Detection Level can be further modified by other considerations (see Detection Modifiers Table). All Detection Modifiers are cumulative.

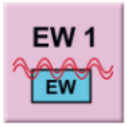
Example: An enemy Artillery Unit is in Barrage Posture, in a City hex, and within 2 hexes from a friendly deployed HQ. Detection Level is 1, as it is a Support Unit within 4 hexes from a friendly deployed HQ. Detection Level is then modified by +1 (Barrage Posture), +1 (Artillery Unit within 2 hexes from a friendly unit) and -1 (City hex), for a final Detection Level of 2.

23.2 SIGINT (Optional)

Headquarters transmitting or receiving orders emit a very high quantity of radio signals, even when using cables for most communications. Enemy could be able to deduce the HQ's exact location by using Signal Intelligence.

1. A HQ unit used in a Command Chain during the Order Execution Phase has a Spotted marker placed under it.
2. A HQ unit used as Front-Line Command during Ground Combat has a Spotted marker placed under it.
3. A Spotted marker increases the HQ's Detection Level by 1.
4. A Spotted marker is removed when the HQ expends MPs for any function, or Retreats after Combat.

24. ELECTRONIC WARFARE



Each Top HQ has a number of Electronic Warfare (EW) Points, determined by the scenario being played.

Available EW Points must be allocated to on-map HQs and can be subsequently used during Ground Combat to reduce the effectiveness of enemy Combat Unit, Combat Support, and disrupt HQ communications.

24.1 EW Allocation

1. During the EW Allocation Phase, the Phasing Side may allocate EW Points to HQs. The receiving HQ must meet the following prerequisites:
   a. It must have EW capabilities.
   b. It must be within the Command Range of its Parent HQ, if any.
   c. It must share the same Top HQ as the EW Points.
   d. It must share the same nationality as the EW Points. If no such EW Points exist in the current Scenario, this prerequisite is ignored.
   e. It must be able to trace a Supply Line of any length to a valid Supply Source.
2. The Player expends one CP from the Top HQ to which the receiving HQ belongs.
3. The Player decreases the EW Points of the Top HQ and nationality being used by the desired amount, and places an EW marker with a corresponding value under the receiving HQ.

24.2 EW Deallocation

1. During the EW Deallocation Phase, the Phasing Side may deallocate EW Points from a HQ. The HQ must meet the following prerequisites:
   a. It must be within Command Range of its Parent HQ, if any.
   b. It must be able to trace a Supply Line of any length to a valid Supply Source.
2. The Player decreases the EW Points of the HQ by the desired amount and increases the EW Points of the corresponding Top HQ and nationality by the same amount.

24.3 EW Resolution

During the EW Resolution Step of Ground Combat, both sides may use EW points allocated to nearby HQs.

1. In order to use an HQ's EW Points, the following prerequisites must be met:
   a. The HQ must be within 4 hexes from an enemy unit involved in the Ground Combat.
   b. At least one of the units involved in combat must be subordinate to the HQ, or belong to a Formation directly or indirectly subordinate to the HQ down to the lowest Hierarchical level.
   c. At least one of the units involved in combat must share the same nationality as the HQ.
   d. The hex where the Ground Combat is taking place must be within the HQ's Command Range.
2. EW Points from different HQs are added together and used as a final, combined value.
3. Each side using EW rolls a die on the Electronic Warfare Table, applies any relevant die roll modifier and determines the effects on the enemy.
4. Any EW Effect is valid for the Ground Combat currently being resolved only.
5. EW Points assigned to a HQ are never "spent" and can be used an unlimited number of times.

24.4 EW Effects

Electronic Warfare may have up to four different effects on enemy's capabilities: A Combat Modifier; a decrease of enemy Air and Helicopter Support; a decrease of enemy Artillery Support; an inability for enemy HQs to influence combat.

1. Each result on the Electronic Warfare Table has three different columns, with the following meaning:

   Red nr. (left): Combat Modifier for Attacker EW

   Blue nr. (center): Combat Modifier for Defender EW

   Black codes (right): Effects applied to the enemy

2. Additional effect codes have the following meaning:

   E1: Enemy Air and Helicopter Combat Support is halved

   E2: Enemy Artillery Combat Support is halved

   E3: Enemy units are considered Out of Command, and enemy HQ cannot use Front-Line Command

3. When calculating EW Effects on Combat Support, halve and round down each type of Combat Support separately.

25. INTELLIGENCE (Optional)

High level commands of both sides had at their disposal additional methods to integrate the basic intelligence gathered by front line units: in 1985, the most effective ones were analysis of enemy radio traffic and aerial reconnaissance.

This additional intelligence does not come for free. Even though the dirty work has been done by specialised units, it is the command staff that must evaluate the results and decide how to use them.

25.1 Signal Intelligence

During the Bombardment Phase, both Players may try to gather Signal Intelligence by using an HQ with assigned EW Points.

1. The Player announces the HQ gathering Intelligence. The chosen HQ must be in Deployed Posture and have at least one EW Point assigned.
2. The Player expends one CP from the Top HQ to which the used HQ belongs.
3. The Player rolls a die, applies any relevant die roll modifier, and consults the Intelligence Table using the column corresponding to the used HQ's EW Points. If the result is a number, place a corresponding Intelligence marker within 4 hexes from the HQ used.
4. An HQ can attempt to gather Signal Intelligence only once per Bombardment Phase, no matter the result.

25.2 Recon Intelligence

During the Bombardment Phase, both Players may try to increase the Detection Level of enemy units anywhere on the map by expending Command and Air Points.

1. The Player expends one CP from the Top HQ gathering Intelligence, and up to a maximum of three Air Points from the Air Sector where the HQ is located.
2. The Player select a target hex in the same Air Sector of the used Top HQ.
3. The Player rolls a die and consults the Intelligence Table using the column corresponding to the number of expended Air Points multiplied by two. If the result is a number, place a corresponding Intelligence marker in the target hex.
4. A Top HQ can attempt to gather Recon Intelligence only once per Bombardment Phase, no matter the results.
5. Recon Intelligence cannot be used during Night, Fog or Precipitation Turns.

25.3 Intelligence Effects

1. All enemy units within 1 hex from the Intelligence marker have their Detection Level increased by the value of the Intelligence marker.
2. Multiple Intelligence markers have a cumulative effect.

26. CHEMICAL WARFARE

Combat Support, Interdiction and Bombardment executed by Artillery or Air Points can also employ chemical weapons. In addition, Warsaw Pact may opt for using Non-Persistent or Persistent Gas.

Chemical weapons increase the effectiveness of the mission by a variable amount.

26.1 Initiating Chemical Warfare

1. Warsaw Pact may initiate Chemical Warfare simply by announcing it at the beginning of a Turn.
2. If Warsaw Pact initiates Chemical Warfare, the scenario result is shifted by one level in NATO favour when determining victory (i.e., a Warsaw Pact Marginal Victory becomes a NATO Marginal Victory).
3. NATO may initiate Chemical Warfare only after Warsaw Pact initiated it first, and only from the Turn following Warsaw Pact's declaration.
4. NATO can actually **use** Chemical Weapons only 24 Turns after having initiated Chemical Warfare. Yes, that's a lot of time.
5. Each time a side uses Chemical Weapons on a hex containing City Terrain, it forfeits 1/10 of its final Victory Points. Players should keep track of this on a separate piece of paper.

26.2 Agent Types

Two generic kind of Chemical Agents can be used: Persistent and Non-Persistent. The main difference is not in effectiveness, but in duration and utilisation type.

26.2.1 Non-Persistent Gas

1. Both sides may use Non-Persistent Gas in Ground Combat and Bombardment.
2. Non-Persistent Gas cannot be used during a Rain Turn.

26.2.2 Persistent Gas

1. Only Warsaw Pact can use Persistent Gas in Ground Combat, Bombardment, or Interdiction.
2. Each time Warsaw Pact employs Chemical Weapons, he must announce if it is using Persistent or Non-Persistent Gas.
3. When using Persistent Gas during Ground Combat, a Chemical Contamination marker is placed in the Defender's hex.
4. When using Persistent Gas during Bombardment, a Chemical Contamination marker is placed if the mission resulted in Attrition Points inflicted to the target.
5. When using Persistent Gas during Interdiction, a Chemical Contamination marker is placed in the Target hex if the mission resulted in a +4 Interdiction marker being placed.
6. Warsaw Pact units entering a hex with a Chemical Contamination marker must expend 2 additional MPs.
7. NATO units entering a hex with a Chemical Contamination marker must expend 4 additional MPs.
8. No Supply Line can be traced into or through a Chemical Contaminated hex.
9. During the End Phase of each Turn, check for removal of each Chemical Contamination marker by using the following table:

Weather	Remove Contamination on a Roll…
Precipitation	1 - 5
Clear or Fog	1 - 3

26.3 Chemical Weapons Effect

26.3.1 Ground Combat

1. Chemical Weapons used in Ground Combat give an additional Combat Modifier, as listed in the following table:

Side, Turn	Combat Mod.
WP, Turn 1 - 8 of Chem. Warfare	+/- 3
WP, Turn 9 - 16 of Chem. Warfare	+/- 2
WP, Subsequent Turns	+/- 1
NATO, Turn 1 - 8 of Chem. Warfare	+/- 2
NATO, Subsequent Turns	+/- 1

2. The side using Chemical Weapons decides the direction of the modifier (plus or minus).

26.3.2 Bombardment

1. Chemical weapons can be used in a Bombardment mission only if the target unit has a Detection Level of 2 or more.
2. Bombardment using Chemical Weapons has an additional modifier to the die roll, as listed in the following table:

Side, Turn	DRM
WP, Turn 1 - 8 of Chem. Warfare	+3
WP, Turn 9 - 16 of Chem. Warfare	+2
WP, Subsequent Turns	+1
NATO, Turn 1 - 8 of Chem. Warfare	+2
NATO, Subsequent Turns	+1

26.3.3 Interdiction

1. Chemical weapons used in an Interdiction mission must be of Persistent type.
2. Use of Chemical Weapons in Interdiction does not give any modifier per se, but the effect is more marked should the Interdiction succeed (See 26.2.2, Persistent Gas).

27. NUCLEAR WARFARE

27.1 Initiating Nuclear Warfare

1. Both sides may initiate Nuclear Warfare simply by announcing it at the beginning of a Turn.
2. When determining victory, the scenario result is shifted by one level in disadvantage of the side that initiated Nuclear Warfare first (i.e., if NATO initiated Nuclear Warfare, a NATO Marginal Victory becomes a Warsaw Pact Marginal Victory).
3. Each time a side delivers Nuclear Weapons on a hex containing City Terrain, it forfeits 1/10 of its final Victory Points. Players should keep track of this on a separate piece of paper.
4. (**optional**) NATO can initiate Nuclear Warfare only after Warsaw Pact initiated Chemical or Nuclear Warfare, and only from the Turn following Warsaw Pact's declaration.
5. (**optional**) NATO can never deliver Nuclear Weapons on a hex containing a City.

27.2 Delivering Nuclear Weapons

1. In each Scenario, each side has a number of Nuclear Points that can be delivered by Air Points and Artillery Units.
2. Each Air Point can deliver up to 4 Nuclear Points.
3. Each Missile Artillery Unit can deliver up to 5 Nuclear Points.
4. Each Self-Propelled or Towed Artillery Unit can deliver a maximum amount of Nuclear Points equal to its Full Barrage Strength.
5. The amount of Nuclear Points delivered are subtracted from the available Nuclear Points.

27.3 Resolving Nuclear Attacks

Nuclear Attacks use the same rules of a standard Bombardment, with the exception that the Nuclear Attack Table is used for resolution.

1. Total the number of Nuclear Points successfully delivered and roll on the Nuclear Attack Table. The Die Roll is modified by the single Terrain Modifier most favourable to the target unit.
2. Nuclear Attacks deliver both direct and indirect damage. Number left of the slash (Direct Damage) is the Attrition Points suffered by the target unit. Number right of the slash (Indirect Damage) is the Attrition Points suffered by every other unit in the target hex.
3. A Combat Unit in Deployed Mode decreases its result by one.
4. A unit in Column Mode and suffering a result greater than zero must increase it by one.
5. If a Nuclear Attack inflicts at least 1 point of Indirect Damage,

all Ribbon Bridges and Panel Bridges in the target hex are destroyed.

6. If a Nuclear Attack inflicts at least 2 points of Indirect Damage, all Bridges in the target hex are destroyed.

27.4 Nuclear Contamination

1. Any Nuclear Attack resulting in Indirect Damage also contaminates the target hex.
2. Place a Nuclear Contamination and a Time marker corresponding to the Current Time minus three hours.

3. If the hex already contains a Nuclear Contamination marker, replace its Time marker with the new one caused by the attack just resolved.

Example: During Turn H06, NATO executes a Nuclear Attack resulting in Contamination. The hex already contains a Nuclear Contamination marker with a "H15" Time marker. NATO Player removes the "H15" Time marker and replace it with a "H03" Time marker.

4. Entering a Nuclear Contaminated hex costs 4 additional MPs.
5. No Supply Line can be traced into or through a Nuclear Contaminated hex.
6. A unit in a Nuclear Contaminated hex at the end of the Friendly Movement Phase must roll on the Nuclear Attack Table, using Detection Level 1, 1 Nuclear Point and no modifiers of any kind. Results are implemented immediately.
7. Helicopters in a Nuclear Contaminated hex cannot use their Barrage Strength.
8. During the End Phase of each Turn corresponding to the Time associated to a Nuclear Contamination marker, roll a die to determine if the Contamination decayed. On a roll of 1 to 5, remove both the Contamination and Time marker.

28. INTEGRATED BATTLEFIELD (Optional)

In a chemical or nuclear battlefield, reassuringly called "Integrated Battlefield" in official US Army documents, even the simplest action becomes problematic due to the protection measures that must be adopted. The effect on challenging tasks like writing and communicating orders are, in short, catastrophic.

Immediately after the first use of Chemical or Nuclear Weapons, Issue Time, Deploy Time, and Time needed for Authorized / Unauthorized Posture Change are all doubled. This applies to both sides.

29. WEATHER

29.1 Weather Determination

29.1.1 Night

Night Turns may vary depending on the time of the year. Nights Turns are summarised below and on the Time Track:

- December, January: from H18 to H06
- February, March, October, November: from H18 to H03
- April, May July, August, September: from H21 to H03
- June: from H00 to H03

29.1.2 Fog & Precipitation

During the Weather Phase, the weather for the current Turn is determined using the following procedure:

1. The Turn Track is consulted to determine if Fog is possible.
2. If Fog is possible, Warsaw Pact rolls a die on the Weather Table: A **F** result means Fog is in effect for the current Turn.
3. Whatever the Fog result, Warsaw Pact rolls again on the Weather Table to determine Precipitation: A **P** result means Precipitation is in effect for the current Turn.
4. During Fog Turns, Precipitation Die Roll has a +2 modifier. It is possible, although improbable, to have Fog and Precipitation during the same Turn.
5. (**optional**) Players may decide to determine weather separately for each map used in the Scenario being played.

29.2 Weather Effects on Movement

1. In a Spring, Summer and Fall Turn with Precipitation in effect, the weather is Rain. MP cost for each hex entered is increased by one, except when moving on Roads.
2. In a Winter Turn with Precipitation in effect, the weather is Snow. MP cost for each hex entered is increased by one.
3. During a Night Turn, MP costs paid for Terrain Type and Terrain Feature for each hex entered are doubled.
4. During a Night Turn, River Crossings requiring an Attrition Roll have a -2 Die Roll Modifier.
5. Weather effects on Movement are cumulative. So, the cost for entering a hex during a Night Precipitation Turn is increased by one and then doubled.

29.3 Weather Effects on Ground Combat

Various weather conditions have a cumulative effect on Ground Combat (see 15.6.16, Weather and the Weather Combat Modifiers table).

29.4 Weather Effects on Air Points

1. During a Turn in which Night, Fog or Precipitation are in effect, a portion of the Air Points in the affected Air Sectors is considered Grounded and cannot be used.
2. If Air Points have already been Grounded from a previous Turn, there is no additional effect.
3. If no Air Points are currently Grounded, proceed to ground aircraft in each affected Air Sector:
   a. For NATO, place the Grounded Air Points marker on the slot corresponding to 1/3 of the Maximum Air Points.
   b. For WP, place the Grounded Air Points marker on the slot corresponding to 1/2 of the Maximum Air Points.
   c. For both sides, place the Current Air Points marker on the slot corresponding to the sum of the Grounded Air Points plus 1/2 of the Current Air Points.
4. During a Turn in which Night, Precipitation or Fog are in effect, a side or nationality may have a negative die roll modifier on the Air Points Table rolls (see Air Point Table).
5. Grounded markers for both sides are removed at the end of any Weather Phase in which no Night, Fog or Precipitation are in effect. The Current Air Points marker is not moved.

29.5 Weather Effects on Helicopters

Helicopters cannot use their Barrage Strength during Night or Snow Turns.

30. SUPPLY

Due to the game scale, supply is important but somewhat abstracted. The objective of the supply rules is not simulating the details of the military logistical chain, but imposing a realistic, additional burden on the command structure of each side. The additional staff work needed to organise and maintain the supply flow can become critical when equally urgent matters must be handled at the same time.

In order to remove Attrition Points, a unit must be able to trace a valid Supply Line from a Supply Source. Units without a valid Supply Line cannot remove Attrition Points by any means.

30.1 Tracing Supply Lines

A Supply Line is an uninterrupted line of hexes, running from a friendly Supply Source to a friendly unit. A Supply Line is traced using the following procedure:

1. A Supply Line is formed by two segments.
2. The first segment starts from a valid Supply Source and ends at a Supply Hub. This segment can be of any length and must be traced along hexes containing a Road. It is not necessary for the roads to be uninterrupted, as long as each hex contains at least a Road.

Example: NATO traces the first segment of a Supply Line starting from hex 0117 and moving along the major road up to hex 1723. The segment could then continue toward hexes 1722, 1822, 1823, or 1724, as they all contain a Road.

3. The second segment starts from the Supply Hub and ends at the unit receiving supply. This segment can have a maximum length of 6 hexes for NATO, and 4 hexes for Warsaw Pact.
4. The Supply Hub used for the second segment must also meet the following prerequisites:
   a. It must share the same Top HQ as the unit.
   b. it must share the same nationality as the unit, if such

Supply Hub exists in the current Scenario.

5. Both segments of the Supply Line cannot be traced in or through:
   a. A hex occupied by enemy units or Breakthrough markers.
   b. A hex adjacent to enemy units and not occupied by friendly units.
   c. A River hexside with no Permanent or Panel Bridges.
   d. A Chemical or Nuclear contaminated hex.
   e. An impassable terrain hex or hexside (i.e., sea or lake).

30.2 Supply Sources

1. A NATO Supply Source is a friendly-controlled map edge hex inside a NATO country, containing a road exiting the map, and in the following ranges:

Module	Hex Ranges
Less Than 60 Miles	Any
The Dogs of War	Any
Die Festung Hamburg Non-BALTAP Forces	0101 - 0135
Die Festung Hamburg BALTAP Forces	2901 - 4501
In a Dark Wood	Any

2. A WP Supply Source is a friendly-controlled map edge hex, containing a road exiting the map, and in the following ranges:

Module	Hex Ranges
Less Than 60 Miles	5401 - 5427, 5327
The Dogs of War	5401 - 5427, 2927 - 5427
Die Festung Hamburg	5417 - 5435, 4235 - 5435
In a Dark Wood	2101, 2501 - 5401, 5401 - 5429

3. A listed hex not initially under friendly control can be used as a Supply Source after it becomes friendly-controlled.

30.3 Supply Hubs

Each Top HQ has an assigned number of Supply Hubs, used to trace Supply Lines to all units under its command.

Supply Hubs are not moved, but rather relocated using Command Points. Also, they cannot be directly attacked or bombarded.

30.3.1 Supply Hub Initial Placement

1. During the Scenario Setup, each Player places his assigned Supply Hubs as he sees fit, subject to the same rules used for Supply Hub Relocation (see 30.3.2).
2. The initial placement of Supply Hubs does not require the expenditure of Command Points.

30.3.2 Supply Hub Relocation

During the Attrition Removal Phase, the Phasing Side may place an unused Supply Hub or relocate an already placed Supply Hub, subject to the following rules:

1. He must expend one CP from the Top HQ to which the placed Supply Hub belongs.
2. The placement hex must contain a road and must be adjacent or in the same hex of a friendly unit.
3. The placement hex must be within the Command Range of a friendly HQ belonging to the Top HQ placing the Supply Hub.
4. The placement hex must not be adjacent to enemy units.
5. The placement hex cannot be inside an enemy Screen Area, unless the hex also contains a friendly Combat Unit.
6. The placement hex must be able to trace the First Segment of a Supply Line to a valid Supply Source (see 30.1, Tracing Supply Lines).

30.3.3 Supply Hub Removal

1. In the instant a Supply Hub is adjacent to an enemy unit, it is removed from the map. The presence of friendly units is irrelevant.
2. A removed Supply Hub will be available for relocation during the next friendly Attrition Removal Phase, using the Supply Hub Relocation rules (see 30.3.2).
3. Some Action / Event Cards may **permanently** remove a Supply Hub from play.

31. DEFENSIVE WORKS

Engineers may be employed to build Defensive Works and improve the defense capabilities of Combat Units using them. Defensive Works can be of Level 1 or Level 3 (Yes, there is no Level 2).

31.1 Building Defensive Works

1. During the friendly Engineer Phase, the Player chooses a hex where the Defensive Works will be built. The hex must meet all the following prerequisites:
   a. It cannot contain a Flood Terrain Feature or Nuclear Contamination marker.
   b. It must be within Command Range of an HQ.
   c. For level 1 works, it cannot be adjacent to an enemy Combat Unit or must have a friendly Combat Unit in it. For level 3 works, it must contain a Combat Unit sharing the same nationality as the Engineer Point used, and an already completed level 1 marker.
2. The Player expends one CP from the Top HQ to which the HQ used as prerequisite belongs.
3. The Player expends one Engineer Point from the Top HQ to which the HQ used as prerequisite belongs. The Engineer Point must also share the same nationality as the HQ used as prerequisite, if such Engineer Points exist in the Scenario.
4. The Player places appropriate Engineer, Defensive Works and Time markers in the hex. Building or Upgrading Defensive Works takes two Turns.
5. During the friendly Engineer Phase of the Turn corresponding to the Time marker, the Defensive Work is completed. The Time and Engineer markers are removed, and the previously expended Engineer Point is gained back. When improving from level 1 to level 3, also remove the previous level 1 marker.
6. A Defensive Work Level in construction has no effect on Ground Combat.

31.1.1 British Defensive Works

British Army has a predilection for digging in and is equipped to use this tactic to its maximum extent whenever possible.

1. When using British Engineer Points, building or upgrading Defensive Works requires no CP expenditure.
2. When using British Engineer Points, building a level 1 Defensive Works takes only one Turn.

31.2 Destroying Defensive Works

1. A Defensive Work is destroyed if, at any time during or after construction, it is in an enemy-occupied hex.
2. When a Defensive Work is destroyed, its marker is removed. For Defensive Works still in construction, the Engineer marker is also removed and the previously expended Engineer Point is gained back.

31.3 Defensive Works Effects

1. A unit attacking a hex containing Defensive Works must expend a number of additional MPs equal to the Defensive Works Level.
2. A unit moving into a hex containing enemy Defensive Works must expend a number of additional MPs equal to the Defensive Works level.
3. A unit defending in a hex containing Defensive Works has a favourable Combat Modifier equal to the Defensive Works' level (Exception: Reducing Defensive Works).

31.4 Reducing Defensive Works

1. If a unit defending in Ground Combat suffers Attrition as a result of Combat, any Defensive Work in its hex is reduced by one level at the end of the Combat Sequence: a level 3 marker is reduced to 1, while a level 1 marker is removed.
2. After declaring a Ground Combat, the attacker may expend Engineer Points to reduce the effects of Defensive Works:
   a. The attacking unit must be within Command Range of its Parent HQ.
   b. The attacker expends one Command Point from the Top HQ to which the attacking unit belongs.
   c. The attacker expends one Engineer Point from the Top

HQ to which the attacking unit belongs. The Engineer Point must also share the same nationality as the attacking unit, if such Engineer Points exist in the Scenario.

d. The attacker places an appropriate Engineer marker in the hex of the attacking unit.

e. For any attack starting from the hex, the additional MPs cost and Combat Modifier for attacking Defensive Works is reduced by one (0 MPs and 0 Combat Modifier for level 1, 2 MPs and 2 Combat Modifiers for level 3).

f. At the beginning of the following friendly Engineer Phase, the attacker may remove the Engineer marker and gain back the expended Engineers Point.

32. BRIDGES

Even for a army with extended amphibious capabilities, bridges are simply essential. Support and logistic vehicles have typically no amphibious capabilities, and the enormous amount of ammunition and supply required by modern warfare cannot be delivered without a safe crossing over water obstacles.

32.1 Permanent Bridges

A Permanent (or Civilian) Bridge is an hexside containing a Bridge symbol or a road crossing a Minor or Major River. Permanent Bridges are hard to destroy and may refuse to collapse even after taking considerable damage.

32.1.1 Emergency Demolition

During the friendly Engineer Phase, a unit may attempt to demolish one Permanent Bridge adjacent to its hex.

1. The Player declares the Emergency Demolition attempt, the unit attempting it and rolls a die:
   a. If the Bridge is adjacent to enemy Combat Units, the Demolition is successful on a roll of 7 or more.
   b. In all other cases, the Demolition is successful on a roll of 5 or more.
2. If the demolition attempt is successful, place a Destroyed marker over the Bridge hexside.
3. If the demolition attempt fails, no other Emergency Demolitions can be attempted on the same Bridge during the current Engineer Phase.

32.1.2 Bridge Mining

During the friendly Engineer Phase, a Permanent Bridge can be prepared for successive demolition by mining it.

1. Mining a Bridge is possible if all the following prerequisites are met:
   a. At least one hex adjacent to the Bridge hexside is within Command Range of a friendly HQ.
   b. There are no enemy Combat Units adjacent to the Bridge hexside, or there is at least one friendly unit adjacent to the bridge hexside.
   c. A friendly unit would be able to move from the hex containing the HQ to a hex adjacent to the Bridge, using the standard movement rules and not considering the Movement Costs.
2. If the Bridge can be mined, the Player executes the following steps:
   a. He expends one Engineer Point from the Top HQ to which the HQ used as prerequisite belongs. The Engineer Point must also share the same nationality as the HQ used as prerequisite, if such Engineer Points exist in the Scenario.
   b. He places an appropriate Engineer marker on the Bridge hexside, and a Time marker under the Engineer marker. Mining a Major Road Bridge takes two Turns, while any other Bridge takes one Turn.
3. During the friendly Engineer Phase of the Turn corresponding to the Time marker, the Bridge is considered Mined. The Player removes the Time and Engineer markers, gains back the previously expended Engineer Point, and place a Mined Bridge marker over the Bridge hexside.
4. Should an Mined Bridge have only enemy Combat Units adjacent to it at any time, the Mined Bridge marker is removed. If the mining was not yet completed, the owning side also removes the Engineer marker and gains back the previously expended Engineer Point.

32.1.3 Prepared Demolition

At any time during a Turn, the owning Player may attempt to demolish a Mined Bridge by stating so and rolling a die:

1. If the Bridge hexside has no adjacent enemy Combat Units, the demolition succeeds on a roll of 3 or more.
2. If the Bridge hexside has enemy Combat Units adjacent, the demolition succeeds on a roll of 5 or more.
3. Independently from the result, the Mined Bridge marker is removed.

32.2 Ribbon Bridges

A Ribbon Bridge uses prefabricated bridge sections, inflatable rafts and small river boats to create a floating bridge over a water obstacle. Unstable by nature, a ribbon bridge requires engineers support even after being completed.

Ribbon Bridges can be deployed by Engineers. A Ribbon Bridge requires some time to build and keeps Engineer resources busy, but once deployed the river can be crossed with little delay or risk.

32.2.1 Ribbon Bridge Prerequisites

During the Friendly Engineer Phase, a Player may begin construction of a Ribbon Bridge on a hexside if all the following prerequisites are met:

1. At least one of the hexes adjacent to the hexside is within the Command Range of a Friendly HQ.
2. The hexside is adjacent to a friendly unit.
3. The hexside is not adjacent to enemy Combat Units.

32.2.2 Ribbon Bridge Construction

1. The Player expends one Engineer Point and one CP from the Top HQ to which to the HQ used as prerequisite belongs. The Engineer Point must also share the same nationality as the HQ used as prerequisite, if such Engineer Points exist in the Scenario.
2. The Player places a Ribbon Bridge marker and an appropriate Engineer on the hexside.
3. The Player places an appropriate Time marker under the Engineer marker. Deploying a Ribbon Bridge takes one Turn for Minor Rivers, and two Turns for Major Rivers.
4. During the Friendly Engineer Phase of the Turn corresponding to the Time marker, the Player removes the Time marker and the Ribbon Bridge is considered completed. The Engineer marker must remain in place until the Ribbon Bridge is destroyed.

32.2.3 Ribbon Bridge Destruction

1. A Ribbon Bridge is destroyed if its hexside is adjacent to an enemy Combat Unit, during or after its deployment.
2. A Ribbon Bridge may be voluntarily destroyed by the owning side at any time.
3. When a Ribbon Bridge is destroyed, remove its marker, the corresponding Engineer marker, and increase the Engineer Points of the corresponding Top HQ by one.

32.3 Panel Bridges

A Panel Bridge uses prefabricated components assembled into a non-floating, solid structure allowing men and vehicles to cross a water obstacle with no additional engineer support.

Panel Bridges can be deployed by Engineers. A Panel Bridge requires a considerable time to build, but once completed no Engineers must be kept in place.

32.3.1 Panel Bridge Prerequisites

During the Friendly Engineer Phase, a Player may begin construction of a Panel Bridge on a hexside if all the following prerequisites are met:

1. At least one of the hexes adjacent to the hexside is within the Command Range of a Friendly HQ.
2. The hexside is adjacent to a friendly unit.
3. The hexside is not adjacent to enemy Combat Units.

32.3.2 Panel Bridge Construction

1. The Player expends one Engineer Point and one CP from the Top HQ to which to the HQ used as prerequisite belongs. The Engineer Point must also share the same nationality as the HQ used as prerequisite, if such Engineer Points exist in the

Scenario.

2. The Player places a Panel Bridge marker and an appropriate Engineer marker on the hexside.
3. The Player places an appropriate Time marker under the Engineer marker. Deploying a Panel Bridge takes two Turns for Minor Rivers, and three Turns for Major Rivers.
4. During the Friendly Engineer Phase of the Turn corresponding to the Time marker, the Panel Bridge is completed. The Player removes the Time and Engineer markers, and gains back the previously expended Engineer Point.

32.3.3 Panel Bridge Destruction

1. During the Friendly Movement Phase, a side having a unit adjacent to a Panel Bridge hexside may destroy it by simply stating so. The presence of enemy units is irrelevant.
2. When a Panel Bridge is destroyed, remove its marker. If the Panel Bridge was still under construction, the owning side also removes the Engineer marker, and gains back the previously expended Engineer Point.

33. REINFORCEMENTS

33.1 Air Reinforcements

1. Air Reinforcements are received during the Events Phase and may increase or decrease the number of Air Points available to an Air Sector.
2. Adjust both the Maximum and Current Air markers to reflect the change. In no case the value can go below zero.

33.2 EW Reinforcements

1. EW Reinforcements are received during the Events Phase and may increase or decrease the number of EW Points available to a Top HQ.
2. Adjust the EW marker of the appropriate Top HQ to reflect the change. In no case the value can go below zero.

33.3 Engineer Reinforcements

1. Engineer Reinforcements are received during the Events Phase and may increase or decrease the number of Engineer Points available to a Top HQ.
2. Adjust the Engineer Points of the appropriate Top HQ to reflect the change. Should the value go below zero, the affected side must remove Engineer markers from the map until the available Engineer Points reaches zero. Any associated Engineer work not yet completed is also removed.

33.4 Command Points Reinforcements

1. CP Reinforcements are received during the Events Phase and may increase or decrease the number of CPs available to a Top HQ.
2. Adjust both the Max and Current CP markers of the appropriate Top HQ to reflect the change. In no case the value can go below zero.

33.5 Ground Reinforcements

1. Ground Reinforcements arrive during the friendly Movement Phase.
2. Each Ground Reinforcement has specific entry hexes, listed in the scenario being played.
3. A Ground Reinforcement can enter the map in any Posture allowing Tactical or Column movement, except when differently stated by specific Scenario rules.
4. The MP cost for the entry hex must be paid and cannot contain enemy units. If there is no valid entry hex, the affected Ground Reinforcement is delayed to the next Turn.

33.6 WG Territorial Forces

In 1985, West Germany had a very efficient territorial army (Heimatschutz). In wartime, it could have mobilised 10 Brigades of good quality and several dozen regiments and smaller units used for garrison and rear defense duties.

The readiness of these units during peacetime varied greatly: Brigades with a 5x designation were manned up to 80%, while Regiments with a 8x designation typically had only a small number of standing personnel.

Most of West German units designated as **HS** or **VBK** are Territorial Units and need time to mobilise.

1. A Territorial Unit has two possible statuses: Inactive or Mobilised, with the specific mobilisation Turn listed in the Scenario rules.
2. While Inactive, an on-map Territorial Unit is placed upside-down and is subject to the following rules:
   a. It has an Attack and Defense value equal to half its normal value.
   b. It cannot move or retreat.
   c. It is considered in Refit Posture or in Moving Posture for HQs, but cannot remove Attrition Points.
3. During the friendly Movement Phase of its Mobilisation Turn, an on-map Territorial Unit is placed in any valid Posture and the above restrictions are lifted.
4. West German Territorial Units cannot leave West Germany. If forced to do so for any reason, they are eliminated.

33.7 West German Teilaktiv Battalions

Each West German brigade had one inactive battalion (Teilaktiv), mobilised in case of war by taking one company from each battalion of the same brigade. Moreover, each division would have been reinforced by two motorised light infantry battalions (Jägerbataillone).

1. WG units having a **T** right of their Type Symbol are Teilaktiv battalions.
2. A Teilaktiv battalion has two possible statuses: Inactive or Mobilised, with the specific mobilisation Turn listed in the Scenario rules.
3. While Inactive, a Teilaktiv battalion is placed upside-down and is subject to the following restrictions:
   a. It has an attack value of 0 and a defense value of 1.
   b. It cannot move or retreat.
   c. It is considered in Refit Posture, but cannot remove Attrition Points.
4. During the friendly Movement Phase of its mobilisation Turn, a Teilaktiv battalion is immediately placed in any valid Posture and the above restrictions are lifted.

34. EVENT CARDS

Event Cards represent unexpected or unpredictable circumstance, affecting a single unit or a whole operation theatre. Players have no control on when an Event will happen.

1. During Setup, each side prepares its Events Deck by including only the Event Cards listed for the Scenario being played. A specific Event Card can be included more than once. Each side then shuffles the opponent's Events Deck and place it aside, with the "EVENT / СОБЫТИЕ" side up.
2. Additional Event Cards could be added to the Events Deck during play, as indicated by the Scenario rules. New Event Cards are added to the Events Deck at the beginning of the Events Phase and the Deck is reshuffled.
3. During the Events Phase, each side rolls a die. On a 10 result, he draws the top Event Card from his Events Deck, without revealing it to the Opposing side. If a side has no more Event Cards available, the roll is ignored.
4. The probability of an Event is increased by one for each additional map used (i.e., in a Scenario using two maps an Event will occur on a roll of 9 or 10).
5. A drawn Event Card must be played in the current Turn, during the specific Phase indicated on the Card. A side may also choose not to play an Event Card or be unable to do so.
6. Each Event Card is self-explanatory and has generally a positive effect on the side playing it, or an adverse effect on the opposing side. Apply the Event Card's effects immediately after playing it.
7. After playing an Event Card, put it aside in the Discard Deck.

35. ACTION CARDS

Action Cards represent strategic or operational options available to one side, from Special Forces Raids to Deep Air Strikes into enemy's territory. Differently from Event Cards, Players have full control on when and how to play them.

1. During Setup, each side prepares its Actions Deck by including only the Action Cards listed for the Scenario being played. A specific Action Card can be included more than

once. Each side then place its Deck aside, with the “ACTION / ДЕЙСТВИЯ” side up.

2. Additional Action Cards could be added to an Action Deck during play, as indicated by the Scenario rules. New Action Cards are added to the Actions Deck at the beginning of the Events Phase.
3. Each Action Card is self-explanatory and can be played during the specific Phase indicated on the Card. An unlimited number of Action Cards can be played during a single Turn.
4. After playing an Action Card, put it aside in the Discard Deck, unless differently indicated by the Card.

36. INDEPENDENT FORMATIONS

Paratrooper and similar units are of course used being cut off from higher command and act on their own initiative. Therefore, they may issue and execute orders independently.

1. A formation whose HQ has no Parent HQ designation is an Independent Formation.
2. The HQ of an Independent Formation can change its own Posture without expending Command Points.
3. When Deployed, the HQ of an Independent Formation can Issue an Order having a Command Point Cost of one without expending Command Points.
4. A unit part of an Independent Formation can execute an Unauthorized Posture Change without expending Command Points.
5. A Warsaw Pact unit part of an Independent Formation can trace Supply using any friendly Supply Hub.
6. A NATO unit part of an Independent Formation can trace Supply using any Supply Hub of the same nationality.

37. SAPPERS

Soviet doctrine called for an aggressive use of engineers during every phase of military operations, and Soviet sappers had the dubious privilege of being among the units with the highest number of casualties and decorations during the Afghan war. Group of Soviet Forces in Germany might have used this same approach in Central Europe.

Warsaw Pact can assign Engineers to a Combat Unit and use them to gain an additional advantage during Ground Combat, at the cost of losing them should things go wrong.

37.1 Sappers Allocation

1. During its Engineer Phase, Warsaw Pact may allocate Sappers to one or more units. The receiving unit must meet the following prerequisites:
   a. It must be a Combat Unit.
   b. It must be within the Command Range of its Parent HQ.
   c. It must be able to trace a Supply Line of any length to a valid Supply Source.
2. WP Player expends one CP from the Top HQ to which the receiving unit belongs.
3. WP Player decreases the Engineer Points of the Top HQ being used by one and places a Sappers marker under the receiving unit.
4. During its Setup Phase, Warsaw Pact can allocate Sappers to any valid unit on the map. The standard allocation prerequisites and procedures are used, with the exception that no Command Points are expended.

37.2 Sappers Deallocation

1. During its Engineer Phase, Warsaw Pact may deallocate Sappers assigned to one or more units. The deallocating unit must meet the following prerequisites:
   a. It must be within Command Range of its Parent HQ.
   b. It must be able to trace a Supply Line of any length to a valid Supply Source.
2. The Sappers marker is removed from the unit and the Engineer Points of the corresponding Top HQ are increased by one.

37.3 Sappers Effects

1. Sappers always stay with their assigned unit and share its fate. If the unit is eliminated, the Sappers are eliminated too and the originally assigned Engineer Point is lost.
2. During Ground Combat, a WP unit having Sappers may commit them in combat and gain a favourable Combat Modifier, with the risk of losing them permanently (see 15.6.12, Sappers).
3. During Ground Combat, a WP unit with Sappers reduces by one the additional MPs cost and Combat Modifier of Defensive Works (0 MPs and 0 Combat Modifier for level 1, 2 MPs and 2 Combat Modifiers for level 3). This does not require to commit Sappers in combat.

38. AIRBORNE TROOPS

Both sides may have Airborne units at their disposal, depending by the scenario being played.

1. The units of an Airborne formation and having an Airborne Symbol can be airdropped by using the corresponding Action Card.
2. If no corresponding Action Card is available, the unit cannot be airdropped.
3. For an on-map Airborne unit to be Airdropped, all the following prerequisites must be met:
   a. It must be in an Airfield hex, in Tactical or Movement Posture.
   b. It must be within the Command Range of its Parent HQ.
   c. It cannot be Engaged, Half Engaged, Delayed, or adjacent to enemy units.
4. Airborne units may ignore stacking limit when in an Airfield hex containing only other Airborne units. While over-stacked, the following applies:
   a. All the units in the hex are considered as in Refit Posture if involved in Bombardment or Combat.
   b. Only one unit in the hex can be selected as Attacker or Defender if involved in Ground Combat.

38.1 Airdrop Procedure

1. The Player announces the exact airdrop hex for each unit.
2. The airdrop hex must contain some Plain or Hill 1 Terrain Type, and cannot be completely covered by Forest or Flood Terrain Features.
3. All the airdrop hexes must be within the Moving Command Range of the HQ used in the Airdrop, or within 2 hexes from each other if no HQ is present.
4. For each airdropped unit, the following steps are completed:
   a. The unit takes AA Fire using the Anti-Aircraft Fire vs Air Points rule (see 22.1). The AA Fire result is the number of Attrition Points inflicted to the unit.
   b. A die is rolled: On a 1 to 3 roll, the unit must take one additional Attrition Point.
   c. If the airdrop hex is adjacent to an enemy Blocking unit, the unit must take one additional Attrition Point.
   d. If the unit is an HQ, it is placed in Moving Posture. Any other unit is placed in Tactical Posture.
5. A unit cannot expend Movement Points during the Movement Phase it is airdropped.