

In a Dark Wood

Charts & Tables

THIN
RED
LINE

GAMES

Movement Table

Terrain Types			Mechanized			Motorized			Foot		
			Column	Tactical	Deployed	Column	Tactical	Deployed	Column	Tactical	Deployed
		Plain	2	2	3	1	2	3	3	3	3
		Hill 1	2	2	3	2	2	4	4	4	4
		Hill 2	3	3	4	4	4	5	4	4	4
		Hill 3	3	4	5	5	6	7	6	6	6
		Town	2	2	3	1	2	3	3	3	3
		City	2	3	4	1	3	4	4	4	4

Terrain Features			Mechanized			Motorized			Foot		
			Column	Tactical	Deployed	Column	Tactical	Deployed	Column	Tactical	Deployed
		Forest	+2	+2	+3	+4	+4	+6	+1	+1	+2
		Flood	+2	+4	+6	+4	+6	+8	+2	+3	+4

Obstacles			Mechanized			Motorized			Foot		
			Column	Tactical	Deployed	Column	Tactical	Deployed	Column	Tactical	Deployed
		Permanent Bridge	-	+1	+2	-	-	+2	-	-	+1
		Ribbon Bridge	+2	+2	+3	+2	+2	+3	+2	+2	+2
		Minor River, Hasty Crossing	+2 1-3 Attr.	+2 1-4 Attr.	+3 1-5 Attr.	+2 1-3 Attr.	+2 1-4 Attr.	+3 1-5 Attr.	+2 1-3 Attr.	+2 1-4 Attr.	+3 1-5 Attr.
		Minor River, Prepared Crossing	+4	+4	+5	+4	+4	+5	+4	+4	+5
		Major River, Hasty Crossing	NA	NA	NA	NA	NA	NA	NA	NA	NA
		Major River, Prepared Crossing	Delay 1-2 Attr.	Delay 1-2 Attr.	Delay 1-3 Attr.	Delay 1-2 Attr.	Delay 1-2 Attr.	Delay 1-3 Attr.	Delay 1-2 Attr.	Delay 1-2 Attr.	Delay 1-3 Attr.
		Sea / Lake	NA	NA	NA	NA	NA	NA	NA	NA	NA

Roads		Mechanized			Motorized			Foot		
		Column	Tactical	Deployed	Column	Tactical	Deployed	Column	Tactical	Deployed
	Major Road	1	2	NA	1	2	NA	3	3	NA
	Each unit in Column or Tactical Mode in Hex	+1	+1	NA	+1	+1	NA	-	-	NA
	Each adjacent unit in Column or Tactical Mode on the same road	+1	-	NA	+1	-	NA	-	-	NA
	Minor Road	1	2	NA	1	2	NA	3	3	NA
	Each unit in Column or Tactical Mode in Hex	+2	+2	NA	+1	+1	NA	-	-	NA
	Each adjacent unit in Column or Tactical Mode on the same road	+1	-	NA	+1	-	NA	-	-	NA

Additional Movement Costs

Description	Cost	Rule Ref.
Hasty Assault	4 MPs, 3 MPs in March Assault	15.2
Prepared Assault	8 MPs, 6 MPs in March Assault	15.2
Disengagement	4 MPs	8.7
Enemy Screen Area	+2 MPs	6.3.1
Breakthrough	+4 MPs	15.9
Persistent Gas (WP)	+2 MPs	26.2.2
Persistent Gas (NATO)	+4 MPs	26.2.2
Nuclear Contamination	+4 MPs	27.4
Rain	+1 MP each hex, except on Road	29.2
Snow	+1 MP each hex	29.2
Night	x2 MP Cost for Terrain Type and Feature -2 Die Roll Modifier for River Crossing	29.2
WP Advance Axis Rear Area	+1 MP	10
Iron Curtain	+4 MPs	Scenario Booklet

Forced March Table

Die Roll	Current Attrition Points		
	0 - 1	2 - 3	4 - 5
1	+1	+1	+1
2	+1	+1	+1
3	+1	+1	+1
4	+1	+1	+1
5	-	+1	+1
6	-	+1	+1
7	-	-	+1
8	-	-	+1
9	-	-	-
10	-	-	-

Forced March Results

#	Attrition Points Increase
---	---------------------------

Weather Table

Die Roll	Season			
	Spring	Summer	Autumn	Winter
1	FP	FP	FP	FP
2	FP	P	FP	FP
3	P	P	F	FP
4	-	-	-	F
5	-	-	-	-
6	-	-	-	-
7	-	-	-	-
8	-	-	-	-
9	-	-	-	-
10	-	-	-	-

Weather Die Roll Modifiers

Precipitation roll, with Fog in effect	+2
--	----

Weather Results

F	Fog
P	Precipitation

Postures Chart

Posture	Abbrev.	Allowed Units	Movement Mode	Block - Other	Block - City	Bombardment Roll Mod.	Attack Combat Mod.	Defense Combat Mod.	Authorized Posture Change	Unauthorized Posture Change
Road	ROAD	Any unit except HQ	Column	No	No	+4	NA	+5	Tactical (1)	1
Tactical	TAC	Any unit except HQ	Tactical	Yes	Yes	0	-3	+2	Road (1), March Assault (1), FARP (Airfield 0, Others 1)	1
Assault	ASL	Any Combat Unit	Deployed	Yes	No	0	0	+3	Full Assault (2), Recon (1)	2
March Assault	MASL	WP Armor, Mech, Recon with Cadre 4+	Tactical	No	No	+1	-2	+4	Tactical (1), Recon (1)	2
Full Assault	FASL	Any Combat Unit	Deployed	No	No	+1	+2	+3	Assault (1), Recon (1)	3
Defense	DEF	Any Combat Unit	Deployed	Yes	No	-1	NA	0	Rigid Defense (1), Active Defense (1), Screen (2)	1
Rigid Defense	RDEF	Any Combat Unit	Deployed	No	No	-2	NA	-2	Defense (1)	1
Active Defense	ADEF	NATO Armor, Mech, Recon with Cadre 4+	Deployed	Yes	No	0	NA	+1	Defense (1), Screen (1), Tactical (0), Assault (0)	2
Screen	SCR	Armor, Mech, Recon	Tactical	Yes	Yes	-2	-4	+3	Defense (1), Active Defense (1)	2
Recon	REC	Any Combat Unit	Tactical	Yes	Yes	-2	-4	+3	Tactical (1)	1
Shoot&Scoot	S&S	Artillery	Deployed	No	No	-1	NA	+2	Barrage (1), Close Support (1)	1
Barrage	BARR	Artillery	Fixed	No	No	0	NA	+3	Shoot&Scoot (1)	1
Close Support	CSUP	WP Self-Propelled Artillery	Tactical	No	No	+1	NA	+4	Barrage (1), Shoot&Scoot (1)	1
FARP	FARP	Helicopter	Fixed	No	No	+1	NA	+2	Tactical (1)	2
Deployed	DEPL	HQ	Fixed	No	No	0	NA	0	NA	NA
Moving	MOV	HQ	Column	No	No	+1	NA	+5	NA	NA
Refit	REFT	Any unit except HQ	Fixed	No	No	+1	NA	+6	Tactical (1), Shoot&Scoot (1), Barrage (1), FARP (Airfield 0, Others 1)	NA

Orders Chart

Side	Order	Hierarchical Level	Can Be Executed by...	Command Points	Issue Time	Deploy Time	Valid Postures	Notes
NATO	Division Move	Division HQ	All directly / indirectly subordinate Units	3	2	1	Road, Tactical, Screen, Recon, Shoot&Scoot	
NATO	Brigade Move	Brigade / Rgt HQ French Div HQ (except 11DP)	All directly / indirectly subordinate Units	2	2	1	Road, Tactical, Screen, Recon, Shoot&Scoot	
NATO	Battalion Move	None	One directly subordinate Unit	1	1	1	Road, Tactical, Screen, Recon, Shoot&Scoot	
NATO	Division Assault	Division HQ	All directly / indirectly subordinate Units	4	2	2	Tactical, Assault, Full Assault, Recon, Barrage, Shoot&Scoot, FARP	
NATO	Brigade Assault	Brigade / Rgt HQ French Div HQ (except 11DP)	All directly / indirectly subordinate Units	3	2	2	Tactical, Assault, Full Assault, Recon, Barrage, Shoot&Scoot, FARP	
NATO	Battalion Assault	None	One directly subordinate Unit	2	1	1	Tactical, Assault, Full Assault, Recon, Barrage, Shoot&Scoot, FARP	
NATO	Division Defend	Division HQ	All directly / indirectly subordinate Units	3	2	1	Tactical, Defense, Rigid Defense, Active Defense, Screen, Barrage, Shoot&Scoot, FARP	
NATO	Brigade Defend	Brigade / Rgt HQ French Div HQ (except 11DP)	All directly / indirectly subordinate Units	2	2	1	Tactical, Defense, Rigid Defense, Active Defense, Screen, Barrage, Shoot&Scoot, FARP	
NATO	Battalion Defend	None	One directly subordinate Unit	1	1	1	Tactical, Defense, Rigid Defense, Active Defense, Screen, Barrage, Shoot&Scoot, FARP	
NATO	Formation Refit (Brigade Refit)	None	All directly subordinate Units	2	1	1	Refit	
NATO	Unit Refit (Battalion Refit)	None	One directly subordinate Unit	1	1	1	Refit	
NATO	Support Reorganize	None	All directly subordinate Support Units	1	1	1	Road, Tactical, Barrage, Shoot&Scoot, FARP	Can be executed by Support Unit only
NATO	CAS Areas	Top HQ	Two CAS Areas	1	1	0	Redefine CAS Areas	See 19.4
WP	Army Move	Army HQ	All directly / indirectly subordinate Units	4	3	2	Road, Tactical, Recon, March Assault, Close Support, Shoot&Scoot	
WP	Division Move	Division HQ	All directly / indirectly subordinate Units	3	2	2	Road, Tactical, Recon, March Assault, Close Support, Shoot&Scoot	
WP	Regiment Move	None	One directly subordinate Unit	1	1	1	Road, Tactical, Recon, March Assault, Close Support, Shoot&Scoot	
WP	Army Assault	Army HQ	All directly / indirectly subordinate Units	5	4	2	Tactical, Assault, March Assault, Full Assault, Recon, Barrage, Close Support, Shoot&Scoot, FARP	
WP	Division Assault	Division HQ	All directly / indirectly subordinate Units	4	3	2	Tactical, Assault, March Assault, Full Assault, Recon, Barrage, Close Support, Shoot&Scoot, FARP	
WP	Regiment Assault	None	One directly subordinate Unit	2	2	1	Tactical, Assault, March Assault, Full Assault, Recon, Barrage, Close Support, Shoot&Scoot, FARP	
WP	Army Defend	Army HQ	All directly / indirectly subordinate Units	4	3	2	Tactical, Defense, Rigid Defense, Screen, Barrage, Close Support, Shoot&Scoot, FARP	
WP	Division Defend	Division HQ	All directly / indirectly subordinate Units	3	2	2	Tactical, Defense, Rigid Defense, Screen, Barrage, Close Support, Shoot&Scoot, FARP	
WP	Regiment Defend	None	One directly subordinate Unit	1	1	1	Tactical, Defense, Rigid Defense, Screen, Barrage, Close Support, Shoot&Scoot, FARP	
WP	Formation Refit (Division Refit)	None	All directly subordinate Units	2	2	1	Refit	
WP	Unit Refit (Regiment Refit)	None	One directly subordinate Unit	1	1	1	Refit	
WP	Support Reorganize	None	All directly subordinate Support Units	1	1	1	Road, Tactical, Barrage, Close Support, Shoot&Scoot, FARP	Can be executed by Support Units only
WP	CAS Areas	Top HQ	Two CAS Areas	1	2	0	Redefine CAS Areas	See 19.4

Bombardment Table

Detection Level				Bombardment Value						
1	2	3	4	1-2	3-4	5-6	7-8	9-10	11-12	13+
Modified Die Roll				Result						
1	0	-2	-3	0/0	0/0	0/0	0/0	0/0	0/0	0/0
2	1	-1	-2	0/0	0/0	0/0	0/0	0/0	0/0	0/0
3	2	0	-1	0/0	0/0	0/0	0/0	0/0	0/0	0/1
4	3	1	0	0/0	0/0	0/0	0/0	0/0	0/1	0/1
5	4	2	1	0/0	0/0	0/0	0/0	0/1	0/1	0/1
6	5	3	2	0/0	0/0	0/0	0/1	0/1	0/1	0/1
7	6	4	3	0/0	0/0	0/1	0/1	0/1	0/1	0/1
8	7	5	4	0/0	0/0	0/1	0/1	0/1	0/1	1/2
9	8	6	5	0/0	0/1	0/1	0/1	0/1	1/2	1/2
10	9	7	6	0/0	0/1	0/1	0/1	1/2	1/2	1/2
11	10	8	7	0/1	0/1	0/1	1/2	1/2	1/2	1/2
12	11	9	8	0/1	0/1	1/2	1/2	1/2	1/2	1/2
13	12	10	9	0/1	0/1	1/2	1/2	1/2	1/2	2/2
14	13	11	10	0/1	1/2	1/2	1/2	1/2	2/2	2/2

Bombardment Die Roll Modifiers

Terrain	Target Movement Mode		
	Column	Tactical	Depl / Fix
Forest	-	-	-1
Town	-	-1	-2
City	-1	-2	-3
Def. Works 1	-	-	-1
Def. Works 3	-	-1	-3
Chemical Warfare			
WP Turn 1 - 8			+3
WP Turn 9 - 16, NATO Turn 1 - 8			+2
WP Turn 17+, NATO Turn 9+			+1

Bombardment Results

Left Number	Attrition Points inflicted on a Combat Unit
Right Number	Attrition Points inflicted on a Support Unit
Red Result	Target is Half Engaged
Soft Target	Result is DOUBLED

Detection Level

Description	Detect Level
Combat Unit adjacent to friendly Units	3
Support Unit adjacent to friendly Units	2
Combat Unit within 4 hexes from friendly Deployed HQ	2
Support Unit within 4 hexes from friendly Deployed HQ	1
Combat Unit, any other	1
Support Unit, any other	0

Detection Modifiers

Description	Detect Mod.
Unit in ROAD Posture	+2
Unit in BARR, CSUP, MASL Posture	+1
Artillery Unit within 2 hexes from friendly Unit	+1
HQ in Moving Posture	+1
HQ Spotted (23.2)	+1
Helicopter in FARP Posture in Airfield hex	+1
Unit in City hex	-1

Interdiction Table

Die Roll	Interdiction Value				
	1-2	3-4	5-6	7-8	9+
1	-	-	2	2	2
2	-	2	2	2	2
3	-	2	2	2	4
4	-	2	2	2	4
5	-	2	2	4	4
6	2	2	2	4	4
7	2	2	4	4	4
8	2	2	4	4	4
9	2	4	4	4	4
10	2	4	4	4	4

Interdiction Die Roll Modifiers

LARS Minefields (21.1)	+3
------------------------	----

Interdiction Results

#	Extra MPs spent for leaving the hex (see 21)
---	--

AA Fire Table

Die Roll	Total AA Value				
	1-2	3-4	5-6	7-8	9+
1	-	-	-	-	-
2	-	-	-	-	A1
3	-	-	-	A1	A1
4	-	-	A1	A1	A1
5	-	-	A1	A1	A2
6	-	A1	A1	A2	A2
7	-	A1	A2	A2	S1 A1
8	A1	A1	A2	S1 A1	S1 A1
9	A1	A2	S1 A1	S1 A1	S1 A1
10	A1	A2	S1 A1	S1 A1	S1 A2
11	A2	S1 A1	S1 A1	S1 A2	S1 A2
12	A2	S1 A1	S1 A2	S1 A2	S1 A2

AA Fire Die Roll Modifiers

Helicopter Unit in Bombardment (22.2)	+2
---------------------------------------	----

AA Fire Results

Against Air Points	
A#	# of Air Points Aborted
S#	# of Air Points Shot Down (Decrease Max Air Points)
Against Helicopters	
A# + S#	# of Attrition Points inflicted to Helicopter Unit

Ground Combat Table

Die Roll	Final Combat Differential														
	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
1	2s/0	2s/0	2s/0	2s/0	2s/0	2s/0	2s/1	1s/0	1s/0	1s/0	0s/0	1s/1	1s/1	1s/1	0s/1
2	2s/0	2s/0	2s/0	2s/0	2s/0	2s/1	1s/0	1s/0	1s/0	0s/0	1s/1	1s/1	1s/1	0s/1	0s/1
3	2s/0	2s/0	2s/0	2s/0	2s/1	1s/0	1s/0	1s/0	0s/0	0s/0	1s/1	1s/1	0/1	0/1	0/1
4	2s/0	2s/0	2s/0	2s/1	1s/0	1s/0	1s/0	0s/0	0s/0	1s/1	1/1	0/1	0/1s	0/1s	1/2s
5	2s/0	2s/0	1s/0	1s/0	1s/0	1s/0	0s/0	0s/0	0/0	1/1	0/1s	0/1s	0/1s	1/2s	1/2s
6	2s/0	1s/0	1s/0	1s/0	1s/0	0s/0	0/0	0/0	1/1s	0/1s	0/1s	0/1s	1/2s	1/2s	0/2s
7	1s/0	1s/0	1s/0	1s/0	0/0	0/0	0/0s	1/1s	1/1s	0/1s	0/1s	1/2s	1/2s	0/2s	0/2s
8	1s/0	1s/0	0/0	0/0	0/0s	1/1s	1/1s	1/1s	0/1s	0/1s	1/2s	1/2s	0/2s	0/2s	0/2s
9	1/0	0/0	0/0s	0/0s	1/1s	1/1s	1/1s	0/1s	0/1s	1/2s	1/2s	0/2s	0/2s	0/2s	0/2s
10	0/0s	0/0s	1/1s	1/1s	1/1s	0/1s	0/1s	0/1s	0/1s	1/2s	0/2s	0/2s	0/2s	0/2s	0/2s

Ground Combat Results

Left Number	Attrition Points inflicted on Attacking Unit
Right Number	Attrition Points inflicted on each Defending Unit (x2 on Support Unit)
s	Committed Sappers are eliminated

Terrain Combat Modifiers

Terrain	Defender Movement Mode		
	Column	Tactical	Depl / Fix
Forest	0	-1	-2
Hill 2	0	-2	-3
Hill 3	-1	-3	-3
Town	-1	-2	-3
City	-1	-3	-4

Chem. Warfare Combat Modifiers

Description	CM
WP Turns 1 - 8	+/- 3
WP Turns 9 - 16	+/- 2
WP Turns 17+	+/- 1
NATO Turns 1 - 8	+/- 2
NATO Turns 9+	+/- 1

Obstacle Combat Modifiers

Obstacle	Defender Movement Mode		
	Column	Tactical	Depl / Fix
Minor River, Hasty	-1	-3	-3
Minor River, Prepared	-1	-2	-2
Minor River, Bridged	0	-1	-1
Major River, Prepared	-2	-4	-4
Major River, Bridged	-1	-3	-3

Weather Combat Modifiers

Weather	CM
WP attacking at Night	-2
WP attacking with Fog, Rain	-1
NATO attacking at Night	+2
NATO attacking with Fog, Rain	+1

Attacker Combat Support

Die Roll	Combat Support Points								
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-15	16+
1	-3	-2	-2	-1	0	+1	+2	+2	+2
2	-2	-2	-1	0	0	+2	+2	+2	+3
3	-2	-2	-1	0	+1	+2	+2	+3	+3
4	-2	-1	0	0	+2	+2	+3	+3	+4
5	-1	-1	0	+1	+2	+3	+3	+4	+4
6	-1	-1	0	+1	+2	+3	+4	+4	+5
7	-1	0	0	+2	+3	+4	+4	+5	+5
8	0	0	+1	+2	+3	+4	+5	+5	+6
9	0	+1	+1	+2	+4	+5	+5	+6	+6
10	0	+1	+2	+3	+4	+5	+6	+6	+7

Defender Combat Support

Die Roll	Combat Support Points								
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-15	16+
1	0	0	0	0	-1	-2	-2	-3	-3
2	0	0	0	-1	-1	-2	-3	-3	-4
3	0	0	0	-1	-2	-2	-3	-4	-4
4	0	0	-1	-1	-2	-3	-3	-4	-4
5	0	0	-1	-2	-2	-3	-4	-4	-5
6	0	-1	-1	-2	-3	-3	-4	-5	-5
7	0	-1	-2	-2	-3	-4	-4	-5	-5
8	0	-1	-2	-3	-3	-4	-5	-5	-6
9	0	-2	-2	-3	-4	-4	-5	-6	-6
10	0	-2	-3	-3	-4	-5	-5	-6	-6

Disengagement Table

Unit Type			Unit Posture			
Infantry Mot. Infantry Towed Art. Helicopter	Armor Mechanized SP Art. HQ	Recon	ADEF, REC, SCR	MOV, TAC	DEF, MASL	All Others
Modified Die Roll			Result			
1	-1	-2	F1	F1	F1	F1
2	0	-1	F1	F1	F1	F1
3	1	0	F1	F1	F1	F1
4	2	1	F1	F1	F1	F1
5	3	2	S1	S1	F1	F1
6	4	3	S1	S1	S1	F1
7	5	4	S0	S1	S1	S1
8	6	5	S0	S0	S1	S1
9	7	6	S0	S0	S1	S1
10	8	7	S0	S0	S0	S1
11	9	8	S0	S0	S0	S0
12	10	9	S0	S0	S0	S0
13	11	10	S0	S0	S0	S0

Disengagement Die Roll Modifiers

Each adj. hex after the first with enemy Combat Units	-1
Each adj. hex with friendly Combat Units	+1
No adjacent enemy Blocking Units	+1
Unit is Half Engaged	-1
Unit is Engaged, Delayed or in Transition	-2
Unit in Town hex	+1
Unit in City hex	+2
Unit in Def. Works hex	+1
All adj. enemy Combat Units behind a Minor River	+1
All adj. enemy Combat Units behind a Major River	+2
All adj. enemy Combat Units Half-Engaged or Engaged	+1
Fog	+1
Night	+2
1 - 2 Combat Support Points assigned	+1
3+ Combat Support Points assigned	+2

Disengagement Results

F1	Failed, increase Attrition by 1
S1	Succeeded, increase Attrition by 1
S0	Succeeded, no Attrition increase

Air Points Table

Die Roll	Maximum Air Points					
	1 - 3	4 - 6	7 - 9	10 - 12	13 - 15	16+
1	0	0	+2	+3	+5	+5
2	0	+1	+3	+4	+6	+6
3	0	+1	+3	+4	+6	+6
4	+1	+2	+4	+5	+7	+7
5	+1	+2	+4	+5	+7	+7
6	+1	+3	+4	+6	+7	+8
7	+1	+3	+4	+6	+7	+8
8	+2	+4	+5	+7	+8	+9
9	+2	+4	+5	+7	+8	+9
10	+3	+5	+6	+8	+9	+10

Air Points Die Roll Modifiers

Warsaw Pact	-1
Warsaw Pact - Night, Precipitation or Fog Turn	-2
NATO - Night, Precipitation or Fog Turn	-1

Resupply Table

Die Roll	NATO	Warsaw Pact
1	-	-
2	-	-
3	R	-
4	R	R
5	R	R
6	R	R
7	R	R
8	R	R
9	R	R
10	R	R

Resupply Die Roll Modifiers

NATO Disorganization	See 51.1.1, 51.2.1
----------------------	--------------------

Electronic Warfare Table

Modified Die Roll	EW Points					
	1	2	3	4	5	6
-1	- -	- -	- -	- -	- -	+1 -2
0	- -	- -	- -	- -	+1 -2	+1 -2
1	- -	- -	- -	+1 -2	+1 -2	+1 -2 E1
2	- -	- -	- -	+1 -2	+1 -2 E1	+2 -3 E1
3	- -	- -	+1 -2	+1 -2 E1	+2 -3 E1	+2 -3 E1
4	- -	- -	+1 -2	+2 -3 E1	+2 -3 E1	+2 -3 E1 E2
5	- -	+1 -2	+1 -2 E1	+2 -3 E1	+2 -3 E1 E2	+2 -4 E1 E2
6	- -	+1 -2	+2 -3 E1	+2 -3 E1 E2	+2 -4 E1 E2	+3 -4 E1 E2
7	+1 -2	+1 -2 E1	+2 -3 E1	+2 -4 E1 E2	+3 -4 E1 E2	+3 -4 E1 E2 E3
8	+1 -2	+2 -3 E1	+2 -3 E1 E2	+3 -4 E1 E2	+3 -4 E1 E2 E3	+3 -5 E1 E2 E3
9	+1 -2	+2 -3 E1	+2 -4 E1 E2	+3 -4 E1 E2 E3	+3 -5 E1 E2 E3	+4 -5 E1 E2 E3
10	+2 -3 E1	+2 -3 E1 E2	+3 -4 E1 E2	+3 -5 E1 E2 E3	+4 -5 E1 E2 E3	+4 -6 E1 E2 E3
11	+2 -3 E1	+2 -4 E1 E2	+3 -4 E1 E2 E3	+4 -5 E1 E2 E3	+4 -6 E1 E2 E3	+4 -6 E1 E2 E3

EW Die Roll Modifiers

Warsaw Pact EW vs NATO	-1
NATO EW vs Warsaw Pact	+1
Enemy Unit in Town	-1
Enemy Unit in City	-2
For each Attrition Point on HQ using EW	-1

EW Results

Red #	Combat Modifier result for Attacker's EW
Blue #	Combat Modifier result for Defender's EW
E1	Enemy Air / Hel Combat Support halved
E2	Enemy Artillery Combat Support is halved
E3	Enemy OOC (15.6.18), no Front-Line Command (15.6.19)

Intelligence Table

Die Roll	EW Points / Air Points x2					
	1	2	3	4	5	6+
1	-	-	-	-	-	+1
2	-	-	-	-	+1	+1
3	-	-	-	+1	+1	+1
4	-	-	+1	+1	+1	+1
5	-	-	+1	+1	+1	+1
6	-	+1	+1	+1	+1	+2
7	-	+1	+1	+1	+2	+2
8	+1	+1	+1	+2	+2	+2
9	+1	+1	+2	+2	+2	+2
10	+1	+2	+2	+2	+2	+2

Intelligence Die Roll Modifiers

Warsaw Pact Signal Intelligence (25.1)	-1
--	----

Intelligence Results

#	Intelligence Marker placed
---	----------------------------

Nuclear Attack Table

Detection Level				Nuclear Points				
1	2	3	4	1	2	3	4	5+
Modified Die Roll				Result				
1	0	-2	-3	-	-	1/0	2/0	3/1
2	1	-1	-2	-	-	1/0	2/0	3/1
3	2	0	-1	-	1/0	2/0	3/0	4/1
4	3	1	0	-	1/0	2/0	3/1	4/1
5	4	2	1	-	1/0	2/0	3/1	4/2
6	5	3	2	-	1/0	3/0	4/1	5/2
7	6	4	3	1/0	2/0	3/1	4/1	5/2
8	7	5	4	1/0	2/0	3/1	4/2	5/2
9	8	6	5	1/0	2/0	4/1	5/2	6/3
10	9	7	6	1/0	3/0	4/1	5/2	6/3
11	10	8	7	2/0	3/1	4/2	5/2	6/3
12	11	9	8	2/0	3/1	5/2	6/3	6/3
13	12	10	9	2/0	4/1	5/2	6/3	6/3
14	13	11	10	3/0	4/1	5/2	6/3	6/3

Nuclear Attack Die Roll Modifiers

Terrain in Target Hex	DRM
Hill 2	-1
Hill 3	-2
Town	+1
City	+2

Nuclear Attack Results

Left Number	Attrition on Target Unit
Right Number	Attrition on other Units in the hex

Nuclear Attack Result Modifiers

Unit in Column Mode	+1 Attr. (27.3)
Combat Unit in Deployed Mode	-1 Attr. (27.3)

Units

Designation

Formation Colour

Type

Attack

Defense

Size

Parent HQ (Formation Unit)

Amphibious

Cadre

Combat Unit

Parent HQ (Attached Unit)

Full Barrage Strength

Range

Reduced Barrage Strength

Artillery / Helicopter Unit

Soft Target

Support HQ

Top HQ

EW Capable

Command Range (Deployed)

Headquarters Unit

Order Markers

Movement Mode

Posture

Attack Combat Mod.

Posture

Bombardment Die Roll Mod.

Blocking Unit

Defense Combat Mod.

Order Markers

Hierarchical Level

CPs Cost

Issue Time

Deploy Time

Order Type

Issuing HQ

Engineer Works Markers

WG III

Engineer Point

Defense Works 1

Defensive Works

Mined Bridge

Mined Bridge

Ribbon Bridge

Ribbon Bridge

Panel Bridge

Panel Bridge

Bridge Destr

Bridge Destroyed

Movement Markers

Break through

Breakthrough

Half Engaged

Half Engaged / Engaged

+2 MP

Interdiction

Delayed

Delayed Movement

Time Markers

H00

Hour 00

H06

Hour 06

H18

Hour 18

Other Markers

Attrition

WP Advance Axis

WP Sappers

CAS Area

Supply Hub

Scenario Boundary

EW / Detection Markers

EW 1

EW Points

Intel +1

Signal / Recon Intelligence

Spotted

Spotted

Contamination Markers

Nuclear

Nuclear Contamination

Chem

Chemical Contamination

Unit Type	
	Armored
	Mechanized
	Recon
	Motorized
	Infantry
	Airborne
	Airmobile
	Self-Prop. Artillery
	Towed Artillery
	Self-Prop. Artillery, Rocket
	Missile Artillery
	Attack Helicopter
	Headquarters

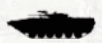
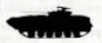
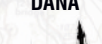
Unit Size	
XXXXXX	Front
XXXX	Army
XXX	Corps
XX	Division
X	Brigade
III	Regiment
II	Battalion
I	Troop / Company

Unit Nationality	
	Belgium
	Canada
	Denmark
	France
	Netherlands
	United Kingdom
	United States
	West Germany
	Czechoslovakia
	East Germany
	Poland
	Soviet Union

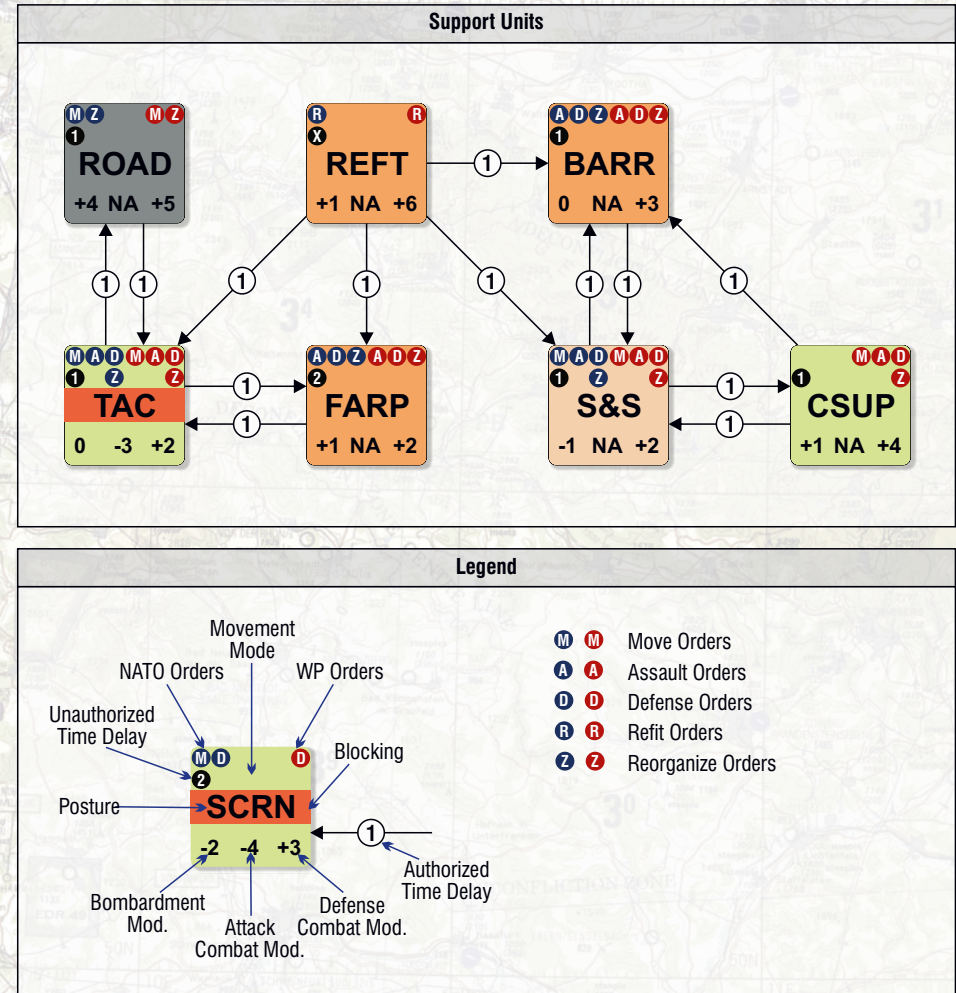
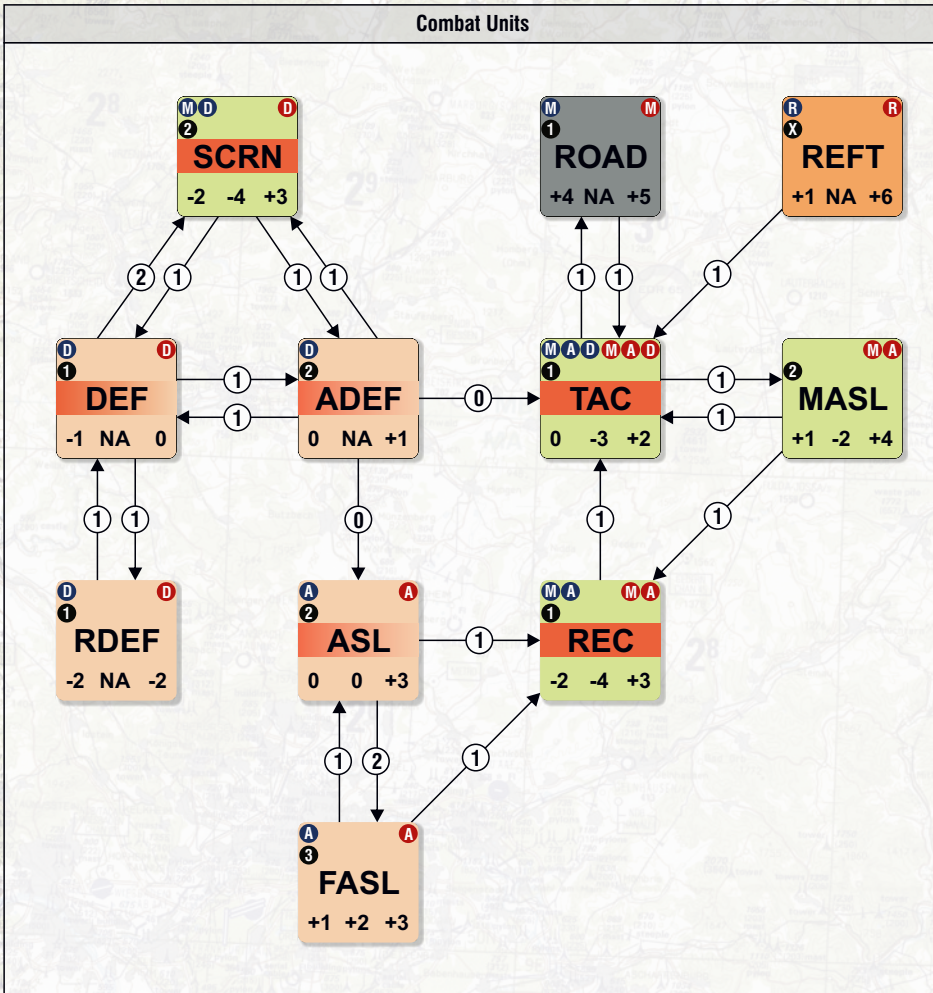
United Kingdom Abbreviations	
DG	Dagoon Guards
FD	Field Regiment Royal Artillery
GH	Green Howards
H, RH	Royal Hussars
HGL	Gordon Highlanders
IG	Irish Guards
INN	Royal Inniskilling Dragoon Guards
L, RL	Royal Lancers
LI	Light Infantry
MER	Mercian Volunteers
PAR	Parachute Regiment
QDG	Queen's Dragoon Guards
QLR	Queen's Lancashire Regiment
QOY	Queen's Own Yeomanry
QN	Queen's Regiment
QOH	Queen's Own Hussars
QRIH	Queen's Royal Irish Hussars
RAN	Royal Anglian Regiment
RGJ	Royal Green Jackets
RIR	Royal Irish Rangers
RHA	Royal Horse Artillery
RHG	Royal Horse Guards
RRF	Royal Regiment of Fusiliers
RRW	Royal Regiment of Wales
RS	Royal Scots
RSDG	Royal Scots Dragoon Guards
RTR	Royal Tank Regiment
RY	Royal Yeomanry
STF	Staffordshire Regiment
WG	Welsh Guards
YKS	Yorkshire Volunteers
Canada Abbreviations	
CHA	Canadian Horse Artillery
CM	Canadian Mech
PPCLI	Princess Patricia Canadian Light Inf.
RCD	Royal Canadian Dragoons
Denmark Abbreviations	
AR	Artilleri
FLR	Funen Life Regiment
KJR	King's Jutland Regiment
JU	Jutland
QJR	Queen's Jutland Regiment
SR	Schleswig Regiment
Netherlands Abbreviations	
FA	Veldartillerie
PI	PantserInfanterie
PZ	Pantser

Belgium Abbreviations	
AR	Artillerie
B	Blindée
BV	Bevrjiding
CAR	Carabines
CC	Carabiniers Cyclistes
CH	Chasseurs
G	Gidsen / Guides
GR	Grenadiers
I	Infanterie / Infanterie
IB	Infanterie Blindée
JG	Jaeger
K	Karabiniers
KW	Karabiniers Wielrijders
L	Lansiers / Lanciers
LN	Ligne
PI	PantserInfanterie
PZ	Pantser
West Germany Abbreviations	
HS	Heimatschutz
MSK	Marineschutzkräfte
PG	PanzerGrenadier
PZ	Panzer
VBK	Verteidigungsbezirkskommando
France Abbreviations	
DA	Division Aeromobile
DB	Division Blindée
DLB	Division Légère Blindée
DP	Division Parachutiste
GCH	Groupe Chasseurs
RA	Rgt Artillerie
RAP	Rgt Artillerie Parachutiste
RC	Rgt Cuirassiers
RCP	Rgt Chasseurs Parachutistes
REC	Rgt Etranger Cavalerie
REI	Rgt Etranger Infanterie
REP	Rgt Etranger Parachutistes
RH	Rgt Hussards
RHC	Rgt Hélicoptères Combat
RHP	Rgt Hussards Parachutistes
RI	Rgt Infanterie
RIM	Rgt Infanterie Marine
RPM	Rgt Parach. Infanterie de Marine
RS	Rgt Spahis
Warsaw Pact Abbreviations	
G	Guards
M	Motorized Rifle
S	Shock
T	Tank

NATO Silhouettes										
										
M60 A3 Patton	M1 Abrams	Leopard 1A3	Leopard 2	M48 A2G2 Patton	FV4201 Chieftain	FV4030 Challenger	Centurion	M41 Walker	AMX-30	AMX-10 RC
										
M113 AIFV-B	M2 / M3 Bradley	Marder 1	FV107 Scimitar	FV432	FV721 Fox	AMX-13	M75	YPR-408	YPR-765	
										
AMX-10 P	ERC 90 Sagaie	VAB	Auverland							
										
M109 A2	M107 M110 A2	FV403 Abbot	M108	M44	L118 Light Gun	M101 A1	FH-70	M114	M115	Bf-50
										
Cn-155 F3-Am	AMX AuF1	MGM52 Lance	AMX-30 Pluton	M270 MLRS	LARS-2	AH-1 Cobra	PAH-1	Lynx AH.1	SA342 Gazelle	

Warsaw Pact Silhouettes										
										
T-55	T-62	T-64	T-72	T-80						
										
BMP-1	BMP-2	BTR-60	BTR-70	BMD-1	OT-64	BRDM-1	BRDM-2			
										
2S1 Gvozdika	2S3 Akatsiya	2S5 Giatsint-S	2S7 Pion	2S9 Nona	D-20	D-30	ML-20	A-19	M-30	D-1
										
M-46	vz. 18/47	SpGH DANA								
										
OTR-21 Tochka	OTR-23 Oka	R-300 Scud-B	9K76 Temp-S	BM-21 Grad	9P140 Uragan	RM-70	Mi-24	Mi-2		

Postures Flow Chart



Sequence of Play

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 the 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 Posture Changes (6.1.2) and Unauthorized Posture Changes (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 Reallocate 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 (8) and Combat (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 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 the Turn marker on the Time Track.