



Not Over By Christmas - Land War QRS



Phase	Action	Rules																												
1. Air Support	<ul style="list-style-type: none"> Collect units from Air 	<ul style="list-style-type: none"> After being assigned and used, all Close Air Support (CAS) units MUST be returned to the DAMAGED box once combat is resolved.. 																												
2. Orders	<ul style="list-style-type: none"> Place Mode Markers 	<ul style="list-style-type: none"> Combat Mode (CM) 1 Supply Point (SP)/UNIT. Place minefield if Engineer card played. March Mode (MM) No cost, but no attack possible. Extra movement <i>HQs, Artillery and Battalion-sized units do not require orders cards. These units are always in March Mode.</i> 																												
3. Rear Area Attacks	<ul style="list-style-type: none"> Bridge Demolition NATO: up to HQ radius and Engineer card limit. WP: use integral Divisional engineers NO MAJOR BRIDGE DEMOLITION ON TURN 0 Support Cards (inc. Deep Strike & CAS) to attacks on HQ or units out of contact Resolve Rear area attacks (only HQs and Units not in Contact) 	<p>Bridge Demolition: NATO on Turn 0: Minor 3-6, Turn 1>: Minor AUTO, Major 3-6 (Non-minelaying Eng. only) WP Destroy if Division is adjacent to bridge (integral engineers). AIR: Roll equal to or less than unit Deep Strike value to destroy one bridge. Roll per unit.</p> <p>Target Identification and Location First: Each attack requires two Support Cards, from the following list:</p> <ul style="list-style-type: none"> Intelligence Card Air Recce Squadron SF/Spetsnaz cards – and can be re-used in this role. <p>Nuclear Weapons are used at this time—once unit ID and location, apply result ON THE CARD Atomic Demolition Munitions (ADM) - AUTO DESTROY bridges on 1 hex side OR autobahn in 1 hex. SEE CARD Otherwise, To launch an attack:</p> <p>A) Total scores below</p> <ul style="list-style-type: none"> Air CAS Missions – CAS value doubled if paired with a Chemical Weapon (CW) card SSM – add the CW value if paired with a CW Electronic Warfare - EW can only be used against HQs Special Forces (not those already used in identification and location). <p>B) Add 1D6. C) HALVE score (round down) if target an artillery unit OR target is in a city or woods (not cumulative) DOUBLE score if target is a combat unit in March Mode.</p> <table border="1"> <thead> <tr> <th>Score</th> <th>HQ Attacks</th> <th>Unit Attack</th> <th>Post Combat</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td>No Effect</td> <td>1 hit</td> <td rowspan="2">Discard Missile, EW and SF cards used in attacks.</td> </tr> <tr> <td>3-4</td> <td>No Effect</td> <td>2 hits</td> </tr> <tr> <td>5-6</td> <td>No Effect</td> <td>3 hits</td> <td rowspan="2">Retain Recce and Intelligence Cards</td> </tr> <tr> <td>7-9</td> <td>Reduce by one HQ box</td> <td>4 hits</td> </tr> <tr> <td>10-14</td> <td>Reduce one HQ box and remove one Support Card</td> <td>5 hits</td> <td rowspan="3">CAS Units return to the damaged box</td> </tr> <tr> <td>15-19</td> <td>Reduce two HQ boxes and remove one Support Card</td> <td>6 hits</td> </tr> <tr> <td>20+</td> <td>Reduce three HQ boxes and remove two Support Cards</td> <td>7 hits</td> </tr> </tbody> </table>	Score	HQ Attacks	Unit Attack	Post Combat	1-2	No Effect	1 hit	Discard Missile, EW and SF cards used in attacks.	3-4	No Effect	2 hits	5-6	No Effect	3 hits	Retain Recce and Intelligence Cards	7-9	Reduce by one HQ box	4 hits	10-14	Reduce one HQ box and remove one Support Card	5 hits	CAS Units return to the damaged box	15-19	Reduce two HQ boxes and remove one Support Card	6 hits	20+	Reduce three HQ boxes and remove two Support Cards	7 hits
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4. Ground Combat Adjacent Units Only	<ul style="list-style-type: none"> Announce Combats Assign Support Cards (including CAS) up to HQ Limit for each combat Conduct Combat Conduct Retreats/ Advance after Combat (if card played) 	<ul style="list-style-type: none"> Only units in Combat Mode can initiate attacks against an adjacent unit Units in a single hex can attack only one adjacent occupied hex. Combat always involves every unit in the defending hex Units can choose to attack a single hex from multiple hexes. Support cards can only be played within radius of HQ and up to its current supply/support score <p>A) Announce attacks, in this order</p> <ol style="list-style-type: none"> WP Players first announce all the attacks they intend to carry out this turn. Any NATO units in combat mode that have not been declared as being attacked by the WP may then announce an intention to attack adjacent WP units. <p>B) Deploy Support Cards: Assign Support Cards (including CAS) WP Front HQ can also provide additional support cards any one combat within its HQ Radius.</p> <p>C) Supporting Artillery (must be adjacent to your unit): Any unit in Combat Mode can spend 1SP/Fire Support, up to 3 Fire Support missions max. Each Fire Support mission can include up to 3 artillery units. Add their cumulative score for each fire mission.</p> <p>D) Calculate modifiers—see below, before checking combat results table (overleaf).</p>																												

Step One	Step Two	Step Three	Step Four	Step Five
Total all unit Combat Strengths, including artillery and calculate differential:	Add Terrain factor in the defending hex (cumulative)	If ALL attackers are crossing a river hexside, see below.	Support modifiers applied	Roll the dice
1:1 +0 2:1 +2 3:1 +4 4:1 +6 6:1 +8 10:1 +10	-1 Woods -1 Rough -1 Marsh -1 Town -4 City	-1 Minor River -3 Major River NB: Attack requires a bridge or an Engineer Card (2 for un-bridged Major River).	-2 for each supporting adjacent unit defender has in Combat Mode +/- for CAS unit values +/- Support Cards MUST be played before Step 5	Add 1d6

Combat Results Table

Final Score	Defender under a Mine Counter	Defender Not under a Mine
16 +	Costly Breakthrough 4 hits on each attacking unit 4 hits on each defending unit Defender retreats 2 hexes	Breakthrough 3 hits between all attacking units 2 hits on each defending unit Defender retreats 3 hexes
12-15	Costly Success 4 hits on each attacking unit 3 hits between all defending units Defender retreats 1 hex	Costly Breakthrough 3 hits on each attacking unit 3 hits on each defending unit Defender retreats 2 hexes
8-11	Heavy Fighting 4 hits on each attacking unit 4 hits between all defending units Defender stays in place	Success 3 hits on each attacking unit 2 hits between all defending units Defender retreats 1 hex
5-7	Attack Beaten Off 4 hits between all attacking units 3 hits between all defending units Defender stays in place	Heavy Fighting 3 hits on each attacking unit 3 hits between all defending units Defender stays in place
<4	Attack Stalled early 3 hits between all attacking units 2 hits between all defending units Defender stays in place	Attack Beaten Off 3 hits between all attacking units 2 hits between all defending units Defender stays in place

Artillery ONLY take casualties if overrun or attacked by Air, SSM or SF

Retreating units move back towards HQ. Minefield destroyed. Add black poker chip to show no movement. No movement adjacent to or through enemy units. Unable to move? 2 hits/hex

Attackers normally move in movement phase UNLESS a card says otherwise

5. Movement	<ul style="list-style-type: none"> Carry out all Movement (WP moves first unless one or more NATO Corps gains initiative) 	<ul style="list-style-type: none"> NATO must stop when adjacent to WP units, no such restriction for WP +1MP and 1 hit for NATO unit to move away from a WP unit it starts adjacent to Airborne units move first Combat Mode = 4MP, March Mode = 6MP Only March Mode get autobahn/road bonus Bridging unit cards can be left behind for other units. They may not be re-used again. Battalion-sized defending units are eliminated when overrun, but cost MP and hits (see unit), plus additional hits as follows: +1 hit Woods/Rough/Marsh/Town/Minor Road/March Mode, +4 City, +3 Major River HQ/Artillery immediately retreat four hexes if encountered alone. Lose 2 levels/Hits respectively.
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Movement Rates

Terrain	Cost in MP	Notes	Terrain	Cost in MP	Notes
Autobahn	½	Any terrain. Only if in MM	Marsh	2	
Road	1	Any terrain. Only if in MM	City	2	
Clear	1		Mines	+1	(or ignore and take 1 HP)
Town	1		Contaminated Zone	+1	Radiation or Chemical Weapons
Rough	2		Unbridged River	+2	If using Bridging Engineers (+1)
Woods	2		Unbridged Major River	+4	If using 2 Bridging Engineers (+2)
Rough + Woods	2				

Stacking – applies at end of Movement.

- Only ONE battalion-sized unit per hex

- Artillery only stacks with artillery, max TWO units

Hex Type	Combat Mode	March Mode
Wooded, Rough or Marsh	1 Division and up to 2 Brigades	1 Division and up to 2 Brigades
Open or Coastal Terrain	2 Divisions and up to 3 Brigades	1 Division and up to 2 Brigades
City	3 Divisions and up to 4 Brigades	1 Division and up to 2 Brigades

6. Resupply & HQ Recovery	<ul style="list-style-type: none"> Unit Resupply HQ Recovery (play support cards to speed recovery) 	<ul style="list-style-type: none"> HQ allocates supply counters equal to its current level. NATO normally supply own nationality. WP any in same Army. Front adds resupply to ONE Army. Units must be on or adjacent to a road and within radius (x2 on autobahn) of HQ. Divisions carry up to 3 SP, Brigades up to 2 SP. HQ, battalions and artillery don't carry SP. AFTER resupply, HQ recover one level, plus up to 2 support cards (Signals/Logistics/Rear Troops) played. WP outside East Germany and Czechoslovakia do not recover levels.
7. Planning	<ul style="list-style-type: none"> Team Time 	<ul style="list-style-type: none"> Return to your table. Electronic communication only between teams.

CHEMICAL AND NUCLEAR WEAPONS - THESE REQUIRE HIGH LEVEL RELEASE, CONFIRMATION WITH CONTROL AND CONTAMINATE AREAS

Chemical Weapons (CW) add modifiers in combat and double damage in rear area and airbase attacks

Nuclear will usually roll 2d6 for hits and eliminate all supply counters



Not Over By Christmas - Air War QRS



1) Allocate units to missions.	<ul style="list-style-type: none"> Place cards on the appropriate boxes on the Operations Allocation chart.. Check ranges. Recce and Paradrop in the CAS box Place any advanced weapons for Air to Air combat and CAS/Deep Strike missions Aircraft being transferred between Zones go in Holding Box of the receiving Air Chart 																				
2) Prepare for Air to Air combat.	<ul style="list-style-type: none"> All WP Air to Air units are lined up, most effective aircraft to least. NATO places units opposite the WP units of their choice. WP can then switch up to 2 units Spare units do NOT double up, but remain in place (unchallenged) 																				
3) Air Superiority Combat	<ul style="list-style-type: none"> Combat is simultaneous, except for units with Advanced Air to Air Missiles (AAM) who always fire first - if their opponent is damaged they do not fire back. Roll less than or equal to the Air to Air value on the card to damage the opponent. Damaged units IMMEDIATELY go to the Airbase Chart Damaged box. 																				
4) Calculate Air Superiority level	<ul style="list-style-type: none"> Air to Air combat result determines the air superiority level. Total all remaining units - quality is NOT relevant , then consult odds table below 																				
5) CAS & Deep Strike unit number calculated and unit selected by owning player.	<table border="1"> <thead> <tr> <th>Result</th> <th>Winner CAS</th> <th>Winner Recce/EW</th> <th>Loser CAS</th> <th>Loser Recce/EW</th> </tr> </thead> <tbody> <tr> <td><2:1 = CONTESTED AIR</td> <td>8</td> <td>4</td> <td>6</td> <td>3</td> </tr> <tr> <td>2:1 <3:1 = AIR SUPERIORITY</td> <td>10</td> <td>5</td> <td>4</td> <td>2</td> </tr> <tr> <td>3:1 or more = AIR SUPREMACY</td> <td>12</td> <td>6</td> <td>2</td> <td>1</td> </tr> </tbody> </table>	Result	Winner CAS	Winner Recce/EW	Loser CAS	Loser Recce/EW	<2:1 = CONTESTED AIR	8	4	6	3	2:1 <3:1 = AIR SUPERIORITY	10	5	4	2	3:1 or more = AIR SUPREMACY	12	6	2	1
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6) Return Air Units	<ul style="list-style-type: none"> Air superiority aircraft return to Holding box Excess CAS aircraft are "intercepted" and return to the damaged box of the Airbase Chart. All deployed Advanced Weapons are discarded. 																				
Phases 1 to 6 MUST be complete before the start of the land combat																					
7) Hand CAS units to land battle players	<p>Army Group/Front Air Liaison players must return aircraft to the air team as soon as possible. They always return to the damaged box</p> <p><i>PARADROP - 1 dice/brigade: Air Superiority -1, Contested Air -3, Landing adjacent to an enemy unit -1, Landing on an airfield -1</i> <i>Result: 0 Total Loss, including Transports, 1 Lose 3 Hit Points and Transports, 2 Lose 1 Hit Point, 3-6 Success</i></p>																				
8) Resolve deep strike missions (including special forces and SSM)	<p>A) Air Defence: Use Mission Charts or the target airbase's chart to resolve air defence (AD) penetration or suppression. Extra units allocated to AD are there to take damage and reduce the overall effectiveness of the Air Defence ('<i>swamping</i>'). Specialist EW air units do this without taking damage.</p> <p>B) Air Attacks: Once AD is resolved, all surviving attacking units may attack. Units roll their relevant attack factor or less to hit the target (including bridges). The effect of a hit is noted on the chart.</p> <p>C) Special Forces and/or SSM strikes: attack strength is 3 in both cases. Chemical Weapons NBC Card = Damage x2</p>																				
9) Aircraft repair	<p>Each NATO air team can automatically repair 2 units of their choice. For all other units, roll less than or equal to the repair score to repair. Units failing their repair role are "destroyed".</p> <table border="1"> <thead> <tr> <th>Nationality</th> <th>Repair Score</th> </tr> </thead> <tbody> <tr> <td>USAF, RAF, Luftwaffe, Canadian Air Force, and French</td> <td>5</td> </tr> <tr> <td>Dutch, Belgian, and Danish</td> <td>4</td> </tr> <tr> <td>Soviet and East German</td> <td>4</td> </tr> <tr> <td>Polish and Czechoslovak</td> <td>3</td> </tr> </tbody> </table>	Nationality	Repair Score	USAF, RAF, Luftwaffe, Canadian Air Force, and French	5	Dutch, Belgian, and Danish	4	Soviet and East German	4	Polish and Czechoslovak	3										
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10) Determine airbase capacity for next turn	<ul style="list-style-type: none"> 2 Hits/Units per Airbase Any aircraft without a space on an airbase is placed in the HOLDING BOX. EXCEPTIONS: EW, Recce Squadrons and RAF Harriers are NOT restricted by airbase capacity. 																				
11) Airbase and air defence repair	<ul style="list-style-type: none"> Roll 1dice/Airbase hit. NATO repair on 4 or less. WP repair on 3 or less. A FAIL to repair makes the hit permanent and cannot be rolled for again in future. Hits inflicted by airfields being overrun on the Main Map are always permanent. Each Air Zone repairs 3 Air Defence boxes (three in total across all of the charts in that Zone). 																				

Not Over By Christmas - Glossary

Acronyms

AAFCE	NATO command tasked with air and air defense operations in NATO Central Region
AFCENT	Allied Forces Central Region (NATO) - NORTHAG, CENTAG and AAFCE report to them
ATAF	Allied Tactical Air Force (NATO) -2 represented in the game, reporting to AAFCE
C2	Command and Control
C3	Command, Control and Communications
CENTAG	Central Army Group (NATO), mainly German and US forces
HQ	Headquarters
NATO	North Atlantic Treaty Organisation – ‘the West’, likely to be supported by France
NORTHAG	Northern Army Group (NATO), formed of several nationalities
SHAPE	Supreme Headquarters Allied Powers Europe (NATO) – AFCENT report to them
TVD	Theatre of Military Operations (Warsaw Pact), comprised of several <i>Fronts</i>
WP	Warsaw Pact – the Soviet Union and its Eastern European allies

Military Terms

Airborne	Troops who are expected to parachute into action
Airmobile	Troops who usually use helicopters (heliborne) and planes to land on the ground
Army	A group of several Divisions (Warsaw Pact)
Army Group	The two senior NATO formations, NORTHAG and CENTAG, each of several Corps
Battalion	The smallest unit in the game, around 6-800 men
Brigade	The most common NATO tactical unit in game; around 1500-3000 men
Corps (<i>pron. 'korr'</i>)	A NATO force of around 9-15 brigades, around 25-40,000 men
Division	The most common Warsaw Pact tactical unit, around 20-30,000 men
Front	A group of armies (Warsaw Pact)
Military District	Soviet administrative region, responsible for mobilising reinforcements
Spetsnaz	Soviet special forces, similar to the NATO SAS, SEALs and Delta Force
Theatre	The area of operations encompassed within this game (Central Europe)

Game Terms

Combat Strength	The ability of a unit to take losses and maintain cohesion
Combat Value	The ability of a unit to fight and inflict damage
Deep Attack	Air attacks on enemy rear areas
HQ Capacity	The fluctuating ability of an HQ to provide support cards and supplies to its unit
Logistics	The supply of resources and reinforcements to units
Operations	The fighting of campaigns, usually involving multiple battles
March Mode	Units ready for rapid movement, although with reduced ability to fight
Radius	The area within which an HQ can support or supply its units
Supply Points	An abstraction of food, ammunition and fuel
Support Cards	Played by HQs, representing actions or assets to help their units
Tactical Mode	Units ready and prepared to fight, moving more cautiously
Tactics	The fighting of battles
Unit Subordination	The higher level formation a unit belongs to