

STILL NOT OVER BY CHRISTMAS



COLD WAR GONE HOT IN THE 1980S
BY ROB COOPER

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TIMETABLE FOR THE DAY

0915-0945	Arrival, Booking In & Photo
1000-1015	Plenary Briefing
1015-1100	H Hour: Turn 0
	Air, Rear Attack & WP moves
1100-1200	Day 1 - 1 hour turn
1200-1245	Day 2
1245-1330	Day 3
1330-1415	Day 4
1415-1500	Day 5
1500-1545	Day 6
1545-1630	Day 7 <i>Russians on the Rhine?</i>
1630-1715	Debriefing
1715-1745	Clear Up and Leave

We **may** play an additional turn if it would add to the game.

The game will move ahead at 45 minutes per turn (except Day 1) without pause. Each turn represents 24 hours of combat. Within that time players will need to complete their tasks whilst communicating effectively.

THE VENUE

Endcliffe Hall, S10 3EU, an Army Reserve Centre to the west of the centre. As it's an operational base, we will have someone on the gate to let you in from **9.15am** - **please don't arrive before then as we'll be having a Control briefing**. Tea, coffee and soft drinks will be provided throughout the day and Broomhill shopping arcade is on the way to make sure you have enough sustenance.

CAR - There is car parking available in the grounds. We may have to move cars afterwards, but there is a lot of on free suitable street parking after 5pm.

TRAIN/TAXI - It's about 10 minutes in a taxi from Sheffield Central - anyone who is in that situation, wants to share and in the absence of a copy of the Guardian is advised to carry a copy of the attached SNOBC sheet by the taxi rank around 9.20am

TRAIN/BUS - A 120 Bus service runs from the bus station/Pond Street across the the train station at 8.53, 9.03, 9.11 and 9.19. You're travelling to Ranmoor, getting off just before Thornbury Hospital and it's about 20 minutes.

DRESSING UP: Feel free to get into character, although this is in no way an expectation. Photos and video will be taken on the day for social media and the Pennine website - please let us know if you don't want your photo taking.

A NOTE FROM THE DESIGNER

A quarter of a century has passed since the end of the Cold War, and for younger players this will seem like a history that never happened. But for me, and for anyone else over the age of perhaps 45, the Cold War was deadly serious and had a major impact on our lives, even if we were not professional soldiers. I can recall the fear in school around the Polish crisis of 1980, my Strategic Studies degree was built upon East-West confrontation, and the first few years of my career were steeped in this very scenario. During this whole period I was an active wargamer playing detailed simulations of a future history that never arrived.

This is a fantasy game weaved around that period based on a scenario that subsequent histories have deemed most unlikely to ever have happened. The Soviets feared NATO perhaps more than the other way around, and if war had started there was a not insubstantial chance of it commencing with a theatre nuclear offensive which few of the NATO forces in this game were likely to have survived. This other scenario, while “brief and exciting”, is also considerably less interesting as a megagame.

The game will involve planning the invasion and the defence of Western Europe within the political constraints of the time. For NATO this involves understanding the strengths and weaknesses of the various formations (and their allocated terrain) and providing the appropriate level of training for the missions they will face (see NATO training and planning options). For the Warsaw Pact this involves planning the appropriate balance of mobilisation and surprise, the initial air campaign and the operational goals of each of the four Fronts. Both sides will need to consider the use of nuclear and chemical weapons. Biological weapons are beyond the scope of the game. The Warsaw Pact has a substantial chemical weapons stockpile but will need to consider whether its use will trigger NATO nuclear escalation.

The potential release of nuclear weapons will be a decision for the most senior commanders in consultation with their political leaders and can neither be assumed nor dismissed. The political leadership will be played by Control and the decision will be influenced by a variety of factors, including messages from commanders at all levels, the amount of territory gained/lost and the risk of being pre-empted by the enemy.

The main body of the game covers the military operations by both sides in which the outcome is entirely dependent on player decisions. There is no historical baseline against which to measure success and the key for all players is as much about teamwork and good communication as it is about strategic brilliance. These rules are heavily influenced by Jim Wallman's “Don't Panic” game about Operation Sealion, but there are some notable differences.

With thanks to Chestnut Lodge for playtesting and everyone helping with production and admin for the game.

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THE CHAIN OF COMMAND

In this game you are part of a chain of command and this will need to be observed as far as possible. You can disagree with senior commanders but you may not wilfully disobey them without consequence. The game simulates a real military hierarchy (in the case of NATO, one admittedly designed by peacetime politics and less well designed for wartime) and will allow negative consequences for failure or disobedience.

This means that, as in real life, no commander has a completely free hand to do as they like. Higher commands and national political authorities (represented by Control) have the power to replace formation commanders. This might be done by moving a new player into the role from another team, or by swapping roles within the team. Sacking like this isn't done for being unlucky or losing a battle. It is done for obvious incompetence or blatant insubordination. NATO must request this via the relevant national government (i.e. Control). If you like your role the best way to hang onto it is to do a good job.



NATO Corps Commanders and non-Soviet Warsaw Pact (NSWP) Commanders can also appeal to their separate National Governments if they wish to seek clarification on orders or greater freedoms of action. These governments may also take action against commanders who ignore national objectives.

GLOSSARIES

ACRONYMS

AAFCF	Allied Air Forces Central Europe – (NATO) Command tasked with air operations
AFCENT	Allied Forces Central Region (NATO) NORTHAG, CENTAG& 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

Chemical Weapons	Lethal and non-lethal gases which increase the effect of certain attacks
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 combat stores, essential for fighting
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

TEAM STRUCTURE

NATO High Command	Army Group (4-5 Corps)	Corps (9-15 Brigades)	Front (Several Armies of several divisions each)		Warsaw Pact (WP) High Command
Allied Forces Central Europe AFCENT Allied Air Forces Central Europe AAFCE Brunssum (off-map) Reserves: 1 st French Army US REFORGER units	Northern Army Group NORTHAG 2 nd Allied Tactical Air Force 2 ATAF Monchen-Gladbach	‘Landjut’ Danish/West German	Coastal Front	Northern Air Army (off map)	Western Theatre of Military Operations WTMO HQ Frontal Aviation Team (off map)
		Dutch Corps			
		West German I Corps	1 st Western Front		
		British Army of the Rhine BAOR			
		Belgian Corps			
	Central Army Group CENTAG 4 th Allied Tactical Air Force 4 ATAF Heidelberg	West German III Corps	2 nd Western Front	Central Air Army (off map)	
		US V Corps			
		US VII Corps	South Western Front		
		West German II Corps			

Corps and Front HQs are represented on the map by counters. All on-map HQs (including CENTAG and NORTHAG) are vulnerable to attack, but they are never completely destroyed, they just have their capability reduced.

Notes

Denmark For the purposes of the game Landjut is attached to NORTHAG under AFCENT.

The French 1st French Army is nominally attached to CENTAG but has its own national command structure.

REFORGER (NATO US reserves)

Several additional Divisions fly from the US to reinforce V and VII Corps (CENTAG) and most of III Corps (NORTHAG) using pre-positioned equipment (at sites marked with an R on the map).

Warsaw Pact Reserves Additional Polish, Czech and Soviet Armies could arrive during the course of the battle, to be assigned to Fronts as they arrive on Map.

As part of the planning game, these boundaries and allocations may change slightly.



TEAMROLES

High Command

The High Command Teams (AFCENT, NORTHAG, CENTAG and WTMO) make strategic decisions on overall strategy, allocating resources and reserves and considering nuclear or chemical release. Nuclear and Chemical weapons are held by Political Control to be distributed **when authorised** to senior

teams for onward distribution to operational teams (requiring players to engage with Political Control in advance of a need to use these weapons). As such, senior teams will not directly control any air or land units but will be responsible for coordinating the actions of their subordinate teams and trying to get to grips with the bigger picture.



Senior teams will also hold a handful of other Support Cards that they can cascade to their subordinates. These teams will comprise a Commander, a Deputy and several Staff Officers responsible for communicating with other teams and keeping the intelligence picture up to date. AFCENT, AAFCE, NORTHAG and CENTAG are all multi-national teams and details will be in the individual team briefs. Senior HQs do not have counters and most are off map, but If Heidelberg (CENTAG) or Monchen-Gladbach (NORTHAG) are overrun, consult with Control. Players who do not keep at least one combat unit at their HQ location deserve to find out what happens under these circumstances.

There is a small cell of Non-Soviet Warsaw Pact (NSWP) Army Chiefs who are responsible for liaising with their national Operations Officers, providing them with advice and sometimes with special National Support Cards or political guidance. More information is available in briefings.

Air Teams



AFCENT and WTMO each have attached Air Staffs (AAFCE and HQ Frontal Aviation respectively) who oversee the overall air battle – planning several days ahead, ensuring the Operational Air Teams focus on key objectives and moving resources around where necessary. AAFCE and HQ Frontal Aviation also have access to additional resources such as RAF Fighter and Strike Command and additional Soviet Long Range Strike Regiments which can be committed to the air battle under circumstances outlined in their briefs. These teams

will comprise at least Commander and a Staff Officer, responsible for liaising with the Operational Air Teams. They may also have an Operations Officer responsible for Deep Strike attacks on the enemy rear areas.

The Air War itself is run by the four Operational Air Teams (2 ATAF, 4 ATAF, Northern Air Army and Southern Air Army). These teams each comprise a Commander and an Operations Officer, who runs the air combats.

Land Teams

The Land war is run by the eleven NATO & French Corps teams and the four WP Front Teams. These consist of 2 - 4 players, including Commanders and Deputies, Staff Officers and Operations Officers. In small teams the players may have to double up on roles.

The **Commander** is in charge and will have to make the key operational decisions and plan a day or two ahead – constantly liaising with the senior HQs. **Deputies** carry out tasks as required and may authorise decisions in the commander's absence.

Staff Officers have to provide the Commander with all of the information needed to make the key decisions – most importantly keeping the team map up to date with the positions of friendly and enemy forces and liaising with neighbouring Corps.

Operations Officers will spend most of their time at the mainmap moving units and fighting the battles. In most cases individual teams will all be the same nationality, but there may be some instances where a team comprises more than one nationality – this will be clear in the Team brief.

THE TURN

Each 45 minute game turn represents 24 hours of real time

Time	Commander	Deputies & Staff Officers	Operations Officers	Operational Air Teams
5 Minutes	High Level Discussions	Liaise with neighbours	HQ & Rear Attacks	Deep Strikes
15 Minutes			Ground Combat	Team Time
10 Minutes	Planning	Planning	Movement	Recover Damaged CAS Aircraft
5 Minutes			Resupply & HQ Recovery	The Air Battle
10 Minutes		Update Team Maps		
10 Minutes	Team Time			Distribute CAS cards

COMMUNICATIONS

Players will be allowed to move between tables to communicate, but should be conscious of the need to plan properly. You are normally free to use any method of communication during the game, including face to face, notes and electronic media, **including pictures of maps**. Be aware that clarity of communication is key, given time constraints. In some special cases Control may place a team out of communication for a period of time (in which case they may not move about or talk to other teams until communications have been re-established).

LOGISTICS

This is a complicated issue and getting resources to where they were required would have had a significant bearing on any battle in central Europe during this time, but has been abstracted. All combat supplies are aggregated into "Supply Points" (SP). These are represented by wooden cubes placed on the main map which are sent out via HQs.

WP units can carry up to **3 RED SPs** at any one time. NATO units can carry up to **2 BLUE SPs**. **Artillery and battalion-sized units do not carry SPs**. Units expend these supplies according to their activities during the turn. Using Artillery in support of combat also costs supply points, drawn from the unit which is receiving the support.



SUPPORT CARDS



In addition to unit cards and counters, teams will utilise a selection of Support Cards. These represent additional special abilities and/or bonuses in combat, including things like Attack Helicopters, Anti-Tank Missiles, Combat Engineers, and National Doctrine. They can also help HQs recover levels (essential for supply and supporting their units).

During the planning phase NATO Corps will be able to select a number of special cards (listed in National Briefings) to provide appropriate staff training in particular areas of operations that they believe will be useful during the game. Senior HQs will also have a limited number of additional support cards with which to reinforce Front/Corps Teams.

Once handed to a subordinate team these cannot be returned.

Some Support Cards state that they are discarded automatically after use. Others are discarded based on a dice roll, whilst some are not discarded but can be re-used.

Re-usable cards may only be played once per turn.

The number of these **cards that an HQ can use on the map in any single combat is limited by the HQ's Level**. Some cards can be played outside of ground combat (e.g. Electronic Warfare during HQ Recovery, Combat or Bridging Engineers in support of movement, or cards providing reinforcements and replacements).

Outside combat there is no hard limit on the number of cards that can be played each turn

UNITS

Ground Units

Each unit is represented by a counter on the map. Most NATO units are Brigade-sized or equivalent – including a number of Brigade-sized Artillery units. The majority of Warsaw Pact units are Division-sized with a few exceptions for specialist Brigade-sized units – usually Marine or Airborne/Airmobile units and a number of Artillery units. Divisions, Brigades and Battalions will be different size counters. **This disparity in sizes means Warsaw Pact divisions exert an influence on surrounding hexes (a 'zone of control'), whilst NATO brigades do not.**



HQ Units

Both sides rely on a number of HQ units to provide Command and Control (C2) and Logistical Support for their combat units. Supply Points (SP) are essential for combat and using artillery and are represented by red counters.

For the WP there are 4 Front HQs and multiple Army HQs. For NATO most Corps have a Main HQ and a Rear Area HQs. Each of these is represented by a counter on the map which must be deployed on a road or autobahn with a direct uninterrupted road route to its Rear HQ and/or a supply source. Supply Sources are major cities or friendly map edges. Only French HQs can use a French City or Map Edge in France. The Rear Area HQs also provide additional flexibility and can supply small numbers of units away from the front line guarding the rear areas against attacks by airborne units or units that have broken through the main line. The WP Front HQs can support any one combat or support one Army with additional Supply Points.

HQ Title and Insignia

1st French Corps

HQ Type

HQ Radius

Distance from the HQ at which it can provide resupply and use support cards

HQ Level

This will alter during the game through attacks on the HQ and the play of support cards to recover levels, but always has a minimum of 1, as they are never eliminated. Level determines the number of supply tokens distributed per turn and support cards it used in each combat.



Combat Units – Divisions & Brigades

Unit title and subordination

(27th Guards Motor Rifle Division, part of 8th Guards Army)

Unit Nationality

Unit symbol (for visual appeal)

Unit Combat Strength

(once all of the hits in a row are marked off the Combat Strength alongside the next row is used).

Unit Hit boxes

(marked off as the unit takes hits)



NATO Combat Brigade counters are approximately half the size of Warsaw Pact division counters.

Artillery Units

These are identified by the red circle surrounding the combat value and are the same size as brigades.

Note that this German brigade of 11th Panzer Grenadier Division is capable of firing nuclear weapons, signified by the N.



Special Rules Combat Units - Battalions

Including NATO reconnaissance and armoured cavalry units, West German VKK (Territorial) units and Warsaw Pact 'Desant' (Airmobile) units. **VKK and Desant cannot move once deployed.**

No battalions participate in the combat phase - they act mainly as a terrain feature during movement. Battalions may not be replaced once destroyed.

Unit title

Nationality

Symbol (for visual appeal)



This unit inflicts **1 hit and 2 MPs** cost to any unit entering its hex. If the moving unit cannot pay the extra MPs it cannot enter the hex. If it does enter the hex it takes hits equivalent to those noted on the counter (modified by terrain combat modifier applicable to the hex, see Step 2, p.14) and **the battalion is automatically destroyed.**

Air Units



Air units are represented by cards rather than counters, which equate to Air Wings or Regiments, each representing between 30-40 aircraft.

These have a number of values to be aware of:

Air to Air (AA) Combat Value (using guns and missiles to attack enemy aircraft)
Note: Recce and EW aircraft have no combat factors.

Close Air Support (CAS) Value (against combat units and HQs on the map)

Deep Strike (DS) Value (against targets off map, including bridges and reserves)

Range (determines Deep Strike options and the ability to support adjacent air zones)

Electronic Warfare (ECM) modifier (improves chance of penetrating air defences)

This air unit is capable of delivering nuclear weapons

Aircraft Only - Advanced Weapons Cards

A limited number of Advanced Weapons Cards are available which can be paired 1:1 with an **appropriate** aircraft card to modify its capabilities.

Control will advise players where necessary, but these aircraft should have a star against their Air to Air or Deep Strike capability.

Within the time-frame of the game there will only be a handful of additional advanced weapons made available (listed as reinforcements in the team briefs).

No new weapons will be added to the overall war-stock.



THE MAP

The game map is a stylised map of central Europe. The main map will use a hexagonal grid (similar to that used in many board games and computer games). Each hexagon represents an area approximately 16km across. For planning purposes an ungridded map will be available.

In order to play through the game in the time available some military aspects are necessarily simplified and abstracted. This is designed to give a narrative flow to the battle without becoming bogged down in complex calculations or processing complicated game rules.

The majority of the rules will be implemented by the Operations Officer players together with their opposite numbers at the map. Map Control will be available to help out and resolve any problems or disputes. They will each have a designated area they are responsible for, roughly in line with Front boundaries.

Map Control decisions are final. This is a fast-paced game and the clock stops for no-one.

You are welcome to discuss rules interpretations after buying them a drink in the pub.

Basic Main Map Sequence of Play

Operations Officers should have been given Air Support Cards from Air Teams during the previous team time

1. Orders Phase

- Take CAS aircraft cards to map and place Combat Mode markers on units in supply.

2. Rear Area Attack Phase

- Assign Support Cards (including Air Units) to attacks on HQ or units out of contact. Bridge Demolition.
- Resolve Rear Area attacks (against HQs and units not in contact with the enemy)

3. Ground Combat Phase

- Announce Combats **WP fights first unless one or more NATO Corps seizes the initiative**
- Assign Support Cards (including Air), up to HQ Limit for each potential combat
- Conduct Ground Combat
- Conduct Retreats and/or Advance after Combat (if appropriate card played)

4. Movement Phase

- Carry out all Movement **WP moves first unless one or more NATO Corps seizes the initiative**

5. Unit Resupply and HQ Recovery

- Unit Resupply up to HQ level limit
- Auto HQ Recovery, plus any support cards. **WP HQs outside Eastern Europe MUST play cards, no auto.**

6. Team Planning Time (all players at Team table, except Air Operational Officers)



The Air Game

The rules for the Air War are presented separately and are primarily for the air players. Where the Air War interacts with the main map is mainly through the use of Close Air Support (CAS) during Rear Area attacks and ground combat. Rules for this are integrated with the ground rules below.

A key point to note is that the Air Game will be offset from the Ground Game with the Air Battle being fought in the 15 minutes or so before the normal turn. This allows the air players to determine how many units performing CAS reach the battlefield and to allow players to get them before the turn begins. These units are returned to the Air Team as soon as possible and are **always considered to be “damaged” regardless of actions at the Map.**

LAND COMBAT

I. ORDERS PHASE: Players decide which mode to place units in:

Combat Mode (CM): This represents preparing for combat operations **in attack OR defence**, costing **ONE Supply Point (SP) per unit whether the unit fights this turn or not**. CM is signified by placing a Red (WP) or Blue (NATO) poker chip on top of the unit.

HQs, Artillery and Battalion-sized units do not require supply points or CM markers. They cannot initiate attacks on their own and always move as if in March Mode, although they do not suffer the negative combat modifiers for being in MM as special rules apply to them.

Minefields represent fortifying a hex with minefields and other defences and units placed under a Mine Counter will be harder to dislodge but casualties on both sides are likely to be higher in combat.

If an Engineer Support Card is placed on a unit in CM during the Orders Phase it is considered to be laying minefields and fortifying the position. A Mine counter is placed on top of the unit at the end of the turn.

If the unit is attacked during the turn the Engineer Support Card is discarded but the defender still gains the advantage, otherwise the Engineer card is returned to the player.

March Mode (MM): **This does not cost a Supply Point.** Units in MM are preparing to conduct rapid movement or exploitation and gain significant advantages in the movement phase. They **cannot attack** in the combat phase, are more vulnerable to attack **(-4 Combat Factor)** and **cannot use Support Cards or Artillery if attacked.**

All units out of supply are automatically considered to be in March Mode.

2. REAR AREA ATTACKS PHASE: Long-range attacks on HQs, bridges & units not in contact with the enemy.

Step 1 Target Identification and Location: Each unit attacked requires two Support Cards (can be the same type):

- Intelligence Card
- Air Recce Squadron
- SF/Spetsnaz cards – *can be re-used in this role only.*

Step 2 Attacks are launched using the **cumulative** combat values of:

- **Close Air Support (CAS)** value – add CW attack points if paired with a Chemical Weapons (CW) card
- **Surface to Surface Missile (SSM)** – add CW attack points if paired with a CW card
- **Electronic Warfare (EW)** - can only be used against HQs **discard**
- **Special Forces** (must not have already been used in identification and location) **discard**

Halve total score if target an artillery unit **or** target is in a city or woods **not cumulative**

Double total score if target is a combat unit in March Mode

THEN add 1D6 and consult the table to see effects on HQ or Units.



Score	HQ attacked Cannot be destroyed	Unit Attacked	Post Combat
1-4	No Effect	No Effect	Discard Missile, EW and SF cards used in attacks. Retain Recce and Intelligence Cards CAS Units return to the damaged box
5-6	No Effect	1 hit	
7-9	Reduce by one HQ box	2 hits	
10-14	Reduce one HQ box and remove one Support Card	3 hits	
15-19	Reduce two HQ boxes and remove one Support Card	4 hits	
20+	Reduce three HQ boxes and remove two Support Cards	5 hits	

Nuclear Weapons are used in this Phase. They require Step 1 (target identification and location), but then apply the result on the appropriate card rather than follow the rest of the process.

3. GROUND COMBAT PHASE:

Only units in Combat Mode can initiate attacks against an adjacent unit. Units in March Mode may be attacked.

Battalion-sized units do not contribute directly to a combat taking place in a hex they are in. They stay in the hex and must be overrun during the **subsequent** movement phase as they cover the retreat (see p.14).

Order of attacks:

- WP Players first announce all the attacks they intend to carry out this turn.
- Any NATO units in combat mode that not being attacked by the WP may then announce an intention to attack adjacent WP units.
- If a NATO Corps plays a G5 card and **seizes the initiative** the above process is reversed – NATO units in that Corps declare attacks first. Then WP, then the rest of NATO.

Who fights who?

- Units in a single hex can attack only one adjacent occupied hex.
- Combat always involves every brigade or division in the defending hex
- Units can choose to attack a single hex from multiple hexes.

Deploy **Support Cards**:

For each potential combat within the operational radius of the unit's HQ, assign Support Cards (including CAS Air already collected from the Air Team) to any unit in Combat Mode, up to HQ Level shown on the relevant HQ counter for the formation. If the unit is outside the HQ's operational radius it cannot play support cards. A WP Front HQ can also provide additional support cards (up to its HQ level) to any one combat within its HQ Radius.

Supporting Artillery Fire: Any unit in Combat Mode can spend:

- 1 SP to allow up to three Artillery units to fire once in support of attack or defence.
- 2 SP to allow up to three Artillery units to fire twice in support of attack or defence (double effect)
- 3 SP to allow up to three Artillery units to fire three times in support of attack or defence (triple effect).

The Artillery must be **adjacent** to the unit it is supporting.

Add the Artillery strength to the total combat strength.

Example: two fully supplied WP Divisions are attacking one NATO Brigade. There are three Artillery units adjacent to the attackers (each Strength 6 for a total of 18 Combat Strength). Having already spent an SP on each Division to be in Combat Mode, there are 2 SP left on each Division. The WP could spend 3 of these SP to provide an additional 54 Combat Strength (3 x 18) to the attack.

Remember: Units in March Mode may not use support cards or artillery in support.

Their combat strength is reduced by 4



Combat Resolution Process – Step One: Total all unit Combat Strengths, including artillery

Step Two	Step Three	Step Four	Step Five	Step Six
Calculate differential in scores:	Add Terrain factors 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 -3 City	-1 Minor River -3 Major River NB: Attack requires a Bridge or Engineer Card (2 cards for un-bridged Major River).	-2 for EACH uncommitted NATO Brigade in Combat Mode, adjacent to a NATO defender (spoiling attacks) +/- for CAS unit values +/- Support Cards MUST be played before Step 6	Add 1d6

Combat Results Table

Final Score	Defender under a Mine Counter/In a City	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 take **ONE** hit if supporting a unit and retreat behind them if they do
 Other hits can be suffered when attacked by Air, SSM or SF in rear attack phase

Post-Combat

Discard Support Cards as required.

Retreating units move back towards HQ. Supporting artillery move back with one of the units they supported. No retreat possible through enemy units. If unable to retreat 2 hits/hex. Any Minefield in hex is destroyed

There is NO automatic “advance after combat”

Attackers normally wait to move until movement phase UNLESS a Support card says otherwise

Return Air Units to the appropriate Air Team and put in the Damaged box

4. MOVEMENT PHASE:

Initiative

The WP moves first unless a NATO Corps plays a G5 support “seize the initiative” – in which case units in the Corps playing the card move first, then the WP and then the rest of NATO.

Priority

Within a side's movement all airborne, amphibious and heliborne units move first.

Movement Allowances

Units in **Combat Mode** have **4 Movement Points** (MPs)

Units in **March Mode** have **6 MPs** (only units in March Mode can benefit from roads or autobahns).

Proximity ('Zones of Control')

Due to the relative size difference of NATO and WP units, the former can suffer casualties attempting to manoeuvre too close to the latter. It costs NATO units **an extra MP and one hit to voluntarily leave a hex** adjacent to any WP Division.

Movement Notes

- Units which retreated due to combat CANNOT move during the movement phase
- Only March Mode get autobahn/road bonus – WP Divisions in MM may not travel through other WP Divisions in MM along the same road
- Bridging unit cards can be left behind for other units. They may not be re-used again
- Battalion-sized units are eliminated when overrun, but cost MP and hits (see unit), plus additional cumulative hits as follows: **+1 hit Woods/Rough/Marsh/Town/Minor River/March Mode, +3 City/Major River**
- NATO units crossing into Eastern Europe lost **2 hits and 4 Movement Points** due to mines, obstacles and WP covering forces.



Movement Rates Per Hex

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				

Bridging Engineer Cards

When played during movement to minimise the cost of river crossings, these are not discarded. A player can choose to discard a Bridging Card to place a permanent bridge at the location which is then treated as a normal bridge by all other units. These cannot be converted back to cards.

Stacking

This applies after the Movement Phase. The maximum number of units that are permitted to remain in one hex at the end of Movement depends on the hex type and unit Mode. NATO doctrine included the use of battalion-sized covering force units to slow the WP advance – not to stop it.

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

HQ and Artillery Special Rules

- If an HQ or Artillery unit is adjacent to an enemy unit at any point during the movement phase (regardless of the presence of any other friendly units) the HQ/Arty immediately retreats up to 4 hexes towards one of its Corps HQ units or the map edge. It may stop once it has passed behind a friendly combat unit or retreated 4 hexes. HQs retreating lose one HQ level to represent re-location disruption.
- There is no Combat fought against these types of units.
- **If an Artillery unit fails to complete the retreat (or cannot retreat) it is destroyed.**
- If an HQ unit fails to retreat (or cannot retreat) it is reduced to its final level and is moved to the nearest available friendly city closest to its friendly map edge, or to the map edge if no cities remain.

5 Resupply & HQ Recovery Phase

- Each HQ allocates supply counters equal to its current level.
 - NATO HQs normally supply their own nationality, WP can supply any in the same Army.
 - EACH Front adds resupply to ONE Army.
 - Units must be on or adjacent to a road and within radius (x2 on autobahn) of the relevant HQ.
 - Divisions may carry up to 3 SP, Brigades up to 2 SP. HQ, battalions and artillery don't carry SP.
 - **AFTER** resupply, HQs automatically recover one level*, plus up to 2 support cards can be played (Signals/Logistics/Rear Troops).
- *WP HQs outside East Germany and Czechoslovakia do not recover levels without cards being played.*

6 Planning Phase

- Return to your table. Electronic communication only between teams



CHEMICAL AND NUCLEAR WEAPONS

The Soviets, US, French and British all have stockpiles of nuclear weapons, and the first two nations also have chemical weapons. Full details of the procedures for releasing and firing these weapons are in appropriate team briefs and rules on the effects are on the appropriate support cards. The procedures for release require **political approval** from Control and for the appropriate cards to be passed from control to the high command team and then to the appropriate operations or air team (depending on whether aircraft, missiles or artillery are being used).

All nuclear and chemical cards will be retained by political Control until issued.

Chemical weapons are usually a combat modifier bonus (added to any artillery, missile or CAS/DS value for aircraft). When attacking airbases and REFORGER sites they simply double the number of hits (see Air Rules).

Chemical weapons also leave a contamination marker on the map which is treated as additional terrain with a movement cost to move through.

Nuclear weapons do independent damage (usually 2d6 hits for each firing) and automatically eliminate all Supply Points in a hex. **Nuclear weapons are always used during the Rear Area Attack Phase.**



AIRBORNE AND AMPHIBIOUS LANDINGS

These take place at the start of the movement phase (including on Turn 0), but are included here to make sure you have the necessary requirements in place in advance.

Airborne Landings require an Air Transport unit (each of which can carry a Brigade or 2 SP). If units are deploying to an airfield that has already been captured then each Transport carries a Brigade and 2 SP and the level of risk is reduced.

Amphibious landings require a Sea Transport unit (each of which carries a Brigade and 2 SPs, a Division, or 4 SPs)

Roll 1D6 for EACH UNIT in an Airborne or Amphibious Landing, modified as follows:

Roll 1D6 for EACH UNIT in an Airborne or Amphibious Landing, modified as follows:	
+1 landing at a friendly controlled airfield -1 landing adjacent to an enemy unit or on an enemy airfield -1 if Air is Contested -2 if enemy has Air Superiority -3 if enemy has Air Supremacy	Score 0 or less Unit and all SP destroyed. Transport destroyed
For landings anywhere in the Baltic only, the following modifier applies: -1 for EACH German Naval base (Lubeck and Kiel) and Marine-Flieger (blue) airbase still in enemy hands	1 3 hits, 1 SP destroyed. Transport destroyed 2-6 Successful landing
Units can move one hex immediately after landing. On subsequent turns follow the normal movement rules.	

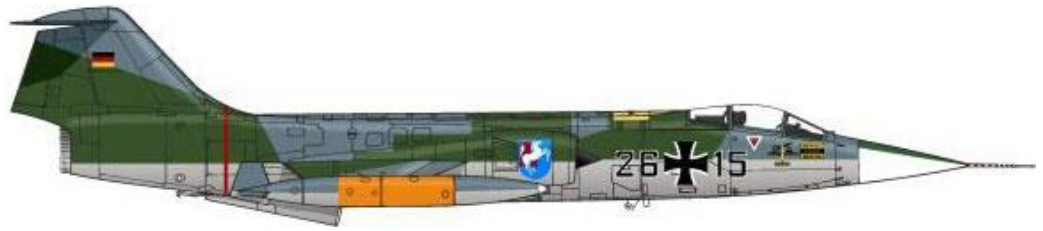
ON MAP BRIDGE DEMOLITION

The destruction of on map bridges needs to be planned carefully to hinder enemy attacks and movement, whilst allowing for counter-attacks. **No major bridges may be demolished in Turn 0.**

Bridge Demolition must be carried out by either engineer cards (up to HQ radius), or WP divisions adjacent to bridges (integral engineers) or air units allocated to Deep Strike (they are treated as damaged, similar to CAS aircraft). **See the reference sheets for required dice rolls.**

AIR COMBAT

The Air Game will be offset from the main game in that the battle for air superiority will take place during team time for most players.



This allows the Air Players to hand off Close Air Support aircraft to the appropriate Operations Officers during team time.

Air Players will then spend the first part of the next turn conducting and resolving deep strike operations against airbases, reinforcement routes and other targets, before team time, then starting again on the air superiority battle.

Air Zones

The game map is divided into two major Air Zones analogous to NATO 2nd and 4th Allied Tactical Air Forces (2 ATAF and 4 ATAF). 2 ATAF covers Denmark and the Northern half of Germany. 4 ATAF covers the Southern half. Two equivalent Warsaw Pact (WP) Provisional Air Armies (Northern and Southern) have been created for ease of representation in the game.

The UK Air Defence Zone.

This zone is used for long-range US strike aircraft (F-111) to operate in either of the Front Line Zones. It has its own Air Defence aircraft and can only be attacked by Long Range Soviet aircraft. It has 3 airbases and an Air Defence Strength of 4. Fighters and advanced weapons assigned to defend the UK can be transferred to 2ATAF but this requires political approval.

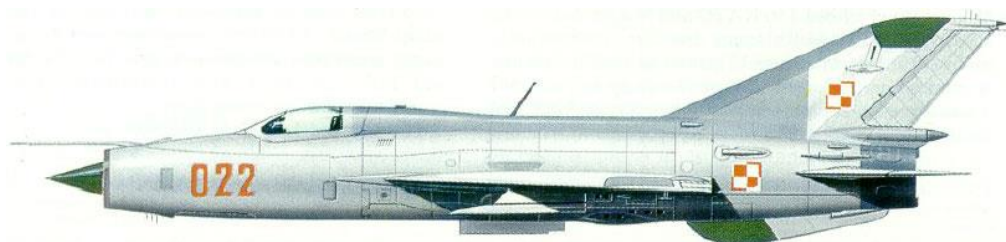
Air Teams

The Senior Air Teams will have two players (a Commander and a Staff Officer). These will need to report to the overall commander and ensure the two Front line teams are coordinating with each other. This team is also responsible for high level operational policy and assigning reinforcements. They should be thinking and planning for events at least 2 days in advance and should not be making last minute decisions.

The two Front line Air teams will have 1 or 2 players.

The Commander is responsible for determining the operational plan and reporting to high command. This player should also be in regular contact with the Army Group or Front Commanders that he is supporting.

The Operations Officer who conducts operations on the Air Charts and hands aircraft to the Ground Operations Officers as appropriate. This player **MUST** keep track of where he sends his close air support aircraft and is responsible for collecting them after use. These all return "damaged". Lost aircraft will be regarded as destroyed.



Air Units

All aircraft are represented by cards rather than counters (**see p.9**). The air teams should make sure that operational map players are familiar with unit characteristics when used in Close Air Support and the impact this can have. It can be very significant when used with other factors, so timing is key, as are discussions with Land players.

Airbases

The primary limitation on operations will be airbase capacity.

Each NATO Zone contains 12 Airbases and each WP zone contains 15 Airbases. Each has the capacity for two units.

Airbases have two hit points and each hit reduces the capacity by one unit, so an airbase with two hits cannot support operations at all. Hits are allocated sequentially along the airbase track.

Airfields are shown on the main map and NATO ones have an Airbase counter on them at the start. These are component parts of airbases. If an airfield on the main map is overrun by Warsaw Pact troops collect the counter. When FOUR counters have been collected take them to Air Control where they will inflict one airbase hit.

Electronic Warfare (EW), Recce squadrons and the RAF Harrier unit are NOT restricted by airbase capacity.

Each side has an Air Chart representing all of the details required to run air operations.(seeAppendix A)

Air Combat

Combat resolves around allocating fighter aircraft to try and win air superiority, whilst simultaneously targeting enemy assets and resources on the battlefield as well as further behind (Deep Strike). The full step-by-step process is outlined in Appendix B (p.23)

Deep Strike

Deep strike on Airbases is conducted at the Airbase chart of the attacked side.

There are a number of other target sets for Deep Strikes, each of which has its own A3 charts on which air units are deployed to conduct operations. These charts also outline the Air Defence strength of the target and the effects of successful strikes.

Note that individual strikes must be allocated to targets before the dice are rolled.

Air Defence

When conducting Deep Strike, air units need to penetrate the Air Defences around the target. To damage and abort an attacking unit the defender must roll equal to or less than the highest number in the undamaged Air Defence boxes on the chart. The Air Defence value against individual aircraft is modified by the ECM value of that aircraft.

Attackers can **swamp** the air defences by **assigning aircraft to cover undamaged boxes** and reducing the Air Defence value to the highest uncovered number (minimum value of 1). **These aircraft units are all damaged in this action.**

Specialist **EW aircraft** can use their score to effectively “cover” the number of boxes **equal to their ECM score – and are not damaged.**

Air Unit Ranges & Mission Capability

Air Unit Range	Air Superiority	Close Air Support	Deep Strike vs Airbases	Deep Strike vs Reinforcements or nuclear storage	Mission in Adjacent Air Zone
SHORT	Yes	Yes	No	No	No
MEDIUM	Yes	Yes	Yes	No (NATO) Yes (WP)	No
LONG	Yes	Yes	Yes	Yes	Yes

Aircraft can **transfer between Air Zones** but they are unavailable for one day while they transfer. They spend the day in the Holding box – the player briefings will identify some specific national limits on basing

Russian Strategic Transport and Airborne Divisions.

The Russian Air Teams are responsible for the any airborne assaults made during the game. (see p.16)

If the Front teams want to drop airborne brigades the provision of transport aircraft will need to be discussed with the Air Teams. See team briefs for details of available units and aircraft.

Each Russian Strategic Transport can carry one Brigade or 2 Supply Points.

APPENDIX A: AIR COMBAT BOARDS

NATO AIRBASE CHART

AIR DEFENCE LEVEL 5	AIR DEFENCE LEVEL 4	AIR DEFENCE LEVEL 3	AIR DEFENCE LEVEL 2	AIR DEFENCE LEVEL 1
------------------------	------------------------	------------------------	------------------------	------------------------

Attack on AD: roll equal or less than surviving AD value to abort and take damage. Attack effect using DEEP STRIKE value.
 Each successful HIT reduces AD level by one.

Attacker assigns Swamping units one per LEVEL to temporarily negate AD Level up to max of 4 levels. Swamping units are DAMAGED
 Wild Weasel temporarily negate their ECM value in levels up to a maximum of 4 levels. Wild Weasel units are never damaged.

HOLDING

DAMAGED

Advanced Weapons Store

UNITS
ATTACKING
AIRBASE

Each hit translates to a hit on the Airbase track.
 Chemical weapons inflict 2 hits.

12		11	
HIT 1	HIT 2	HIT 1	HIT 2
10		9	
8		7	
6		5	
HIT 1	HIT 2	HIT 1	HIT 2
4		3	
2		1	
HIT 1	HIT 2	HIT 1	HIT 2

WARSAW PACT AIRBASE CHART

AIR DEFENCE LEVEL 5	AIR DEFENCE LEVEL 4	AIR DEFENCE LEVEL 3	AIR DEFENCE LEVEL 2	AIR DEFENCE LEVEL 1
------------------------	------------------------	------------------------	------------------------	------------------------

Attack on AD: roll equal or less than surviving AD value to abort and take damage. Attack effect using DEEP STRIKE value.
Each successful HIT reduces AD level by one.

Attacker assigns Swamping units one per LEVEL to temporarily negate AD Level up to max of 4 levels. Swamping units are DAMAGED
Wild Weasel temporarily negate their ECM value in levels up to a maximum of 4 levels. Wild Weasel units are never damaged.

UNITS
ATTACKING
AIRBASE



Each hit translates to a hit on the Airbase track.
Chemical weapons inflict 2 hits.



15	14	13	12	11
HIT 1 HIT 2	HIT 1 HIT 2	HIT 1 HIT 2	HIT 1 HIT 2	HIT 1 HIT 2
10	9	8	7	6
HIT 1 HIT 2	HIT 1 HIT 2	HIT 1 HIT 2	HIT 1 HIT 2	HIT 1 HIT 2
5	4	3	2	1
HIT 1 HIT 2	HIT 1 HIT 2	HIT 1 HIT 2	HIT 1 HIT 2	HIT 1 HIT 2

WARSAW PACT OPERATIONS ALLOCATION CHART

AIR
SUPERIORITY



CLOSE AIR
SUPPORT (CAS)
(Pass to
Corps Teams)

AIRBASE
Strikes

Reinforcements
Strikes

NATO OPERATIONS ALLOCATION CHART

AIR
SUPERIORITY



CLOSE AIR
SUPPORT (CAS)
(Pass to
Corps Teams)

AIRBASE
Strikes

Reinforcements
Strikes

AIR DEFENCE
LEVEL 5

AIR DEFENCE
LEVEL 4

AIR DEFENCE
LEVEL 3

AIR DEFENCE
LEVEL 2

AIR DEFENCE
LEVEL 1

Attack on AD: roll equal or less than surviving AD value to abort and take damage. Attack effect using DEEP STRIKE value.
Each successful HIT reduces AD level by one.

Attacker assigns Swamping units one per LEVEL to temporarily negate AD Level up to max of 4 levels. Swamping units are DAMAGED
Wild Weasel temporarily negate their ECM value in levels up to a maximum of 4 levels. Wild Weasel units are never damaged.

ATTACKS ON SOVIET REINFORCEMENT ROUTES

UNITS
ATTACKING
RIVER
BRIDGES

Each hit blocks ONE
CROSSING POINT
for ONE DAY

AIR DEFENCE
LEVEL 5

AIR DEFENCE
LEVEL 4

AIR DEFENCE
LEVEL 3

AIR DEFENCE
LEVEL 2

AIR DEFENCE
LEVEL 1

Attack on AD: roll equal or less than surviving AD value to abort and take damage. Attack effect using DEEP STRIKE value.
Each successful HIT reduces AD level by one.

Attacker assigns Swamping units one per LEVEL to temporarily negate AD Level up to max of 4 levels. Swamping units are DAMAGED
Wild Weasel temporarily negate their ECM value in levels up to a maximum of 4 levels. Wild Weasel units are never damaged.

ATTACKS ON CENTAG REFORGER SITES

UNITS
ATTACKING
REFORGER
OR
REINFORCEMENT
SITES

Each hit removes two hit
points from a unit
not yet arrived on map

APPENDIX B: AIR COMBAT SUMMARY

PHASE						
1	Allocate unit cards to missions.	Place cards on appropriate boxes on the Operations Allocation chart (Close Air, Deep Strike, etc). Aircraft assigned to <i>Transfer between Zones</i> are placed in the Holding Box of the receiving Air Chart Pair units with advanced weapons cards now				
2	Prepare for Air to Air combat.	All WP units assigned to Air to Air Combat are lined up, most effective aircraft to least effective. NATO places units opposite the WP units of their choice. Warsaw Pact can switch up to 2 units Spare units do NOT double up, but remain in place (unchallenged)				
3	Conduct air superiority battle	Air units with Advanced Air to Air Missiles (AAM) always fire first and if the opponent is damaged they do not fire back. Otherwise combat is simultaneous. Roll less than or equal to the Air to Air value on the card to damage the opponent. Damaged units go immediately to the Airbase Chart Damaged box.				
4	Calculate air superiority	Compare total number of remaining air units after the combat round as odds - quality is NOT relevant . Chart below shows number of successful allocated to the attack charts / mission target – the owning player chooses which are successful.				
5	Assess numbers of units that are available for strike operations	Result	Winner: Close Air Support/Deep Strike Units	Winner: Recce/ECM	Loser: Close Air Support/Deep Strike Units	Loser: Recce/ECM
		Contested <2:1	8	4	6	3
		Air Superiority 2:1 <3:1	10	5	4	2
		Air Supremacy 3:1 or more	12	6	2	1
6	Intercepted units to damaged box	CAS/DS aircraft allocated which exceed the number above are considered “intercepted” and return to the damaged box of the Airbase Chart. AAW are immediately discarded . All surviving air superiority aircraft return undamaged to the Holding box				
Phases 1 to 6 must be complete before the start of the land combat						
7	CAS units handed to land battle players	These are passed to the Army Group or Front Air Liaison Officers who will take them to the main map. The cards must be returned to the air players as soon as possible after they are used. They always return to the damaged box. Recce squadrons are also assigned to the Air Liaison.				
8	Resolve deep strike missions (including special forces and SSM)	Air Defence: Use the Mission Charts or the target airbase's chart to resolve air defence (AD) penetration or suppression. The rules for this are on the charts. Units allocated to suppression are simply there to take damage and reduce the overall effectiveness of the Air Defence. Specialist EW air units do this most effectively and without taking damage.				
		Air Attacks: Once AD Fire is completed, all surviving attacking units may attack. Units roll their relevant attack factor or less to hit the target. The effect of a hit is noted on the chart. At this point any Special Forces and/or SSM strikes are conducted (attack strength is 3 in both cases). An air unit or SSM paired with a Chemical Weapons NBC Card inflicts double damage.				
9	Aircraft repair	Each of the two NATO air teams can automatically repair 2 units. Each of the two WP air teams can automatically repair 1 unit. Roll less than or equal to the score below for all other units. Units failing the roll are “destroyed”.				
		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			
10	Check airbase capacity	Any aircraft needing basing and without an undamaged slot on the Airbase Chart is placed in the HOLDING BOX and cannot operate (except specialist EW/Recce Units and the RAF Harrier).				
11	Airbase and air defence repair	Roll one die for each hit on the Airbase. NATO hits repair on 4 or less. WP hits repair on 3 or less. A FAIL to repair makes the hit permanent. Hits inflicted by airfields being overrun (Four counters/hit) 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).				

APPENDIX C: LAND COMBAT SUMMARY

Phase	Rules																									
1. Orders	<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, support cards or artillery possible. Extra movement• <i>HQs, Artillery and Battalion-sized units do not require markers or supply and move as MM.</i>																									
2. Rear Area Attacks & Bridge Demolition Only HQs and units not in contact may be attacked	<p>Bridge Demolition (No Major on Turn 0): NATO up to HQ radius and engineer card limit. WP Destroy if Division is adjacent (integral engineers). NATO on Turn 0: Minor 3-6, Turn 1>: Minor AUTO, Major 3-6 (Non-minelaying Eng. only) AIR: Roll equal to or less than unit Deep Strike value to destroy one bridge. Roll per unit, then damaged.</p> <p>Attacks - Target Identification and Location First: Each attack requires 2 Support Cards, of one or more types, from the following: Intelligence Card, Air Recce, SF/Spetsnaz cards – re-used in this role only.</p> <p>Nuclear Weapons are used now - once target identified, apply result ON THE CARD Atomic Demolition Munitions (ADM) - AUTO DESTROY 1 bridge/autobahn in 1 hex.</p> <p>To launch an attack: Total scores below</p> <ul style="list-style-type: none">• Close Air Support (CAS) value – add CW attack points if paired with a Chemical Weapons (CW) card• Surface to Surface Missile (SSM) – add CW attack points if paired with a CW card• Electronic Warfare (EW) - can only be used against HQs discard• Special Forces (must not have already been used in identification and location) discard <p>Halve total score if target an artillery unit or target is in a city or woods not cumulative Double total score if target is a combat unit in March Mode THEN add 1D6 and consult the table to see effects on HQ or Units</p> <table><tr><th>Score</th><th>HQ Attacks</th><th>Unit Attack</th><th>Post Combat</th></tr><tr><td>1-4</td><td>No Effect</td><td>No Effect</td><td rowspan="2">Discard Missile, EW and SF cards used in attacks.</td></tr><tr><td>5-6</td><td>No Effect</td><td>1 hits</td></tr><tr><td>7-9</td><td>Reduce by one HQ box</td><td>2 hits</td><td rowspan="2">Retain Recce and Intelligence Cards</td></tr><tr><td>10-14</td><td>Reduce one HQ box and remove one Support Card</td><td>3 hits</td></tr><tr><td>15-19</td><td>Reduce two HQ boxes and remove one Support Card</td><td>4 hits</td><td rowspan="2">CAS Units return to the damaged box</td></tr><tr><td>20+</td><td>Reduce three HQ boxes and remove two Support Cards</td><td>5 hits</td></tr></table>	Score	HQ Attacks	Unit Attack	Post Combat	1-4	No Effect	No Effect	Discard Missile, EW and SF cards used in attacks.	5-6	No Effect	1 hits	7-9	Reduce by one HQ box	2 hits	Retain Recce and Intelligence Cards	10-14	Reduce one HQ box and remove one Support Card	3 hits	15-19	Reduce two HQ boxes and remove one Support Card	4 hits	CAS Units return to the damaged box	20+	Reduce three HQ boxes and remove two Support Cards	5 hits
Score	HQ Attacks	Unit Attack	Post Combat																							
1-4	No Effect	No Effect	Discard Missile, EW and SF cards used in attacks.																							
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7-9	Reduce by one HQ box	2 hits	Retain Recce and Intelligence Cards																							
10-14	Reduce one HQ box and remove one Support Card	3 hits																								
15-19	Reduce two HQ boxes and remove one Support Card	4 hits	CAS Units return to the damaged box																							
20+	Reduce three HQ boxes and remove two Support Cards	5 hits																								
3. Ground Combat Combat Mode & adjacent units only may attack	<ul style="list-style-type: none">• Only units in Combat Mode can initiate attacks against an adjacent unit• Units in a single hex attack only one adjacent occupied hex, but can attack a single hex from multiple hexes.• Combat always involves every combat brigade in the defending hex <p>A) Announce attacks, in this order 1. WP Players first announce attacks. Except Seize the Initiative, then NATO Corps, WP, NATO 2. 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> <p>B) Deploy Support Cards (including CAS): up to HQ limit/radius for each combat. 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 CM can spend 1SP/Fire Support, up to 3 Fire Support missions max. Each of up to 3 artillery units. Add cumulative score for each fire mission.</p> <p>D) Check Combat Strengths of all units. Each March Mode/Out of Supply Unit -4 THEN:</p>																									
Combat Resolution – Step One: Total all unit Combat Strengths, including artillery, on both sides																										
Step Two Calculate scores differential	Step Three Add Terrain factors in the defending hex (cumulative)	Step Four If ALL attackers are crossing a river hexside	Step Five Support modifiers applied	Step Six 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 -3 City	-1 Minor River -3 Major River NB: Attack requires a Bridge or Engineer Card (2 cards for un-bridged Major River).	-2 for EACH uncommitted NATO Brigade in Combat Mode adjacent to a NATO defender (spoiling attacks) +/- for CAS unit values +/- Support Cards MUST be played before Step 6	Add 1d6																						

Combat Results Table

Total Score	Defender under a Mine Counter/In a City	Defender Not under a Mine
16 +	Costly Breakthrough 4 hits on each* attacking unit AND each* defending unit Defender retreats 2 hexes	Breakthrough 3 hits between all attackers, 2 hits on each* defender Defender retreats 3 hexes
12-15	Costly Success 4 hits on each* attacker, 3 hits between all defenders Defender retreats 1 hex	Costly Breakthrough 3 hits on each* attacker AND each* defender Defender retreats 2 hexes
8-11	Heavy Fighting 4 hits on each* attacker, 4 hits between all defenders Defender stays in place	Success 3 hits on each* attacker, 2 hits between all defenders Defender retreats 1 hex
5-7	Attack Beaten Off 4 hits between all attackers, 3 hits between all defenders Defender stays in place	Heavy Fighting 3 hits on each* attacker, 3 hits between all defenders Defender stays in place
<4	Attack Stalled early 3 hits between all attackers, 2 hits between all defenders Defender stays in place	Attack Beaten Off 3 hits between all attackers, 2 hits between all defenders Defender stays in place

***Artillery take ONE hit if supporting a unit and retreat behind them if they do**
Other hits can be suffered when attacked by Air, SSM or SF in rear attack phase

POST COMBAT: Retreating units move back towards HQ. Supporting artillery move with a unit they supported.
 Minefield is destroyed. No movement through enemy units. Unable to move? 2 hits/hex

Successful attackers normally move in movement phase UNLESS a card says otherwise

4. Movement WP moves first unless one or more NATO Corps gains initiative	<ul style="list-style-type: none"> • NATO units voluntarily leaving hex adjacent to WP take 1 hit & lose 1 MP per hex • 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 in this instance. • 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 River/March Mode, +3 City/ Major River. These are cumulative. • HQ/Artillery immediately retreat up to 4 hexes if encountered alone. HQs lose one level.
---	---

Terrain	Cost in MP	Notes	Terrain	Cost in MP	Notes
Autobahn	½	Any terrain. Only MM	Marsh	2	
Road	1	Any terrain. Only MM	City	2	
Clear	1		Mines	+1	(or ignore and take 1 HP)
Town	1		Contaminated Zone	+1	Radiation/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

5. Resupply & HQ 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 HQ 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, HQs recover one level, plus up to 2 support cards (Signals/Logistics/Rear Troops) may be played. • WP HQs outside East Germany and Czechoslovakia do not recover levels automatically – MUST spend cards.
6. Planning	<ul style="list-style-type: none"> • Team Time Return to your table. Electronic communication only between teams.