

## Rules Reminders& Clarifications (*Changes are in italics*)

If you don't print off the whole rulebook, we suggest that you print off the quick reference sheets on the last three pages.

### Unit Modes

Divisions may carry no more than three supply cubes, brigades two.

Units without supply are automatically in March Mode, HQ and artillery are always treated as though in March Mode. Artillery receive their supply from the unit they are supporting in combat.

March Mode units (except artillery) cannot attack or use cards or artillery to support them if attacked.

### Terrain

***City fights now count as the 'under mines' column. There is still the -3 modifier.***

If there are multiple terrain types in a hex, they are all relevant as combat factors.

Rear area attacks are halved against units in woods and cities but NOT towns. They are not cumulative factors in this instance.

### Retreating

***Units – forced to retreat after combat will no longer have a black counter placed on them, limiting their movement. They are free to move normally in their side's phase. Artillery behind a retreating unit is pushed back by that unit as it retreats.***

***Artillery which are forced to retreat by adjacent enemy units no longer take any hits but must move up to four hexes if necessary or behind a friendly unit. HQs which are forced to retreat by adjacent units now only take 1 hit, not two. This represents the disruption caused by re-locating.***

NOTE: 'Adjacent' enemy units do not count as such on the far side of an unbridged major river.

### Recce Units

These units DO NOT take part in combat. They are in effect, speed bumps. The hits inflicted by battalions when an enemy unit enters their hex are modified by terrain. Modifiers are cumulative.

If stacked with a unit, the combat is first resolved and then if the other unit retreats, the battalion remains in place as a rearguard. It will be removed as normal if a Warsaw Pact unit moves into its hex. It will stop "advance after combat" available on the WP Forward Detachments card.

### Movement

All reinforcements arrive on the map/map edge at the start of the turn during Orders Phase, fully supplied  
Within each side's movement all airborne/amphibious/heliborne units move first – often involving card play.

There is no automatic 'taking ground' option after a combat, although the Warsaw Pact has cards to enable this (see recce above). Movement comes after combat to enable follow up and exploitation.

Warsaw Pact divisions in March Mode may not move through other divisions in March Mode on roads ('leapfrogging'). Recce battalions can therefore be very effective in slowing the general advance.

Units operating outside their Corps/Front boundaries (not already agreed in pre-planning) may find movement affected due to unfamiliarity with the area. Control will rule on this.

Artillery can only stack with other artillery - HQs can stack for free.

## **Support Units and Cards**

Artillery brigades must be adjacent to units they are supporting. Each brigade can only support one COMBAT per turn (regardless of how many supply points are spent on them – the maximum is 3 per Artillery unit). Note that one supply point “activates” up to 3 artillery Brigades.

The support card limit is per COMBAT, not per HQ.

**Each combat may only feature one NATO Doctrine card at a time.**

If an HQ loses support cards as the result of an attack, these are selected at random by the enemy and discarded.

G6 Support Cards offer NATO the opportunity to coordinate units from two separate CORPS in the same attack.

WP Army AND Front HQs can support simultaneously, but the Front HQ can only support one of its armies in combat **and** movement each turn. This should be designated at the start of the turn.

Support cards can only be used once in a turn – e.g. combat engineers used to destroy bridges cannot then be used later to lay mines. WP Forward Detachment cards cannot be used in combat and then movement

## **HQs and Supply**

Existing supply cubes on units can be USED outside HQ radius, but may not be given to other units.

Warsaw Pact divisional Zones of Control block supply. Brigades do not have Zones of Control.

AFTER resupply, most 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.

## **Air**

Attempting to destroy a bridge on map requires a rolling lower than the aircraft's Deep Strike value.

All aircraft involved in rear area attacks and Close Air Support are automatically damaged (EW aircraft are not attacking, so not damaged - they are neutralising the SAM belt). They should be put in the air boxes by the map, along with discarded support cards.

In air to air combat, Warsaw Pact may swap two pairs of aircraft around after NATO have laid down.

If, for whatever reason, NATO loses its AWACs (Off board) then NATO (not WP) lays sits air cards first.

NATO Long range aircraft can attack deep strike targets from either the 2 ATAF or 4 ATAF zone and base out of the UK so do not require an on map base allocation.

A similar rule applies to WP Long range aircraft

Recce, Electronic Warfare and Harriers do not require base allocation

## **Airfields.**

Attacks on airfields are normally abstracted, however, there is the potential for those marked on the map to be overrun by WP forces. These will be marked by an airfield marker counter which are removed as bases are overrun.

WP players should place these in the appropriate north or south WP air box, along with discarded cards and damaged CAS aircraft.

When four have been collected, the appropriate WP air player can give them to air control to cause one permanent hit to NATO airbases in their sector.