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INTRODUCTION

Date: November 10, 1982: Leonid Brezhnev Dies

Date: November 16, 1982: A group later to be called "The Young Hawks" successfully takes power of the Soviet Union. They are disappointed in the direction of the country and with the return of American military might, the rebellion in the Warsaw Pact countries, and the failure in Afghanistan, vow to return the Soviet Union to its place of power in the world. A plan is devised to neuter the Americans and destroy NATO.

Date: January 17, 1983: A massive program to upgrade and ready the military is begun. New training, an increase of readiness, a purge of ineffective and politically suspect officers begins. A year long and focused effort is launched to prepare for war in the next few years. The Young Hawks see the next generation of military equipment is coming to NATO. Time is short. Preparing the Soviet Union for a non-Nuclear War is prioritized.

Date: February 25 - June 15, 1984: The Soviet Union inserts major military forces into El Salvador to support the popular uprising there. This is purposely done to strongly provoke the Americans. The Americans do not disappoint and within a few days, there is conflict between the Soviet and American forces in the region. World War Three appears imminent. NATO mobilizes its army and prepares for war. The Soviet Union in turn starts its mobilization. The Young Hawks had planned for this moment and in a great show of restraint, the apparent leader of The Young Hawks is overthrown and a new and peace-preaching leader of the Soviet Union emerges. The world steps down from the precipice of war. The "new" Soviet leadership offers peace talks and major arms concessions. The West breathes a sigh of relief as forces demobilize. The world is safe once more. While the West relaxes, the East doubles their efforts to prepare for war. It has all been a ruse. The West suspects nothing.

0500, August 1, 1985: The Soviet Union launches coordinated attacks throughout the world. The main effort will be in West Germany where the first step of the planned new Soviet hegemony is to destroy NATO. At 0500, Soviet forces cross into West Germany. NATO is

caught completely off guard. World War Three has begun. Using the Swiss as intermediaries, Soviet Leaders relay their assurances that the war will not use weapons of mass destruction unless the West uses them first.

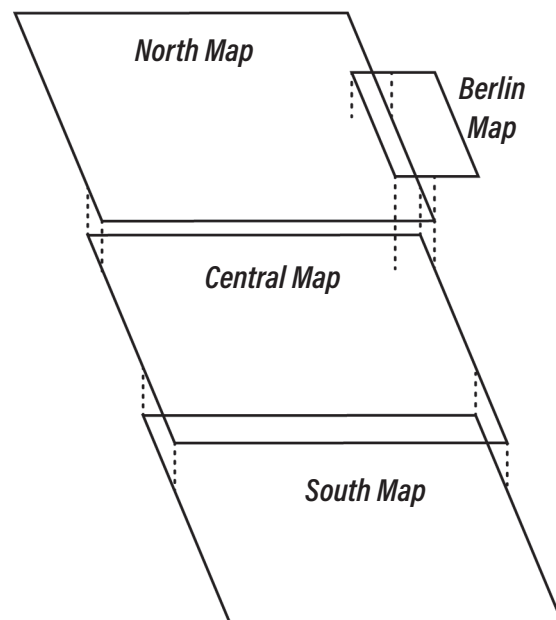
The Doomsday Project is a series of games covering this war that never happened. The first game, what you have in your hands now, covers the major assault on West Germany. Games covering the initial battle in Central America will be offered as well as games on conflict around the world. These include games on the conflict in the Persian Gulf, Norway, China, the strategic naval war, and worldwide Nuclear War.

The game has many unusual mechanics that may be hard to master at first. In the Scenario Book, there is a partial turn of The Battle for NORTHAG scenario. It is recommended that you punch out the counters and play through this example to see how the mechanics work. After doing this, return to the rule book to examine these concepts in more detail.

1.0 GAME COMPONENTS

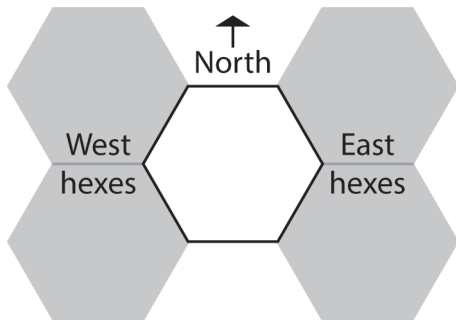
1.1 MAP

The 4 maps in The Battle for Germany include West Germany and parts of countries both east and west of West Germany that would be involved in a conflict in the area. Each map is named.



The map points directly north. West, as defined by these rules, are the two hexes to the northwest and southwest

of a hex. East as defined by these rules are the two hexes to the northeast and southeast of a hex. This is important for several rules in the game.



The hex scale on the map is about 12 kilometers.

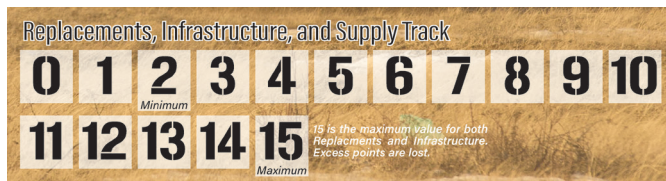
1.1.1: There are several country-specific Supply Source hexes on the map. These are used to determine communications during various phases of the game.



1.2 PLAYER AID CARDS

The Player Aid Cards have several boxes and tracks useful for managing the game.

1.2.1: The Replacements, Infrastructure and Supply Track is where you monitor your side's war-fighting resources. Infrastructure, Replacements, and Supply markers are tracked by side. The track shows the minimum and maximum values for Infrastructure and Replacements. The minimum value for Infrastructure is 2; the maximum value for Infrastructure and Replacements is 15. Points in excess of 15 are lost.

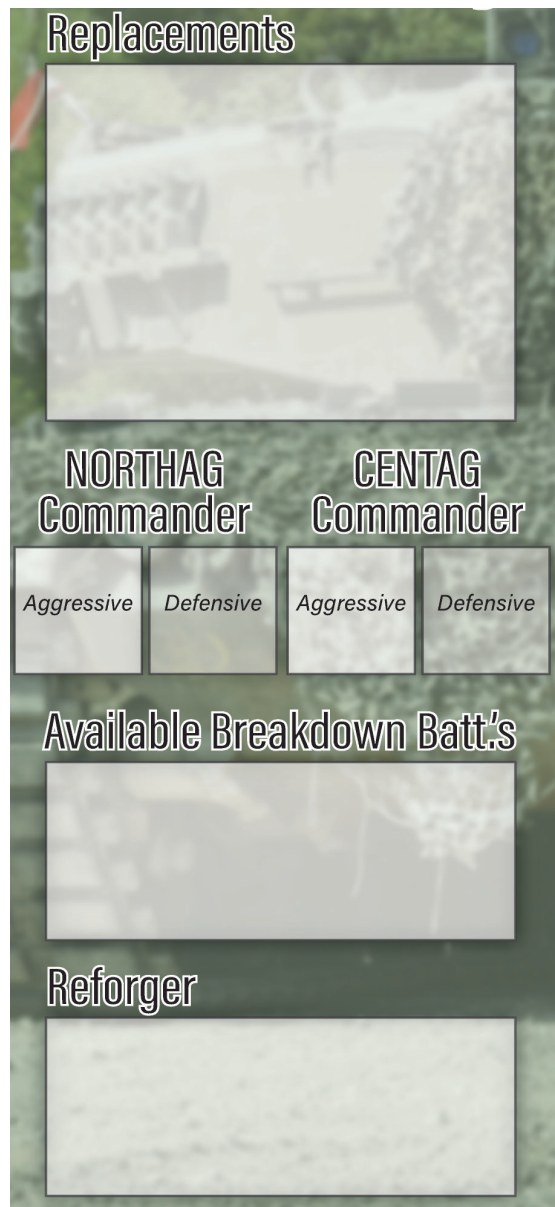


1.2.2: Each country has a Support Level Track with markers for each type of Combat Support available. These represent the various types of equipment that might be used by a unit or side during the play of the game. Some units have both a Primary type of equipment and a Secondary type of equipment. The owning player may usually choose which type of equipment to use in a given situation. The markers' positions on the track

determine what you have to roll with a D10 to have that type of equipment available to support a given combat. Note that these values are never reduced from game play. Loses are tracked on individual counters using specific markers for these loses.



1.2.3: There is also a box for Replacements. Finally, there is a box for identifying the Theater Commanders.



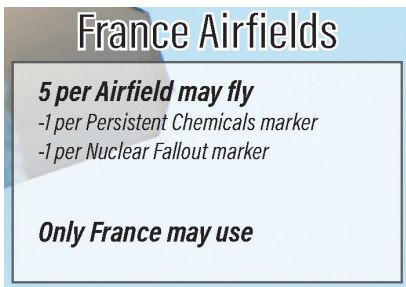
1.3 AIR DISPLAYS

Each side also has an Air Display. The Air Display is where you manage and fight the air war over West Germany.

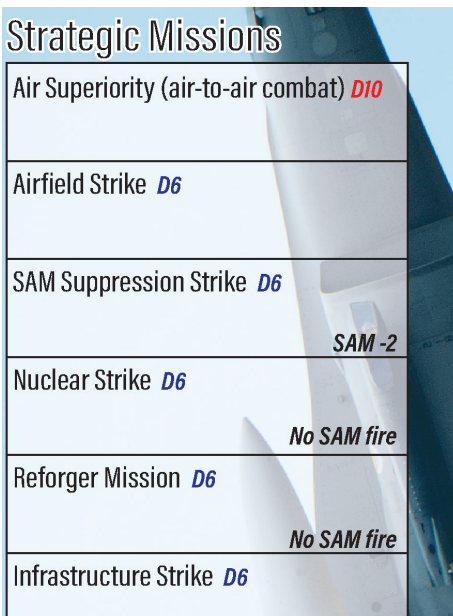
1.3.1: The Aircraft Capability Chart lists the strength (“Ability”) of each kind of Aircraft for each type of Mission. If an Aircraft is not listed next to a Capability, it cannot be assigned to that Mission.



1.3.2: There are boxes representing the regions in which you may have Airfields. You will put each of your Airfield counters in one of the Airfield Boxes. Airfield counters in each box determine how many Missions you can fly.



1.3.3: There are Mission boxes for both Strategic and Tactical Missions. Each Mission has a box for that type of mission.



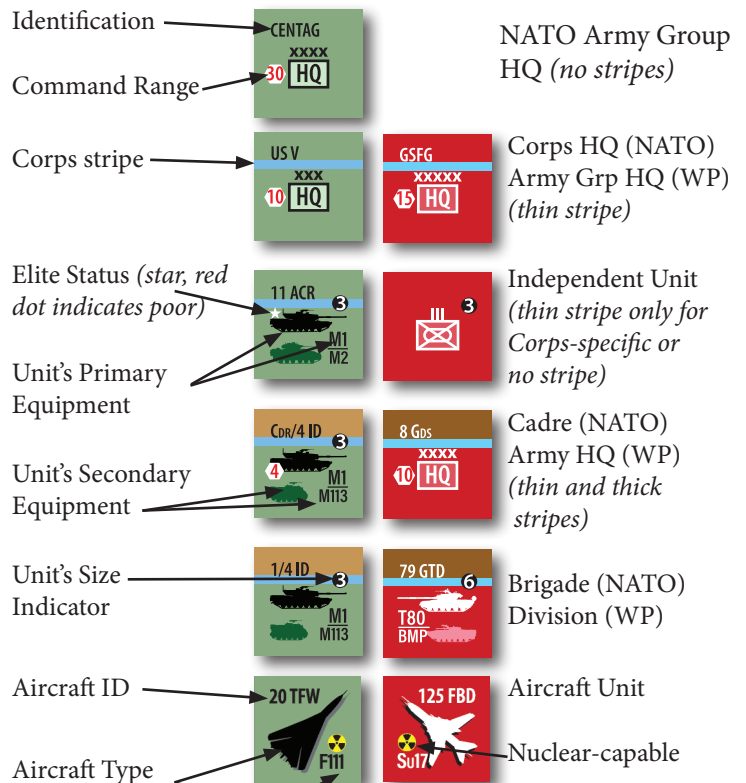
1.3.4: There are boxes for Available and Damaged Aircraft. Damaged Aircraft will move to the Available Aircraft Box when repaired. When Missions are assigned, you will move Aircraft counters from the Available Aircraft Box to an Airfield counter, then to an appropriate Mission box.



1.4 COUNTERS AND MARKERS

The game comes with a variety of counters and markers for use in the game. Their use is explained in the appropriate rule sections below. Players may always look at an opponent’s units/stacks without restriction.

Note on the equipment ratings: the Warsaw Pact units are usually four times larger than the NATO units – thus their equipment ratings are higher to represent the far greater number of vehicles in each unit. In quantitative terms, four T-80s are worth one Leopard 2 in the game so they have the same equipment rating.



1.5 COUNTER ABBREVIATIONS AND GAME ABBREVIATIONS USED

AB: Armor Brigade
 ACR: Armored Cavalry Regiment
 AD: Armor Division
 ADD: Air Attack Division
 AWACS: Airborne Warning and Control
 BD: Bomber Division
 Bde: Brigade
 CAA: Combined Arms Army
 Cav: Cavalry Division
 CDR: Division Cadre
 CENTAG: Central Army Group
 CZ: Czechoslovakia
 EMD: Eastern Military District
 FBD (or F-BD): Fighter-Bomber Division
 FD: Fighter Division
 GA: Guards Army
 GD: Gebirgs (Mountain) Division
 Gds: Guards
 GFD: Guards Fighter Division
 GMRD: Guards Motorized Rifle Division
 GTA: Guards Tank Army
 GTA: Guards Tank Army
 GTD: Guards Tank Division
 Heim: Heimatschutz (Home Land Defense)
 IB: Infantry Brigade
 ID: Infantry Division
 JBG: Jagdbombenfliegergeschwader
 Lft: Luftlande (Airborne) Division
 LoC: Line of Communications
 MRD: Motorized Rifle Division
 NORTHAG: Northern Army Group
 PG: Panzer Grenadier Division
 POMCUS: Prepositioning of Material Configured in Unit Sets
 PzD: Panzer Division
 RdC: Regiment de Cuirassiers
 RdCh: Regt de Chasseurs metropolitains
 RdD: Regiment de Dragons
 RdI: Regiment d'Infanterie
 RMT: Regt de Marché de Tchad
 SAM: Surface to Air Mission
 STA: Shock Tank Army
 TD: Tank Division
 TFW: Tactical Fighter Wing
 TRW: Tactical Reconnaissance Wing

VKK: Verteidigungskreiskommando (territorial troops)
 Warsaw Pact Allies: The forces of East Germany, Czechoslovakia, and Poland.

WMD: Western Military District
 ZOC: Zone of Control

1.6 DICE

Each player has a six-sided die (**D6**) and a ten-sided die (**D10**). Sometimes the use of a specific die is indicated in the rules; sometimes the player has a choice. Whenever you roll the **D10**, a “0” result is always a ten (**10**), not a zero. Whenever rounding, always round down to the nearest whole integer.

2.0 GAME SET-UP

Details for setting up the game are found in the scenario descriptions in the Scenario book.

Players will also need 4 opaque containers to allow random drawing of markers during play.

- All Cup of SNAFU markers (see 13.1)
- All Objective Markers (see 13.6)
- All Meeting Engagement/Hasty Attack Combat Chits (see 13.5)
- All Prepared Attack/Deliberate Attack Combat Chits (see 13.5).

3.0 GENERAL CONCEPTS

3.1 SIDES

The Warsaw Pact is a coalition of forces that consists of the Soviet Union, Poland, East Germany, and Czechoslovakia. NATO is a coalition of forces that consists of the United States, West Germany, United Kingdom, Canada, Belgium, Netherlands, France, and Denmark. These two overall player roles are called “Sides” in the rules.

3.2 FORCES

The game’s counters represent the forces available to both sides in the war. Both players have Headquarters (HQs) and Units as land forces, along with Aircraft.



3.2.1: HQs represent the command, control, and logistics resources of the forces on the ground in West Germany. HQs can move, but they cannot fight. Instead, HQs activate

Units to move and fight and provide communications support. Positioning HQs carefully is important because it determines which Units can be activated. **HQs are not Units.**



3.2.2: Units are the fighting forces on land. Units in the game are unusual in not having combat strengths and movement allowances printed on their counters. Movement rates depend on the type of movement being used.



3.2.3: Cadres are Units in all ways with an additional limited ability to activate other units under their command and to allow for tracing communications to units under their command (see 7.3).



3.2.4: Aircraft represent wings or divisions (or other groupings of planes) of the same type. Aircraft counters are used to track the air strength each player assigns to various Strategic and Tactical Missions over the theater. Aircraft can, among other Missions, fight in air-to-air combat, support ground units engaging the enemy, and attack the enemy’s war-fighting Infrastructure (see 10.0).

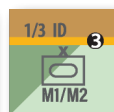
Note that the US Air Force and all Warsaw Pact aircraft units represent more aircraft per counter than the other NATO aircraft. Several values have been inflated because of this.

3.3 CONDITION OF FORCES

Condition is the state of a given unit or HQ in the game. It is indicated by the face-up side of a counter, by markers placed on the counter, and by a counter’s position in boxes on the map, player aid card, or air display. Changes in the condition of your forces are caused by their activities, the results of combat, or the amount of resources available to your side on a given turn.



Fresh



Spent

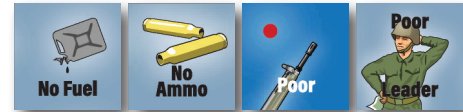
3.3.1: Land forces on the map are either Fresh or Spent. Fresh Units have a lot more options than Spent Units, as explained in the rules below. Fresh units are the fronts of the counters. The backs of the counters show the Spent side. These Spent units have a diagonal stripe across the counter face for easy identification.

Units may also have different morale states: Disrupted,



Routed, or may have Low Morale. Morale states are generally adverse and caused by retreats after losing a combat. Land forces can also:

- Be Low/Out of Fuel or Ammo,
- Be a Poor/Elite Unit (NATO), or a Penal/Guards Unit (Warsaw Pact), and/or
- Have a great or poor leader.



3.3.2: When a Unit is eliminated (sent to the Replacements Box), remove all markers from it.



3.3.3: Aircraft are either full-strength or reduced, depending on the counter side showing. The front side of the counter represents a full-strength Aircraft. The back side of the counter represents reduced aircraft and has a diagonal stripe across its face. Aircraft are also either damaged or undamaged, indicated by the box they occupy on their Air Display. These conditions are not dependent on each other—an Aircraft can be reduced and undamaged, or full-strength and damaged.

3.4 MOVEMENT



3.4.1: Movement is from hex to hex, paying one movement point (regardless of terrain in the hex) to enter each hex as you go. Units in *Road Column* may also use the faster road movement rates. All units must be in either *Cross-Country* or *Road Column* to move. The cost to Deploy in each terrain type is listed on the Terrain Effects Chart. If you have not Deployed in a specific type of terrain (and thus marked with either an “In Primary Terrain” or “In Secondary Terrain” marker), you are always considered Deployed in Clear terrain. Each hex in an enemy ZOC costs +1 MP to enter (see 3.7). Friendly units negate enemy ZOCs for all game rules. Generally, an HQ or Unit may not enter a hex if it does not have enough movement points remaining to pay the terrain cost. Entering an enemy Unit’s hex is not allowed (see 12.3 for HQs).



3.4.2: All units must be in either *Road Column* mode,

Cross-Country mode, or Deployed.

3.4.3: An HQ or Unit may move one hex, and only one hex for its entire movement, if it does not have sufficient MPs to make the move. The HQ or Unit must be able to enter the hex normally. This one-hex exception is not allowed if the move would be from one enemy ZOC to another enemy ZOC, if the hex is prohibited for entry per the Terrain Effects Chart, or to Deploy in the hex. Note: this rule allowing one hex of movement with insufficient MPs does not apply to Exploitation Movement (see 7.7.12).

3.5 STACKING



3.5.1: Players may stack an unlimited number of Fresh Units in each hex but only up to 6 size points of units that are Spent.

Important exception: the NATO player may always stack all units of a single division in a hex without exceeding stacking limits. Stacking is enforced during the Check Stacking Segment of each friendly Activation sequence. If your Units are overstacked when checked, you must remove Units (of the owning player's choice) and place the removed units in the replacement box until the stacking limit is met. This means that you can stack Spent Units to gain an advantage in combat from supporting Units, but you risk eliminating them if they remain stacked at the end of the Activation when stacking is checked.

3.5.2: HQs and markers are not Units and *do not* count against the stacking limit. Cadres are Units and *do* count towards stacking.

3.6 LINES OF COMMUNICATION (LOC)

3.6.1: A Line of Communication (LoC) represents communication links between each player's Cadres, HQs and Units in the field, and the supply lines between them. HQs and Units in *The Doomsday Project* must have an LoC to perform many of the game's actions. This is usually a chain from one level to the next, and then to a final Supply Source (as marked on the map).



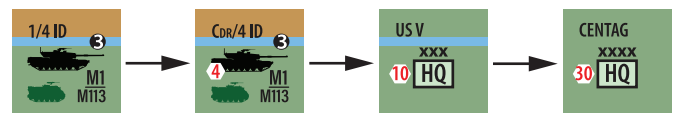
3.6.2: An HQ or Unit must have an LoC to a Supply Source for its side in order to perform many game actions, including:

- Refreshing HQs and Units (flipping the counter from its Spent to its Fresh side),
- Receiving Corps or Army level Support in combat,
- Taking combat losses from your Replacements Track.

3.6.3: Supply Source hexes are final Supply Sources for specific countries. These appear on the map in several hexes and are marked by which country may use each specific supply source. Only forces of that country may use that supply source. Supply Source hexes are always considered to have an Army HQ (for NATO) or an Army Group HQ (for Warsaw Pact) in the hex to allow an LoC to be traced for any unit of that supply source country.

3.6.4: A Line of Communication (or LoC) is a path of hexes that is traced from the lower level unit to the higher level one. You must complete the entire chain to be in Communications. HQs and Units that are out of communications during the Communications Phase are marked with an "Out of Contact" marker and they remain Out of Contact until the next Communications Phase in which they are in contact again. There are other times when the LoC is checked, and this is always done at the moment it is called for – but if out of communications at that time does not receive an Out of Contact marker – it just will not be able to perform that action requiring the communications check. Cadres, Corps, and all Army and Army Group HQs have a range displayed on their counter.

3.6.5: The Communications Chain (from lower level to higher level)



- Units that are part of a division must be within range of their Cadre, and their Cadre must be in communications.
- Cadres, Units not part of a division, and independent units must be within range of their Corps (for NATO) or their Army Group (if Warsaw Pact). Which corps (for NATO) or Army or Army Group (for Warsaw Pact) is shown by the thin band on each counter/HQ. *Example: a blue stripe on the US 11 ACR shows that the 11th Armored Cavalry Regiment belongs to V Corps (which also has a blue stripe).* The 2 ACR unit may not trace communications to the V Corps HQ as it has an orange band. It must trace communication to the US VII Corps HQ. **Exception: Warsaw Pact**

Allies may trace to their Army HQ or any Soviet Army HQ.

- Units without a Corps/Army Stripe may trace to any Corps/Army HQ of its side. *Example: A VKK unit may trace to any NATO Corps HQ. A Soviet Regiment may trace to any Soviet Army HQ.*
- Corps HQs (for NATO) and Army HQs (for Warsaw Pact) must be within range of their correct Army Group – either NORTHAG or CENTAG (for NATO) or Army Group HQ (for Warsaw Pact). For NATO, all units north of the NORTHAG/CENTAG line on the map must trace to NORTHAG HQ or a Supply Source north of that line of the same

country as the tracing HQ. All units south of the NORTHAG/CENTAG line on the map must tract to CENTAG HQ or a Supply Source south of that line of the same country as the tracing HQ. Warsaw Pact units may use any Army Group for this step.

- Army HQs (for NATO) and Army Group (for Warsaw Pact) must trace no more than three hexes to a road or Autobahn hex – and from there trace to a Supply Source. This trace can be of unlimited length but unlike other traces in the chain, this line may not enter any enemy ZOCs.

Trace is always from the lower level to the next higher level.

3.6 Line of Communication Example



All units here are in the CENTAG sector (positioned below the NORTHAG/CENTAG line) – thus all must trace to the CENTAG HQ.

The 11th Cavalry in hex 23.37 is an independent unit as it has no division stripe. It does have a corps stripe indicating that it belongs to V Corps. It must trace directly to its parent corps. Its parent corps must in turn trace to its parent Army Group (CENTAG) – and that HQ must trace to a Supply Source along the edge of the map (likely it would be to hex 01.39 – a US supply source).

The 1st Brigade of the 3rd Infantry Division in hex 26.39 does have a division stripe so it must first trace to its division cadre (in hex 24.40) but from there, traces exactly the same way as an independent unit shown above. It is also identified by its corps stripe, a member of VII Corps. So it must next trace to VII Corps; VII Corps must trace to CENTAG – and again, CENTAG HQ traces off the map to hex 01.39.

In both cases, if any step in the trace cannot complete a successful

trace, the tracing unit is Out of Communications. Should this be the case during the Communications Phase of the game turn, that unit would gain an “Out of Contact” marker. It will be considered out of communications until it can successfully trace a line during a Communications Phase of the game turn. This is true even if the unit has a successful trace at another time in the game turn. If a unit needs to trace an LOC at other times during the turn, it is not able to do the function it is attempting to do but does not receive an Out of Contact marker.

Design notes:

As this is a set piece battle, it is assumed that Communications would be relatively easy to maintain. This means that usually in the game, units have communications and it is relatively obviously the case (unless you are a NATO unit stationed in Berlin). The game play load to do this step should be relatively light.

Also, HQ ranges are also assumed to represent time as well as distance. That is why enemy units and their proximity matter for trace. There is less time when in contact with the enemy.

3.6.6: An LoC is blocked by terrain which the HQ in *Road Column* could not normally enter.

3.6.7: An action which requires an LoC may be blocked by enemy Aircraft on Interdiction Missions (10.4.2).

3.6.8: Always use a hypothetical unit in *Road Column* to trace communications. Each hex used in a trace costs one movement point or the road movement rate per hex of the trace. Enemy ZOCs cost an additional one movement point to enter unless negated. You cannot trace through enemy units or HQs. An Interdicted HQ used for trace doubles supply costs (see 13.4).

Designer Note: Trace doesn't just represent distance, but also an abstraction of time. That is why the presence of enemy ZOCs and units matter for trace. The more in-contact with an enemy a unit is, the less time it has to react and receive orders. In addition, out of contact represents the panic that occurs when a unit is cut off from its friendly lines.

3.7 ZONES OF CONTROL

3.7.1: All Units have a Zone of Control (ZOC), unless limited by condition markers. The ZOC consists of the six hexes immediately adjacent to a Unit, but only for hexes the Unit can legally enter. Additional friendly Units that also have a ZOC in a hex give no additional benefit. HQs (not being units) do not have ZOCs.

3.7.2: Friendly non-moving (not moving, retreating, or advancing) Units negate enemy ZOCs in the hex they are in for all game rules. A Unit may not negate a ZOC in a hex if it is moving - thus if moving from ZOC to ZOC, another unit must be present to negate that enemy ZOC - the moving Unit cannot negate the ZOC itself.

3.7.3: Enemy ZOCs cost +1 MP for friendly HQs and Units to enter. In addition, friendly HQs and Units cannot retreat into enemy ZOCs.

3.8 INFRASTRUCTURE AND SUPPLY



Infrastructure is the overall industrial ability of a side to support its combat forces. It includes the state of industry in the area and the road and networks. Infrastructure can rise with improvements to readiness (as represented by reinforcement increases in the scenario), the spending of supply, and can be decreased by airstrikes. Infrastructure

provides Supply (tracked as Supply Points) to the armies.

Supply Points are used for many things in the game—from activating HQs and repairing damaged Airfields to removing markers. For any Unit or HQ to be able to expend Supply Points (9.2), it must be able to trace an LoC (3.6).

3.9 CONTROL OF HEXES

Hexes are always controlled by one player. Players begin the game by controlling the hexes on their side of the border. As forces move, control changes as the enemy enters a hex. Once the game is under way, a player controls a hex if they were the last player to enter the hex. His forces do not have to remain in the hex to retain control—the last player to have an HQ or Unit in the hex has control. A ZOC is not sufficient to claim control of a hex; an HQ or Unit must actually enter a hex to claim control.

3.10 RANDOM EVENTS

Battle never goes entirely as planned. During combat, there is a chance that a Random Event will occur, changing the conditions of battle. A Random Event happens when called for on a chosen Combat Chit. When a Random Event occurs, roll on the Random Event table to see the effect of the Event. Note that Random Events occur immediately when the Combat Chit is drawn, and all effects are determined at that time – these will influence the upcoming combat in that hex in some way.

3.11 WEATHER



The weather can inhibit air operations but has no additional effect.

3.12 TURN STRUCTURE

The Doomsday Project is played in a series of turns with each turn representing a 24-hour day. The following is the game's sequence of play. Perform all of the listed actions in the order presented. At the completion of all of the listed actions, check to see if victory has been achieved and if so, end the game and crown the victor. If not, perform the next turn using the same actions as listed again.

3.13 SEQUENCE OF PLAY

Strategic Phase

1. Check weather (4.1)
2. Communications Phase (placing or removing Out of Contact markers as applicable) (4.2)
3. Check Lines of Communications (12.1)
4. Reinforcements and Replacements Phase (15.0)
5. Air Allocation Phase (10.1)
6. Resolve SSM attacks – Warsaw Pact first, followed by NATO) (16.2)
7. Supply and Infrastructure Phase (9.0)
8. Strategic Air Mission Resolution Phase (10.3)

Activation Phase

Warsaw Pact Player Turn:

- A. NATO Refresh Phase (3.6.2)
- B. Warsaw Pact Activation Phase (7.0)
 - 1) Warsaw Pact Player may fly Transport missions (16.1)
 - 2) Warsaw Pact Player activates an HQ and units and places Combat Chits (7.1, 7.4)
 - 3) NATO performs reserve movement (7.5)
 - 4) Warsaw Pact Player performs Bonus Movement (7.6)
 - 5) Warsaw Pact Player resolves combat (7.7)
 - 6) Warsaw Pact Player performs after combat movement (7.7.11)
 - 7) Check Stacking (3.5)
 - 8) If the selected HQ has completed all activations, all units that are not Deployed, now Bivouac (7.10)

NATO Player Turn:

- A. Warsaw Pact Refresh Phase (3.6.2)
- B. NATO Activation Phase (7.0)
 - 1) NATO Player may fly Transport missions (16.1)
 - 2) NATO Player activates an HQ and units and places Combat Chits (7.1, 7.4)
 - 3) Warsaw Pact performs reserve movement (7.5)
 - 4) NATO Player performs Bonus Movement (7.6)
 - 5) NATO Player resolves combat (7.7)
 - 6) NATO Player performs after combat movement (7.7.11)
 - 7) Check stacking (3.5)
 - 8) If the selected HQ has completed all activations, all units that are not Deployed, now Bivouac (7.10)

End Phase

- A. Eliminate Friendly Units Phase (8.1)
- B. Victory Check Phase (See 8.2)
- C. Politics Phase (See 17.0)
- D. Advance the turn marker

3.14 VICTORY

Check to see if either player has won the game. A player wins the game by achieving one of the following conditions:

- His victory point total is 21 and their opponent's is 0.
- He has a unit in or has been the last player to enter all of their opponent's supply source hexes (French ones do not count if France hasn't entered the war).
- It is the last turn of the game (remember to have NATO claim all unclaimed Objective markers and add their values to their total, see 8.2.4-C) and they have a higher victory point total than their opponent. If totals are the same, victory is awarded to the NATO player.

4.0 THE STRATEGIC PHASE

Most turns will begin with the Strategic Phase. The rules below explain the procedures and options players need to perform each Strategic Phase and are presented in the order you will encounter them during the sequence of play.

4.1 CHECK WEATHER



4.1.1: On every turn except the first turn, one player will roll a D10 to see what the weather is for that turn.

4.1 Check Weather Table	
Roll	Weather
1-6	Clear Weather
7-10	Rain

If it rained last turn, add one to your die roll this turn.

4.1.2: Effects of weather:

Clear: No effect

Rain: On all Rain turns, Warsaw Pact air values are reduced by two and NATO air values are reduced by one.

4.2 CHECK COMMUNICATIONS



4.2.1: The Warsaw Pact player and then the NATO player checks all of their HQs and units to check their communications status. To do this, refer to the Communications rules (see 3.6). Any HQ or unit that is discovered to be out of communications has an “Out of Contact” marker placed on it. This marker will remain with the unit (and the effects of the marker) until the next Check Communications Phase in which it is no longer out of communications. Draw once from the Cup of SNAFU cup for each Out-of-Contact Unit.

4.2.2: After Communications have been checked, spend supply as applicable (see 9.2) to refresh Spent HQs.

4.3 PLACE ARRIVING REINFORCEMENTS

Place all incoming reinforcements as per the Scenario schedule. Reforger reinforcements arrive via the Strategic air mission resolution step below. See 15.1 for more information regarding reinforcements.

4.4 AIR ALLOCATION PHASE



4.4.1: Determine which player has the AWACS advantage for the turn. First the NATO player rolls to see if they have the advantage by rolling equal to or less than the value of their AWACS support. If they succeed, the NATO player has the AWACS advantage for the turn. Should they fail the roll, reduce their AWACS Support value by one and then the Warsaw Pact player rolls to see if they roll equal to or less than their AWACS support. Should they succeed in their roll, the Warsaw Pact player has the AWACS advantage that turn. Should they fail their roll, reduce their AWACS support number by one.

Should neither player succeed in their roll, NATO is considered to have the AWACS advantage that turn. If the NATO player decides to not roll for their advantage, increase their AWACS support by one (not to exceed their maximum allowed value of 7).

If the NATO player either chooses to not roll or should they fail their roll, the Warsaw Pact player may choose to not roll and if they do, increase their AWACS support by one (not to exceed their maximum value allowed value of 3).

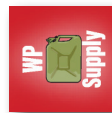
4.4.2: First the player without the AWACS advantage places all of their available aircraft on the Air Display to whichever available missions they choose for the turn. After this is completed, the other player, after reviewing all of their opponent’s allocations, may allocate their available aircraft to available missions as they desire.

4.5 RESOLVE ALL SSM ATTACKS



Both players, Warsaw Pact player first, followed by the NATO player, may use their SSM (Surface-to-Surface Missiles) to attack their opponent. See 16.2 for additional information.

4.6 SUPPLY AND INFRASTRUCTURE PHASE



Both players, Warsaw Pact player first then followed by the NATO player, may spend supplies as they wish from the remaining Supply Points available (see 9.2). After that is done, place the Supply marker on the Infrastructure marker. Each player may spend that number of Supply Points until this phase occurs again.

4.7 STRATEGIC AIR MISSION RESOLUTION



Resolve all Strategic Air Missions. First perform Air-to-Air combat in the Air Superiority Box, then resolve all other strategic air missions in the order desired by the AWACS advantage player (see 4.4.1). Place successful Reforger reinforcements as applicable (see 15.1.2).

5.0 WARSAW PACT ACTIVATION PHASE



5.1: The NATO player refreshes all their Spent Units that have a Line of Communications.

5.2: During this phase, the Warsaw Pact Player activates Fresh HQs and Units, following the Activation Sequence (see 7.0) below for each activated HQ. It is possible to activate an HQ more than once if it is refreshed at the end of the sequence.



5.3: Soviet HQs can activate any Warsaw Pact units. Warsaw Pact HQs other than the Soviet ones can only activate units from the same country. A specific country

HQ for NATO can only activate NATO Units of that country.

5.4: During each HQ's Activation, the HQ may generally activate up to four Fresh Units.

5.5: An HQ's Activation range is 10 MPs. Trace a path of up to 10 MPs from the selected Unit to the HQ, using the movement costs on the Terrain Effects Chart. The path may enter a hex containing an enemy ZOC at the normal cost +1 MP.

5.6: Activated Warsaw Pact Units move and engage in combat during this phase. The NATO player may perform Reserve Movement (7.5) as well. Once all Unit movement and combat is completed, your active HQ may move or pay Supply Points to refresh itself. See 9.2 for additional information.



5.7: The Warsaw Pact may always choose to activate one Fresh "Out of Contact" unit as one of their activations. This unit may move normally but may not place a Combat Chit. The unit becomes Spent after this activation.

6.0 NATO ACTIVATION PHASE



6.1: The Warsaw Pact player refreshes all their Spent Units that have a Line of Communications.



6.2: During this phase, the NATO Player activates Fresh HQs and Units, following the Activation Sequence (7.0) below for each activated HQ. It is possible to activate an HQ more than once if it is refreshed at the end of the sequence.

6.3: A specific country HQ for NATO can only activate NATO Units of that country. Soviet HQs can activate any Warsaw Pact units. Warsaw Pact HQs other than the Soviet ones can only activate units from the same country.

6.4: During each HQ's Activation, the HQ may generally activate up to four Fresh Units.

6.5: An HQ's Activation range is 10 MPs. Trace a path of up to 10 MPs from the selected Unit to the HQ, using the movement costs on the Terrain Effects Chart. The path may enter a hex containing an enemy ZOC at the normal cost +1 MP.

6.6: Activated NATO move and engage in combat

during this phase. The Warsaw Pact player may perform Reserve Movement as well (7.5). Once all Unit movement and combat is completed, your active HQ may move or pay Supply Points to refresh itself. See 9.2 for additional information.



6.7: The NATO may always choose to activate one Fresh "Out of Contact" Unit as one of their activations. This Unit may move normally but may not place a Combat Chit. The Unit becomes Spent after this activation.

7.0 ACTIVATION SEQUENCE

The Doomsday Project uses an innovative Activation system that combines movement, combat, and enemy reaction into one phase. It is important to understand the order, or Activation Sequence, in which different kinds of movement and combat occur. The Activation Sequence must be followed precisely for the game systems to function properly.

The Activation Sequence is divided into several segments:

- A. HQ Activation Segment (7.1)
- B. Unit/Cadre Activation Segment (7.2, 7.3)
- C. Cadre Segment (7.3)
- D. Initial Movement and Combat Declaration Segment (7.4)
- E. Reserve Movement Segment (7.5)
- F. Bonus Movement Segment (7.6)
- G. Combat Segment (7.7)
- H. After Combat Loss Segment (7.8)
- I. Check Stacking Segment (7.9)
- J. HQ Movement and Refresh Segment (7.10)

7.1 HQ ACTIVATION SEGMENT



Select any Fresh HQ with an LoC and activate it by flipping the counter to its Spent side. If you have no Fresh HQ, your Activation Phase ends. Additionally, if you have no more Fresh units to activate, your Activation Phase ends.

You must complete all activations with one HQ before you activate another HQ.

One (only) Out of Contract unit may be activated and moved in lieu of an HQ activation. These units may

only move their initial movement allowance (of 5 movement points) and may not place a combat chit.

7.2 UNIT ACTIVATION SEGMENT



Select up to (usually) four Fresh Units or Cadres within the HQ's Activation range of 10 MPs and flip the counters to their Spent sides.

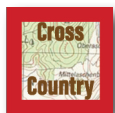
7.3 CADRE SEGMENT



If the NATO Player activated a Cadre, they may activate some or all Units from the same division that are within the command range of the Cadre (remember the +1 MP cost for each hex with an enemy ZOC, and that friendly units in a hex negate the enemy ZOC) and consider that an activation of just one against their (usually) 4 limit – even if the Cadre also activated one or more additional units.

7.4 INITIAL MOVEMENT AND COMBAT DECLARATION SEGMENT

7.4.1: During this segment, you can move each of your active Units or Cadres (but not HQs) up to 5 MPs. You decide in what order your Units move. One Unit must complete its movement before another Unit begins its movement. Only one unit need place a Combat Chit for combat to occur in that hex. Other units that move adjacent and participate in the combat do not need to spend additional movement to be “in the combat.”



7.4.2: Units may only move if they are in “*Cross Country*” or “*Road Column*” modes. Only units in *Road Column* may use

road movement (which is 1/3 movement point on the autobahn and 1/2 a movement point on all other roads). If not along a road, all hexes, when in either *Cross Country* or *Road Column*, cost 1 movement point to enter. Place the appropriate marker to show the type of movement the unit is performing. There is no cost to enter either of these movement modes but once chosen, it cannot change throughout the unit's activation. It costs the movement allowance of the terrain to Deploy in any terrain other than Clear. You must have the movement points available to enter Deployment if you wish to Deploy in any other type of terrain. Once you Deploy a unit in terrain, it may not move any farther in

that activation phase.

A unit may leave *Cross Country* or *Road Column* movement by spending the appropriate amount of movement points (as shown on the Terrain Effects Chart) to “Deploy” in the terrain in the hex. Units without an *In Primary Terrain*, *In Secondary Terrain*, a *Cross Country*, or a *Road Column* marker are considered to be Deployed in Clear terrain (even if there is no Clear terrain in the hex). If there is one type of terrain in the hex (other than Clear), place an “*In Primary Terrain*” marker to show it is in that type of terrain (no marker would mean it is Deployed in Clear). If there are two types of terrain in the hex, the owning player may choose which type of terrain in which they are Deployed by using the “*In Primary Terrain*” marker (for the terrain that sits higher on the Terrain Effects Chart) or “*In Secondary Terrain*” (for the terrain type that sits lower on the Terrain Effects Chart). Any graphic depiction of terrain in the hex is a terrain in which you may Deploy (even if just a small amount of the hex has this terrain type).

7.4.3: When a moving Unit is adjacent to an enemy Unit, the moving Unit may declare combat. The hex in which the enemy is to be attacked is called “The Combat Hex.” The Combat Hex must be a hex the Attacking Unit could enter normally. If there is more than one enemy Unit in the Combat Hex, the defender selects which Unit will serve as the Defending Unit. Any unit that is “in the combat” may be used to determine which Corps/Army Group Artillery Support will be available. The attacking unit must be in either *Road Column* or *Cross-Country* mode to declare a combat and place a Combat Chit. Combat Declaration costs must be paid using movement points. (Note for clarity: you pay the

7.4.3 Combat Declaration Costs Table

Meeting Engagement	1 MP if Cross Country or 1/2 if in Road Column
Hasty Attack	2 MPs if Cross Country or 1 MP if in Road Column
Prepared Attack	3 MPs if Cross Country or 2 MPs if in Road Column
Deliberate Attack	All MPs (may not be in Road Column)
<i>Since a Deliberate Attack requires a Unit to spend all of its MPs, the Unit must begin the segment adjacent to its target.</i>	

cost of the Combat Declaration, not the cost of entering the target hex.) There are four types of combat, and the cost of each type of Combat Declaration is listed in the 7.4.3 Combat Declaration Costs Table.

7.4.4: When combat is declared, randomly draw a Combat Chit from the cup containing chits matching the type of combat and place the marker in the hex with the defending unit. This is the “Combat Hex”. If there is a random event, determine the random event and apply any results of that random event.



7.4.4 Important: If a Meeting Engagement is declared, pause the Initial Movement and Combat Declaration Segment and resolve the Meeting Engagement combat immediately. Once the Meeting Engagement (including any Exploitation Movement) is resolved continue the Initial Movement and Combat Declaration Segment (if you have additional active Units to move). The unit that conducted the Meeting Engagement may perform exploitation movement but may not normally move after placing the Meeting Engagement Combat Chit.

7.4.5: HQs move as if always in *Road Column*.

7.4.6: Active Units that are Deployed and participate in the combat (placed the combat chit or provided support) may switch to *Cross Country* mode to be able to advance after combat – and then move as allowed by advance after combat. Non-active units that provided support may not advance after combat and remain Deployed.

7.5 RESERVE MOVEMENT SEGMENT

7.5.1: During this segment, the non-phasing player may activate one Fresh HQ and up to (usually) 4 Fresh Units for movement of up to 5 MPs. The Activation range for the HQ is 10 MPs. If the NATO Player activates a Cadre, it may activate some or all the Units from the same division within the command range of the Cadre.

7.5.2: There are restrictions on which HQs and Units may be activated for Reserve Movement.

- The HQ and Units must all have an LoC at the time of activation.
- Neither the HQ nor the Units may be activated if they begin the segment in an enemy ZOC. Once activated, they may move through an enemy ZOC at the normal cost of +1 MP added to the terrain cost.

7.5.3: HQs and Units using Reserve Movement become Spent. Flip the counters to their Spent sides before moving. You must change to *Cross Country* mode to move in the reserve movement segment. You may Deploy in non-Clear terrain if you have the necessary movement allowance remaining.

7.5.4: Reserve Movement limits forces as follows:

- Units using Reserve Movement may not declare combat but may support a combat
- NATO HQs and Units may not move east of the hex row already occupied by the easternmost NATO HQ or Unit (not counting any NATO units in Berlin).
- Warsaw Pact HQs and Units may not move west of the hex row already occupied by the westernmost Warsaw Pact HQ or Unit.

7.5.5: When the Reserve Movement of all activated forces is complete, if the reserve movement activated HQ did not move and has an LoC, the non-phasing player may spend Supply Points to refresh the active HQ. The cost is:

7.5.5 Reserve Movement HQ Refresh Costs		
Player	HQ is in:	Supply Cost:
NATO	In any initially controlled WP Country	3
NATO	In any other country	1
WP	In any initially controlled WP country	1
WP	In any other country	2

7.6 BONUS MOVEMENT SEGMENT

All of the phasing player’s active Units that are not in an enemy ZOC, are in *Road Column* or *Cross Country* mode, AND did not participate in a Meeting Engagement may move an extra 3 MPs. These Units may not enter an enemy ZOC at any time during this movement. Remember that a friendly Unit in a hex negates an enemy ZOC in that hex for all game purposes (including this). Bonus Movement is available even if the active Units are Spent. These units may spend movement points to Deploy in non-Clear terrain.

7.7 COMBAT SEGMENT

7.7.1: Combat in *The Doomsday Project* is a multi-step process and unusual because Units do not have attack or defense strengths. Combat is resolved by comparing die rolls, modified by several factors. Once combat has been declared, it must occur. You cannot cancel an attack you have previously declared. A target hex may be the Combat Hex in multiple combats per Activation Phase, but there can only be one Combat Chit at a time in any given hex.

7.7.2: The Combat Segment occurs in several steps for each Unit declaring combat. Complete the combat steps for each declaring Unit before beginning combat for the next Unit.

Step 1[†]: The opposing player performs any Reserve Movement (see 7.5)

Step 2[†]: The Phasing Player may perform Bonus Movement (7.6).

Step 3: Both sides (attacker first) declare their types of support (which equipment will be used, and if artillery, ground support and/or helicopter support will be attempted)

Step 4: Examine the Combat Chit (7.7.3)

Step 5: Resolve Random Events (if they occur, 7.7.5)

Step 6: Determine Combat DRMs (7.7.4)

Step 6A: Size and Terrain Support

Step 6B: Unit Equipment Support

Step 6C: Artillery Support

Step 6D: Air Support

Step 6E: Helicopter Support

Step 7: Add Other DRMs

Step 8: Roll Combat Die Rolls, place Elite/Guards, Poor/Penal markers if applicable (7.7.8)

Step 9: Determine Winner and Combat Spread (7.7.9)

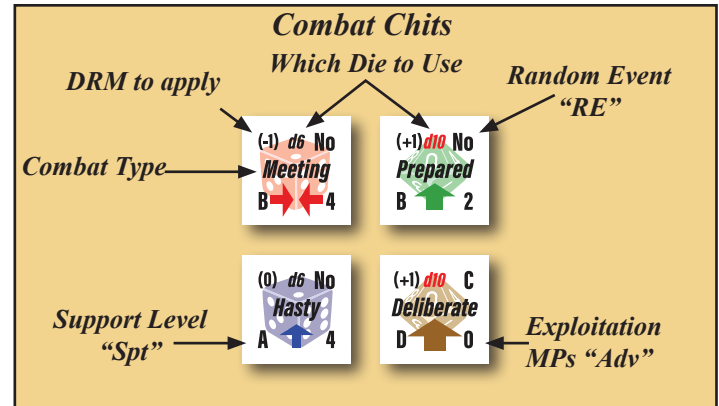
Step 10: Take Losses (7.7.10)

Step 11: Advance After Combat (7.7.11)

Step 12: Exploitation Movement (7.7.12)

Step 13: After Combat Loss Segment (7.8)

Step 14: Check Stacking Segment (7.9)



Step 15: HQ Movement and Refresh Segment (7.10)

Step 16: Bivouac Segment (7.11)

[†]Step not performed if combat is a Meeting Engagement.

7.7.3 Examine the Combat Chit: The Combat Chit in the Combat Hex contains information necessary for combat resolution. It is read as follows:

- The center top tells you the type of die to roll—**D6** or **D10**—and, in parentheses in the upper left corner, any Die Roll Modifier (DRM) for the attacker. Example: "D6 (+1)" means roll a six-sided die and add 1 to the attacker's roll. The defender uses a D10 if Fresh (and they become Spent) or a D6 (if Spent or if they are Fresh and wish to stay that way).
- The upper right corner (RE) tells you if there is a Random Event and if so, which Random Event Table to use.
- The lower left corner (Spt) tells you how much Artillery, Ground Support (from aircraft), or Helicopter Support the attacker will have for the upcoming combat. "A" is the worst support level; while "D" is the best level. The defender's values are based on the type of combat declared.
- The lower right corner (Adv) tells you how many MPs the attacker gets for Exploitation Movement following any Advance after Combat.

7.7.4 Determine Combat DRMs: Generally, in a combat, both sides will roll a die to determine the winner of the combat. Added to the combat roll are die roll modifiers that will determine the final result. These are totaled and tracked using the NATO and WP DRMs marker (for terrain and size), and the NATO and WP Support Marker (for equipment and support benefits) on the Combat Die Roll Modifier track on the General Game Display. There are two types of Combat DRMs, for size and terrain (use the DRM marker for this), and those that are affected by types of equipment and

support (use the Support marker for this).

Add both of these markers together to get a final modifier to your die roll.

Note: these markers are separate to make changes to the values from random events or other game functions as the sequence progresses easier to adjust in play.

7.7.4.1: Size Support and Terrain DRMs

- A. Size DRMs:** Any friendly Units—Fresh or Spent—adjacent to the Combat Hex may add to the size of the Attacking or Defending Unit. Each player determines which of their adjacent Units will be adding their value to a combat. A unit does not need to have a Line of Communication to add to the size of the combat. Any units used this way are considered “in the combat”.
 - The unit that was used to declare combat and all units stacked in the same hex as that unit must add their size if allowed. All units that are defending in the combat hex also must provide their size to the combat. Any additional units adjacent to the combat hex may provide their size to the combat at the owning player’s choice.
 - *Exception: Units in Road Column may never add adjacent units into the Combat.* Only units stacked in the hex that has a unit that placed the Combat Chit may add its size to the combat.
 - Fresh Units that are declared “in the combat” do not become Spent.
 - After determining the size of both the attacking force and the defending force, form a ratio of the attacker’s size by the defender’s size and round down to the nearest whole integer. Add the following value to the DRMs marker on the Combat Modifier track. Note that the size value can be modified by the type of combat and the

Deployment status of both the attacker and the defender.

If defender has a total 0 size modifier, and the attacker has at least 1 size modifier, combat can be resolved normally if the attacker wishes but the attacker may also resolve the combat as follows:

The attacker may spend 1 movement point and roll a D6, or 2 movement points and roll a D10. There are no modifiers to this attack and after this attack, the attacking player’s unit may move normally. The rolled value is the spread (normal maximums apply to this spread) and the defender resolves but can only retreat hexes to honor the spread (thus a result of 4 or more will eliminate the 0-size unit. There is no advance after combat in this type of combat but the attacker may continue to move with its remaining Movement Points. Troop quality is not changed in this special combat if either or both players roll a 1 or a 6/10.

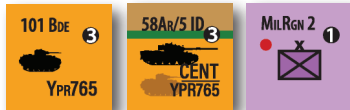
If both sides have a total of 0 size, the attack must be resolved normally.

- If it is a Deliberate attack, **double** the size value of all attackers “in the combat”.
- Status markers on Units which are adjacent but not supporting (because you held them out of the combat) do not affect the combat. For example, one adjacent unit has a “Poor” marker on it and another has “Elite” on it, the owner may choose to only include the “Elite” marker to apply to the combat. Markers in the Combat Hex and on the attacking Unit(s) always apply to the combat. All supporting Units, along with the Attacking and Defending Units, are eligible to receive any markers drawn from the Cup of SNAFU (13.1) during the combat—the choice of which side of the marker and upon which Unit the marker is placed belongs to the player who drew the marker.
- B. Terrain Modifier:** For the defender to receive a terrain modifier, it must be Deployed *in* that type of terrain. Units in Clear terrain do not receive a terrain modifier. The Terrain Effects Chart has the terrain modifier for each type of terrain in which a unit is Deployed. “Dug In” and “Entrenched” markers are used as extra losses that may be applied in combat without affecting the defending player (see 7.7.10).

Combat Size Modifier Table	
Size Ratio	Modifier
1-3 or less	-3
1-2	-2
1-1	-1
3-2	0
2-1	+1
3-1	+2
4-1 or greater	+3
<i>If one side has 0 size and the other has at least 1 size, the side with at least 1 size gains a +4 modifier.</i>	

Add these two values together and mark the total using the NATO/WP DRM value on the Combat Modifiers Chart on General Display Chat.

7.7.4.2: Unit Equipment



Primary
only

Both

None

All units in the game will have either both Primary and Secondary Equipment, just Primary Equipment, or no equipment.

Equipment may allow you to add an additional modifier to your combat die roll. If you have both Primary and Secondary equipment in a unit, the owning player may choose which equipment to use. A player may choose to not use equipment at all if they wish. The attacker always announces which, if any, equipment they will use in a combat; the defender may then choose their equipment to use in the upcoming combat after learning what the attacker will be using. There are two types of equipment, Tanks and APCs/IFVs.

NATO Tanks are:

Tank	Nations Employing
M1	US
M60	US
M48	West Germany
Leo1	West Germany Belgium Netherlands Denmark Canada
Leo2	West Germany Netherlands
Centurion	Netherlands Denmark
Chieftain	United Kingdom
Challenger	United Kingdom
AMX-30	France



NATO APCs/IFVs are:

IFV/APC	Nations Employing
M2	US
M113	US West Germany Belgium Denmark Canada
Marder	West Germany
YPR-765	Netherlands
YP-408	Netherlands
Fv-432	United Kingdom
AMX-10	France
VAB	France

Warsaw Pact Tanks are:

Tank	Nations Employing
T80	Soviet Union
T72	Soviet Union East Germany Czechoslovakia
T64	Soviet Union
T62	Soviet Union
T55	East Germany Czechoslovakia Poland

Warsaw Pact APCs/IFVs are:

IFV/APC	Nations Employing
BMP	Soviet Union East Germany Czechoslovakia Poland
BTR60	East Germany
OT64	Czechoslovakia Poland

Each type of equipment has a value marked on their NATO (for NATO equipment) or their Warsaw Pact (for Warsaw Pact equipment) on their respective Player Aid. This is called Equipment Support. Note that this value on the chart never changes. Losses are tracked by individual units that may not be able to use all of the value as noted on the Terrain Effects Chart.

For example, if the M1 value on the chart is 7 and a Primary equipped M1 unit has a -2 Primary Support marker on it, that unit (alone) may roll to see if they roll a 7 or less but will check on the Terrain Effects Chart to see what equipment modifier is given to the unit in combat with that loss marker against a unit in that type of terrain. A Secondary equipped M1 that has a Half Secondary marker on it still rolls to see if it gets a 7 or less to be able to use its equipment. It looks at the Secondary Equipment column on the Terrain Effects Chart to determine its modifier in Combat in that type of terrain.

An M-1 Primary equipped unit attacking against a unit Deployed in a city hex would offer a +3 modifier if the player passed their 7 or less roll. If it had a Half-Primary marker loss, it would offer only a +1 modifier if it passed its 7 or less roll.

The type of terrain in which the Combat Chit is in determines the type of terrain for equipment support.

A few designer’s notes:

First off, the game allows for very easy changes in the values here. If you disagree with my values, just change the value on the chart to what you think works better for you.

Secondly, several countries have the same tank but different values for those tanks. This represents modifications or changes made to the design by the owning country or poor or better upkeep of that country’s equipment compared to other countries.

To use your equipment, roll a D10 and compare the roll to the equipment support. If the roll is equal to or less than the equipment support value, the modifier for the terrain type of the combat hex (as shown on the Terrain Effects Chart) for that type of equipment is placed on the Combat DRMs/Support and Victory Point Track on the General Game Display. This is called the Support Modifier. You roll the Equipment Support value or less to then receive the modifier for equipment based on that type of terrain. Remember, the defending unit must be Deployed in that type of hex to gain that modifier. A Deployed (but no Primary or Secondary Terrain marker) is considered in Clear terrain.



Example: A unit in hex 19.40 that is not marked either Cross Country or Road Column is Deployed. If it also not marked with an In-Primary-Terrain nor an In-Secondary-Terrain marker, it is considered in Clear Terrain.

If you are using Secondary equipment, use the Secondary equipment modifier on the Terrain Effects Chart using the same procedure but the applicable column on the Terrain Effects Chart.

7.7.4.3 Artillery Support



Artillery is tracked by Corps (for NATO) and Army Group (for the Warsaw Pact). Just like units, the value on the support track is always the same (per nation), but the individual corps may suffer losses and is marked with a -1/-2/Half/No marker on the Corps HQ to offset the track value. This is different from equipment in that the loss marker is deducted from the roll needed to add artillery support. Only units of that Corps/Army Group may use that Corps/Army Group artillery – and a unit of that Corps/Army Group must be present “in the combat” to allow use of that Corps/Army Group artillery. Only one Corps/Army Group may provide artillery support in a combat.



The Support level on the Combat Chit determines the effect of the Corps/Army Group artillery. Each player that declared artillery support rolls a D10 and compares it to the (possibly modified from losses) Corps/Army Group Artillery value and if a player rolls equal to or less than the value, the following is applied at the appropriate Support Level. If both players declared Artillery Support and one passed the roll and the other did not, the player that failed the roll takes one Artillery loss from the Corps that provided the artillery (representing counter-battery fire).

This is done prior to rolling dice to determine the final combat. Losses are applied immediately and can alter the support value.

In order to receive Artillery Support, the unit that is being used in the combat to provide support must have an LoC when Artillery Support is declared.

Support Levels for the attacker and result if the attacker is successful in their artillery roll:

- A – Add three to the Attacker’s support value.
- B – Add four to the attacker’s support value.
- C – Add four to the attacker’s support value and remove any Dug In markers in the Combat Chit hex. The defender in the hex, should they lose, must pay a Size step (13.2.2) as their first loss in the combat.
- D – Add four to the attacker’s support value and remove any Dug In or Entrenched markers in the Combat Chit hex. The defender in the hex, should they lose, must pay a Size step as their first loss in the combat and then may only use retreats as losses (up to 3) for the remainder of losses (thus they may not use replacements or victory points to honor the spread).

The Terrain in the Combat Chit hex may modify this value as well. Add the final total to the attacker’s Support marker (added in addition to the player’s equipment modifier determined in rule 7.7.4.2).

Type of combat for the defender and the result if the defender is successful in their artillery roll:



Meeting Engagement – Add 3 to Defender’s Support value and reduce the exploitation value on the combat chit by 1 (less than 0 stays 0)



Hasty Attack – Add 4 to Defender’s Support value, reduce the exploitation value on the combat chit by 2 (less than 0 stays 0), and one size loss is suffered by one attacking unit in the combat.



Prepared Attack – Add 4 to Defender’s Support value, reduce the exploitation value on the combat chit by 2 (less than 0 stays 0), one size loss is suffered by one attacking unit in the combat.



Deliberate Attack – Add 5 to Defender’s Support value, reduce the exploitation value on the combat chit by 2 (less than 0 stays 0), and one size loss is suffered by one attacking unit in the combat.

7.7.4.4: (Air-to-)Ground Support

A player that declared Ground Support for the upcoming combat must roll against their Ground Support value (as shown on the Player aid). At least one unit of one



country involved in the combat must be present in the Ground Support box on the Air Display to allow Ground Support by that country. Only one country may perform ground support in any one combat. If they roll equal to or less than the Ground Support value on the Player Aid, perform ground support for the combat. Take one or two aircraft out of the Ground Support box, perform any applicable Bounce combat then perform SAM fire and if the aircraft survives both, add the total plane value of the one or two aircraft to the support value marker for the upcoming combat. The Ground Support value on the Player Aid does not reduce as planes are used in a combat. See rule 10.2.7 for additional information.

In order to receive Ground Support, the unit that is being used in the combat to provide support must have an LoC when Ground Support is declared.

Support Level A or B: one plane may be added

Support Level C or D: two planes may be added

The defender, if they roll equal to or less than their Ground Support value on the Player Aid, may add one plane if a Meeting Engagement and up to two if any other type of attack. They follow the same procedure as the attacker in adding plane support values to the combat.

7.7.4.5: Helicopter Support



A player that declared Helicopter Support must roll against their Helicopter Support Value as shown on their player aid. At least one unit of a country must be present to roll against that nation’s Helicopter Support value and only one country may use Helicopter Support. If a player rolls equal to or less than their value, one loss is applied to the equipment used in the attack by the opponent. Add the enemy’s current SAM Support value minus 2 to the die roll. If no equipment was used, no loss is applied. If a player failed the roll, subtract one from the Helicopter Support Value for that nation.

In order to receive Helicopter Support, the unit that is being used in the combat to provide support must have an LoC when Helicopter Support is declared.

7.7.5: Random Events

If the drawn Combat Chit has a random event, check the letter that applies and either play rolls a D10 on the following table. Apply results immediately after

determining the random event. Any impact from the event will apply to the upcoming combat.

Random Event Table A	
Roll	Event
1	Reporters present - add a revealed Objective in the hex.
2	Defender draws from the Cup of SNAFU (attacker chooses marker type; must be placed)
3-6	Attacker draws from the Cup of SNAFU (defender chooses marker type; must be placed)
7-10	Night Battle marker is placed by the NATO player on any Warsaw Pact Spent Unit. If no unit applies, the event is ignored. If a Night Battle marker has been placed, NATO may remove it to allow placement later.

Random Event Table B	
Roll	Event
1-2	Reporters present - add a revealed Objective in the hex.
3-4	Defender draws from the Cup of SNAFU (attacker chooses marker type; must be placed)
5-6	Attacker draws from the Cup of SNAFU (defender chooses marker type; must be placed)
7-10	Night Battle marker is placed by the NATO player on any Warsaw Pact Spent Unit. If no unit applies, the event is ignored. If a Night Battle marker has been placed, NATO may remove it to allow placement later.

Random Event Table C	
Roll	Event
1-3	Reporters present - add a revealed Objective in the hex.
4	Defender draws from the Cup of SNAFU (attacker chooses marker type; must be placed)
5-6	Attacker draws from the Cup of SNAFU (defender chooses marker type; must be placed)
7-10	Night Battle marker is placed by the NATO player on any Warsaw Pact Spent Unit. If no unit applies, the event is ignored. If a Night Battle marker has been placed, NATO may remove it to allow placement later.

7.7.6: Combat Die Rolls



The attacker rolls a **D6** or **D10**, as indicated on the Combat Chit. The defender rolls a **D10** if the Defending Unit is Fresh or a **D6** if it is Spent. If the Defending Unit is Fresh and chooses to roll a **D10**, it becomes Spent.

Note: Leaders gained through random events may allow players to re-roll their combat dice.

7.7.7: Apply Modifiers

Add your total DRM to your die roll to get your modified die result.

7.7.8: Check for Unit Quality



Some units begin the game with a troop status. These units are treated exactly as if they had the same type of marker on them. If you roll a natural 1, place a Poor/Penal Unit marker on one of your Units in the combat. If you roll a natural 10 (on a D10) or natural 6 (on a D6), place an Elite/Guards Unit marker on one of your Units in the combat. You can place a Poor/Penal Unit marker or an Elite/Guards Unit marker on any Unit participating in the combat as Attacking Unit, Defending Unit, or supporting Unit, but no Unit may receive a second quality marker, unless all participating Units on your side already have one (or are so marked on their counter). If all Units from your side in the combat already have quality markers (or are so notated on their unit), you must replace an existing quality marker with the one just drawn. Sometimes weak Units surprise you; sometimes stalwarts fail.



7.7.9: Determine Winner and Combat Spread

The player with the highest modified die result wins the combat. In case of a tie, the defender wins.

7.7.9.1: Units participating in the combat are the Attacking Unit (which declared the combat), the Defending Unit, and supporting Units of both sides.

7.7.9.2: The Combat Spread determines how many losses the losing Unit(s) must take. The Combat Spread is the difference between the two modified die results. In case of a tie, the Combat Spread is considered to be 1 against the attacker.

7.7.9.3: The side with the higher total support value, and they lose the combat (only – meaning they lost the die roll comparison), may choose to “Press their Attack”. To do this, apply the used equipment losses to the attacker. For each equipment step lost, 2 may be added to their already rolled value up to a maximum of the difference of the two equipment values. You can’t lose more equipment than you have.

For example, the attacker has a 6 equipment modifier for the combat and the defender has 3. The attacker may choose to add 2 to their roll if they take one equipment step loss or 3 to their roll if they take 2 equipment losses.

7.7.9.4: The Combat Spread has a Maximum. Normally, the Maximum Combat Spread is 5.

The Maximum Combat Spread is adjusted if Units of high or low quality participate in the combat. The adjustments are cumulative, yielding a range of 3-7 for the Maximum Combat Spread. Use the following rules to adjust the Maximum Combat Spread:

- If any participating Unit (or Units) on the winning side has a Poor/Penal marker on it, subtract 1 from the Maximum Combat Spread.
- If any participating Unit (or Units) on the winning side has an Elite/Guards marker on it, add 1 to the Maximum Combat Spread.
- If any participating Unit (or Units) on the losing side has a Poor/Penal marker on it, add 1 to the maximum Combat Spread.
- If any participating Unit (or Units) on the losing side has an Elite/Guards marker on it, subtract 1 from the maximum Combat Spread.

Example: In a combat, the modified die rolls differ by 8. The NATO Player wins and has an Elite Unit in

the combat, which increases the Maximum Combat Spread from 5 to 6. The Warsaw Pact Player takes 6 losses.

Note: you don’t change the spread determined by comparing die rolls – you only change the maximum spread to apply to the combat. If the rolled spread is 1 and elite units are present on one side, it would still be a spread of 1.

7.7.9.5: Changes to the Maximum Combat Spread due to troop quality are enforced even if the marker was just placed in a random event from this combat.

7.7.10: Take Losses

Units from the losing side must take losses using the following rules. Units that retreat must enter *Cross Country* mode to retreat and then Deploy in the hex they end their retreat.

If the losing side cannot take the required losses, all losing Units are eliminated (sent to the Replacements Box). Fortunately, there are several ways to take losses. The losing side may usually take its losses using any combination of these methods. However, see Artillery support (7.7.4.3) and the Commander rules (14.4).

- A. **Retreat a Unit or Units 1-3 hexes:** retreating one Unit satisfies a loss for each hex retreated. Multiple units (all must be part of the combat to be eligible) may retreat to satisfy this, and each unit retreated one hex counts as one towards the number retreated. A Fresh Unit which retreats becomes Spent. Warsaw Pact Units must retreat east, while NATO Units must retreat west. Each hex retreated into must be further away from the Combat Hex and if it retreats through an enemy ZOC, losses are applied as it retreats. No one unit may retreat more than 3 hexes. See Retreat Options Table below.
- B. **Pay a Replacement Point:** you can pay 1 Replacement Point from your Replacements, Infrastructure, and Supply Track to satisfy 1, and only 1, loss if this is a Meeting Engagement or a Hasty Attack. You may pay up to 2 if this is a Prepared Attack or a Deliberate Attack. You may not use more Replacements Points to satisfy losses. You must have an LoC for at least one unit in the combat (for the attacker) or from the Combat Hex (for the defender) to satisfy losses with a Replacement Point(s). 0 size units may not receive Replacements in combat.
- C. **Spend Size:** you can may spend one size value for each loss (13.2.2).
- D. **Spend Dug In markers:** A Dug In marker in the

combat hex can be removed for up to two losses.

- E. **Spend Entrenched Markers:** An Entrenched marker in the combat hex can be removed for up to three losses.
- F. **Spend one Victory Point:** one Victory Point may be used for one loss.
- G. **Eliminate all Units participating in the combat:** You may always choose to eliminate all of your Units participating in the combat to satisfy all required losses. If there is only one Unit in a combat, eliminating it still satisfies all losses. Eliminated Units go to the Replacements box.

7.7.11: Advance after Combat

If the attacker won the combat, and the defender has vacated the Combat Hex, the attacker may Advance after Combat.

7.7.11.1: The attacker may move *active* (Units than an HQ has activated this activation) in *Road Column* or *Cross Country* Units that participated in the combat (both the declaring Unit and any *active* supporting Units) into the Combat Hex, ignoring stacking for a moment. This costs no movement.

7.7.11.2: Non-active Units may not Advance after Combat, even if they provided Combat Support.

7.7.11.3: Defending Units may never move after combat, except to retreat.

7.7.12: Exploitation Movement

All Units that advanced into the Combat Hex after combat may now conduct Exploitation Movement. The number of MPs available for an exploitation move is the “Adv” number on the Combat Chit. All normal movement rules apply. Once all Exploitation Movement is complete, stacking rules are again enforced.

7.7.13: Clean Up

Return the Combat Chit to its cup. It can be drawn again in the next declared combat.

7.8 AFTER COMBAT LOSS SEGMENT

If the following situation occurred in the previous combat, apply as follows:

- If both sides used Tanks as their equipment support (either successfully or not), the side with the lower

7.7.10-A Retreat Options Table	
If any Unit...	Then...
Retreats two hexes:	Place a Disrupted marker on it at the completion of the retreat; opponent draws from the Cup of SNAFU for the retreating Unit, after retreat is completed. If the retreating player declared Artillery Support (whether received or not), the HQ that provided support takes one Artillery loss as well - the artillery park was overrun during the retreat.
Retreats three hexes:	Place a Routed marker on it at the completion of the retreat; opponent draws <i>twice</i> from the Cup of SNAFU for the retreating Unit, after retreat is completed. If the retreating player declared Artillery Support (whether received or not), the HQ that provided support takes one Artillery loss as well - the artillery park was overrun during the rout.
For the first enemy ZOC retreated into: For the second and each additional enemy ZOC retreated into:	Reduce the Primary Equipment Level by 1 (if Disrupted) or 2 (if Routed). Reduce Secondary equipment by 1 (if Routed). Reduce Primary Equipment by 2 (if Disrupted) and 3 (if Routed). Reduce Secondary Equipment by 1 (if disrupted) and 2 (if routed)
Is 1) Disrupted or Routed and 2) enters or passes through an enemy ZOC after a combat when enemy Artillery Support was used:	Reduce the size value by 1 for each unit that retreats into a hex with an enemy ZOC
Note: If your opponent draws a SNAFU marker which cannot apply to your retreating Unit, ignore the marker and return it to the Cup of SNAFU.	

Tank Support value takes one Tank Equipment loss. If the values are even, the Warsaw Pact takes one equipment loss. Use the unmodified value for the Tank on the support track and disregard any markers on the unit.

Example: *A T80-equipped Unit attacks an M1-equipped Unit and both use tank support for the battle. The M1 is the unit's Secondary equipment and has a "Half Secondary" marker on it. The T-80 would still take a loss after the combat for a Warsaw Pact tank equipment of the same value as the NATO tank.*


- If one side used APCs/IFVs as their equipment support and the other side used tanks as theirs, the side that used APCs/IFVs takes one APC/IFV loss.
- Apply equipment losses from the terrain attacked per the TEC.

These are all cumulative if applicable.


7.9 CHECK STACKING SEGMENT


Check to see if any Units are over-stacked and send over-stacked Units to the Replacements Box.

7.10 HQ MOVEMENT AND REFRESH SEGMENT

 The activated HQ may now move up to 10 MPs. If the HQ does not move and has an LoC, the owning player may instead pay Supply Points (see 9.2) to refresh the HQ. If you do this, you can activate the HQ again immediately or save its next Activation for later. To be clear, HQs can activate more than once per Activation Phase as long as they are refreshed at the end of their Activations. A refreshed HQ again has its full capacity to activate Units and move up to 10 MPs during a subsequent Activation. The cost to refresh the active HQ is listed in the 9.2 Supply Point Expenditure Table.

7.11 BIVOUAC

 At the completion of the activation and after the HQ is refreshed or not, remove all *Road Column* and *Cross-Country* markers from all just active units. These units are now Deployed in Clear terrain until they are active again. They have gone to bed for the night.



7.12 NIGHT



If “Night Battle Marker” comes up in a Random Event, the NATO player places the “Night” marker on any Spent Warsaw Pact unit. Any attack on this hex (i.e., the hex becomes a Combat Hex at any time later in the turn), a Night battle occurs. There is only one Night Battle marker and only one can be placed at any one time. If the random event occurs again while the Night marker is placed, at the NATO player’s option, the Night Battle may be removed from its current hex to be used again should the Random Event occur again, or it can stay in place.

- If a combat occurs that is a Night Battle, the NATO player automatically passes their equipment roll, their artillery roll, their ground support roll and their helicopter roll. They are not required to use any or all of these – but should they do so, they automatically pass their rolls.
- In addition, the Warsaw Pact suffers an additional equipment loss on any equipment used in the battle. Apply the loss at the same time as you would apply in the After Combat Loss segment in addition to any other losses that are required.

8.0 END PHASE

8.1 ELIMINATE FRIENDLY UNITS PHASE

First the Warsaw Pact Player, then the NATO Player, may move friendly Units from the map to the Replacements Box and voluntarily displace HQs. This is an opportunity to reclaim Units which can no longer be activated due to distance or being surrounded by enemy Units.

8.1.1: The Night Marker is removed during the End Phase (see expanded Sequence of Play).

8.1.2: Radio Out counters are removed during the End Phase (see 13.1.2).

8.2 VICTORY CHECK PHASE

During this phase, the players will determine if either side has won the game.

8.2.1: If a player has 21 victory points and gains any additional victory points, deduct those gained from their opponent’s total. If a player does not have enough

victory points to pay for a deduction, the excess points are added to their opponent's total.

8.2.2: Neither player may accumulate more than 21 Victory Points.

8.2.3: Objective Markers

Before play begins, all of the Objective markers should be placed in a cup to allow random drawing of the markers when needed. Objective markers are randomly placed at the beginning of play per the scenario instructions (without revealing their value) or may be drawn during a random event (in this case, its value is revealed when placed).

8.2.4: Objective markers may be claimed (removed from the map and their victory value added to a player's total) when one of the three following events occur:

- A. If a combat chit is in the hex with an Objective marker, the winner of that combat may claim the marker and immediately add its value to their total victory points.
- B. If a Warsaw Pact unit enters a hex with an Objective marker, the Warsaw Pact player may remove the Objective marker and add its value to their victory point total.
- C. If it is the end of the scenario, the NATO player may claim all unclaimed Objective markers and add all of their values to their victory point total.

8.2.5: Check the Politics Tables (17.0) for possible events.

8.2.6: Victory Check Segment

Check to see if either player has won the game. A player wins the game by achieving one of the following conditions:

- 1. His victory point total is 21 and their opponent's is 0.
- 2. He has a unit in or has been the last player to enter all of their opponent's supply source hexes.
- 3. It is the last turn of the game (remember to have NATO claim all unclaimed Objective markers) and they have a higher victory point total than their opponent. If totals are the same, victory is awarded to the NATO player.

8.3 TIME PHASE

Advance the turn marker.

9.0 INFRASTRUCTURE AND SUPPLY PHASE



Both players have an Infrastructure marker and a Supply marker. The Infrastructure marker is used to show the state of that side's capability to supply their forces (the state of the road network and ability to send supplies to their armies). The Supply marker is used to show what supplies are available to spend.

Note: The NATO infrastructure value is lower at the start of play to represent the complexities and surprise nature of the outbreak of the war. It takes time to put the country on war footing. Increases on the reinforcement track represent this conversion.

9.1 SPEND SUPPLY

First the NATO Player, then the Warsaw Pact Player, may spend Supply Points they have remaining to perform several actions as listed below. Supplies can also be Spent during other phases for different things, but this is the one phase in which the following actions in the chart below may be performed.

9.1.1: The Infrastructure value has a maximum value of 15 for both sides. The minimum value for Infrastructure for both sides is 2. It may never be reduced to less than this value nor to more than the maximum value for each side.

Unless otherwise listed, these actions may only be performed during the Supply and Infrastructure Phase of the game turn.

9.2 SUPPLY COSTS



After spending any Supply in this phase, place your Supply marker on top of your Infrastructure marker on the Player Aid. This is the amount of Supply Points you will have for the turn until this phase occurs again.

After this is done, the NATO player must reduce their Infrastructure value by one for each two Refugee Markers in the Refugee box (round down – three Refugee markers would reduce the Infrastructure value

9.2 Supply Point Expenditure Table	
Cost	Action
1*	The Warsaw Pact Player flips a Spent HQ with an LoC that is currently in East Germany or Czechoslovakia to its Fresh side. This can occur both during the activation phase and in the Supply and Infrastructure phase.
2*	The Warsaw Pact Player flips a Spent HQ with an LoC that is currently in any other country to its Fresh side. This can occur both during the activation phase and in the Supply and Infrastructure phase.
1*	The NATO Player flips a Spent HQ with an LoC that is in any country but East Germany or Czechoslovakia to its Fresh side. This can occur both during the activation phase and in the Supply and Infrastructure phase.
3*	The NATO Player flips a Spent HQ with an LoC that is in East Germany or Czechoslovakia to its Fresh side. This can occur both during the activation phase and in the Supply and Infrastructure phase.
1	The NATO player may remove one Refugee Marker from the Refugee box.
2	Either player wishes to improve their Infrastructure by 2 points (may only be done once per Supply and Infrastructure Phase and cannot exceed the maximum value allowed).
1*	Either player wishes to place a Dug In marker on one of its deployed Units.
2*	Either player wishes to place an Entrenchment marker on one of its deployed Units.
1	Flip a Suppressed SAM marker to its Unsuppressed side. Recompute SAM Support Value.
1*	The NATO player may remove one Refugee Marker from the Refugee box.
1*	Remove Low Ammo / Low Fuel Marker
2*	Remove No Ammo / No Fuel Marker

* Requires a Line of Communication to the Unit or hex

by 1). The NATO player may, if they choose, not pay this cost and instead give one Victory Point to the Warsaw Pact player for each 2 Refugee markers that were not used to reduce their Infrastructure value.

See 14.5 for more information on Refugee markers.

Note: *If you reduce the Infrastructure value, the Supply marker does not reduce with the Infrastructure marker. The Supply marker stays where it is on the track until the next Supply and Infrastructure Phase when they join up again.*

10.0 THE AIR GAME

10.1 THE AIR ALLOCATION PHASE

Both players perform the following actions in this order during the Air Allocation Phase of the Game Turn.

- 1) Determine which player has the AWACS advantage for the turn. (4.4.1)
- 2) Both players return friendly Aircraft that are still in Air Mission Boxes to their respective Available Aircraft Boxes

3) First the NATO Player, then the Warsaw Pact Player, attempts to repair damaged Aircraft.

- a. Roll a D10 for each Aircraft in your Damaged Aircraft Box on the Air Display. Each country has the required roll to repair aircraft on the Air Display. If you roll this number or less, the Aircraft is repaired.
- b. Repaired Aircraft move from your Damaged Aircraft Box to your Available Aircraft Box. If at reduced strength, the counters are not flipped to their full-strength sides.

10.2 AIR FORCES COMMITMENT PHASE

10.2.1: Use your Air Display to assign your Aircraft to Missions. You may only assign Aircraft in the Available Box to Missions. In addition, each Aircraft must be assigned an Airfield from which to launch.



10.2.2: There are several NATO airfields printed on the map. If a Warsaw Pact unit enters a hex with an airfield, permanently remove one airfield from the West German Airfields box. If a Warsaw Pact unit enters hex 15.38, remove two airfields

from the West German Airfields box.

10.2.3: Each NATO airfield in an Airfields box can launch up to 5 aircraft per Airfield. Each Warsaw Pact Airfield can launch up to 4 aircraft. This number can be reduced by Spetsnaz raids, SSM attacks and/or Chemical Attacks on an Airfield box, or as specified in the Scenario instructions. The owning player chooses which aircraft use which airfields to fly.

Note: there are restrictions on the Air Displays indicating which nations can use each Airfields box.



The Harrier Aircraft does not need an Airfield to fly and may always fly missions.

Aircraft that use an airfield to fly may perform missions. If there are not enough airfields for all aircraft to fly at the start of the phase, the remaining aircraft stay in the Available Aircraft box for the turn and are not available for use. All Aircraft assigned to a mission will fly this turn regardless of Airfield damage that may occur during the Resolution Phase - those effects impact the following turn.

10.2.4: To assign your Aircraft, follow these steps:

- A. Move the counters from the Available Aircraft Box and place them on top of your available airfield counters. The limit is up to 5 aircraft counters per

airfield counter for NATO, and up to 4 aircraft per airfield counter for the Warsaw Pact.

- B. Move your Aircraft counters from your Airfields to their assigned Mission Boxes.

10.2.5: You may assign Aircraft to the Missions described in the Aircraft Mission Table below.

10.2.6: Resolve Strategic Missions during the Strategic Air Mission Resolution Phase. Tactical Missions are resolved during the Activation Phase

10.2.7 Add up all the Tactical Mission ratings for Aircraft placed in the Ground Support Box for each Nation and place the Ground Support marker on that value on the Player Aid. The marker value cannot exceed 9 although Aircraft that exceed this total Tactical Mission rating may still be placed in Ground Support and used as Ground Support during the Activation Phase. Note that the value determined here does not change as aircraft are used for Ground Support.

10.3 STRATEGIC AIR RESOLUTION PHASE

During this phase, resolve Air Superiority Missions first. After Air Superiority Missions are resolved, the Player with the AWACS advantage (see 4.4.1) determines the order in which other Strategic Missions are resolved.

10.2.5 Aircraft Mission Table		
Mission	Description	Aircraft Type
Tactical		
Ground Support	Air Support for Units in combat.	Aircraft with Tactical Missions Ability
Interdiction	Attempt to block enemy LOCs and thereby prevent enemy actions.	Aircraft with Tactical Missions Ability
Bounce	Intercept enemy Tactical Missions as they occur.	Aircraft with Air-to-Air Ability
Strategic		
Air Superiority Box	Air-to-air combat for control of the skies.	Aircraft with Air-to-Air Ability
Infrastructure Strike	Reduce the enemy's infrastructure and degrade his warfighting capacity.	Aircraft with Strategic Missions Ability
Airfield Strike	Punch holes in runways and limit Aircraft launches.	Aircraft with Strategic Missions Ability
SAM Suppression	Reduce the enemy air defenses	Aircraft with Strategic Missions Ability
Nuclear Strike	Obliterate Airfields, hexes, or attack enemy Infrastructure.	Nuclear Capable Aircraft Only

If neither player has AWACS advantage, the NATO player determines the order of resolution. Resolve all Missions in one Strategic Mission Box before moving on to the next box. Air-to-Air combat always used a **D10** while all other missions use a **D6**.

10.3.1.1: Resolving Air Superiority Missions

Determine which players have Aircraft in Air Superiority Box.

- If neither player has Aircraft in this box, move on to the next type of Strategic Mission.
- If both players have Aircraft in this box, the player with more aircraft in the box may move excess aircraft of their choice into the Bounce Box. After that is done, conduct air-to-air combat.
- If only one player has Aircraft in this box, those Aircraft may:
 - Move to the Bounce Box.
 - Make Free Attacks on enemy Aircraft in Strategic Mission Boxes.
 - The opposing player may not have the AWACS advantage for the turn. If they do have it, the player with Aircraft in the Air Superiority Box now has it from now until the next Air Allocation Phase. In addition, reduce by 1 the AWACS marker for the player that has no planes in the box.



10.3.1.2: Air-to-Air Combat

To resolve air-to-air combat:

- A. Determine the Air-to-Air Ability of each Aircraft in the box. Remember to subtract 1 from all NATO aircraft in Rainy weather and 2 from all Warsaw Pact aircraft in Rainy weather, and 1 from reduced aircraft. Add 2 if there is an Ace on the attacking aircraft.
- B. The Aircraft with the highest modified Air-to-Air Ability fires first. If there are multiple Aircraft with the same Air-to-Air Ability, take turns firing from those Aircraft, with the player with AWACS advantage taking the first shot.
- C. Proceed through the other Aircraft in the box in order of Air-to-Air Ability, highest to lowest.
- D. Each Aircraft attacks only once.

When your Aircraft fires, select an enemy Aircraft to target and roll a D10. If the result is equal to or less than your Aircraft's Air-to-Air Ability, the enemy target is damaged. If the target counter is at full strength, flip it

to its reduced side and place it in its Damaged Aircraft Box. If the target counter is already reduced, remove it from play.

10.3.1.3: If you remove all enemy Aircraft from their Air Superiority Box through Air-to-Air combat, you gain 1 VP for the great publicity around your victory. Any aircraft that did not fire at an enemy fighter may conduct Free Attacks (see 10.3.1.5) on enemy aircraft performing Strategic Missions. You may similarly remove any enemy Aircraft that have been placed in the Bounce Box (including any that were just placed at the beginning of this phase). These removed aircraft are placed in the enemy's Available Aircraft Boxes and are done for the turn.

10.3.1.4: If both sides still have Aircraft in the Air Superiority Box at the end of Air-to-Air Combat, move the Aircraft to their respective Available Aircraft Boxes. They are done for the turn.

10.3.1.5: Free Attacks on Enemy Aircraft

To resolve a Free Attack on an enemy Aircraft:

- A. Select one Strategic Mission Box containing enemy Aircraft.
- B. For each Aircraft you have in the Air Superiority Box, target one enemy Aircraft in the selected box.
- C. Each of your Aircraft fires only once.
- D. Apply the following modifiers to the Aircraft's ability:
 - +2 if the Attacking Aircraft has an Ace
 - -1 If the weather is Rainy for NATO Aircraft, -2 if the weather is Rainy for Warsaw Pact Aircraft.
 - -1 if the firing aircraft is reduced

Roll a D10. If the result is equal to or less than your Aircraft's Air-to-Air Ability, the target is damaged. If the target Aircraft is at full strength, flip it to its reduced side and place it in its Damaged Aircraft Box. If the target Aircraft is already reduced, remove it from play.

Aircraft performing Free Attacks may not be fired upon. When all Free Attacking Aircraft have fired, return them to their Available Aircraft Box.

10.3.2: Infrastructure Strikes



- 1) Perform enemy SAM fire against the striking aircraft (see 10.5)
- 2) For each Aircraft in the Infrastructure Strike Box, roll a D6 and compare the result to

your aircraft's Strategic Missions Ability.

Strategic Missions Ability.

Apply the following modifiers to your aircraft's Ability:

- -1 if the weather is Rainy for NATO aircraft, -2 if the weather is Rainy for Warsaw Pact aircraft.
- -1 if it the aircraft is reduced
- +2 if the aircraft has an Ace

Apply the following modifiers to your Aircraft's Ability:

- -1 If the weather is Rainy for NATO Aircraft, -2 if the weather is Rainy for Warsaw Pact Aircraft.
- -1 if it the aircraft is reduced
- +2 if the aircraft has an Ace
- +1 if a Tornado aircraft is making an Airfield strike

Note if the value for an Aircraft is less than 1, it may still fly the mission but must roll a one to succeed and the hit will be less valuable than a 1 rolled with other aircraft.

Note if the value for an Aircraft is less than 1, it may still fly the mission but must roll a one to succeed and the hit will be less valuable than a 1 rolled with other aircraft. Otherwise, the strike has no effect. When Airfield Strikes are complete, return the Aircraft in the Airfield Strikes Box to their Available Aircraft Boxes.

10.3.2 Infrastructure Strike Results	
Roll	Result
≤ Aircraft's Strategic Missions Ability, but greater than 1.	Reduce the enemy Infrastructure value by 1.
1	Reduce the enemy Infrastructure value by 2.
If the Aircraft had a modified value less 1 and rolled a 1	Reduce the enemy Infrastructure value by 1.

10.3.4: SAM Suppression Strikes



- 1) Perform enemy SAM fire against the Striking Aircraft (see 10.5)
- 2) For each Aircraft in SAM Suppression Box, roll a D6 and compare the result to your Aircraft's Strategic Missions Ability.

Otherwise, the strike has no effect. When Infrastructure Strikes are complete, return the Aircraft in the Infrastructure Strikes Box to their Available Aircraft Boxes.

Apply the following modifiers to your Aircraft's Ability:

- -1 If the weather is Rainy for NATO Aircraft, -2 if the weather is Rainy for Warsaw Pact Aircraft.
- -1 if it the aircraft is reduced
- +2 if the aircraft as an Ace

10.3.3: Airfield Strikes



- 1) Perform Enemy SAM fire against the Striking Aircraft (see 10.5)
- 2) The Striking Player chooses an Airfield Box to attack. Only airfields in this box can be affected.
- 3) For each aircraft in the Airfield Strike Box, roll a D6 and compare the result to your aircraft's

Note if the value for an Aircraft is less than 1, it may still fly the mission but must roll a one to succeed and the hit will be less valuable than a 1 rolled with other aircraft.

10.3.3 Airfield Strike Results	
Roll	Result
≤ Aircraft's Strategic Missions Ability	Damage an Airfield in the targeted Airfield box. Flip the Airfield to its Damaged side.
1	Damage two target Airfields in the targeted Airfield box. Flip both Airfields to their damaged side.
If the Aircraft had a modified value less 1 and rolled a 1	Damage the targeted Airfield. Flip the Airfield to its Damaged side.



10.3.4 SAM Suppression Strike Results	
Roll	Result
≤ Aircraft's Strategic Missions Ability, but greater than 1.	Suppress two SAM markers. Flip two over to their suppressed side. Recompute that side's SAM Support and adjust the marker immediately.
1	Suppress four SAM markers. Flip four over to their Suppressed side. Recompute that side's SAM Support and adjust the marker immediately.
If the Aircraft had a modified value less 1 and rolled a 1	Suppress two SAM markers. Flip two over to their suppressed side. Recompute that side's SAM Support and adjust the marker immediately.

10.3.5 Nuclear Strikes:



Determine the target of the Nuclear Strike. You may choose one of the enemy's Airfields boxes, the enemy's Infrastructure marker or a hex on the map. You can only use Aircraft with Nuclear capability to launch nuclear strikes. There is no roll for this nor is there SAM fire; effects are automatic.

When a Nuclear Strike is complete, return the aircraft

to the Available Aircraft Box.

See 18.2 for additional information on Nuclear Attacks and their effect.

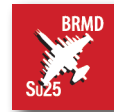
10.3.6: Reforger Missions



The NATO player will have, as reinforcements, Reforger aircraft available. These are the only aircraft that may fly this mission and the turn the Reforger aircraft arrives is the only turn in which the Reforger mission can fly. Reforger aircraft are always available on the turn they arrive (there is no counter-mix limit on these nor do losses eliminate them from future use).

To perform a Reforger mission, the aircraft is placed in the Reforger box and if it does not take a reduction from any interception from the Air Superiority box, it automatically succeeds when the mission is completed. There is no SAM fire on Reforger missions. See 15.1.2 for more information on Reforger reinforcements.

10.4 TACTICAL MISSION RESOLUTION



During this phase, players determine who controls the skies over the battlefield—if anyone. The Bounce Box Air-to-Air combat is performed during the Strategic Air Mission Resolution Phase. All other missions occur as the owning player wishes when the conditions for the mission are met. Once the mission has been completed, return all used aircraft to the Available Missions box for use on the next game turn.

10.3.5 Nuclear Strike Options	
Target	Striking Player may:
An Airfields Box	<ul style="list-style-type: none"> Remove 2 Airfields from the chosen box. Place these back in the pool of counters, <u>these are not flipped to their damaged side, but are gone for good.</u> Additionally, remove 2 Aircraft from the Available or Damaged Aircraft boxes (owning player choice). Place a Fallout marker in the airfield box. Airfields in that box have their fly-per-airfield capacity reduced by one.
A hex	<ul style="list-style-type: none"> Move any Units in the hex to their Replacements Box Place a Fallout marker in the hex. Any HQ entering the hex will be Displaced. No Unit may end its movement in the hex. The hex no longer has any roads of any type running through it.
Infrastructure Marker	<ul style="list-style-type: none"> Reduce the enemy Infrastructure marker by 4.

10.4.1: Bounce Box Missions



10.4.1.1: Resolving Bounce Box Air-to-Air Combat Determine which players have Aircraft in the Bounce Box. This includes Aircraft moved from Air Superiority to Bounce during the Strategic Air Missions Phase.

- If neither player has Aircraft in the Bounce Box, the phase is complete.
- If both players have Aircraft in the Bounce Box, conduct Air-to-Air Combat.
- If only one player has Aircraft in the Bounce Box, those Aircraft may be used to attempt to intercept enemy Aircraft on Tactical Missions.

10.4.1.2: Air-to-Air Combat

(This is very similar to the Air-to-Air Combat to resolve Air Superiority Missions.)

- Determine the Air-to-Air Ability of each aircraft in the box. Remember to add 2 to the ability if an Ace is with the attacking aircraft, subtract 1 from all NATO Aircraft and 2 from Warsaw pact aircraft in Rainy weather, and 1 from all reduced Aircraft.

The Aircraft with the highest modified Air-to-Air Ability fires first.

If there are multiple Aircraft with the same Air-to-Air Ability, take turns firing from those Aircraft, with the player with the AWACS advantage firing first.

- Proceed through the other Aircraft in the box in order of Air-to-Air Ability, highest to lowest.

When your Aircraft fires, select an enemy Aircraft to target and roll a D10. If the result is equal to or less than your Aircraft’s Air-to-Air Ability, the target is damaged. If the target Aircraft is at full strength, flip it to its reduced side and place it in its Damaged Aircraft Box. If the target Aircraft is already reduced, remove it from play.

10.4.1.3: One significant change from the Air Superiority Box is that no VP is awarded for eliminating all enemy Aircraft.

10.4.1.4: If either player still has Aircraft in the Bounce Box at the end of Air-to-Air Combat, those Aircraft remain in the Bounce Box and are eligible to intercept Tactical Missions. If both players have Aircraft remaining in the Bounce Box, both players’ aircraft are

eligible to intercept Tactical Missions

10.4.2: Interdiction Missions



An Interdiction is an attempt by aircraft to prevent enemy ground forces from taking actions requiring an LoC. An Interception is an attempt by Aircraft to prevent actions by enemy Aircraft—either Interdiction Missions or Ground Support Missions.

Interdiction Missions may happen during several different phases. An Interdiction is an Aircraft from its owner’s Interdiction Box attempting to block an LoC required for an enemy action. When certain enemy actions listed below are taken, you may attempt an Interdiction with Aircraft in your Interdiction Box. You may only attempt one Interdiction, with one Aircraft, per enemy unit or HQ, per enemy action. These actions are listed in the table below. Interdictions may be attempted as follows:

10.4.2 Interdiction Mission Results	
If the enemy...	A successful Interdiction means...
Attempts to moves an HQ or refresh an HQ during the Activation Phase	The target HQ or Unit cannot use Movement or refresh this turn. Place a HQ Interdicted marker on the HQ.
Attempts to flip a Spent Unit to its Fresh side	The target Unit cannot be flipped to its Fresh side this phase.
Calls for Artillery, Ground, and/or Helicopter Support during a combat	No Support is available in this combat for the interdicted side.
Uses Replacements to pay for combat losses	Replacements may not be used by the interdicted side to pay for losses from the current combat.
Moves a unit into a new hex using <i>Road Column</i>	Must either Deploy or take an infantry loss

10.4.2.1: Procedure

The Interdicting player announces the Interdiction Mission and selects one (only) Aircraft from their Interdiction Box to perform it. If the other player has units in their Bounce Box available, they may then announce an attempt to intercept the Interdiction

Mission.

10.4.2.2: Resolution

To resolve an Interdiction Mission:

- Determine whether your opponent wishes to intercept the Interdiction attempt. If so, resolve the Interception first (10.4.2.2).
- Perform SAM Fire (see 10.5)
- If your opponent does not attempt to intercept, or if their Interception fails, roll a D6.
- Subtract 1 from NATO aircraft Tactical Missions ability and 2 from Warsaw Pact aircraft if the weather is Rainy.
- Subtract 1 from the Interdicting Aircraft's Tactical Missions Ability if reduced.
- Add 2 to the aircraft's Tactical Missions Ability if the Interdicting aircraft as an Ace.
- If the result is equal to or less than the Tactical Missions Ability of the Aircraft, the Interdiction is successful. Apply the result per the table in 10.4.2.

10.4.2.2: Intercepting an Interdiction Mission



If your opponent attempts an Interdiction Mission and you have Aircraft in your Bounce Box, you may attempt to intercept the Interdiction. Your opponent's Interdiction Mission will consist of only one Aircraft. You may intercept with as many Aircraft as you have in your Bounce Box, but each intercepting Aircraft may fire only once.

10.4.2.3: Resolution

To resolve an Interception against an Interdiction Mission:

- The intercepting player selects one or more Aircraft from their Bounce Box for the Interception attempt.
- For each Aircraft making an Interception attempt:
 - The intercepting player rolls a D10.
 - Add 2 if the Aircraft has an Ace.
 - Subtract 1 from NATO aircraft Tactical Missions ability and 2 from Warsaw Pact aircraft if the weather is Rainy.
 - Subtract 1 from the Interdicting Aircraft's Tactical Missions Ability if reduced.
 - If the result is equal to or less than the Air-to-Air Ability of the intercepting Aircraft, the enemy Interdiction Mission has failed. Flip the Interdicting Aircraft to its reduced side and place it in the Damaged Aircraft Box. If the target Aircraft is already

reduced, remove it from play.

- If the result is greater than the Air-to-Air Ability of the intercepting Aircraft, the Interdicting Aircraft avoided Interception by this Aircraft.
- Whether successful or not, the intercepting Aircraft are done for the turn and placed in the Available Aircraft box.

10.4.3: Intercepting a Ground Support Mission



10.4.3.1: If your opponent attempts to call for Air Support for their ground combats and you have aircraft in your Bounce Box, you may attempt to intercept the enemy aircraft on their Ground Support Mission. Your opponent's Ground Support Mission will consist of one or more Aircraft. You may intercept with as many Aircraft as you have in your Bounce Box, but each intercepting Aircraft may fire only once, at a single target.

10.4.3.2: Resolution

To resolve an Interception against a Ground Support Mission:

- The intercepting player selects any number of Aircraft from their Bounce Box for the Interception attempt.
- For each Aircraft making an Interception attempt:
 - The intercepting player identifies a target enemy Aircraft providing Ground Support in the current combat.
 - The intercepting player rolls a D10.
 - Add 2 if the intercepting player has an Ace
 - Subtract 1 from NATO aircraft Tactical Missions ability and 2 from Warsaw Pact aircraft if the weather is Rainy.
 - Subtract 1 from the Interdicting Aircraft's Tactical Missions Ability if reduced.
 - If the result is equal to or less than the modified Air-to-Air Ability of the intercepting Aircraft, flip the target Ground Support Aircraft to its reduced side and place it in the Damaged Aircraft Box. If the target Aircraft is already reduced, remove it from play.
 - If the result is greater than the Air-to-Air Ability of the intercepting Aircraft, the Ground Support Aircraft avoided Interception by this Aircraft.
 - Whether successful or not, the intercepting Aircraft are done for the turn and placed in the

Available Aircraft box.

Additionally, the Ground Support marker on the Player Aid does not reduce in value when Aircraft are used for Ground Support. See 7.7.4.4 for resolving Ground Support.

10.4.4: Reconnaissance Missions



There are a few US and West German reconnaissance aircraft that can only perform reconnaissance missions, but all aircraft with a tactical rating may also fly this mission. To perform a recon mission, declare the mission is taking place and place one Reconnaissance aircraft on a hex the NATO player wishes to recon. The enemy may attack the recon aircraft using any available aircraft in the Bounce box. There is no SAM fire from the enemy on this mission. If the aircraft survives the bounce, it automatically reconns the hex on which it is placed. Successfully reconned hexes allow the NATO player to draw an extra Combat Chit and decide which one to use in all combats. This additional draw is added to any other allowed additional draws that might be allowed from other sources. If the Warsaw Pact player is allowed additional draws, this cancels that out – and no extra Warsaw Pact draws are permitted. If NATO is allowed additional draws, this allows three Combat Chits to be drawn with the NATO player choosing one.

Note that many aircraft used for reconnaissance and in the order of battle for both sides are not present in the counter-mix. These undepicted aircraft are in the game system to allow for SSM targeting and for reconning hexes for helicopter drops and other game functions.

10.5 SAM FIRE



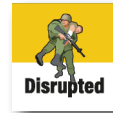
Both players have several SAM markers that will be placed in the SAM box on their Air Display per the scenario instructions. When allowed SAM fire, total the number of SAMs in the SAM box and divide this number by 3 (for NATO) or 4 (for Warsaw Pact) and round down – this is the base SAM fire for each player. Mark this value on the Player Aid with that side's SAM Support marker for use in play. On the Air Display and for many missions, there is a SAM modifier for that type of mission. Subtract that modifier from the SAM Support value and roll a D10 to resolve SAM fire. Should you roll that number or less,

the Aircraft does not complete that mission, is reduced (or eliminated if already reduced) and is placed in the Damaged Aircraft box.

11.0 MORALE

There are three morale states which can adversely affect Units.

11.1 DISRUPTED UNITS



Units become Disrupted after retreating 2 spaces following combat.

A Disrupted Unit:

- Cannot retreat in combat,
- The unit's size is considered 0 regardless of actual size,
- Cannot use Artillery Support if it is the defending Unit in a Combat Hex,
- Remains Disrupted even if flipped to its Fresh side,
- Removes the marker when an HQ activates it, but the Unit does nothing except remove the marker. This Spends the unit.

11.2 ROUTED UNITS



Units become Routed after retreating 3 spaces following combat.

A Routed Unit:

- Cannot retreat in combat,
- Cannot attack or provide Combat Support,
- The unit's size is considered 0 regardless of actual size,
- Cannot receive any Combat Support of any kind when defending,
- Has no ZOC,
- Removes the marker when an HQ activates it, but the Unit does nothing except remove the marker. This spends the unit.
- Gets a Low Morale marker when the Routed marker is removed.

11.3 LOW MORALE



Units that are Routed gain a Low Morale marker when their Routed markers are removed. A Unit with a Low Morale marker:

- May not declare a Prepared or Deliberate Attack until the marker is removed,

- Adds 1 MP to the cost of each hex entered during Exploitation Movement, and
- Removes the marker when it participates in a combat won by its side.

A Unit may have a Low Morale marker and a Disrupted/Routed marker at the same time if it retreats while having Low Morale. A unit with Low Morale that receives another Low Morale marker is unaffected.

12.0 HEADQUARTERS AND CADRES



Headquarters (HQs) allow for activation of units throughout the game. Any HQ can activate units (example: CENTAG can activate units normally). The Activation Phase ends when all HQs are Spent.

12.1: COMMUNICATION TRACE

HQs and Cadres also provide for a Line of Communications (see 3.6). Both of these types of counters have command ranges displayed on the counter. Range is always traced from the unit attempting to be in communications using the range on the HQ or Cadre to which the unit or HQ is tracing. Line of Communications trace is always calculated using a hypothetical unit in *Road Column* mode. Trace cannot be through enemy units and all enemy ZOCs traced through costs an additional movement point.

Exception: *Army Group HQs must be within 3 hexes of a road hex and from there may trace a line of unlimited length to a supply source. This trace may not be through any enemy ZOCs.*



Example: *The Army Group GSFG HQ (Soviet Union) has a range of 15. Soviet Army HQs must trace to this HQ to be in communications. Trace is performed using a hypothetical unit in Road Column from the Army HQ to the Army Group HQ using the range on the Army Group HQ (15).*



While Cadres are units in all ways, HQs are not considered units. Cadres can be eliminated in combat like any other unit.

12.2: CADRES



Cadres represent all the divisional assets and divisional reserves.

12.2.1: Cadres may be used as “replacements” to satisfy losses in a combat. These do not increase the amount of Replacements that can be used to satisfy losses but may be used instead of Replacements on the Replacements track. To use this ability, the Cadre must be able to trace a Line of Communications to the combat hex and if used, one size loss (13.2.2) is applied to the Cadre.

Cadres can also be used during the Reinforcement and Replacements Phase to add size value to units of its division and/or to replace equipment losses. To do so, the unit receiving either one must be in communications range of the Cadre. For each size value given, add one size to the receiving unit and subtract one size from the Cadre. For each type of equipment gained by the receiving unit, reduce the equipment of the Cadre. Cadres can replace both Primary and Secondary equipment values equally (even though the Cadre might be replacing Primary equipment with its Secondary equipment).

You can't give all a Cadres size value away as replacements (just up to two may be used), but you can give all of your equipment away to brigades of that division.

For example, the 3rd Infantry Division Cadre has as its Secondary equipment, M2s. It may replace the 3/3 ID units Primary M2s at the same rate as the 2/3 Secondary equipment M2s.

12.2.2: Cadres that are eliminated may be replaced normally but also may be immediately replaced after the activation that eliminated them is complete. To do so, replace the Cadre per the normal rules (15.2) but do so immediately. Cadres replaced in either case have all markers removed from them.

If there is no Cadre for the units of a division to trace to during the Communications Phase, or the Cadre is out of communications range, all those units of that division will have an Out of Contact marker placed on them. If they require a Line of Communications to perform a game function, they will not be able to do so until the Cadre is able to provide a Line of Communications again.



12.3: HQ DISPLACEMENT

If an enemy Unit enters the hex occupied by a friendly HQ, immediately displace the HQ.

The enemy unit pays no movement cost to do this. The

owning player moves the HQ at least five hexes away from the enemy Unit that displaced it but may move it as far away (unlimited MPs) as the owner wishes while following normal movement rules. The final hex placement may not be in an enemy ZOC. NATO HQs must be moved west for their entire Displacement move. Warsaw Pact HQs must be moved east for their entire Displacement move. A Fresh HQ which is Displaced becomes Spent.

Headquarters that are Fresh may be voluntarily displaced as an action (it may not activate units when doing so). The HQ becomes Spent after this.

Headquarters can also be voluntarily displaced during the Eliminate Friendly Units phase as well. They may be Spent or Fresh when they do this and may refresh normally during the Supply/Infrastructure Phase of the Game Turn.

Headquarters can't retreat nor be used to satisfy losses. If it is in a hex from which units retreat and enemy units enter the hex, the HQ is immediately displaced.

Important: HQs can never be eliminated. If displacement would force an HQ off the map, it arrives in a friendly supply source hex the next turn as a reinforcement.

13.0 MARKERS

13.1 CUP OF SNAFU MARKERS

At the start of a scenario, put all the Cup of SNAFU markers into a cup to allow for random drawing. The Cup of SNAFU markers are colored differently from all other markers. The NATO markers are light blue while the Warsaw Pact markers are purple. The NATO markers affect NATO units (for good or bad) while the Warsaw Pact markers affect the Warsaw Pact units (for good or bad).

13.1.1: The Cup of SNAFU is used three times in the game. They are used when a unit gains an Out-of-Contact marker, when a unit is Disrupted or Routed, or if a random event occurs in combat. In the first two cases, draw the correct number of markers (one if Out-of-Contact, one if Disrupted, or two if Routed). The enemy player performs the draw in this case. The enemy player may examine the marker and place the marker in the side they prefer (in all cases, the enemy should choose the worse state of the two sides if there

is a choice. If they choose a Low Ammo/No Ammo marker, there is no reason to not place the No Ammo marker on the enemy). Or, if it applies to their units, they can decline to place the marker and put it back in the cup. In the case of a routed unit, they may only place one marker of their choice and returns the extra draw to the cup.

If a Random Event occurs that requires placement, in this case, the marker must be placed on one of the player's units. The player who is drawing the marker (as stated in the random event) chooses which side to place on a unit.

Example: The Soviet Player is placing a Cup of SNAFU marker when a NATO unit is routed. They choose two markers from the cup and sees a Warsaw Pact Low/No Fuel marker and a NATO Great/Poor Leader. The only marker that hurts their opponent is the Poor Leader marker. They place that one on the routed NATO unit.

Example: A random event has come up that requires the NATO player to draw from the Cup of SNAFU. They choose one marker and gets a NATO Low/No Fuel marker. They must place this marker, so they choose one of the Units in the combat and place the marker on its Low Fuel side. If they had chosen a Warsaw Pact Low/No Fuel marker instead, they could place the marker on any Warsaw Pact Unit in the combat and would place the marker on its No Fuel side.

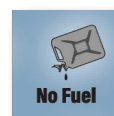
If there are no markers remaining in the Cup of SNAFU, no draw is made and there is no additional effect.

13.1.2: Cup of SNAFU markers



Low Fuel: A unit that has this marker may not perform Bonus Movement (7.6) or Exploitation Movement (7.7.12). It may also not enter *Road Column*. If it is in *Road*

Column when the marker is chosen, it automatically Deploys in the hex. The marker is removed and placed back in the cup during the Supply and Infrastructure Phase if supply points are Spent (see 9.2).



No Fuel: A unit that has this marker may not move nor spend any movement points. It stays in the hex it is in until the marker is removed.

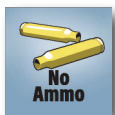
If the unit is in *Cross-Country* or *Road Column*, remove the marker and the unit automatically Deploys. The marker is removed and placed back in the cup during the Supply and Infrastructure Phase if

supply points are Spent (see 9.2).

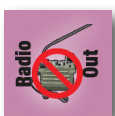
No Fuel marked units that choose to retreat must lose all of their equipment to do so (add No Primary and/or No Secondary markers as applicable).



Low Ammo: A unit that has this marker may not provide size support to an adjacent combat and can only use its Primary equipment in combat. If used, this Primary is always considered Secondary equipment on the Terrain Effects Chart. The marker is removed and placed back in the cup during the Supply and Infrastructure Phase if supply points are Spent (see 9.2).



No Ammo: A unit with this marker has no ZOC and cannot use its equipment (of either type) in a combat. The marker is removed and placed back in the cup during the Supply and Infrastructure Phase if supply points are Spent (9.2).



Radio Out: This unit may not receive any Artillery, Helicopter, or Ground Support in a combat. It cannot be in a combat unless it is in the combat hex. If it is in the combat hex, no adjacent units can be added to the combat. Remove the marker during the Eliminate Friendly Units Phase (see 8.1.2) of the game turn.



Key Leader Casualty: A unit that has this marker chosen for it has an OOC marker placed in it (with all effects of that marker – meaning another draw from the Cup is needed but as called for by the OOC marker). In addition, if the unit has a Great Leader, it is removed and placed back in the cup. The marker is returned to the cup after adding the OOC marker. If another Key Leader is drawn, ignore the marker and return it to the cup.



Great Leader: A unit with this marker allows the owning player to re-roll his dice in any combat. If the enemy has a Poor Leader in the combat, the owning player could re-roll their and their opponent's dice. This is optional. Only a Great or a Poor Leader would apply to each side in a combat. A Great Leader marker is only removed if the “Key Leader Casualty” marker is chosen or the unit is eliminated from play (in which case, all of its markers would be removed). Place the marker back in the cup if

removed in these ways.

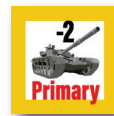


Poor Leader: A unit with this marker allows the opposing player to re-roll your dice in any combat. If the enemy has a Great Leader in the combat, the opposing player could re-roll their and their opponent's dice. This is optional. Only a Great or a Poor Leader would apply to each side in a combat. A Poor Leader marker is only removed when the unit so marked is eliminated (in which case all markers with the unit are removed). Place the marker back in the cup if it is removed in this way.

Note for both Poor and Great Leaders, any second die roll is enforced, regardless of whether or not it is preferable to the original roll.

The Cup of SNAFU markers are limited to the counter-mix and no additional markers may be made.

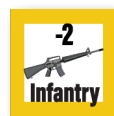
13.2 LOSS MARKERS



Loss markers are used to show losses to Infantry (size), equipment, or artillery. These markers have graphics for each side but they can be used interchangeably.

13.2.1: Equipment Losses are tracked using the -1, -2, Half, and No markers for both Primary (if the unit has) and (if the unit has) Secondary Equipment. With each equipment loss, increase the value of the marker by one. The marker can be reduced or removed by the use of the Cadre's equipment (see 12.2.1), or if equipment arrives on the reinforcement schedule in the scenario. The effect of equipment loss is shown on the Terrain Effects Chart as a reduction in a modifier to a combat.

Example: The Soviet unit 79th Guards Tank Division has full equipment (no marker placed on it) and takes 3 Primary Equipment losses. It would gain a -1 Primary Equipment loss for the first, a -2 Primary Equipment loss for the second and end up with a Half Primary Equipment marker on it for the third loss.



13.2.2: Infantry (size) losses are tracked using the -1 and -2 Infantry size markers. There are no Half and None markers for infantry. If the -1 or -2 marker is placed on the unit, reduce the printed size of the unit by that amount for all game rules. This would include size for combat and stacking. If a unit receives a loss that would increase the marker to more than -2, the unit is eliminated and

placed in the Replacements box.

Design note: the Warsaw Pact units are often “6” in size and can be eliminated when they reduce to “3” in size. This is intentional and represents the predicted lower “staying power” of the Warsaw Pact units.



13.2.3: Artillery losses are tracked a little differently than unit equipment losses. These losses are tracked by placing the loss marker on the Corps that was involved in the combat.

This will reduce the needed value on the player aide by the losses on the HQ for all artillery support used by units of that Corps. Remember, the value on the Player Aid does not reduce – only modify that number on the Player Aid by the loss marker on the Corps for all calls for artillery support by units of that Corps with the loss marker. Artillery losses can only be replaced by reinforcements listed on the schedule.

For example, the US V Corps supports a combat and, in the combat, takes an artillery loss. Place a -1 Artillery on the V Corps HQ. For all future combats, Artillery Support by V Corps must roll the Artillery Support value minus one to provide Artillery Support in a combat.

Players can make more of these markers if needed in the game. They are not limited by the counter-mix.

13.3 AIR GAME MARKERS

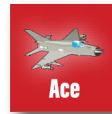


13.3.1: Airfield markers are color coded for each side and are used for flying missions with that side’s aircraft. Generally, NATO airfields

can fly up to 5 aircraft per airfield and Warsaw Pact airfields can fly up to 4 aircraft per airfield. This number can be reduced by chemical warfare (see 18.1) and by SSM strikes (see 16.2). Aircraft can also be eliminated by, for NATO only, Warsaw Pact occupation of an Airfield hex (2 are eliminated by occupation of hex 15.38) and by Nuclear Strikes on the Airfield box (see 10.3.5). Airfields can never move to another Airfield box (you can’t move an airfield in France Airfields box to the United Kingdom box) and they can never be returned to play if eliminated.

13.3.2: SAM markers are covered in rule 10.5.

13.3.3: Ace markers arrive by the reinforcement schedule in the scenario. Aces add 2 to the value of



the plane performing a mission. Once added to an aircraft, that Ace cannot move to another aircraft and are eliminated from play if the aircraft to which they are assigned is eliminated.

All Air Game markers *are* limited by the counter-mix.

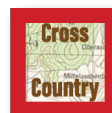
13.4 STATUS MARKERS

Status markers are always placed on units and impact the unit in various ways as listed below.



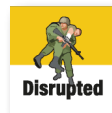
Road Column markers are placed on a unit when active and the owning player wishes to move the unit. These are removed when the unit bivouacs (see 7.11) or the unit Deploys.

All hexes entered by a unit with a *Road Column* marker cost one movement point. Enemy ZOCs costs an additional one to enter. Roads may be used at the cost of 1/2 a movement point per hex. Autobahn roads cost 1/3 a movement point to enter. Combat chit placement costs are lower for units in *Road Column* and units in *Road Column* may not use friendly units that are adjacent to a combat hex to join in the combat.

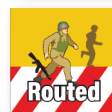


Cross-Country markers are placed on a unit when active and the owning player wishes to move the unit. These are removed when the unit bivouacs (see 7.11) or the unit Deploys.

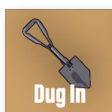
All hexes entered by a unit with a *Cross-Country* marker costs one movement point. Enemy ZOCs costs an additional one to enter. Units with a *Cross-Country* marker cannot use roads to move.



Disrupted markers are placed on units that retreat 2 hexes from a combat. See 11.1 for additional information.



Routed markers are placed on units that retreat 3 hexes from a combat. See 11.2 for additional information.



Dug In may be purchased during the Supply and Infrastructure Phase of the game turn and when purchased, may be placed on any hex that has a friendly unit in it. Dug In markers stay in a hex as long as there is a friendly unit in the hex or when used in a combat by the owning player. They are removed from the map when this is no longer the case. These markers are color coded for side although either player may use any available markers.



Entrenched may be purchased during the Supply and Infrastructure Phase of the game turn and when purchased, may be placed on any hex that has a friendly unit in it. Entrenched markers stay in a hex as long as there is a friendly unit in the hex or when used in a combat by the owning player. They are removed from the map when this is no longer the case. These markers are color coded for side although either player may use any available markers.



HQ Interdicted markers are placed on HQs that have been interdicted by aircraft (10.4.2). When placed, all supply costs that trace a Line of Communications to the HQ with this marker are doubled.



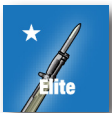
In Primary Terrain marker is placed on a unit that is in a hex with terrain other than Clear and the unit has paid the movement points to Deploy in that type of terrain.



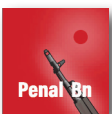
In Secondary Terrain marker is placed on a unit that is in a hex with terrain other than Clear, that has more than one type of non-Clear terrain in the hex and the unit has paid the movement points to Deploy in that type of terrain. Secondary terrain is defined as the terrain in the hex that is lower on the TEC than the other type of terrain present in the hex.



Low Morale marker is placed on a unit that has routed by the routed marker has been removed from the unit. See 11.2 for more details.



Elite/Guards markers are placed on units in which a 10 (if on a 10 sided die) or a 6 (if on a six-sided die is rolled in combat. Some units in the game can begin the game as elite/guards as well. These units are treated as if they have the same marker on them.



Poor/Penal markers are placed on units in which a 1 is rolled in combat. Some units in the game can begin the game as poor/penal s as well. These units are treated as if they have the same marker on them.



Out-of-Contact markers are only placed on units (only) at the start of play, if the SNAFU chit “Key Leader Casualty” marker is in

play, or during the Check Lines of Communications Phase. When a unit acquires this marker (or is still Out of Communications during a later Check Lines of Communications Phase), draw once from the Cup of SNAFU (13.1). Units with this marker do not have a Line of Communication regardless of their ability to trace a line or not later in the turn. Fresh units with this marker may be activated (only one such unit may be active during any such activation and no Line of Communication is needed) and move 5 movement points (after this movement, it will be Spent). These units cannot place combat chits, cannot advance after combat, nor perform Bonus Movement. Removal of Out of Contact markers can be done only using Transport Support (16.1) or if the unit has a Line of Communication during the Check Lines of Communications Phase.

Color codes are provided for flavor and ease of identification but there is no functional reason both markers can't be used by both players.

There are excess *Road Column* and *Cross-Country* markers for team play. In all cases for the Status markers above, players may make more markers as needed.

13.5 COMBAT MARKERS

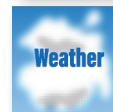


At the beginning of every scenario, place all Meeting Engagement/Hasty Attack markers in one cup. Place all Prepared Attack/Deliberate Attack markers in another cup. These are used when combat is declared.

13.6 MISCELLANEOUS MARKERS



Turn is used to show on the General Player Display what day the game is on.



Weather in the game is either Clear or Rain and is noted on the General Player Display.



Night Battle can occur if the Night Battle random event happens. This marker is placed on a Spent Warsaw Pact unit and may be attacked during the game turn by NATO with the benefits of Night. See 7.12 for more details. It is removed during the Eliminate Friendly Units phase of the game turn.



NATO and **Warsaw Pact Support** are used on the General Player Display to record equipment support (as well as Artillery) for

modifying an upcoming combat.



NATO and Warsaw Pact DRMs are used on the General Player Display to record size and terrain benefits each side receives in an upcoming combat.



Refugees are placed on the Player Aid Display to record the number of Refugees in play. See 14.5 for more detail.



Nuclear Attack/Nuclear Fallout are placed in hexes and boxes that have been struck by Nuclear Weapons. See 18.2 for additional

information.



Chemical Attack/ Persistent Chemical are placed in hexes and boxes that have been attacked by Chemical weapons. See 18.1 for

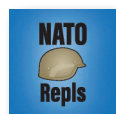
additional information.



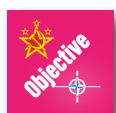
NATO/Warsaw Pact Infrastructure are placed on the Replacements, Supply, and Infrastructure track on the respective Player Aids.



NATO/Warsaw Pact Supply are placed on the Replacements, Supply, and Infrastructure track on the respective Player Aids.



NATO/Warsaw Replacements markers are placed on the Replacements, Supply, and Infrastructure track on the respective Player Aids.



Objective markers are placed in a cup to allow random draw. After this is done, randomly place Objective markers per the scenario instructions, without looking at their value. Objective markers can also be placed as a random event. Objective markers are revealed when in a combat chit hex, when a Warsaw Pact unit enters the hex, or at the end of the scenario by the NATO player.

14.0 SPECIAL UNITS

14.1 SOVIET REGIMENTS AND NATO BATTALIONS



These units can start the game setup or placed in the Regiment or Battalion Available box on the

Player Aid. Those that start the game in Airfield boxes can be used as airmobile forces (see 16.1). Additional Regiments and Battalions can be made using Soviet Divisions (size value of 6) and US, West German, or British Cadres. To create one of these units, deduct one size value (13.2.2) from an active Division or Cadre and place a Spent Regiment or Battalion (respectively) in the hex where that the Division or Cadre is currently located. This can happen at any point in the detaching unit's movement. These become independent units and may be activated normally. Once detached, they may never reattach to a Division or Cadre. The units in the respective Available Units box on the Player Aid are the maximum number of Regiments or Battalions that can be created. Eliminated units are not placed back in the Available Units box nor are they placed in the Replacements box. Once eliminated, these units never return to the game.

Note: Soviet Regiments while a size of 3 only deduct 1 size point from Soviet Divisions because of the large quantity of independent regiments in the Soviet Army but not represented in the game.

14.2 VKK UNITS



West German VKK units represent various types of pseudo-military units available to the NATO player. These can be anything from border guards to city police forces.

These are independent units and several of these units can start in play. Additional units are possibly created during play. As soon as a Warsaw Pact unit enters a hex adjacent to a West German city hex, roll a D10. If you roll equal to or less than the current game turn, place a Fresh VKK unit in the city hex that is adjacent to the Warsaw Pact unit. If it is after the 9th turn, placement is automatic. Eliminated VKK units are not placed in the Replacements box but unlike Regiments and Battalions, may be recycled for future use.

If there are no VKK units available to be placed, no VKK roll is made and no VKK unit is placed.

14.3 SPETSNAZ



Spetsnaz are Soviet Commandos and the scenario will stipulate how many are available at the start of play. The Soviet player will attempt to place these units at the start of the scenario to play havoc behind the lines.

Successful placement in the desired hex is dependent on passing a D6 roll as follows:

- Placement on an Airfield Hex: roll of 1 (if successful, eliminate one airfield from the West German Airfields box. If this hex is entered again by the Warsaw Pact, no additional airfield is lost)
- Placement on a hex with an HQ: roll of 1-2 (if successful, the HQ is displaced)
- Placement on a hex in an enemy ZOC: roll of 1-3
- Placement on a hex not in an enemy ZOC: 1-4.

If the Spetsnaz unit fails the placement roll, it is eliminated from the game.

After successful placement, the Spetsnaz unit is Spent. It may refresh normally as an independent unit and is now a unit in play as any other. If eliminated, it is removed from the game and not placed in the Replacements Box.

14.4 LEADERS



There are three Leaders that start in command, General Glenn K. Otis (in command of CENTAG), General Nigel Bagnel (in command of NORTHAG), and General Pyotr Lushev (in command of all Warsaw Pact forces). These commanders influence all forces in their sectors - Otis and Bagnel in their respective Army Group areas.



In any scenario in which Leaders are not mentioned, this rule is disregarded and use the standard rules for play. In scenarios in which these Leaders are set-up, they can impact play depending on whether they are “Aggressive” Leaders or “Defensive” Leaders. Place the Leader in either the Aggressive box or the Defensive box on the Player Aid to show their personality type.

The scenario rules will state the posture for Leaders at the beginning of the game.

The type of Leader they are will influence play as follows:

If your Leader is Aggressive the following apply:

- In any combat hex in which your side places the Combat Chit, draw two chits instead of one and choose which one you wish to use in the combat. If your opponent is the one placing the Combat Chit, they may draw two chits instead of one and they may choose which one to use.

- You may not choose Victory Points to honor losses.
- You can only retreat a maximum of two hexes to honor losses. If you retreat a unit two hexes, roll a D6: 1-3, the Unit is disrupted; 4-6, the unit is routed.
- You may activate up to six units per Activation (instead of the normal four). In Reserve Movement, you can only activate up to 2 units per Activation.

If your Leader is Defensive the following apply:

- Subtract one from all Artillery Support die rolls for Corps/Army Group you command.
- You may choose up to two Victory Points to honor losses.
- You may activate up to six units per Reserve Movement (instead of the normal four). In all other Activations, you can only activate up to 3 units per Activation.

To relieve a commander, flip the Leader over to its replacement side and determine whether they are Defensive or Aggressive. Roll a D6, if you roll 1, they is the alternative type of Leader they are replacing (if the original Leader was Aggressive, the replacement Leader is Defensive). If you roll a 2-6, the owning player may choose which type of leader the replacement will be. Place the replacement Leader in the appropriate box and apply the above to their command.

Replacement Leaders can never be replaced.

You may relieve your original Leader at your choice during any Reinforcements/Replacements phase of the game turn. To do so, pay 5 Victory Points to your opponent, flip the Leader over to their replacement, and choose which type of Leader you want him to be.

14.5 REFUGEES



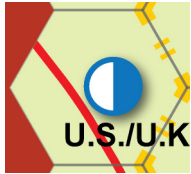
There are 8 Refugee markers in the game. Refugees are created when one of three things happen. A Combat Chit is placed in a city hex, a Nuclear Attack marker is placed anywhere, or a Chemical Attack marker is placed anywhere. When one of these things happen, place a Refugee Marker in the Refugee box of the NATO Player Aid. If there are no remaining Refugee markers, no additional markers are placed.

During the Supply and Infrastructure Phase of the game turn, the NATO player may spend Supply to remove these markers from play. These markers are not recycled

for use later but are removed from the game. For each two refugee markers still in the Refugee box, reduce the NATO infrastructure value by one (rounding down).

15.0 REINFORCEMENTS AND REPLACEMENTS

15.1 REINFORCEMENTS

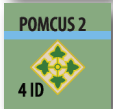


15.1.1: Most reinforcements arrive in Supply Source hexes during the Reinforcement and Replacements Phase of the game turn. These arrive in their nation’s supply source Fresh. If the Supply Source hex that the reinforcement

is to arrive is occupied by an enemy unit, the reinforcement arrives the next turn at another supply source for that nation. If no such hex exists, the units are eliminated from the game. Units arriving at non-Supply Source hexes are eliminated if an enemy unit ever enters their hex of arrival.



15.1.2: Reforger Reinforcements are listed on the reinforcement schedule as “Reforger” reinforcements. When the units arrive, place the entire division in the Reforger box of the Air Display. These will arrive via the Reforger Aircraft. These aircraft are added to the Available Aircraft box on the turn they arrive.



During the Air Allocation Phase, the Reforger Aircraft may be placed in the Reforger box. If the Aircraft complete their mission (see 10.3.6), place one full division from the Reforger box on their respective POMCUS marker (and remove the POMCUS marker from play). These arrive Fresh and ready to rumble. Only one entire division may arrive per reinforcement phase. The NATO player may choose which division to arrive if there are more than one in the Reforger box. At the end of the Strategic Air Mission Resolution Phase, remove the Reforger Aircraft from play until it appears again in a Reinforcement entry.

If the POMCUS marker that represents that division has been entered by a Warsaw Pact unit, remove the POMCUS marker. The Division that arrives at that POMCUS marker does not arrive during the game and is removed from the game. Add 4 Replacements to the NATO Replacements pool when the Division is due to arrive instead.

15.1.3: Aircraft Reinforcements are placed in

the Available Aircraft box when they arrive as reinforcements.

15.1.4: West German Territorial Reinforcements arrive on the reinforcement schedule in specific hexes. If that hex is currently occupied or in the ZOC of a Warsaw Pact unit, they arrive instead on the next turn in the hex with the West German HQ mentioned in the scenario instructions.

15.2 REPLACEMENTS



Both players start with Replacements marked on their Player Aid in the Replacements, Infrastructure, and Supply track. These can be increased through reinforcements and through specific game events. How these are used to satisfy combat losses has been covered (see 7.7.10). These Replacements can also be used during the Reinforcements and Replacements Phase of the Game Turn as follows:

You may spend a value equal to the size value of a unit in the Replacements box to bring that unit back into play. After spending the points, return any unit in the owning player’s box and place the unit Fresh on any Corps or Army HQ of the same nationality as that unit.

You may also use replacements to reequip divisions or Cadres. Each replacement point can replace one level of lost equipment. A unit may not have more equipment than when it begins the game. Primary and Secondary equipment must stay the same. To receive the equipment, the unit must have a Line of Communications at the time it is activated. It must do nothing other than receive equipment. After it receives it, the unit is Spent.

Each player may only have a maximum of 15 Replacement Points. Any excess replacements are lost.

16.0 ADDITIONAL SUPPORT ASSETS

These rules cover the Support Assets that were not mentioned in the combat rules (see 7.7.4). In all cases here, when you wish to use the asset, you will roll a D10 to see if the support mission was successful. In all cases in which you fail the roll, reduce the Support Asset by one. If the Support Value is at 0, no more support of that type may be offered. To use Support of any type, a unit of the owning country of that support must be “in the combat.” You may only use one country’s support

for any specific use of that support.

16.1 TRANSPORT SUPPORT



16.1.1: Any unit that would qualify for an Out of Contact marker may be resupplied by air. Roll against the Transport Support value of nation that the Out of Contract marker is to be placed. If you pass, no marker is placed. **Exception: NATO units in Berlin may not be chosen for this rule.**

Transport Support can also be used to remove Low/No Fuel markers and Low/No Ammo markers. When the unit with the marker is first active during either the Activation Phase or the Reserve Movement Phase, roll a D10 against the nationality's Transport Support value. If you are rolling for a Low Fuel/Ammo marker, if you pass, the marker is removed. If you are removing a No Fuel/Ammo marker, add one to your D10 roll to remove the marker.

If you fail either roll, reduce the Transport Support marker by one.



16.1.2: Some breakdown units will start play in one of the airfield boxes. These are airmobile forces that can be used by both players. To use these regiments and battalions, place the unit on any hex on the map and roll a D10 to see if they land. If you roll equal to or less than your modified Transport Support value, place the unit on the desired hex. If you roll more than your modified Transport Support value, the landing has failed - the Unit is returned to its Airfields box and the Transport Support value is reduced by 1. You must use the transported Unit's national Transport Support value. You cannot land on an enemy Unit (although an HQ is fine - this would cause displacement of the HQ). You may land on a friendly Unit. The transport is performed during the friendly activation phase.

In lieu of Interception or SAM fire, add one to the D10 roll for each hex to the east (for NATO, not including any NATO units in Berlin) or to the west (if Warsaw Pact) you are away from the nearest friendly unit.

Transported units arrive Fresh.

16.2 SSM SUPPORT



Surface-to-Surface missiles are fired during the Resolve SSM Attacks Phase of the game turn. The Warsaw Pact resolves all of their

attacks, followed by the NATO player resolving all of their attacks. The NATO player has U.S., United Kingdom, and, if they have joined war, France to each use to launch SSM attacks.

To launch an SSM attack, choose a target and roll a D10 against your SSM value. If you fail, reduce your SSM value by one. You can only attack a target once per SSM phase. If you succeed, resolve the SSM attack. You may now choose another target, or you may choose to not roll for any more attacks. Once your SSM value is at 0, no more SSM attacks may be made. Resolve your attacks as follows:

16.2 SSM Attack		
Target	D6 Roll	Effect
Unit (choose a specific unit)	1-3	One Infantry Loss
	4-6	No Effect
Airfield	1-4	Airfield Damaged
	5-6	No Effect
HQ	1	HQ Spent
	2-6	No Effect
Infrastructure Marker	1-3	Reduce value by 1
	4-6	No Effect

If using Chemical Weapons, subtract one from roll

16.3 NUCLEAR WEAPONS SUPPORT



Nuclear attacks happen when their delivery method is performed. Only aircraft and SSMs may use nuclear weapons. As before, when you roll for using a nuclear weapon and roll a number greater than the Nuclear Support value, there is no attack and reduce the Nuclear Support value by 1.

See 18.2 for additional information on how to use nuclear weapons.

16.4 ENGINEER SUPPORT



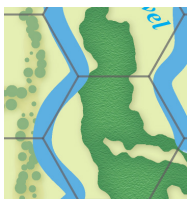
Engineering Support may be used for the following. If any attempt to use Engineering Support fails, reduce the Engineering Support value on the Player Aid by one. Once the value is at 0, no more Engineering Support may be attempted.



16.4.1: Repairing Airfields – roll a D10 against your Support Value and add 2. If you roll the modified Engineering Support value or less, airfield is repaired. This is performed during

16.4.1 Airfield Repair Restrictions	
Airfield Box	Eligible Nations
East Germany	Soviet Union, East Germany
Czechoslovakia	Soviet Union, Czechoslovakia
Poland	Soviet Union, Poland
West Germany	Any NATO country
U.K.	U.K. only
France	France only

the Reinforcements and Replacements Phase of the game turn. Only one attempt per airfield is allowed and only the noted nations can use their Engineering Support to attempt repairs in the indicated Airfield Boxes:

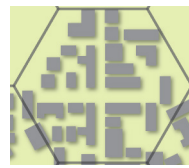


16.4.2: River/Canal Crossing – when a unit of a nation attempts to move over a minor river or canal, roll a D10 and should you roll your Support Value or less, there is no additional movement cost to cross the minor river or canal.

You may attempt to do the same over a major river but if successful, you will still pay one additional movement point (and not the full cost per the TEC). If you are moving into an enemy ZOC when crossing the river or canal, add 2 to your roll. Only one attempt to provide this support may be made when the unit is attempting to cross the river or canal.

Engineer Support may also be used to negate the negative combat effect of attacking across rivers as a

separate roll.



16.4.3: Attacking City hexes: if a nation has units attacking a defending unit Deployed *in* city terrain, Engineering Support may be used to negate the terrain value of the city in defense. Roll a D10 and add 3 to the roll. Should you roll equal to or less than your Engineering Support value, the City offers the Deployed defender no terrain modifier in combat.



16.4.4: Persistent Chemicals markers may only be removed by the United States Engineering Support. Roll a D10 and if the roll is equal to or less than the Engineering Support value, remove the Persistent Chemical marker. If you roll over the Engineering Support value, reduce the US value by one. If the Support value is at 0, no more Engineering Support attempts may be made.

17.0 POLITICS



The value of the Victory Points may change as players spend VPs to influence rolls below. Use the current total at the time of the roll

for the correct table to use. If a country leaves the war, remove all its HQs, Units, Aircraft and markers - just pick them up.

NATO first, followed by the Warsaw Pact, may request

17.0 Politics Table - NATO Victory Point Totals		
VP Level	D6 Roll	Result
NATO has 9-14 VP	1-4	Poland leaves the war.
	5-6	Poland stays in the war
	1-4	Check after Poland; Czechoslovakia leaves the war.
	5-6	Czechoslovakia stays in the war.
		<i>Note: Prior to each nation's roll, the Warsaw Pact player may pay up to 4 VP to add one for each VP spent to that nation's roll. DRM: Subtract 1 from Czechoslovakia's roll if Poland has left the war.</i>
NATO has 14+ VP	1-5	Poland leaves the war.
	6	Poland stays in the war.
	1-5	Check after Poland; Czechoslovakia leaves the war.
	6	Czechoslovakia stays in the war.
		<i>Note: Prior to each nation's roll, the Warsaw Pact player may pay up to 5 VP to add one for each VP spent to that nation's roll. DRM: Subtract 1 from Czechoslovakia's roll if Poland has left the war.</i>
NATO 9+ VP	N/A	GSFG commander is relieved at no VP cost (see 14.4)

17.0 Politics Table - Warsaw Pact Victory Point Totals		
VP Level	D6Roll	Result
Warsaw Pact has 6-10 VP	1-3	Denmark leaves the war.
	4-6	Denmark stays in the war
		<i>Note: Prior to Denmark's roll, the NATO player may pay up to 3 VP to add one for each VP spent to Denmark's roll.</i>
Warsaw Pact 11-15 VP	1-5	Denmark leaves the war.
	6	Denmark stays in the war.
	1-3	Check after Denmark; Netherlands leaves the war.
	4-6	Netherlands stays in the war.
	1-2	Check after Netherlands; Belgium leaves the war.
	3-6	Netherlands stays in the war.
		<i>Note: Prior to each nation's roll, the NATO player may pay up to 3 VP to add one for each VP spent to that nation's roll. DRM: Subtract 1 from Netherlands' and Belgium's rolls if Denmark has left the war; subtract 1 from Belgium's roll if Netherlands has left the war.</i>
Warsaw Pact has 15+ VP	N/A	Denmark automatically leaves the war.
	1-5	Netherlands leaves the war.
	6	Netherlands stays in the war.
	1-5	Check after Netherlands; Belgium leaves the war.
	6	Belgium stays in the war.
		<i>Note: Prior to each nation's roll, the NATO player may pay up to 3 VP to add one for each VP spent to that nation's roll. DRM: Subtract 1 from Netherland's roll if Belgium has left the war. and subtract 1 from Belgium's roll if Netherlands has left the war.</i>
WP 6+ VP	N/A	CENTAG commander is relieved at no VP cost (see 14.4)
WP 11+ VP	N/A	NORTHAG commander is relieved at no VP cost (see 14.4)
Note to All:		<i>Add 1 to any die roll above if a unit of the Warsaw Pact has entered the country that is checking whether or not they are to leave the war.</i>

use of Nuclear Weapons (see 18.2) during this phase.

Check the following tables to see if events outside the immediate control of the players occur.

After the check to see if nations leave the war and any victory points paid, check for French entry into the war (See 19.0).

Switzerland and Austria may not be entered at any time during the game. If a unit retreats into either, it is eliminated (does not go to the Replacements box).

18.0 WEAPONS OF MASS DESTRUCTION

This game assumes that both sides are attempting to limit the use of these weapons to prevent the war from becoming a worldwide nuclear conflict.

18.1 CHEMICAL WEAPONS



The Warsaw Pact player (only) may use chemical weapons in the game. Chemical weapons can be used with SSM attacks (subtracting one from an attack die roll).

The SSM attack is resolved as normal but with the following additional effects. For each attack that uses chemicals, the NATO player receives one Victory Point. For each Persistent Chemical marker placed, NATO receives an additional Victory Point. This is the only way Chemicals can be used in the game.

- If the target is a unit or an HQ and the attack was a success, the Warsaw Pact player places either a Chemical Attack or a Persistent Chemical marker on the hex. If a Chemical Attack marker is placed,

the unit must spend 3 movement points to leave the hex. After these movement points are Spent, remove the Chemical Attack marker. All Chemical Attack markers are removed during the next SSM Attack Phase.

- If the Warsaw Pact chooses to place a Persistent Chemical marker, the marker stays on the map until removed by US Engineer Support or, if present during the next SSM Attack Phase, roll a D6. A roll of 1-3 removes the marker. A roll of 4-6, and the marker stays there.
- If the target is an airfield in an Airfields box, and the attack is a success, choose an Airfields box and place either a Chemical Attack marker or a Persistent Chemical marker. A Chemical Attack or a Persistent Chemical marker reduces the number of aircraft that can fly from each Airfield in that box by one. All Chemical Attack markers are removed during the next SSM Attack Phase.
- If the target is the Infrastructure marker, you must use Persistent Chemicals. If the attack is successful, reduce the NATO Infrastructure value by 2 instead of 1.

levels of leadership that would authorize the release of these weapons on the battlefield. In the game, players are requesting the use of these weapons and with each request, the decision makers for authorization become less and less patient to allow use. That is why with each failed request, the likelihood of success of subsequent requests is reduced.

During the Politics Phase, both players (NATO first, followed by the Warsaw Pact player) may request the use of nuclear weapons. For NATO, the player may ask once for US weapons, French weapons, or British weapons (requests must be made and resolved in that order; resolve one request before asking for another weapon). To request a nuke, choose the country rolling, roll a D10 and if you roll equal to or less than the Nuclear Weapons support marker, place a “Nuclear Attack” marker in either the Nuclear Strike box or the SSM Nuclear Weapons box on the Air Display. Should you fail the above roll, reduce the Nuclear Weapons support value by one. You may roll up to three times for each NATO country.

Chemical weapons also create Refugees (see 14.5).

18.2 NUCLEAR WEAPONS



Designer Note: The game assumes that unlike the historical doctrines that were in place in 1985, both the major nuclear powers are deeply committed to restricting the use of nuclear weapons to keep the conflict regional. The players in the game represent commanders below the

The Warsaw Pact then may roll to see if their request is granted. They may roll up to twice for release – they may roll once, see if they pass/fail and then decide to roll again to see the release result. They too will place the Nuclear Attack marker on either the Nuclear Strike box or SSM Nuclear Weapon box of the Air Display.

Nuclear weapons can be delivered by either SSMs (during the SSM Attack Phase) or by nuclear capable aircraft (during the Strategic Air Resolution Phase). To

18.2 Nuclear Strike Options	
Target	Striking Player may:
An Airfield Box	<ul style="list-style-type: none"> • Remove 2 Airfields from the chosen box. Place these back in the pool of counters, <u>these are not flipped to their damaged side, but are gone for good.</u> • Additionally, remove 2 Aircraft from the Available or Damaged Aircraft boxes (owning player choice). • Place a Fallout marker in the airfield box. Airfields in that box have their fly-per-airfield capacity reduced by one.
A hex	<ul style="list-style-type: none"> • Move any Units in the hex to their Replacements Box • Place a Fallout marker in the hex. • Any HQ entering the hex will be Displaced. • No Unit may end its movement in the hex. • The hex no longer has any roads of any type running through it.
Infrastructure Marker	<ul style="list-style-type: none"> • Reduce the enemy Infrastructure marker by 4.

use a Nuclear Weapon, you must use SSMs or Aircraft with the Nuclear Capable symbol on the marker or aircraft. The owning player rolls against their Nuclear Support value. If they pass, they may launch one attack with either SSMs (if rolled in the SSM Attack Phase) or in Air Allocation Phase (to place a nuclear armed aircraft in the Nuclear Strike box).

Each attack causes the effects listed in the 18.2 table.

Victory Points are awarded to the enemy player for Nuclear Weapon use as follows:

- Asking for a weapon: 1 Victory Point to your opponent
- Failing the roll to get a weapon: 1 Victory Point to your opponent
- Striking a target with a SSM: 2 Victory Points to your opponent
- Striking a target with an Aircraft: 2 Victory Points to your opponent

A total of 8 Nuclear Attack markers are in the game. Once all are used (by either player), no more attacks may be made.

19.0 FRANCE

Whether or not France would assist NATO when the call to arms came has always been a concern for NATO. These rules assume a more cautious France. The French can only enter the war in the Campaign game. In scenarios 1-4, they are not setup and cannot enter the game. Until the French enter the war, their units may not activate.

19.1: FRENCH ENTRY INTO THE WAR

Should the Warsaw Pact enter the ZOC of a French unit (exception: The French Berlin garrison does not apply), should the Warsaw Pact displace a French HQ, should they attack the France Airfield box, or should they enter any hex of France, France will go to war.

Additionally, NATO can try to convince France to join NATO every Politics Phase. To convince France, the NATO player rolls a D10 and applies the following modifiers:

- Subtract the number of the current game turn from the roll.
- Subtract the current NATO VP total from the

19.2 French Reinforcement Table

Reinforcement Phase After French Entry into the War	Reinforcement Hex	Units
Second	01.44	1er Corps HQ, 151 RdL/1AD, 35RdL/7AD, CDR/3AD, 3RdC/3AD
	N/A	Add 6 replacements to the NATO total
Third	01.57	CDR/7AD, 3RdC/7AD, 1RdD/7AD
	01.49	170RdL/7AD
	01.30	3e Corps HQ, CDR/18ID, 7RdCh/8ID, 8RdL/8ID, 67RdL/8ID, 94RdL/8ID
Fourth	01.57	5RdD/7AD, 19GdC/3AD
	01.30	CDR/10AD, 150RdL/10AD, 151 RdL/10AD, 2RdCh/10AD, 4RdD/10AD, 503RdC/10AD, 1GdC/10AD
Fifth	01.30	CDR/2AD, 6RdC/2AD, 2RdD/2AD, 501RdC/2AD, 39RdL/2AD, RMT/2AD, 5RdL/2AD
	01.49	14 LAD
Sixth	01.57	CDR/15ID, 92 RdL/15ID, 5RdC/15ID, 99RdL/15ID, 126RdL/15ID
Seventh	01.49	12 LAD

For example: France enters the war on the Politics Phase of Game Turn 3. They would receive their "Second Reinforcement Phase After French Entry into the War" units on the Reinforcement Phase of Game Turn 5.

current Warsaw Pact VP total and add that value (if a positive number) to the roll, or subtract (if a negative number) that value from the roll.

- NATO may give the Warsaw Pact player up to 5 VPs (before the roll). Each VP given to the Warsaw Pact player subtracts that value from the die roll.

If NATO rolls a modified 1 or less, France joins the war.

19.2 FRENCH RESTRICTIONS AFTER ENTERING THE WAR

French units can only trace an LoC through French HQs. Only French units that place a Combat chit may use French Ground, Artillery, Helicopter, Engineer, or Transport Support assets. If they are “in the combat” but didn’t place the Combat chit, these French assets may not be used.

Once the French go to war, all units on the map may be activated normally. In addition: Place Escadre 2, Escadre 3, Escadre 4, Escadre 5, Escadre 7, Escadre 11, Escadre 12, Escadre 13, Escadre 30, Escadre 33R, Escadre 91, and Escadre 94 in the Available Aircraft box.

Place 6 breakdown battalions in the Available Breakdown Btns box on the NATO Player Aid. Place 3 battalions in the France Airfield box (place Elite markers on each) on the NATO Air display.

On subsequent turns, the French also receive the reinforcements listed in the French Reinforcement Table.

20.0 GAME CREDITS

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COUNTER ERRATA:

We had a few errors creep into the process. Those gremlins will be addressed with replacement counters in the next OSS game.

- US 3/2 AD should have a forward unit like the 3/1 Fw. It should have no division stripe – just the Corps stripe. It would be replaced by this unit (with a division stripe) when the 2 AD enters play.



EXPANDED SEQUENCE OF PLAY

STRATEGIC PHASE

1. Check weather (4.1) – roll a D10; 1-6, it is clear, 7-10, it is raining (+1 if it was raining last turn)
2. Communications Phase (4.2)
3. Check Lines of Communications (12.1)
 - a) Place or remove Out of Contact markers
 - b) Use Transport Support to negate OoC markers. If marked OoC (or still OoC), draw from the Cup of Snafu.
4. Reinforcements and Replacements Phase (15.0)
 - a) Place arriving reinforcements per the scenario instructions (15.1)
 - b) Spend replacement points to return units in the replacements box to the map (15.2)
 - c) Spend replacement size points to replace losses to units from Cadres (15.2)
5. Air Allocation Phase (10.1)
 - a) Determine AWACS advantage (4.4)
 - b) Attempt to repair damaged aircraft (10.1)
 - c) Fly aircraft from airfields and place on missions (10.2.3)
6. Resolve SSM attacks – Warsaw Pact first, followed by NATO (16.2)
7. Supply and Infrastructure Phase (9.0)
 - a) Spend Supply on 9.2 items
 - b) Place Supply marker on the Infrastructure marker (9.3)
 - c) NATO reduction of Infrastructure from Refugees (14.5)
8. Strategic Air Mission Resolution Phase (10.3)
 - a) Resolve the Air Superiority Combat (10.3.1)
 - b) Resolve Strategic Missions (10.3.2-10.3.5)
 - c) Resolve Bounce box Combat (10.4.1)
 - d) Perform Transport of units from Airfield box to the map (16.1.2)

ACTIVATION PHASE

Warsaw Pact Player Turn:

- A. NATO Refresh Phase (3.6.2)
- B. Warsaw Pact Activation Phase (7.0)
 - 1) Warsaw Pact may fly Transport missions to remove Low and No Fuel and Ammo markers (16.1)
 - 2) Warsaw Pact Player activates an HQ and units

- and places Combat Chits (7.1; 7.4)
- 3) NATO performs reserve movement (7.5)
- 4) Warsaw Pact Player performs bonus movement (7.6)
- 5) Warsaw Pact Player resolves combat (7.7)
- 6) Warsaw Pact Player performs after combat movement (7.7.11)
- 7) If the selected HQ has completed all activations, all units that are not Deployed, now Bivouac (7.10)

NATO Player Turn:

- A. Warsaw Pact Refresh Phase (3.6.2)
- B. NATO Activation Phase (7.0)
 - 1) NATO may fly Transport missions to remove Low and No Fuel and Ammo markers (16.1)
 - 2) NATO Player activates an HQ and units and places Combat Chits (7.1; 7.4)
 - 3) Warsaw Pact performs reserve movement (7.5)
 - 4) NATO Player performs bonus movement (7.6)
 - 5) NATO Player resolves combat (7.7)
 - 6) NATO Player performs after combat movement (7.7.11)
 - 7) If the selected HQ has completed all activations, all units that are not Deployed, now Bivouac (7.10)

END PHASE

- A. Eliminate Friendly Units Phase
 - 1) Eliminate Friendly Units (8.1)
 - 2) Remove Night Marker if still present (13.6)
- B. Victory Check Phase (8.2)
 - 1) Place, remove, or claim Objective markers (8.2.3)
 - 2) Zero out lower VP marker; add to higher VP marker (8.2.4)
- C. Politics Phase (17.0)
 - 1) Request Nuclear Weapons (18.2)
 - 2) Voluntary relief of commanders (14.4)
 - 3) Determine if Nations leave the war (17.0)
 - 4) Check for French entry into the war (see scenario special rules)
- D. Advance the turn marker