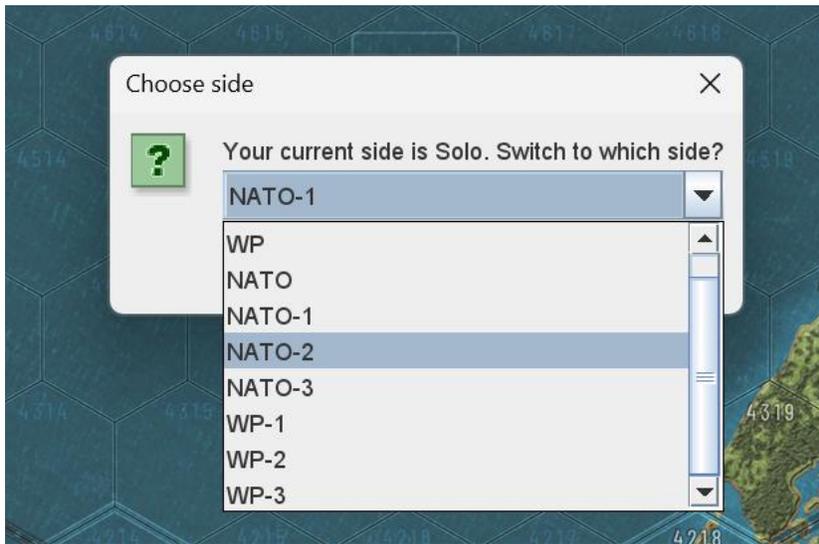


Side Selections.

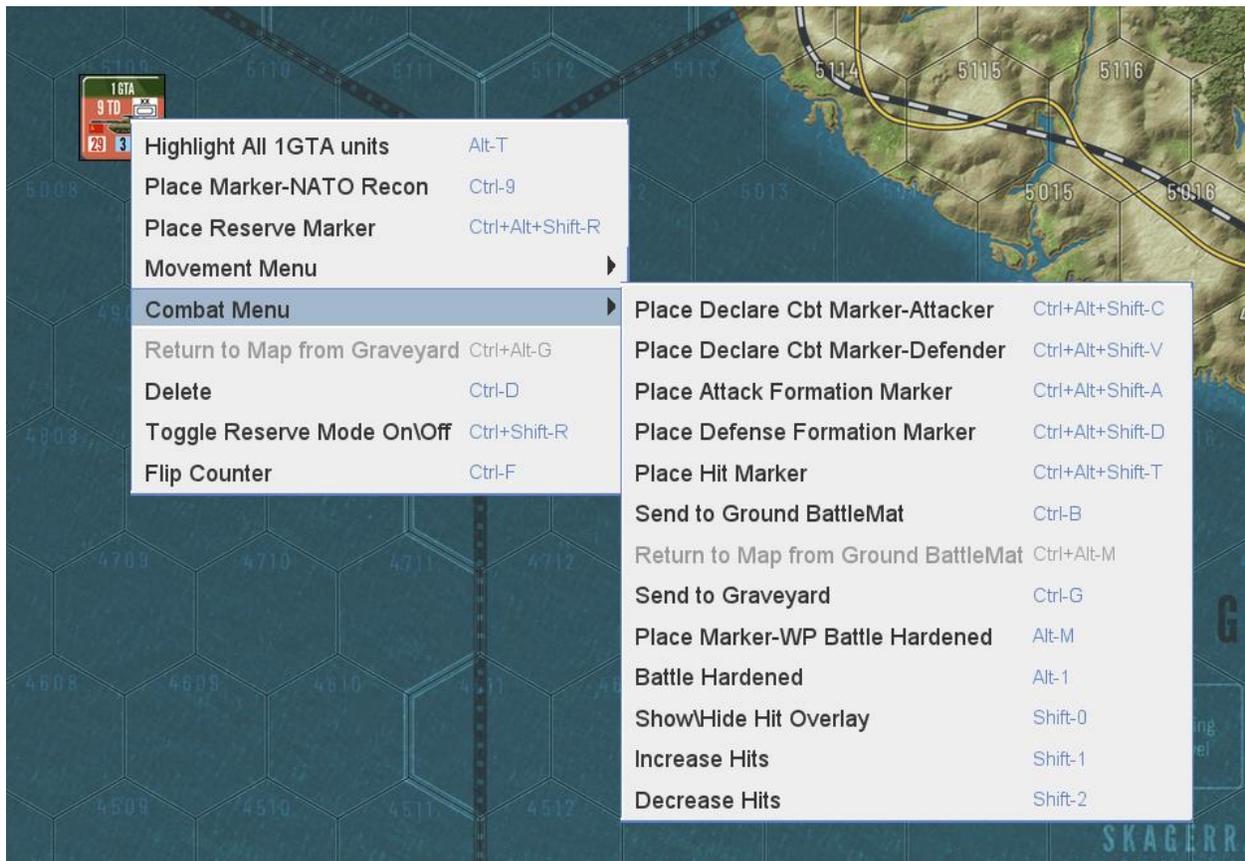
There are four WP and 4 NATO sides to choose plus a 'Solo' and Observer side. Naval and Air units can 'mask' to hide the counter from the opposing side. There are four menu windows that are also keyed to a specific side, two each. Solo can access and see all units; the Observer cannot access either sides masked units or locked menu window.



Menu bar from NATO player perspective:



Ground combat unit right click menu:



Any option with “Place...” in the command will put an actual counter of that type on the unit or possibly the Stack. Commands without that will place some overlay on the counter or a border etc.

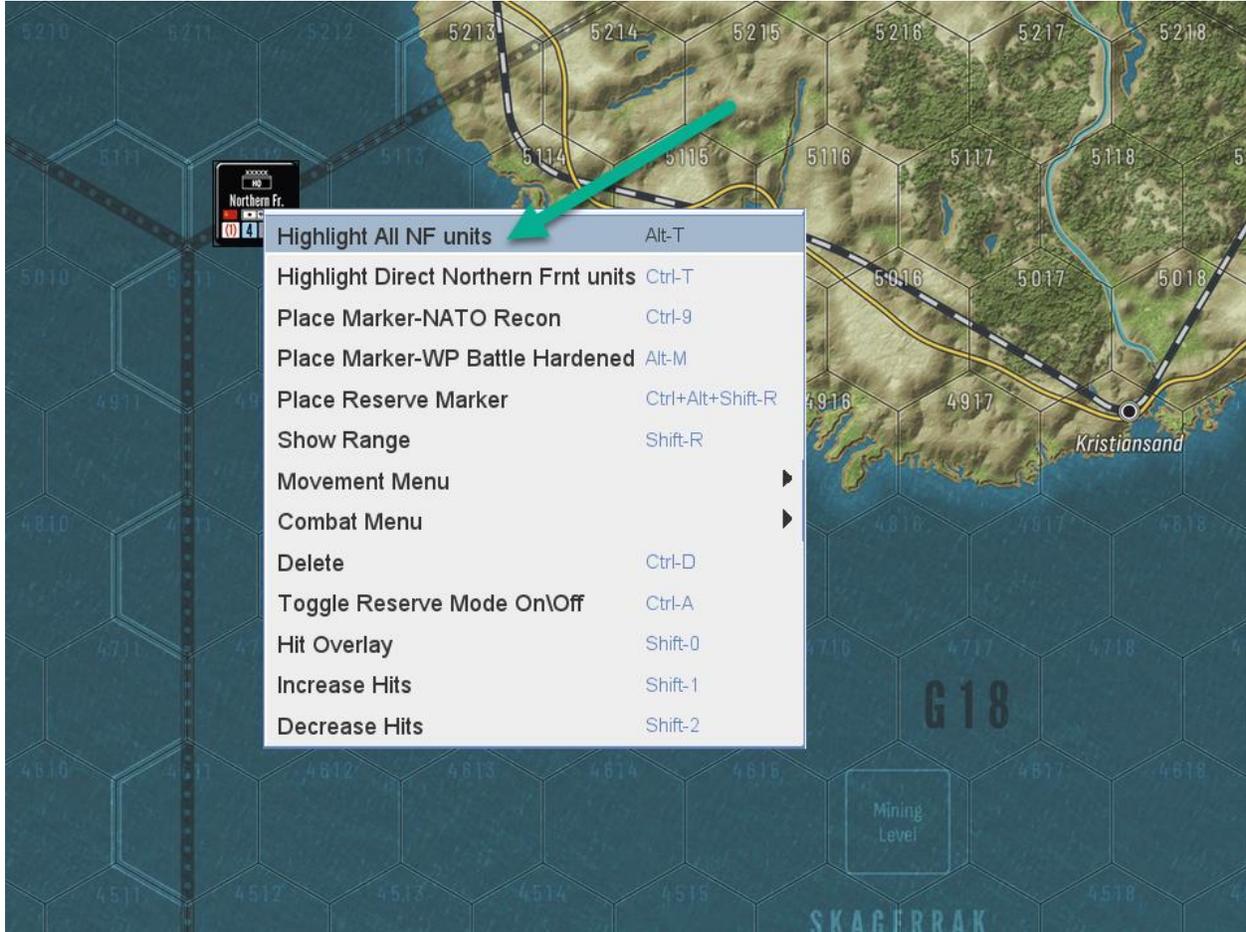
“Highlight All XXX units” option will display an orange outline around all units of that formation.

The place Recon selection puts a recon marker from the opposing side on the unit. Use when the opposing side RECON attempt succeeds.

“Toggle Reserve Mode On\Off” displays a Yellow border around the unit. This can be used instead of a Reserve Counter.

“Show\Hide Hit Overlay” and the “Increase” or “Decrease” hits display a small number on the counter to indicate hits. It can be increased or decreased with the appropriate command.

Higher HQ's have two "Highlight" options. "All" one highlights every unit in the HQ chain of command. The "Direct" option highlights only those units directly under the HQ, typically Missile, Aviation and small units.



BATLEMATS.

There are three battlemats: Ground, Air and Naval. Selecting one of the 'send to Battlemat' options will place the unit on the battlemat map.

Ground Combat Mat.

Place the defender units in the middle hex and the attacking units in the appropriate surrounding hex. Use the boxes on the side to record various modifiers as the attack progresses through the combat sequence.

NATO

Artillery



CAS



S
U
P
P
O
R
T

Battle-hardened



Terrain



Warsaw Pact

Artillery



CAS



S
U
P
P
O
R
T

Battle-hardened



Terrain



		Air / Naval Target										
0 Hit	1 Hit	2 Hits	3 Hits	4 Hits	5 Hits	6 Hits	7 Hits	8 Hits	9 Hits	10 Hits	11 Hits	12 Hits
<0	0 Equal	1 Less	2 Less	3 Less	4 Less	5 Less	6 Less	7 Less	8 Less	9 Less	>10 Less	
0 Hit	1 Hit	2 Hits	3 Hits	4 Hits	5 Hits	6 Hits	7 Hits	8 Hits	9 Hits	10 Hits	11 Hits	12 Hits
Ground Target												

Combat Ratio	1-4	1-3	1-2	1-1,5	1-1	1,5-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1
ATT DRM	-6	-5	-4	-3	-2	-1	0	+2	+3	+4	+5	+6	+7	+8	+9

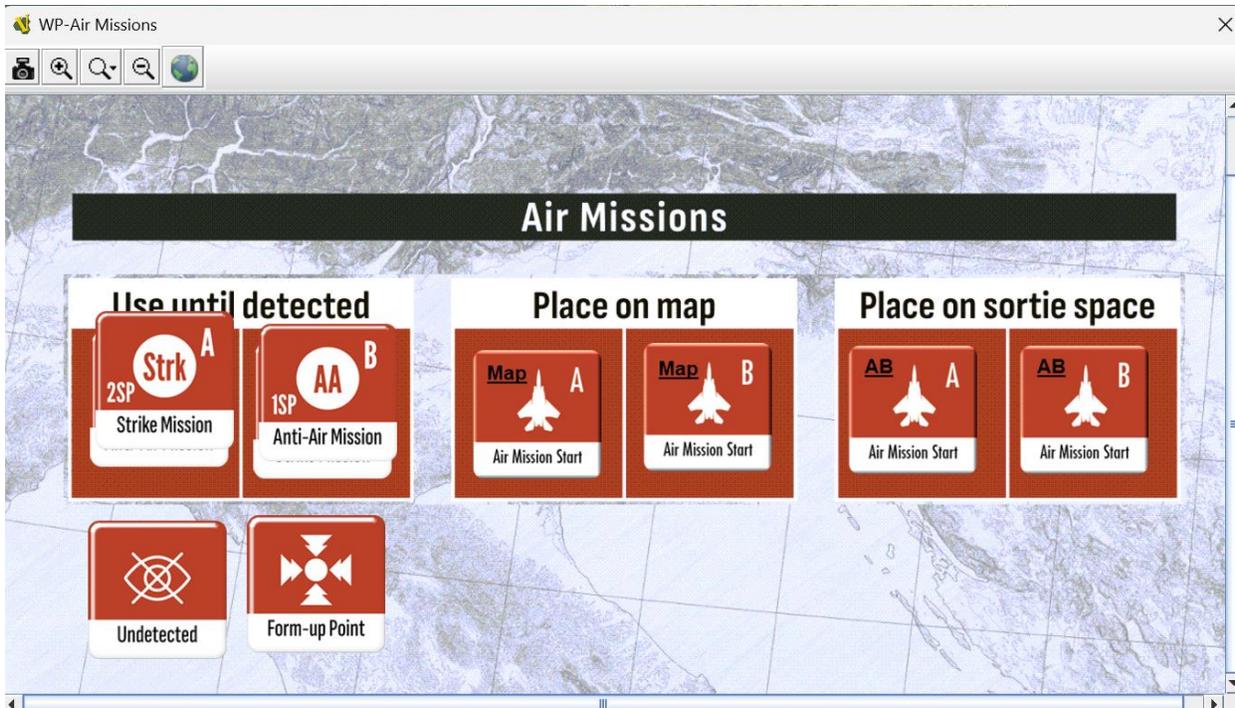
AIR:

The 'Reset Markers' button will send any 'Air Mission' markers back to the respective Air Mission chart window. See below.

Naval is self-explanatory.

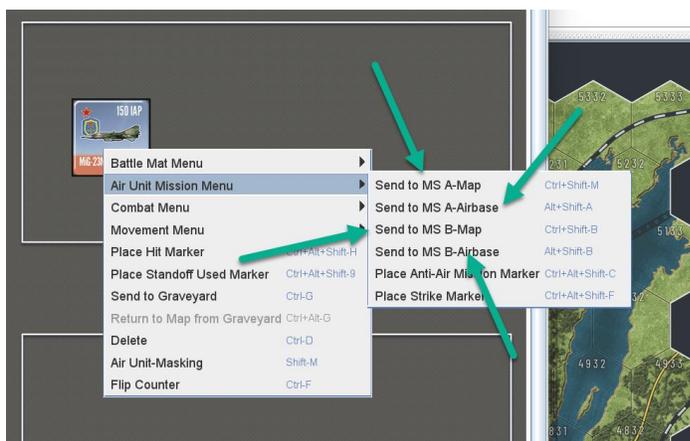
Air Mission Menu Button.

The Air Missions box on one of each sides Airbase charts has been duplicated and placed on the menu bar. When used along with the corresponding air mission markers the players will be able to execute and recover units that conduct air missions.



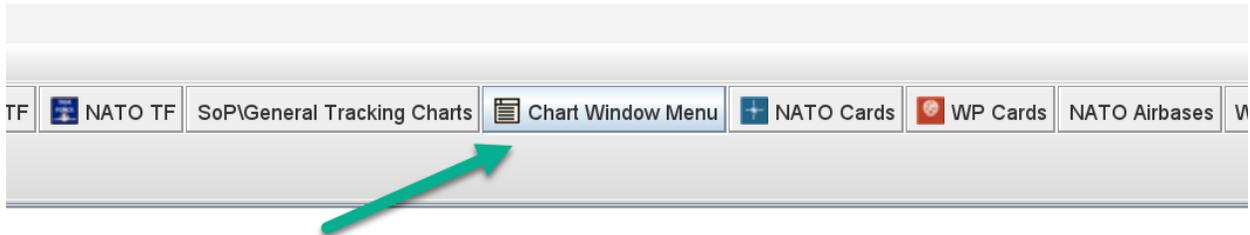
The counters in the first section are to be used to track the flight on the game map. Mask the mission counter so the opposing side can not see what it is and place it on the map. When or if the mission is detected simply unmask it.

On the airbase chart, mask the units involved in the mission as you select which ones to use. Place the A or B, if you have two airbases involved (i.e. Raid), counters from the right-side box on the next lower Sortie box of the Airbase. Place a marker from the middle box on the Ops Map hex where the Airbase is located. These two sets of markers allow the use of the Air Units right click option that will return them to either of these locations.



Air Defense Network (AND) Hit chart.

Open the Chart window from the main menu bar.



Select the AND Hit Tracking Tab

Air Defence Network Hit Register									
NATO					Warsaw Pact				
4 ATAF (AA 5)		Limited if 8 hits (AA 4)			AFNORTH (AA 5)		Limited if 4 hits (AA 4)		
		Out of service if 12 hits					Out of service if 6 hits		
Installation	Location	Hex	Hit Roster	Destroyed	Installation	Location	Hex	Hit Roster	Destroyed
SOC	Börfink	1115			SOC	Karup	4020		
SOC	Messtetten	0419			CRC	Skydstrup	3620		
CRC	Lauda	1021					2 ATAF (AA 5)		Limited if 8 hits (AA 4)
CRC	Freising	0527							Out of service if 12 hits
					Installation	Location	Hex	Hit Roster	Destroyed
UK Air Def. (AA 5)		Limited if 4 hits (AA 4)			CRC	Visselhövede	2621		
		Out of service if 6 hits			SOC	Brokzetel	2816		
Installation	Location	Hex	Hit Roster	Destroyed	SOC	Uedem	2012		
CRC	Ash	1901			CRC	Erndtebrück	1718		
CRC	Neatishead	2602					1. LVD (AA 4)		Limited if 10 hits (AA 3)
									Out of service if 15 hits
French Air Def. (AA 5)		Limited if 6 hits (AA 4)			Installation	Location	Hex	Hit Roster	Destroyed
		Out of service if 9 hits			HQ	Cottbus	2032		
Installation	Location	Hex	Hit Roster	Destroyed	FuTB-31	Döbern	1832		
SOC	Drachenbronn	0717			FuTB-41	Holzendorf	2030		
CDC	Doullens	1402			FuTB-51	Spröttau	1725		
CODA	Taverny	0902			FuTB-61	Müncheberg	2332		
							CSSR (AA 4)		Limited if 6 hits (AA 3)
									Out of service if 9 hits
					Installation	Location	Hex	Hit Roster	Destroyed
					HQ	Prague	1333		
					CRP	Bechyne	0933		
					CRP	Budejovice	0733		

As hits are accumulated against a ADN installation right-click on one of the green dots and select the 'Flip' option. It turns yellow. If you flip it again it turns red. Use which ever you wish to track hits and status.

All of the Charts in the Chart windows can have markers placed on them in order to help read various lines etc. In the Markers 'General' tab, at the bottom, there are several ones to choose from.

NATO Units | WP Units | Markers | Cards

WP ADN | Loss Markers | Wallmeister | Transport Tracking

Naval | Misc | Objectives | VP Markers | US POMCUS | NATO ADI

General | Emergency Air Bases | Unit Formations | Air Markers-NATO | Air Markers-V



- RR Cap X.5-WP-Game
- RR Cap X1-WP-Game
- WP-Navel Units Move\Stage
- NATO-Navel Units Move\Stage
- Battle Hardened-NATO
- Battle Hardened-WP
- NordKapp-FEBA
- X-Marker
- Black Marker
- Arrow
- ADN Status
- ADN Destroyed
- WP Supply Tracker
- NATO Supply Tracker

For example on the USSR Ranged Characteristics chart you could use a black dot and arrow.

USSR		Ranged Characteristics Summary [24] (Advanced game only)																	Detection		
Surface Naval Units		Strat Hex R.	0					1													
		Op Hex R.	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Detection	Surface		8	7	6	4	3	2	1												
	Sub		4	3	1																
	Air		9	8	7	6	5	2	1	1											
Combat	Surface		•	•														Check anti-ship missile range AS on coun			
	Sub		•	•														Check anti-sub missile range AS on count			
	Air		•																		
	Ground		•																		

There are Three buttons that turn on highlights on the Ops-Map (Not the Strat nor Scenario maps) dealing with the Air Defense Network units.

0 NATO Graveyard | WP Graveyard | Battle Mat | Air Battle Mat | Naval Battle Mat | WP TF

WP ADN Zones | NATO ADN Zones | Locate ADN Units | Range Thread



The “Locate ADN Units” button highlights the square they are in with Yellow background:



The ADN Zone buttons create a Red or Blue background on the Ops map that shows the Range of the network installations. It is only visible to the player that pushed the menu button.



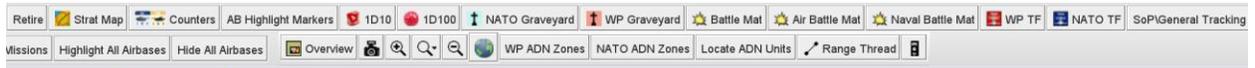
On the Airbase charts there are Green and Red outlines on those Airbases on the Ops Map. Pushing the Green side highlights the Airbase hex on the Ops Map in Blue. Pushing the Red side un-highlights it.

Sweden/AFNORTH2ATAF 2ATAF 3USAFUKFrance 4ATAF NATO Strategic Air Bases-1 NATO Strategic Air Bases-2 NATO Strategic Air Bases-3

OPERATIONAL MAP AIRBASES - NATO - SHEET 1

SWEDEN		AFNORTH																	
Ängelholm SWEDEN - 4028 CPY 3 AA 2 1 1 Interception 2 2 Offensive 3 3		Aalborg DENMARK - 4422 CPY 2 AA 2 1 1 Interception 2 2 Offensive 3 3		Tirstrup DENMARK - 4023 CPY 2 AA 2 1 1 Interception 2 2 Offensive 3 3		Skrydstrup DENMARK - 3620 CPY 4 AA 2 1 1 Interception 2 2 Offensive 3 3		Leck W. GERMANY - 3419 CPY 6 AA 2 1 1 Interception 2 2 Offensive 3 3		Satens SWEDEN - 5028 CPY 3 AA 2 1 1 Interception 2 2 Offensive 3 3		Eggebek W. GERMANY - 3321 CPY 4 AA 2 1 1 Interception 2 2 Offensive 3 3		Schleswig Jagel W. GERMANY - 3221 CPY 4 AA 2 1 1 Interception 2 2 Offensive 3 3		Husum W. GERMANY - 2920 CPY 6 AA 2 1 1 Interception 2 2 Offensive 3 3		Nordholz W. GERMANY - 2919 CPY 3 AA 2 1 1 Interception 2 2 Offensive 3 3	
Karlsborg SWEDEN - 5132 CPY 2 AA 2 1 1 Interception 2 2 Offensive 3 3		2 ATAF																	
		Jever W. GERMANY - 2817 CPY 3 AA 2 1 1 Interception 2 2 Offensive 3 3		Wittmundhaven W. GERMANY - 2816 CPY 3 AA 2 1 1 Interception 2 2 Offensive 3 3		Leeuwarden NETHERLANDS - 2712 CPY 4 AA 2 1 1 Interception 2 2 Offensive 3 3		Oldenburg W. GERMANY - 2618 CPY 4 AA 2 1 1 Interception 2 2 Offensive 3 3											

On the main menu if you press the Highlight Airbase button all of the Airbases on the Ops Map will highlight in Blue. The Hide button removes the Highlight.



ersion 1.0
1 in offboard *
offboard -- offboard *
created in offboard *
ei moves 2816 --> 2718 *



Each side as a supply utility marker that can be used instead of or working with the Supply track in the SoP\General Tracking Charts window. Use the Set button to enter a specific amount of supply. Use the + and - button to change the totals.

