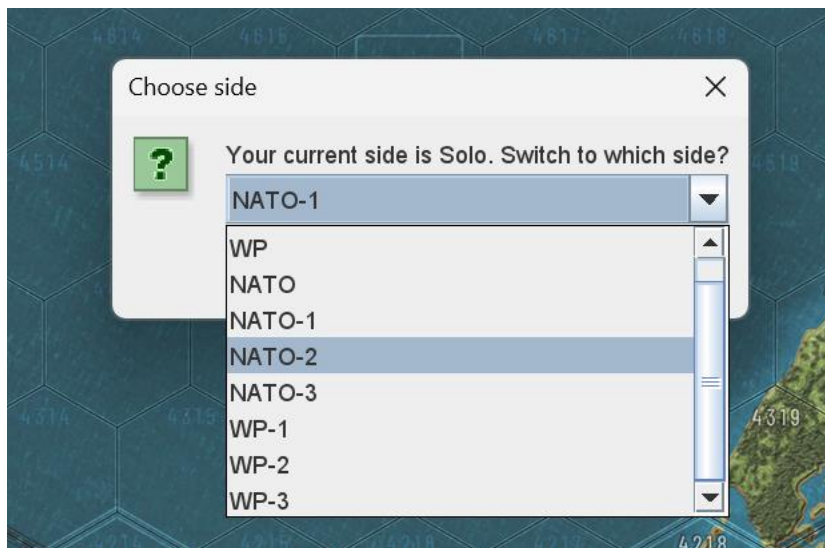


Side Selections.

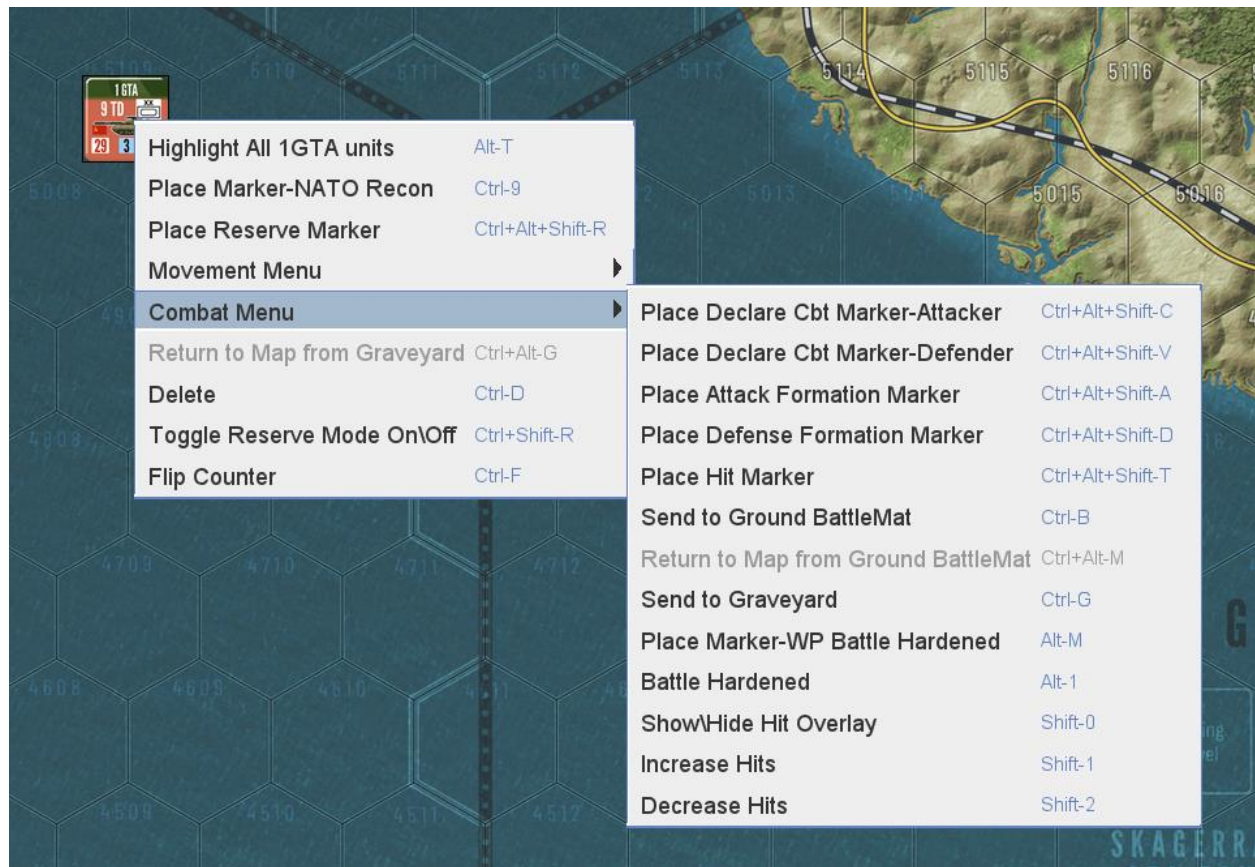
There are four WP and 4 NATO sides to choose plus a 'Solo' and Observer side. Naval and Air units can 'mask' to hide the counter from the opposing side. There are four menu windows that are also keyed to a specific side, two each. Solo can access and see all units; the Observer cannot access either sides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

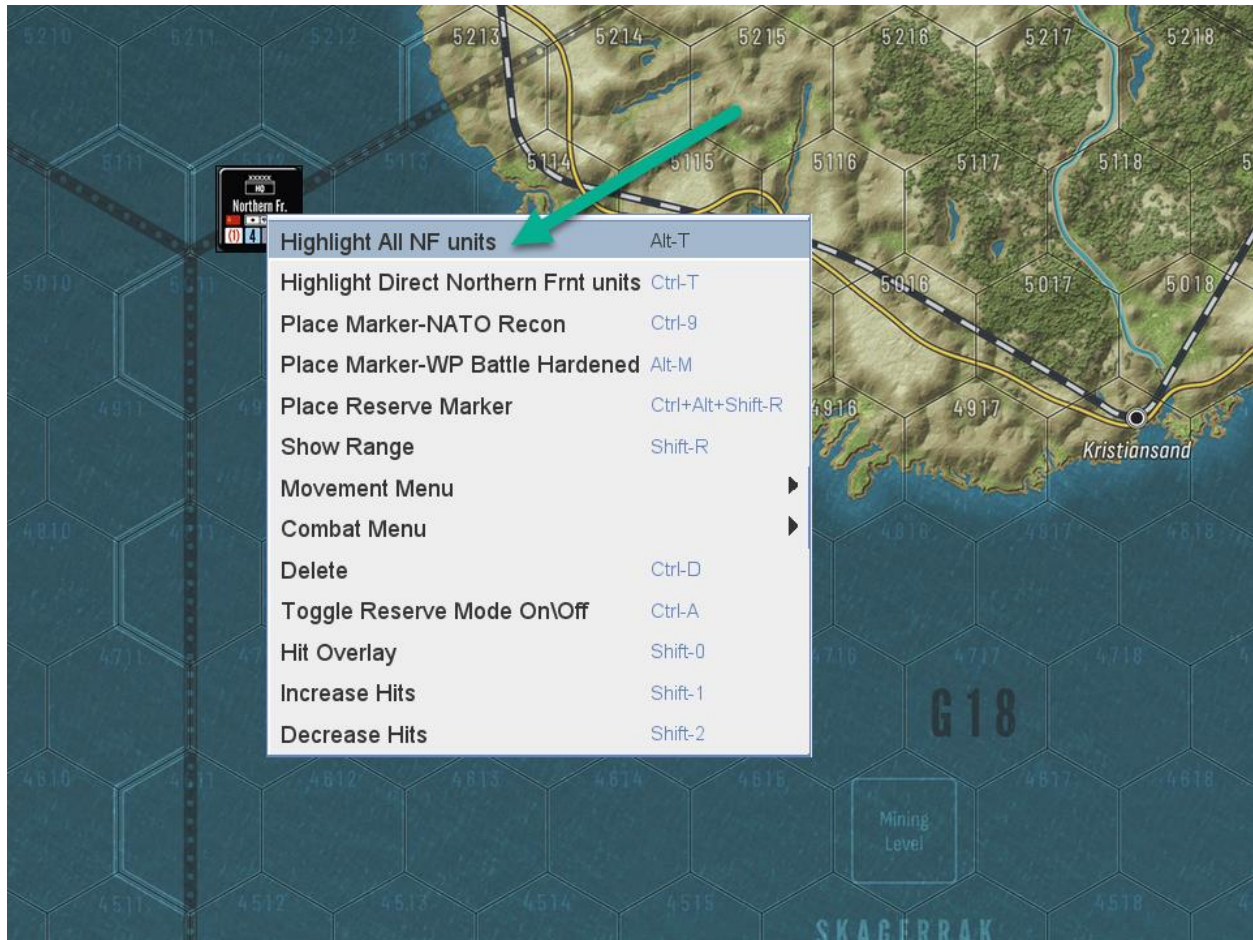
“Highlight All XXX units” option will display an orange outline around all units of that formation.

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.



BATTEMATS.

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

Battle-hardened

Terrain

**S
U
P
P
O
R
T**

Warsaw Pact

Artillery

CAS

Battle-hardened

Terrain

**S
U
P
P
O
R
T**

Air / Naval Target											
0 Hit	1 Hit	2 Hit	3 Hit	4 Hit	5 Hit	6 Hit	7 Hit	8 Hit	9 Hit	10 Hit	11 Hit
<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 Hit	3 Hit	4 Hit	5 Hit	6 Hit	7 Hit	8 Hit	9 Hit	10 Hit	11 Hit

Ground Target

Final

Initial

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	-6	-5	-4	-3	-2	-1	0	+2	+3	+4	+5	+6	+7	+8	+9
DRM															

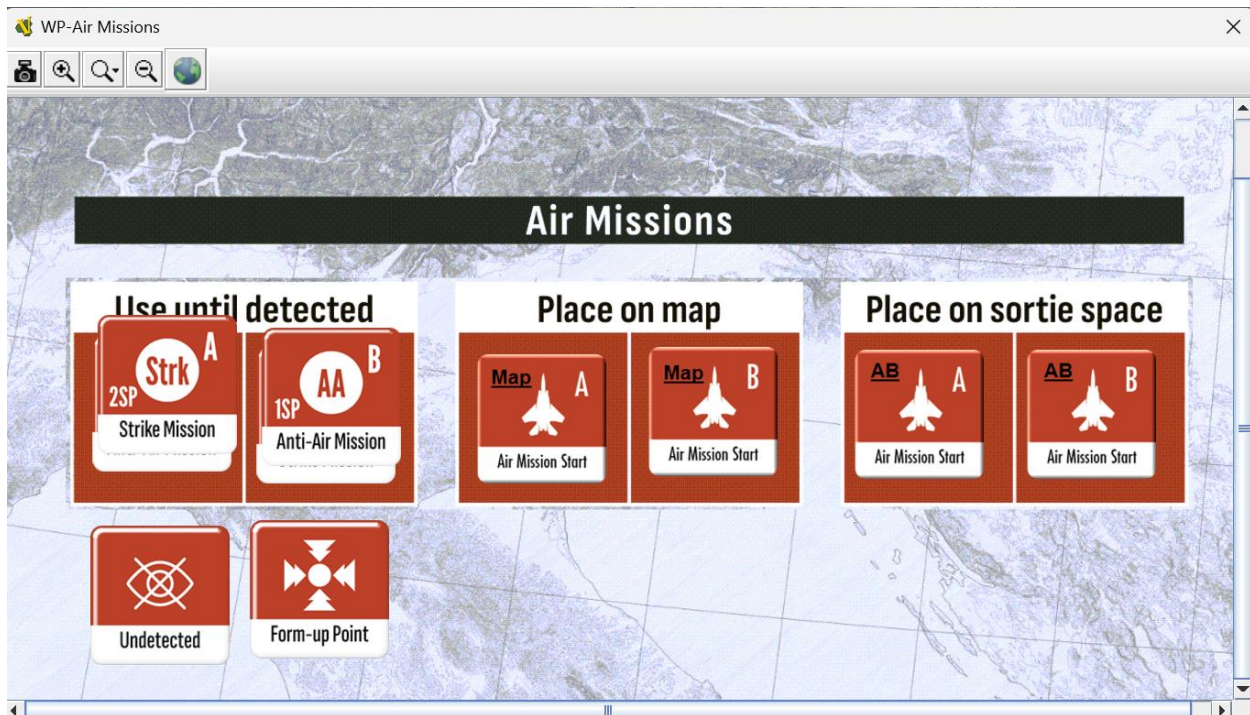
AIR:

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

Naval is self-explanatory.

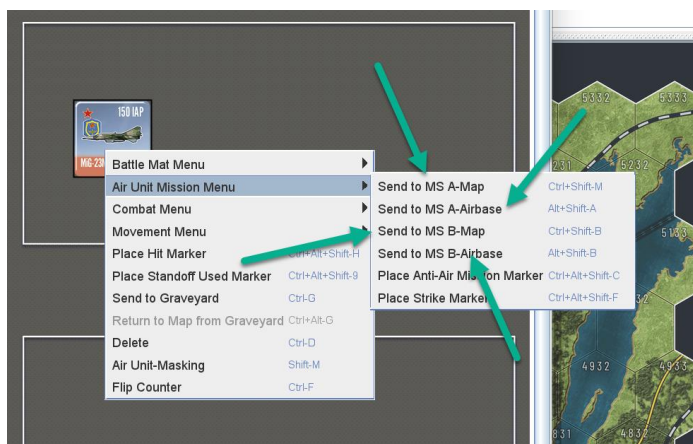
Air Mission Menu Button.

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.



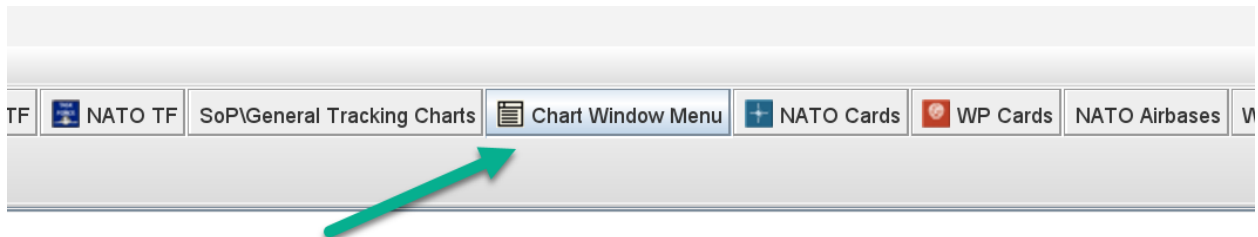
The counters in the first section are to be used to track the flight on the game map. Mask the mission counter so the opposing side can not see what it is and place it on the map. When or if the mission is detected simply unmask it.

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.

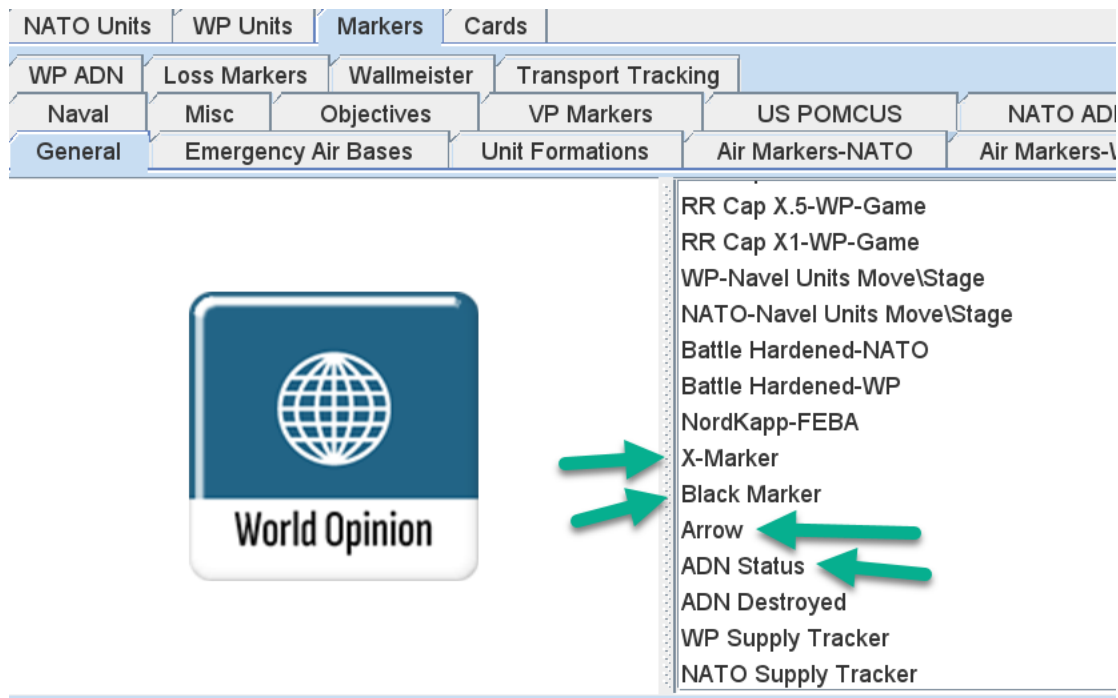


Select the AND Hit Tracking Tab



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	Skrydstrup	3620	■ ■ ■ ■	■
CRC	Lauda	1021	■ ■ ■ ■	■	2 ATAF (AA 5)		Limited if 8 hits (AA 4)		■
CRC	Freising	0527	■ ■ ■ ■	■			Out of service if 12 hits		■
UK Air Def. (AA 5)		Limited if 4 hits (AA 4)		■	Installation	Location	Hex	Hit Roster	Destroyed
		Out of service if 6 hits		■	CRC	Visselhövede	2621	■ ■ ■ ■	■
Installation	Location	Hex	Hit Roster	Destroyed	SOC	Brokzetel	2816	■ ■ ■ ■	■
CRC	Ash	1901	■ ■ ■ ■	■	SOC	Uedem	2012	■ ■ ■ ■	■
CRC	Neatishead	2602	■ ■ ■ ■	■	CRC	Erndtebrück	1718	■ ■ ■ ■	■
French Air Def. (AA 5)		Limited if 6 hits (AA 4)		■					
		Out of service if 9 hits		■	3. LVD (AA 4)		Limited if 8 hits (AA 3)		■
Installation	Location	Hex	Hit Roster	Destroyed			Out of service if 12 hits		■
SOC	Drachenbronn	0717	■ ■ ■ ■	■	Installation	Location	Hex	Hit Roster	Destroyed
CDC	Doullens	1402	■ ■ ■ ■	■	HQ	Trollenhagen	2830	■ ■ ■ ■	■
CODA	Taverny	0902	■ ■ ■ ■	■	FuTB-23	Pragsdorf	2731	■ ■ ■ ■	■
					FuTB-33	Pudagla	3032	■ ■ ■ ■	■
					FuTB-43	Parchim	2727	■ ■ ■ ■	■
					1. LVD (AA 4)		Limited if 10 hits (AA 3)		■
							Out of service if 15 hits		■
					Installation	Location	Hex	Hit Roster	Destroyed
					HQ	Cottbus	2032	■ ■ ■ ■	■
					FuTB-31	Döbern	1832	■ ■ ■ ■	■
					FuTB-41	Holzdorf	2030	■ ■ ■ ■	■
					FuTB-51	Spröttau	1725	■ ■ ■ ■	■
					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.

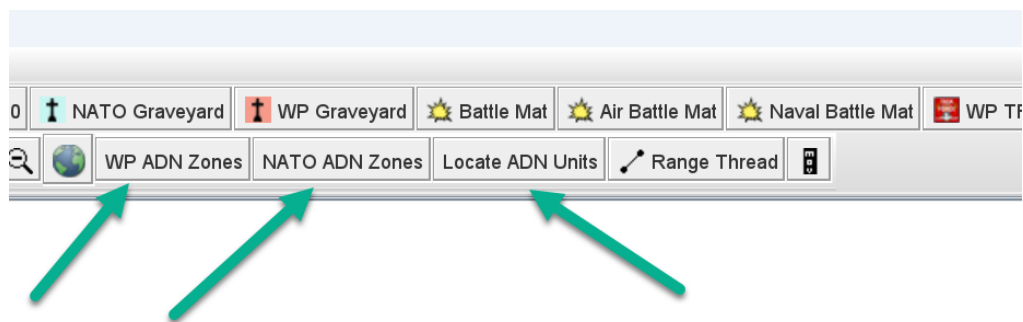
All of the Charts in the Chart windows can have markers placed on them in order to help read various lines etc. In the Markers 'General' tab, at the bottom, there are several ones to choose from.



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		•	•																		
	Sub		•	•																		
	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.



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 3 3 Offensive		Aalborg DENMARK - 4422 CPY 2 AA 2 1 1 Interception 2 2 3 3 Offensive		Tirstrup DENMARK - 4023 CPY 2 AA 2 1 1 Interception 2 2 3 3 Offensive		Skrydstrup DENMARK - 3620 CPY 4 AA 2 1 1 Interception 2 2 3 3 Offensive		Leck W. GERMANY - 3419 CPY 6 AA 2 1 1 Interception 2 2 3 3 Offensive			
Satens SWEDEN - 5028 CPY 3 AA 2 1 1 Interception 2 2 3 3 Offensive		Eggebek W. GERMANY - 3321 CPY 4 AA 2 1 1 Interception 2 2 3 3 Offensive		Schleswig lagel W. GERMANY - 3221 CPY 4 AA 2 1 1 Interception 2 2 3 3 Offensive		Husum W. GERMANY - 3220 CPY 6 AA 2 1 1 Interception 2 2 3 3 Offensive		Nordholz W. GERMANY - 2919 CPY 3 AA 2 1 1 Interception 2 2 3 3 Offensive			
Karlsborg SWEDEN - 5132 CPY 2 AA 2 1 1 Interception 2 2 3 3 Offensive		2 ATAF									
		Jever W. GERMANY - 2817 CPY 3 AA 2 1 1 Interception 2 2 3 3 Offensive		Wittmundhaven W. GERMANY - 2816 CPY 3 AA 2 1 1 Interception 2 2 3 3 Offensive		Leeuwarden NETHERLANDS - 2712 CPY 4 AA 2 1 1 Interception 2 2 3 3 Offensive		Oldenburg W. GERMANY - 2618 CPY 4 AA 2 1 1 Interception 2 2 3 3 Offensive			

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.



rsion 1.0
 i 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.

