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Supply Point Table

SUPPLIES ASSUMING EXPANDED MAP AND UNITS AND FULL ACTIVATION OF ALL UNITS. Otherwise as per original game rules.

Otherwise as per original gan	le luies.	Sun	plies while		
FORCE			ACTIVE	NOTES	
USSR	280	10	130 (GT1-15	135: 60 to Iranian front, 10 to	
USSK	200	10	110 (GT 16+)	Afghanistan, 60 to Turkish Front	
USSR add'l (Dardanelles and	0	0	20		
allied or Neutral) to USA)	0	U	20		
Bulgaria	80	0	20		
Romania	25	0	3		
Warsaw Pact (if active)	0	0	20	Add to USSR	
	0	0	0	Use USSR	
Afghanistan (Govt)	20	0	0		
USA Supply Head	20	0	0	Refer OOB setup	
(CENTCOM supply)				Can transfer to/from NATO via	
		0	11	transport/ Freight	
USA add'l (GCC allied)	0	0	Up to 20	Transferred from GCC nations,	
				Hormuz strait controlled	
USA add'l (GCC enemy)	0	0	20	Both Ras Tanura and Hormuz	
				strait controlled	
NATO base (Med. Supply)	80	0	15	Also refer OOB setup	
Base available				Can transfer to/from CENTCOM	
				via transport	
NATO add'l (full NATO	0	0	15	Only if full NATO deployment	
deployment)				above / beyond Aegean / Gulf	
				strike rules is in effect.	
Turkey	90	0	25	Includes eastern forces	
Greece	50	0	15		
Iran	80	0	20		
Iraq	100	0	30		
Syria	150	5	30		
Jordan	60	0	10		
Israel	150	10	40		
Lebanon	25	0	0		
Pakistan	150	0	40		
India	150	5	50		
Saudi Arabia	40	0	20		
Kuwait	20	0	3		
Qatar	20	0	5		
UAE	30	0	10		
Oman	40	0	10		
Bahrain	15	0	5		
Yugoslavia	40	0	10		
Egypt	150	5	30		
Nth Yemen	30	0	10		
Sth Yemen	30	0	10		
Combined Yemen	50	0	15		
		0	5		
Albania	20				

Kurds	0	0	0 2/GT per friendly occupied city	
France (Djibouti)	20	0	0	Via Freight / Transport only
UK (Cyprus)	25	0	0	Via Freight / Transport only

Tankers:

Optional if playing Tanker rules. Tankers spaced evenly out to each destination hex – 20 operational hexes / 2 strategic hexes between.

- USA: 10x Tankers
- Neutral: 20x Tankers
- Iran: 6x Tankers

USSR Expeditionary Forces:

If the Scenario calls for the USSR to have deployed expeditionary forces to any of Yemen, Syria or Iraq, then add the following to the orders of battle of the named countries:

Expeditionary force	Impact (cumulative if more than 1 expeditionary force deployed):
Syria	Turkey: Add 1x F16, 2 additional divisions (or equivalent) fully mobilised.
	USA Intervention level 1 units deployed freely in Turkey or Mediterranean
	theatre.
	NATO Intervention level 1 units deployed freely in Turkey or Mediterranean
	theatre.
	Israel: Add 1x F15. All mobilisation units are advanced by 1 Game Turn (GT1
	reinforcements freely deployed). USA has basing rights granted in Israel.
Iraq	Iran: Militia divisions already mobilised, in arrival hexes (cities). Add 3x F7.
	Remove Mig29 and Su24 from OOB.
	Saudi Arabia: Add 1x F15, 1x Armoured Brigade.
	Israel: Add 1x F16.
	Oman: Grant full basing rights to USA
	Bahrain: Grant full basing rights to USA
	USA intervention level 1 units deployed freely in Oman, Bahrain or any Indian
	Ocean hex. Add 30 supply points to USA.
Yemen	Oman: Grant full basing rights to USA
	France: Intervention level 1 units deployed freely in Djibouti or any Red Sea
	hex
	USA Intervention level 1 units deployed freely in Oman, Djibouti or any
	Indian Ocean or Red Sea hex. Add 30 supply points to USA.
	Saudi Arabia: Must increase units near Khamis Mushait by 1 brigade. Add 1x
	Tornado (owning players choice)
	Egypt: 1 Brigade can be deployed in Saudi Arabia, within 5 hexes of Khamis
	Mushait. Uses Saudi supplies unless/until Egypt can trace a supply path.

USA and NATO REINFORCEMENT SCHEDULE

UK and NATO transport can be used by NATO, British, and French forces, and USA units based in Europe.

USA transport can be used by USA, NATO, UK and French forces, as well as UN and other off map based forces (e.g. ANZAC).

Player determined reinforcements:

Applies to remainder of US and European units (Supply, Naval, Ground, Airforce)

Air Units:

Off map bombers (B1, B2, B52): max 1x becomes available per GT, up to maximum allowed per intervention level.

E3 AWACS: Max speed 1x every second GT starting GT1 (GT1, GT3, GT5) – covers US and NATO units.

US C5: As per Gulf Strike rules, max 1 brigade per GT where a MAC point is scheduled. *Optional: 1x C5 point can fly in 10 supply points INSTEAD of ground units/airbases.*

NATO C130: 1 brigade per C130 move from off-map location (or Italian strategic hex) to on-map. The turn it arrives it has not further movement allowance (single sortie if you like). It can depart from map any subsequent game turn, as long as that move is the only one it makes in the game turn (again – single sortie). E.g. maximum speed it can bring in reinforcements are: GT1, GT3, GT5, GT7 etc. The C130 cannot remain on map except for the compulsory period per trip. It may not transport units within theatre (e.g. it may not embark units already on the operational map). C130 consumes 1 Supply Point to depart map – if that supply point is not available then the C130 is permanently lost. No USA or other nation C130 units can be used in this way. *Optional: 1x C130 point can fly in 10 supply points INSTEAD of ground units/airbases. These supply points, if sourced from off-map, are not deducted from the NATO supply pool.*

Other air units: Where an airbase is deployed from any of the three categories below, it can be accompanied by 3x air units / helicopter units from that pool in that same Game Turn. Otherwise the below limits apply (AWACS and MAC transport not included):

- NATO / French / UK: 1 air unit per GT
- European based US: 1 air unit per GT
- US based US air units: 1 air unit per GT

This is to prevent unrealistically fast deployments to fill up the on-map bases in Aegean Strike.

European Train transport: Can deploy any ground units (including armoured), airbase units, or supply points (overland transport across Europe) into Italy. Availability is as specified by NATO Intervention level. Can be utilised by British, French and NATO units, and European Based USA units. Each time it is available it can transport 1 brigade equivalent or 40 supply points, to arrive in any Italian mainland strategic hex. Supply points immediately added to NATO supply track.

NATO Transport Unit: Can deploy any ground units (1 brig), or 40 supply points. Can be utilised by British, French and NATO units, and European based US units. Can only pick up UK units form Portsmouth, French / NATO / US units from Brest. Available as specified by NATO Intervention level.

US Transport Units (MSC): Availability is as specified by NATO Intervention level. Can be utilised by US, UK, French and NATO units.

- If unit is described as One-off once it has delivered it must be moved as quickly as possible off map and may not be used again.
- If unit is described as 'Can be recycled' then it may remain on map to move units / supply around the theatre, or can return (via normal movement rules) to a USA / UK / French port to bring in further units.

Freight: Availability is as specified by USA/NATO Intervention level. When embarking supplies at a home port (specified) then these supplies are not subtracted from any supply totals – they are new supplies. Supplies must be dropped at Port hex with a Supply head (exception – any port in a NATO country on the operational map can receive supplies for the NATO supply total).

- USA freight can only embark USA supplies at USA ports (Norfolk, San Diego).
- UK and NATO freight can embark UK or USA supplies at UK port (Portsmouth) (1 embarkation per GT).
- French freight can only embark French supplies at French port (Brest).
- NATO freight can embark USA, NATO, French, or UK supplies at French port (Brest).
- If unit is described as 'One off' once it has delivered it must be moved as quickly as possible off map and may not be used again.
- If unit is described as 'Can be recycled' then it may remain on map to move units / supply around the theatre, or can return (via normal movement rules) to a USA / UK / French port to bring in further supplies.

NATO Units

All reinforcements arrive using the NATO and/or USA reinforcement phasing.

Intervention Level	Unit Type	Units		
At Start	Supply	80SP		
Level 1	Ground	1x ACE AirMob Brig (GT1)		
	Transport	1x C130 (one off)		
Level 2 (level 1 +)	Supply	15 per GT		
Level 3 (level 2 +) Extended NATO vs WP deployment	Ground	 Spanish Airborne brigade (Es) (via Transport) Spanish Marine brigade (Es) (via Transport) 41st (Spanish) Mountain brigade (via Transport) 12 (Spanish) Armoured Brigade (via Transport) 1st (Portuguese) Marine battalion (via Transport) 1st (Portuguese) Mechanised Brigade (via Transport) 1st (Portuguese) Mechanised Brigade (via Transport) Italian Para brigade (Folgore) (Gt3, any Italian strategic hex) Italian Artillery brigade (Gt3, any Italian strategic hex) Italian Mechanised Brigade (Gt3, any Italian strategic hex) 		
	Naval	 1x CGH with AB212 Helicopter unit (Gt2, any Italian port hex) 1x FF (It) (Gt2, any Italian port hex) 1x MCM (It) (Gt2, any Italian port hex) 		
	Air	 1x Tornado Ground attack (It) (Bombardment = 5), (GT2, Any Italian Airbase) 1x Tornado IDF (It) (Anti Air = 5) (GT2, Any Italian Airbase) 		
	Supply	20 per GT		
	Transport	 1xC130 GT1 then every 4GT, 1x Trans (GT4 any Italian port hex), 1x Train (overland) GT3 then every 4 GT) 1x Freight (Gt4, Brest) 		
Available via Political Events	Ground	 Belgian Commando brigade Netherland Marine Battalion NATO combined Corp HQ German 1 GB Division German Truck brigade German Engineer battalion German 27th Airborne Brigade Netherland 42nd Mechanised brigade Netherland Air Defence battalion Canadian 4th Mechanised Brigade Belgian 1st Mechanised Brigade 		
	Naval	 1x FF (GT4, Brest) 1x MCM (GT4, Brest) 		
	Air	 2x Airbase 1x AWACs 1x Dutch F16 squadron 2x Tornado (WG), Ground attack variant. 1x German attack helicopter squadron (BO105) 1x German F4 1x German Tornado (ADV) squadron 1x Danish F16 squadron 1x Belgian F16 squadron 		

	1x Canadian F18 squadron
Supply	25 per GT
Transport	 1x C130 GT1 then every 2GT, 1x Trans (GT2, Brest, carrying any NATO, French, UK or European based USA unit) 1x Train (overland) GT2 then every 2 GT)

French Units

French units (excluding Naval, Airborne Btn as per original Aegean / gulf strike rules) are generally only available if there is no chance of general European war (i.e. USSR and USA are allied, or USSR will not be active.

Note I only allow for 2 brigades of 11th Airborne and 2 brigades of 9th Marine divisions. French divisions were smaller than their western counterparts and I feel the inclusion of 3 brigades for these divisions in the Gulf Strike game was an error.

Intervention Level	Unit Type	All Theatres			
At start	Ground	 1RPIM Airborne Battalion, Djibouti Ground Radar, Djibouti Supply Head, Djibouti 			
	Naval	1x DD, Djibouti			
	Air	1x Mirage, Djibouti			
	Supply	20 - Djibouti			
Intervention level 1	Ground	1 Militia Brig, GT3, Djibouti			
Intervention level 2	Ground	1x Brig (via NATO / USA Trans)			
	Naval	1x MCM GT4, Toulon			
Intervention level 3	Naval	 1x DD GT4, Toulon 1x CV GT4, Toulon 			
	Supply	1x Freight GT3, Brest. Can recycle.			
Available via Political Events	Ground	 1x HQ (via NATO / USA Trans) 6 x Brigades from pool (via NATO / USA Trans) 			
	Air	 2x Jaguar 1x Mirage 2000 1x SA342 1x SA330 1x Airbase 			

Reinforcement Pool – Ground Units:

- 2x Airborne Brigades
- 1x FAR Corps HQ
- 4th Mechanised Regiment
- 6th Armoured Regiment
- 1x Airmobile Brigade
- 2x Marine Brigade

• 2x Airbase

UK Order of Battle

UK units (excluding SSN, FF/MCM, Cyprus, Airborne Btn as per original Aegean / gulf strike rules) are only available if there is no chance of general European war (i.e. USSR and USA are allied, or USSR will not be active and war is on NATO territory).

Intervention Level	Unit Type	All Theatres
At start	Ground	 Cyprus Regiment: Limassol Ground Radar, Limassol Supply Head, Limassol
	Naval	1x SSN (Mediterranean)
	Supply	20 - Cyprus
Intervention level 1	Ground	1x RW Para Btn (GT1 – enter via USA Trans)
Intervention level 2	Ground	1x Freight (Gt2, Portsmouth) (One Off)
ievei 2	Naval	 1x DD/MCM (Gt3 – Portsmouth) 1x SSN (GT2 - Portsmouth)
Intervention level 3	Ground	 1x Cdo Brig (Gt2, Portsmouth) 1x SAS Company (via USA /NATO Trans)
	Naval	 1x Amph (Gt2 - Portsmouth) 1x SSN (GT1 - Portsmouth)
	Supply	1x Freight GT2, Portsmouth. Can recycle.
Via Political Events only	Ground	 1x HQ (via NATO / USA Trans) All units from reinforcement pool (via NATO / USA Trans)
	Naval	 1x CVH GT4, Portsmouth (with Wsx helo and Harrier) 1x DDG GT4, Portsmouth
	Air	 2x Jaguar 2x Tornado (ground attack) 2x Tornado (Air defence) 1x Harrier (Gr4) 1x Lynx 2x Airbase

Reinforcement Pool – Ground Units:

- 1x BEF Corps HQ
- 3x Armoured Brigades
- 1x Mechanised brigade
- 1x Infantry brigade
- 1x Engineer Battalion
- 1x ADA Battalion
- 1x Truck Unit
- 1x Artillery Brigade

USA Order of Battle

The principle behind USA reinforcements is provision of Pools of Units from which the owning player can choose which units enter (up to certain maximums based on intervention levels).

Intervention Level	Mediterranean / NATO	Indian Ocean / Middle East	Max Air / Naval all theatres
At start	Incirlik / Adana, Turkey: 1x P2 Pershing Sigonella, Sicily: 1x GLCM, 1x F15, 1x P3 Naples, Italy: 1x Truck, 1x CVN (69) + (2xF14, 2xF18, 1xE2, 1x EA6B, 1x A6, 1x S3, 1x SH3), 1x LHA (1) + (1 Mar Batt (2 MEF), 1 CH47, 1 AV8B), 1x BB, 1x DD, 2x SSN (1 each variety)	 Freely deployed 1x CV (63) with embarked 2x F14, 1x F18, 1xA6, 1x E6, 1x E2, 1x SH3, 1x S3 1x LHA (1) with embarked 1x CH47, 1xAV-8b (plus Marine Battalion (1 MEF)), 1x AH1 (1 MEF) 1x DD 1x SSN (ASM or non) 1x PHM Diego Garcia: 1x Airbase, 1x F15, 1x P3, 1x Supply Head 	As specified to left
Intervention level 1 reinforcements	 From Europe: South Eastern Front Corps (all units) 1x C130 2x Combat aircraft 1x Helicopter From USA: South Eastern Front Corps (all units) 	 From Europe: NA From USA: CENTCOM HQ + 1x Truck (Centcom) + 1 ADA Btn 2x Brig Equiv from 18th Corps (no heavy units) 2x Airbase 1x C130 1x E3 AWACS 2x Combat aircraft 1x Helicopter Deployed Pearl Harbour 1x CVN (with 2x F14, 2x F18, 1xA6, 1x E6, 1x E2, 1x SH3, 1x S3) & 1x CG 	As specified to left
Intervention level 2 reinforcements • Level 1 +	 From Europe: 9x Combat aircraft From USA: 1x AWACs 1x brig equiv from 18th Corps OR 2MEF 1x Brig from 2MEF on ARG (brig) - GT3 MAW from 2MEF If 2 brigades are deployed from 2MEF, then deploy remainder of 2MEF force as well (1x Artillery Regt, 1x ADA battalion) 	Ix SH3, 1x S3) & 1x CG From Europe: NA From USA: CENTCOM attached units 18th corp (all units) 1MEF (all units incl MAW) 8x Airbase 1x C130 15x Combat aircraft Norfolk (Gt1): 1x CVN (with 2x F14, 2x F18, 1xA6, 1x E6, 1x E2, 1x SH3, 1x S3) & 1x CG Pearl Harbour (Gt1) 1x BB, 1x MCM Deployed 3DR from San Diego 1x SSN (ASM or non) Norfolk (Gt3): 1x SSN (ASM or non)	Naval: As specified to Left

Forces per Intervention Level

 reinforcements Level 1 + 2 + 	 7x Combat aircraft 1x C130 From USA: 2x Combat Aircraft 2nd MEF (all units incl MAW) 18th corps (all units) Deployed 2DR from Norfolk: 1x Freight (empty) 	 6x Combat aircraft From USA: 2 MEF (all units incl MAW) 194th Armoured Brigade 1st Cavalry Division 3x Airbase 3x C130 1x AWACS 6x Combat aircraft Deployed 3DR from San Diego: 1x DD, 1x Freight (empty) 	San Diego: • 1x DD, 1x Freight (empty) Deployed 2DR from Norfolk: • 1x Freight (empty)
Additional based on political events:	 2 MEF (all units incl MAW) 3 MEF (all units) 4 MEF (all units) 3rd Corps (all units) 7th Corps (all units) 7th Corps (all units) 10th Mountain Division 9th Light Infantry Division Additional special forces Additional patriot ADA battalior 1x CVN + 1x CG (from Norfolk) 1x CV (A7 not F18) + 1x LHA + Strategic (off map based) boml Additional combat aircraft 	ns) + 1x MCM + 1x DD + 1x SSN (ASM) (from Japan)

Transport Points per Intervention Level (from USA / Europe into Theatre)

		Mediterranean / Aegean / NATO	Indian Ocean / Middle East	Max all theatres combined
Intervention	MSC	NA	NA	NA
level 1 reinf M/	MAC	2x C5 Transport - 2GT and 5GT after USA Activation	6x C5 Transport – 3GT after activation then every 3GT	7x C5 Transport – 2GT after activation then every 3 GT
	Freight	Norfolk:	Norfolk:	Norfolk:
		• 1x Freight (one off), GT4	 1x Freight (one off), GT3 San Diego: 	 1x Freight (one off), GT3
			 1x Freight (one off), GT5 	San Diego: • 1x Freight (one off), GT5
Intervention level 2 reinf	MSC	NA	10x MSC (max 1x Fast), Gt2 then every 2 GT. Cannot recycle (one off)	10x MSC (max 1x Fast), Gt2 then every 2 GT. Cannot recycle (one off)
	MAC	1x C5 (brig) Transport - 2GT and 5GT	1x C5 (brig) Transport on GT3 then per 2 GT	1x C5 (brig) Transport on GT2 then per 2 GT
	Freight	Norfolk: • 1x Freight on GT2 then per 4GT up to deployment max (can recycle): 2x Fast, 3x Med, 2x Slow (supersedes previous freight reinf)	Norfolk: • 1x Freight on GT2 then per 3GT up to deployment max: 3x Fast, 10x Med, 4x Slow (supersedes previous freight reinf)	Norfolk: • 1x Freight on GT2 then per 2GT up to deployment max: 5x Fast, 12x Med, 6x Slow (supersedes previous freight reinf)
Intervention level 3 reinf	MSC	10x MSC (max 3x Fast), Gt2 then every 2 GT. Can recycle (supersedes previous MSC reinf)	30x MSC (max 3x Fast), Gt2 then every 2 GT. Can recycle (supersedes previous MSC reinf)	30x MSC (max 3x Fast), Gt2 then every 2 GT. Can recycle (supersedes previous MSC reinf)
	MAC	• 1x C5 (brig) Transport on GT1 then per 1 GT to	 1x C5 (brig) Transport on GT1 then per 1 GT to 	 1x C5 (brig) Transport on GT1 then per 1 GT

	GT16.	GT16.	to GT16.
	• 1x C5 (brig) Transport on	• 1x C5 (brig) Transport on	• 1x C5 (brig) Transport
	GT18 then per 2GT to	GT18 then per 2GT to	on GT18 then per 2GT
	unlimited.	unlimited.	to unlimited.
Freight	Norfolk: • 1x Freight (recycle) GT1 then per 2GT up to deployment max (can recycle): 5x Fast, 10x Med, 5x Slow (supersedes previous freight reinf)	Norfolk: • 1x Freight on GT1 then per 2GT up to deployment max: 8x Fast, 20x Med, 8x Slow (supersedes previous freight reinf)	Norfolk: • 1x Freight on GT1 then per 1GT up to deployment max: 10x Fast, 30x Med, 10x Slow (supersedes previous freight reinf)

Ground Unit Pools:

European Based	USA continental based
· ·	CENTCOM:
	1x 5SFG SF Btn
	• 1x Eng Btn
	• 1x AA Battalion (Patriot)
	• 1x CH53 (brig)
	• 1x Truck
	• 1x Airbase
South Eastern Front Corps:	South Eastern Front Corps:
 1x 3/325 Airborne Battalion (Pre-determined deploy: any 	• 1x HQ, 1x Eng Btn, 1x ADA Btn, 1x 2/75 th SF Btn
strategic hex in Italy, 2GT after USA Activation)	
Strategic nex in italy, 201 after 05A Activation	18 th Corps:
	• 1x HQ, 1x Eng Btn, 1x MP Btn, 1x ADA Btn, 1x ADA Btn
	(Patriot), 18th Artillery Brig, 142nd Artillery Brig, 196th
	Artillery Brig, 1x 1/75th SF Btn, 2x Truck
	 82nd Airborne Division: 3 Brigs plus 1x UH60, 1x AH64,
	1x Airbase
	 101st Airmobile Division: 3 Brigs plus 1x Eng Btn, 1x
	ADA Btn, 2x AH64, 2x AH1, 2x UH60, 1x Airbase
	 24th Mechanised Division: 2 Brigs plus 1x AH1
	197th Mechanised Brigade 19th Air Osuria: Drine day for fair function (Diff) (Dta)
	18th Air Cavalry Brigade: 1x Inf Btn, 1x CH53 (Btn), 3x
	AH64, 2x Airbase
3 rd Corps	3 rd Corps
 2nd Armoured Division: 3rd Brig 	• 1x HQ, 212 Art Brig, 1x MP Btn, 2x ADA Btn, 2x Eng Btn,
	2x Truck
	4th Infantry Division: 3 Brigs plus 1x AH64
	1st Cavalry Division: 3 Brigs plus 1x AH64
	• 2nd Armoured Division: 1st & 2nd Brigs plus 1x AH64
	 5th Infantry Division: 3 Brigs plus 1x AH64
	 3rd Armoured Cavalry Regiment plus 1x AH64
	 6th Air Cavalry Brigade: 1x Inf Btn, 1x CH53 (Btn), 3x
	AH64, 2x Airbase
	194 th Armoured Brigade
	10 th Mountain Division: 3 Brigs plus 1x AH1
	9 th Light Infantry Division: 3 Brigs plus 1x AH64, 1x UH60,
	1x Airbase
7 th Corps	7 th Corps
 1x HQ, 1x MP Btn, 2x ADA Btn (1x Patriot), 2x Eng Btn, 	 1st Infantry Division: 1st & 2nd Brigs plus 1x AH64
2x Truck, 42nd Artillery Brig, 72nd Artillery Brig, 210th	
Artillery Brig	
 1st Infantry Division: 3rd Brig 	

1st Armoured Division: 3 Brigs plus 1x AH64, 1x AH1	
 3rd Armoured Division: 3 Brigs plus 1x AH64, 1x AH1 	
 2nd Armoured Cavalry Regiment plus 1x AH64 	
 11th Air Cavalry Brigade: 1x Inf Btn, 1x CH53 (Btn), 3x 	
AH64, 2x Airbase	
	1st Marine Expeditionary Force (via San Diego)
	• 1x HQ
	 7th MEB, 1x Truck, 1x ADA Btn (AA strength = 4), 36 SP
	(GT3 – Diego Garcia or Indian Ocean)
	 1st MEB, 36 SP (GT7 – Diego Garcia or Indian Ocean)
	• 5th MEB
	 15th MEU (embarked on LHA)
	• 11th MEU
	 11th Artillery Regt
	 1x ADA Btn (AA strength = 4)
	• 1x MAW (2x F18, 1x A6, 2x AV8B, 1x CH47, 3x AH1, 4x
	Airbase)
	 1x ARG Naval transport (GT2, San Diego)
	2 nd Marine Expeditionary Force (via Norfolk)
	4th MEB
	• 6th MEB
	26th MEU (embarked on LHA)
	10th Artillery Regt
	 1x ADA Btn (AA strength = 4)
	• 1x MAW (2x F18, 1x A6, 2x AV8B, 1x CH47, 3x AH1, 4x
	Airbase)
	 1x ARG Naval transport (GT3, Norfolk)
	3 rd Marine Expeditionary Force (via Korea)
	9th MEB
	• 13th MEU
	 1x ARG Naval transport (GT2, Korea)
	4 th Marine Expeditionary Force (via Norfolk) (Gt10 onwards)
	 2nd MEB
	Additional Special forces:
	•
	• 1x 3/75th SF Btn
	• 1x SEAL Coy
	Additional air defence forces
	 2x ADA Btn (Patriot)

ADA Btns are not patriot unless specified

Airforce Pools:

Note Air units (airbases, helicopters and MAW) attached to ground units are additional to the below.

Intervention	European Pool	USA Pool	Maximum All Theatres
Available Pool:	3x A10	2x E3 AWACs	2x E3 AWACs
	3x F15	6x A10	9x A10
	3x F16	1x AC130	1x AC130
	3x F16C	3x F4	3x F4
	3x F111F	3x F15	6x F15
	2x C130	6x F16	9x F16
	1x CH53 (brig)	3x F111	3x F111
		1x B52 (DS - hit points = 4)	3x F111F
		5x C130	1x B52 (DS - hit points = 4)
		1x CH53 (brig)	6x C130
		1x RH53D	1x CH53 (brig)
		1x MH6A	1x RH53D
			1x MH6A

Intervention	European Pool	USA Pool	Maximum All Theatres
Available via Political	3x F15	3x F15	
Events:	3x A10	2x F4G	
2101101	3x F16	2x F15E	
	1x F15E	2x F117	
	1x EF111	1x B1	
		1x B2	
		2x B52 (large)	

USSR Order of Battle

If using the new USSR setup then use these rules – they supersede those of Aegean Strike and Gulf Strike.

These rules are as per a peaceful start and include some player options as to deployment and reinforcement.

All Divisions with combat strength = 8 are at half strength with 6 hits (Category C mobilisation units). Mobilisation for USSR Category C divisions: GT 15 (x27 Divisions total.) Each theatre mobilises separately and is tracked separately.

Overall: 1x II76 (XX) useable across all theatres. It can pick up from Permanent USSR Airbases in USSR as well as bringing in from off map.

Iranian Front: Any USSR Airbase (Indian Ocean, Caucasus, 'Stans): 1x Airbase (SNA), 1x Tu20, 1x Tu26, 10x Special Forces Detachments

1x Supply Head (Indian Ocean) (Hadiboh, Socotra Island)

Turkish Front: 30x Special Forces Detachments

Iranian Front Reinforcements - deploy to Caucasus, 'Stans, Indian Ocean:

- GT2: 1 x Airborne Division (3x Regiments) (106G)
- GT3: 1 x Airborne Division (3x Regiments) (103), 2x Mig29, 1x Su29, 1x Mig27, 1x Su25, 1x Su17, 6x Airbase (600 series)
- Gt4: 2x Mig29, 1x Su29, 1x Mig27, 1x Su25, 1x Su17, 3x Airbase (700 series),
- GT5: 3x Tu26, 2x Mig23, 3x Airbase (SNA series)
- GT6: 3x Mig23, 3x Su24, 3x Airbase (700 series)
- GT15: 3x Mig23, 3x Su24
- Supply heads: Mediterranean, A, B

European Theatre (at start):

Ground Forces: Odessa Military District (OMD)

- Hex H03 (Sevastopol): 3x Airborne Regiments (102nd Guards Airborne Division), 1x Marine Brigade (BLK – Black Sea), 1x Special Forces Brigade,
- Hex G02 (Odessa) 38th Air Mobile Brigade
- Hexes G-02, H01, H02: 3x Artillery Brigades, 3x SAM Regiments, 2x Truck Units, 1x Mobile Radar, 1x Engineer Brigade, 2x Mi24, 2x Mi-6 (X)
- Hex H-02: 12th Army: 1x HQ, 34th Tank Division, 28th Guards Mechanised Division, 92nd Guards Mechanised Division, 126th Mechanised Division, 128th Mechanised Division, 1x Artillery Brigade, 1x SAM Brigade, 1xTank Brigade, 1x Engineer Brigade, 1x Truck Unit, 2x MI24
- Hex G-02: 19th Army: 1x HQ, 33rd Guards Mechanised Division, 55th Mechanised Division, 59th Guards Mechanised Division, 118th Guards Mechanised Division, 1x Artillery Brigade, 1x SAM Brigade, 1x AntiTank Regiment, 1x Tank Battalion, 1x Engineer Brigade, 1x Truck Unit, 2x MI24

AirForce: 6x Mig23, 2x Mig27, 2x Su24, 2x Mig31, 1x Tu126, 2x Tu26, 1x Tu20

Navy: 2x SS, 2x SSN, 1x SSGN, 1x CGN, 2x CG, 1x Amph (X), 1x CA, 1x FAC, 1x CVH (1x Ka25 & 2x Yak36 OR 2x Ka25 & 1x Yak36) 2x CGH (1x Ka25 each), 1x Freight (speed 4)

Reinforcements:

• **Gt2:** 4x Mig29, 3x Su29, 4x Su24, 1x Tu22, 4x Mig27

Caucasus (Turkish Front):

Border Guards: 1 x Infantry Battalion at each of 098.023, Yerevan (097.020), Armavir (094.020), Gyumri (094.016), 090.013, 086.013, Batumi (083.012), Sukhumi (081.007)

Caucasus Military District (CMD) units:

- Kutaisi (hex 086.010): 41st Airmobile Brigade, CMD Spetsnaz (SF) Brig
- Freely deployed Strategic hexes K03, L04, L05: 3x Artillery Brigades, 3x SAM Brigades, 2x Truck Units, 1x Mobile Radar Unit, 1x Mi24, 1x Mi-6 (X)
- 45th Army: All Units on operational map, strategic hexes K-02, L-03 (unless specified below): 1x HQ (Kutaisi 086-010), 21st Guards Tank Division (Tbilisi 097-011), 10th Guards Mechanised Division (091-012), 145th Mechanised Division (Batumi 083-012), 147th Mechanised Division (091-011), 1x Artillery Brigade, 1x SAM Brigade, 1x AntiTank Regiment, 1x Engineer Brigade, 1x Truck unit, 2x Mi24
- 7th Guards Army: all Units on operational map, strategic hexes L04, L05 (unless specified below): 1x HQ (Yerevan 097-020), 13th Guards Mechanised Division (094-018), 14th Guards Mechanised Division (098-023), 26th Mechanised Division (Vanadzor 096-016), 164th Mechanised Division (Yerevan 097-020), 261st Mechanised Division (Gyumri 094-016), 1x Artillery Brigade, 1x SAM Brigade, 1x AntiTank Regiment, 1x Tank Brigade, 1x Engineer Brigade, 1x Truck unit, 2x Mi24

Caucasus (Iranian Front):

Border Guards: 1 x Infantry Battalion at each of Dzufla (101.025), 110.025, 111.026, 112.029

Caucasus Military District (CMD) units:

- Ganja (hex 104-018): 3x Airborne Regiments (104th Guards Airborne Division)
- Baku (hex 117.022): 1x Marine Brig (Baku), 1x FAC, 1x Amph (X)
- Freely deployed strategic hexes M04, N05, M05: 3x Artillery Brigades, 3x SAM Brigades, 2x Truck, 1x Engineer Brigade, 1x Mi24, 1x Mi-6 (X)
- 2nd Army Strat map hex J-02: 1x HQ, 4th Tank Division, 9th Mechanised Division, 12th Mechanised Division, 73rd Mechanised Division, 30th Mechanised Division, 1x Artillery Brigade, 1x SAM Brigade, 1x Engineer Brigade, 1x Truck unit, 2x Mi24
- 7th Army strat map hex L-02 (unless specified below): 1x HQ, 14th Mechanised Division, 19th Mechanised Division, 24th Guard Mechanised Division (operational map – Grozny, 099-003), 266th Mechanised Division, 1x Artillery Brigade, 1x SAM Brigade, 1x Tank Brigade, 1x Engineer Brigade, 1x Truck unit, 2x Mi24
- 4th Army: All Units on operational map, strategic hexes M-03, M-04, M-05, N-05 (unless specified below): 1x HQ (Baku, 117-022), 6th Mechanised Division (115-024), 31st Guards Mechanised Division (Ganja 105-018), 75th Mechanised Division (Dzufla 101-025), 216th Mechanised Division (Baku, 117-022), 1x Artillery Brigade 1x SAM Brigade, 1x Tank Brigade, 1x Engineer Brigade, 1x Truck unit, 2x MI24

Caucasus Freely Available:

AirForce: 4x Mig23, 2x Mig21, 4x Su17, 1x An32 (X), 1x Tu126 AWACS, 6x Airbase (500 Series)

PVO:

- Sukhumi (081.007): 2xSu27, 1x Large Radar, 1x AA Brigade
- Poti (083.010): 1x AA Brigade
- Batumi (083.012): 1x Large Radar
- South of Tbilisi (097.013): 2x Su15, 1x Large Radar, 1x AA Brigade
- Grozny (099.003): 1x AA Regiment
- Gyumri (094.016): 1x AA Brigade
- Yerevan (097.020): 1x AA Regiment
- Nakchivan (098.023): 1x Small Radar, 1x AA Regiment
- Dzufla (101.025): 1x AA Brigade
- Ganja (104.018): 1x AA Regiment
- 113.024: 2x Mig25, 1x Large Radar, 1x AA Brigade

Turkmenistan (Iranian Front):

- Border Guards: 1 x Infantry Battalion at each of: 212.017, Osh (204.021), 211.031, 202.033, 199.031, 191.033, 188.035, Termez (182-035), 177.033, 162.043, 159.037, Kaakha (151.035), Ashkhabad (146.033), 138.032, 132.034
- 1x MI24 at each of: Almaty (215.006), Mary (163.033)

MVD (each division consists of 1x Mechanised regiment, 2x Infantry regiments, 1xTruck unit): 1x Division – Tashkent (190.017), 1x Division – Almaty (217.008)

Turkmenistan Military District (TMD) units:

- Tashkent (190-017): 42nd Airmobile Brigade
- Freely deployed Turkmenistan, Uzbekistan, Tajikistan: 3x Artillery Brigades, 3x SAM Brigades, 3x Truck, 1x Mobile Radar, 1x Engineer Brigade, 1x Mi24, 1x Mi-6 (X)
- 5th Guards Army: Freely deployed Turkmenistan, Uzbekistan, Tajikistan: 1x HQ (Tashkent 190-017), 15th Mechanised Division (Ashkhabad 146-033), 28th Mechanised Division (Samarkand 181-023), 32nd Mechanised Division (Termez 182-035),84th Guards Mechanised Division (Kizyl 139-028), 1x Artillery Brigade, 1x SAM Brigade, 1x AntiTank Regiment, 1x Tank Brigade, 1x Engineer Brigade, 1x Truck, 2x Mi24

Airforce: 4x Mig23, 2x Mig21, 2x Mig27, 4x Su17, 1xTu126, 2x Airbase (900 series)

PVO:

- Krasnovadsk (127.024): 1x Large Radar, 1x AA Regiment
- Nebit Dag (132.026): 2xMig23
- Ashkabad (146.033): 2xMig23, 1x AA Regiment
- Mary (163.033): 1x Large Radar, 1x AA Regiment
- Termez (182.035): 1x AA Regiment
- Turkmenabat (167.026): 1x AA Regiment
- Samarkand (181.023): 1x AA Brigade
- Dushanbe (189.029): 1x Large Radar, 1x AA Regiment
- Tashkent (190.018): 1x AA Brigade
- Andizhan (202.020): 2xSu27, 1x Small Radar

• Almaty (215.006): 1x Large Radar, 1x AA Brigade

Reinforcements: Airforce, Airborne, MVD

Afghanistan:

Afghan Group of Forces: Freely deployed in any Afghan hex. All divisions have 1 hit applied.

- Kabul (190-046): 1x Special Forces Brigade, 1x KGB Border Guard Regiment
- Shindand (162-054): 1x Special Forces Brigade
- Khandahar (178-058): 1x Special Forces Brigade
- Herat (162-048): 1x KGB Border Guard Regiment
- Bagram (190-044): 1x 375th Guards Airborne Regiment
- 1x Mi-6, 1x Mi24, 2x Truck
- 40th Army: 1x HQ (Kabul 190-046), 5th Guards Mechanised Division (Shindand 162-054), 108th Mechanised Division (Kabul 190-046), 201st Mechanised Division (Kunduz 189-038), 357th Mechanised Division (Mazar-i-Sharif 181-037), 360th Mechanised Division (Termez (USSR) 182-035), 66th Mechanised Brigade (Jalalabad 195-046), 70th Mechanised Brigade (Khandahar 178-058), 191st Mechanised Regiment (Ghazni 188-051), 866th Mechanised Regiment (Taloqan 192-038), 56th Air Assault Brigade (Gardez 191-041), 40th Airmobile Battalion (Bagram 190-044), 2x Artillery Brigade, 1x SAM Brigade, 1x Tank Brigade, 1x Engineer Brigade, 1x Truck unit, 2x Mi24

AirForce: 2x Su17, 2x Su25, 2x Mig27, 2x Airbase (900 series)

Indian Ocean:

Navy: Freely deployed:2x SS, 1x CG (hit point = 1), 1x SSN,

• 2 Die Roll from Vladivostok: 1x CVH, 1x DDG, 1x SSGN

Reinforcements:

GT2 (Vladivostok): 1xSSN, 1xMCM, 1xCG, 1x CGN, 1xSSGN, 1x Freight (speed = 4) (recyclable)

GT4 (Vladivostok): 1x Marine Battalion, 1x CA, 1xSSGN, 1x Amph(II)

Ground Units – Strategic Reinforcement (Political Events).

Kiev Military District (KMD) Units:

Half units on GT5, remainder on GT6. Each GT split reinforcements evenly between strategic hexes G02, H02:

• 6x Artillery Brig, 4x ADA Regt, 2x Truck, 1x Mobile Radar, 1x SS21, 1x Engineer Brig, 2x Mi24, 1x Mi6 (X)

4th Guards Tank Army: GT5 (hex G02)

1x HQ, 14th Tank Division, 42nd Guards Tank Division, 48th Tank Division, 7th Mechanised Division, 46th Guards Mechanised Division, 1x Artillery Brig, 1x ADA Brig, 1x AntiTank Regiment, 1x Tank Brigade, 1x Engineer Brig, 1x Truck, 2x Mi24

18th Army: GT6 (hex H02)

1x HQ, 75th Guards Armoured Division, 29th Mechanised Division, 47th Guards Mechanised Division, 60th Mechanised Division, 72nd Mechanised Division, 1x Artillery Brig, 1x ADA Brig, 1x AntiTank Regiment, 1x Tank Brigade, 1x Engineer Brig, 1x Truck, 2x Mi24

Airforce: GT2: 2x Mig29, 2x SU29, 4x Su24, 2x Mig23, 2x Mig31, 1x A50 (AWACS), 6x Airbases (800 series)

Turkestan Military District (TMD) Units:

On map at start, units strategic map X02 (unless specified below)

- 3x Artillery Brigades, 1x SAM Brigades, 1x Truck Units
- Almaty (217-008), 30th Air Assault Brigade, 1x Mi24, 1x Mi-6 (brigade)

1st Army Strat map hex X-02 (at start)

 1x 1st Army HQ, 15th Tank Division, 8th Mechanised Division,18th Mechanised Division, 36th Mechanised Division, 80th Mechanised Division (operational map – Almaty 217-008), 165th Mechanised Division, 1x Artillery Brigade1x SAM Brigade, 1x AntiTank Regiment, 1x Tank Brigade, 1x Engineer Brigade, 1x Truck unit, 2x Mi24

Airforce: Almaty: 6x Mig21, 6x Su7 Reinforcements:

Southern Group of Forces (SGF) Units:

All appear in Strategic hex D-02 (Hungary) on GT2.

• 1x Artillery Brigade, 1x Engineer Brigade, 1x Truck, 1x Mi24, 1x Mi-6 (X), 2x SCUD-B 9th Guards Army:

- 2nd Guards Armoured Division, 13th Guards Armoured Division, 93rd Guards Mechanised Division, 253rd Mechanised Division, 2x Artillery Brigade, 1x ADA Regt, 1x AntiTank Regiment, 1x Engineer Brigade, 1x Truck unit, 2x Mi24, 1x Airmobile Battalion
- 10x SF Points

Airforce: 4x MIG23, 2x MIG29, 4x SU17, 2x SU25, 2x Mig31, 2x Su29

USSR MVD (Interior Ministry Internal Security Troops)

Each division consists of 1x Mechanised regiment, 2x Infantry regiments, 1xTruck unit

At start: 1 Division (Tashkent – hex 190.017) 1 division Almaty (hex 217.008)

Reinforcement divisions arrive 1 each on game turns 3, 6 and 9 (after activation) on any operational map northern mapedge in Caucasus or Kazakhstan. At least one must deploy to the Caucasus.

USSR KGB (Internal Security Troops)

- 1 x Special Forces Brigade: GT 3 after activation.
- 2 x Infantry Regiments total, 1 each arrive on GT 6 and 9 after activation.

KGB units can enter on any northern operational map-edge, arrive in any Strategic hex within USSR, or enter by II-76 transport to any friendly hex as per II76 capabilities.

USSR Expeditionary Forces (Specified by Scenario only)

All units are additional to those already specified above.

Syria:

Mediterranean supply head with 50 supply points

Ground at start: 1x Corps HQ, 1x SF Brigade, 1x SSM (SS21), 23rd Guards Mechanised Division, 1x AA Regiment, 1x Truck, 1x Marine Battalion

Airforce at start: At Latakia Airbase, 1x Mig29, 1x M124, 1x Mi6 (X), 2x Su24, 1x Mig23

Navy at start: 2 Naval Units from Black Sea Fleet

Reinforcements:

- GT2: 46th Armoured Brigade, 1x Airmobile Battalion
- GT3: 81st Mechanised Brigade, Engineer Brigade
- GT5: 88th Mechanised Division

Iraq:

Supplied from Mediterranean supply head via USSR supply depots: add additional 30 supply points

Ground at start: 1x Div HQ, 78th Armoured Brigade, 1x AA Regiment, 1x Truck, 1x Marine Battalion

Airforce at start: At Expeditionary Airbase: 1x Mig29, 1x M124, 1x Mi6 (X), 1x Su24

Navy at start: 1 Naval Units from Indian Ocean

Reinforcements:

- GT2: 1x AA Regiment, 1x Special Forces Battalion
- GT3: 98th Mechanised Brigade, 1x Engineer Brigade
- GT5: 208th Mechanised Regiment

Yemen:

Supplied from Indian Ocean supply head: 30 supply points

Ground at start: 1x Div HQ, 1x SF Battalion, 1x ASM (Styx), 1x AA Regiment

Airforce at start: At Taizz Airbase, 1x Mig29, 1x M124, 1x Mi6 (X), 1x Su24, 1x Mig23, 1x Tu20

Navy at start: 2 Naval Units from Indian Ocean

Reinforcements:

- GT2: 1x AA Regiment, 1x Marine Brigade
- GT3: 45th Mechanised Brigade, 1x Engineer Brigade

- GT4: 5th Armoured Brigade
- GT6: 99th Mechanised Regiment

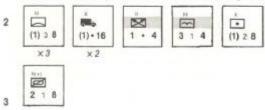
Bulgaria Order of Battle

0 Place the following units within 3 hexes of Plovdlv (hex





Place the following units in any hexes in Bulgaria.



Place the following air units on any Bulgarian airbase on the Air Display.



5 Place the following naval units in any Bulgarian port, In Port mode.

55	Trans	MCM	FAC	FF
3	3	4	6	4

REINFORCEMENTS: On M + 7 (Game-Turn 8), 1 mobilization division reinforcement is received. On M + 15 (Game-Turn 16), 4 mobilization division reinforcements are received. On M + 21 (Game-Turn 22), 2 mobilization division reinforcements are received.

Warsaw Pact Orders of Battle BULGARIAN ORDER OF BATTLE

All scenarios

INITIAL FORCES

On M-Day, the Bulgarian forces begin with 3 divisions and 2 regiments at full-strength. The other divisions are mobilization units.

Operational Map

Place the following units within 4 hexes of Silven (hex 3004).



Radars: 1x Small (Varna – hex 034.009), 1x Small (North East of Yambol – hex 030.012), 1x Small (North East of Plovdiv – hex 024.013), 1x Small (Dimitrovo – hex 018.011)

Romania Order of Battle

Romanian units are only available if there is no chance of general European war (i.e. USSR and USA are allied, or USA will not be active and war is on Warsaw Pact territory).

Optional: 50% chance (die roll) for activation.

Initial Deployment: None

Reinforcements: Third game turn after activation. Place freely in Romanian strategic hexes, all units at full strength.

First Army

- 1st Army HQ
- 4th Tank Div,
- 1st Mechanised Division
- 1st Mountain Brigade
- 1st Artillery Brigade

Third Army

- 3rd Army HQ,
- 2nd Mechanised Division,
- 8th Mechanised Division,
- 3rd Mountain Brigade,
- 3rd Artillery Brigade

Other:

- 1x Airborne Regiment
- 1x Marine Battalion
- 1x Truck unit

Cuba Order of Battle

Cuban units enter via USSR Transport and consumes USSR Supply points. Angolan based Cuban Mechanised brigades can enter by II76, but it consumes 3 consecutive turns of the division sized II76 capability. Place the IL76 on Angolan strategic hex and three turns later use it to carry the Cuban brigade to any friendly airfield / airbase. If the II76 departs any earlier than the third GT then the brigade is not moved and the IL76 must spend 3 consecutive turns the next time the move is attempted.

Appear Ethiopia:

- GT4: 1x Airborne Battalion
- GT5: 1x Infantry Brigade

Appear Angola:

- GT7: 1x Infantry Brigade, 1x Airbase, 1x Mig23, 1x Mig21
- GT11: 1x Mechanised Brigade, 1x Airbase, 1x Mig23, 1x Mig21
- GT14: 1x Mechanised Brigade
- GT17: 1x Infantry Brigade

Warsaw Pact Order of Battle

Warsaw Pact units are only available via Political Events (or unless specified by scenario).

Game turns provided below are the number of game turns after their (Warsaw Pact) activation.

Initial Deployment: None

Ground Forces:

Reinforcements: Arrive on strategic map in hex D01 unless stated otherwise. All units at full strength.

- Polish 6th Airborne Div (3x Regiments): GT3 via USSR strategic airlift
- East Germany: All GT4
 - o Army HQ
 - \circ 9th Armour division
 - \circ 5th Engineer brigade
- Hungary: All GT5
 - o 4th Mechanised division
 - o 1st Tank Brigade
 - Czechoslovakia: All GT5
 - $\circ \quad \mathbf{1}^{st} \text{ Armoured Division}$
 - o 1x Truck Unit
 - $\circ \quad \mathbf{1}^{st} \text{ AA Brigade}$
- Poland: All GT6 except airborne Division
 - o 6th Airborne Division: GT3 via USSR strategic airlift (II-76)
 - \circ 8th Mechanised Division
 - o 6th Artillery Brigade

Air Forces

Airforce units appear during the reinforcement phase in any USSR or Bulgarian Airbase in Europe (strategic map or operational map)

- East Germany: All GT3, 1x Mig-29, 1x Mig-27, 1x Mi24
- Hungary: GT3, 1x Su25
- Poland: GT3: 1x Mig-29, 1x Su-25

Turkey Order of Battle

Deployment: 18 division equivalents at full strength (refer Aegean Strike rules). Turkey receives 11 mobilisation points on GT15. Half of all full strength units (division equivalents) must be in 1st Army area.

Ground Forces:

1st Army - Thrace: (HQ: Istanbul) (Placement: Thrace or within 4 hexes of Istanbul)

1x HQ, 2nd Infantry Division, 4th Infantry Division, 6th Infantry Division, 8th Infantry Division, 23rd Infantry Division, 33rd Infantry Division, 61stInfantry Division, 65th Infantry Division, 1st Armoured Division, 3rd Mechanised Division, 66th Mechanized Division, 41st Infantry Brigade, 2nd Armoured Brigade, 18th Armoured Regiment, 1x Engineer Brigade, 1x Artillery Regiment

2nd Army - Asia Minor: (HQ: Konya) (Placement: freely within strategic hexes G04, F05, G05, H04, H05)

1x HQ, 5th Armoured Brigade, 16th Mechanized Brigade, 39th Infantry Brigade, 20th Mechanized Brigade, 70th Infantry Brigade

3rd **Army** - Caucasus: (HQ: Erzincan) (Placement: Freely within any strategic hex east of (and including) 104, 105)

1x HQ, 9th Infantry Division, 12th Infantry Division, 29th Infantry Division, 51st Infantry Division, 4th Armoured Brigade, 6th Armoured Brigade, 1st Mechanized Brigade, 14th Mechanized Brigade, 10th Infantry Brigade, 48th Infantry Brigade, 49th Infantry Brigade, 51st Infantry Brigade, 1x Engineer Brigade

4th **Army** - Aegean and Mediterranean Islands: (HQ Izmir) (2x Division equivalents in Turkish Controlled Cyprus, remainder freely within any strategic hex: E04 (Asia side only), E05, F05, F06, G06, H06)

1x HQ, 39th Infantry Division, 28th Infantry Division, 11th Infantry Brigade, 19th Infantry Brigade

Independent (Placement: Freely in any Turkish controlled hex)

GN Division, 15th Infantry Brigade, 28th Infantry Brigade, 62nd Infantry Regiment, 2x Commando Brigades, 1x Airborne Brigade, 1x Marine Brigade, 1x Artillery Regiment, 4x Truck, 4x AA Battalions, 57th Militia Division, 58th Militia Division, 59th Militia Division, 60th Militia Division

Coastal Defense Units

Coastal defence units in each of the white bordered Dardanelles hexes plus Samsun and Trabzon. These are physical representations of the coastal defences incorporated into the Aegean Strike rules

Radars: 1x Large (Uskudar), 1x Large (Izmir), 1x Small (Adana), 1x Large (Kars), 1x Small (Van)

Cyprus militia: Arrive Gt3 after Turkish Mobilisation: 2x infantry brigs, 1x Armoured brig

Airforce (freely deployed in any Turkish airbase): 4x F4, 6x F5, 5x F16, 3x F104, 1x F100, 2x UH1 (X)

Navy (freely deployed in any Turkish port – in port mode): 5x SS, 2x DD, 1x Amph, 1x FAC, 2x Freight (1 each speed = 3 and speed = 4)

Radars: 1x Large (Uskudar – hex 038.018), 1x Large (Izmir – hex 031.027), 1x Small (Samsun – hex 062.015), 1x Small (Adana – hex 061.032), 1x Small (Van – hex 092.028), 1x Large (Kars – hex 091.018)

Greece Order of Battle

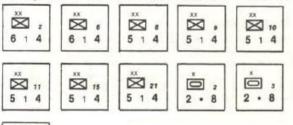
Ground Forces:

INITIAL FORCES

On M-Day, the Greeks receive 5 divisions and 2 brigade at full-strength. The other divisions/brigades are mobilization units.

Operational Map

Place the following units within 2 hexes of the northern border. Units may not be stacked together, nor may they be adjacent to another Greek unit.





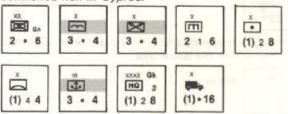
Place the following units in any hex that is within 4 contiguous land hexes of Athens.



Place the following unit in any Greek-controlled hex on Crete:



Place the following units in any Greek-controlled hex. A maximum of one of these units can be placed in a Greekcontrolled hex in Cyprus.



Radar: 1x Large (Sth of Thessaloniki – Hex 017.019), 1x Small (Athens – Hex 019.029), 1x Small (Iraklion – Hex 024.039)

Reinforcements: GT15: 1x Militia Division, 9x Mobilisation Points

Cyprus Militia: GT3 – 2x Infantry Brigades

Airforce (freely deployed any Greek airbase): 3x A7, 3x F5, 3x F4, 2x F16, 2x Mirage, 1x Ab212, 1x Ch47

Navy (Freely deployed, any Greek port, in port mode): 3x SS, 2x DD, 1x Amph, 1x FAC, 2x Freight (1 each speed = 4 and speed = 3)

Albania Order of Battle

Ground (freely deployed in any Albanian hex): 1x HQ, 1x Armoured Brigade, 4x Infantry Brigades, 1x Truck, 1x Small Radar (Tirane)

Airforce: 2x F6

Navy: 1x FAC

Reinforcements: None

Yugoslavia Order of Battle

Ground at start (Freely deployed any Yugoslavia operational hex): 1x HQ, 63rd Airborne Brigade, 18th Infantry Division, 19th Infantry Division, 211th Armoured Brigade, 243rd Armoured Brigade, 15th Mechanised Brigade, 3rd Infantry Brig, 205th Infantry Brigade, 592nd Motorised Infantry Brigade, 1x AA Battalion, 1x Artillery Brigade, 1x Engineer Battalion, 1x Truck,

Airforce: 4x Mig21, 4x Jg21

Radars: 1x Small (East Skopje – Hex 014.014), 1x Small (east Krusevac – Hex 013.005)

Reinforcements: 22nd Infantry Division (Gt2 – northern mapedge), 2x Mtn brigs (GT 3 - Podgorica), 2x Militia Brigades (Gt7)

Saudi Arabia Order of Battle

Ground Forces: 1x Corps HQ, 1x Airborne Brigade, 1x Guard Mechanised Brigade, 2x Marine Battalion, 2x Armoured Brigade (1st and 2nd), 7x Mechanised Brigade (3rd, 4th, 5th, 6th, 7th, 8th NG, 9th NG), 4x Infantry Brigade (10th NG, 11thNG, 12thNG, 13th NG, 14th NG), 2x Artillery Brigade, 1st AA Brigade 2nd AA Brigade, 4x AA Battalion, 1x CSS2 SSM (South of Riyadh, hex 098.087), 3x Truck

Ground Force Deployment: 3x Combat brigades plus 2x Support brigades within 5 hexes North Yemen border, 2x Combat Brigades plus Airborne Brigade at Tabuk, Marine Battalions freely deployed at any port – 1 in red sea, 1 in Persian Gulf), remainder freely deployed.

Airforce (freely deployed any Saudi airbase): 1x AWACS, 1x F15 (Anti air only), 2x F15, 3x F5, 1x Tornado (anti air only), 1x Tornado, 1x Lightning, 1x C130 (X), 2x Airbase

Navy (freely deployed any Saudi port in Persian Gulf or Red Sea – in-port mode): 1x FF, 1x CO, 1x FAC, 1x Freight

Radars: 1x Small (KKMC – hex 096.069), 1x Large (Damay – hex 113.077), 1x Small (Tabuk – 064.067), 1x Small (Khamis Mushait – 089.109)

Partisans: If USA, USSR, Iran, Iraq, Israel invade Saudi Arabia, or a Saudi Uprising occurs *(then used against Saudi government forces).

Deployment: Freely in Saudi Arabia.

Max Forces at any time (Half (rounded down) at start, 2 accumulated partisan points):

- 2x Militia Infantry Divisions or equivalent in brigades
- 2x Guerrilla Brigades
- 1x Guerrilla Battalions

Reinforcements (cumulative):

- Max 10 partisan points awaiting use.
- 1 partisan point per GT triggering ground forces in any Saudi Hex
- 1 partisan point per GT per city hex not occupied by full brigade equivalent.

Kuwait Order of Battle

Ground: 1x HQ, 2x Armoured Brigade (1st, 2nd), 1x Mechanised Brigade (3rd), 1x MP Brigade (4th)

Airforce: 1x Airbase, 1x Mirage, 2x A4

Navy: 1x FAC, 1x Freight

Radars: 1x Small (Kuwait - hex 106.066)

Qatar Order of Battle

Ground: 1x Mechanised Brigade, 1x Infantry Brigade, 1x Infantry Battalion

Airforce: 1x Airbase, 1x Mirage, 1x Sa342

Navy: 1x FAC, 1x Freight

Radars: 1x Small (South Doha - hex 119.083)

Bahrain Order of Battle

Ground: 1x Infantry Brigade, 1x Infantry Battalion Airforce: 1x Airbase, 1x F5, 1x F16 Navy: 1x FAC Radars: 1x Small (Bahrain – hex 115.078)

UAE Order of Battle

Ground: 1x HQ, 2x Mechanised Brigade (G, 1st), 1x Armoured Car Brigade, 2x Infantry Brigade (1st, 2nd), 1x Artillery Brigade, 1x Truck

Airforce: 1x Airbase, 2x Mirage, 1x Hunter

Navy: 1x FAC, 1x Freight

Radars: 1x Small (Dubay - hex 134.084)

Optional: Airfield (South Abu Zhabi - hex 130.087)

Oman Order of Battle

Ground: 3x Infantry Brigade (1st, 2nd, 3rd), 1x Infantry Battalion, 1x Truck

Airforce: 1x Airbase, 1x Jaguar, 1x Hunter

Navy: 1x FAC, 1x Freight

Radars: 1x Small (Muscat – hex 145.089), 1x Small (Straits – hex 138.080)

Jordan Order of Battle

Ground Forces (freely deployed any Jordanian hex): 1x HQ, 1x Special Forces Brigade, 1x Airborne Brigade, Royal Guard Mechanised Brigade, 3rd Armoured Division, 5th Armoured Division, 4th Mechanised Division, 12th Mechanised Division, 1x Engineer Battalion, 1x AA Brigade, 1x Truck, 1x Artillery Brigade

Airforce (freely deployed any Jordanian airbase): 1x MirF1, 2x F5

Navy: 1x Freight (Aqaba – in –port)

Radars: 1x Small (hex 065.056), 1x Small (Zarqa – hex 065.052)

Reinforcements: 1x Militia brigade each turn – on GT 3, 7, 12, 15

Iraq Order of Battle

Ground: 5x HQ (1st, 2nd, 3rd, 4th, 5th), 5x Armoured Division (4-2-8)(1st, 2nd, 3rd, 4th, 5th), 4x Mechanised Divisions (5-2-8)(5th, 6th, 7th, 8th), 10x Infantry Division (5-1-4)(9th, 10th, 11th, 12th, 13th, 14th, 15th, 16th, 17th, 18th), 10th Infantry Brigade, 11th Infantry Brigade, 3x Armoured Brigades (3-1-8)(19th, 20th, 21^{st),} 22nd Mechanised Brigade (3-1-8), 2x AA Regiment (1-4-8), 6x AA Regiment (1-4-6), 1x AA Regiment (1-2-8), 6x Artillery Brigade (1-2-8)(MLRS Capable), 2x Artillery Regiment (1-2-8), 3x Truck, 1x SSM(SCUD-B), 1x SSM (Al-Husayn), 1x SSM (Al-Abbas), 1x ASM (Exocet), PLO Infantry Brigade, 3x Engineer Brigades, 1x Mobile Radar

Republican Guard: 2x HQ (1st, 2nd), Ham Armoured Division (Hammurabi), AlM Armoured Division (Al Medina), Taw Mechanised Division (Tawakalna), AlF Infantry Division (Al Faw), Bag Mechanised Division (Baghdad), Neb Infantry Division (Nebuchadnezzar), Adn Infantry Division (Adnan), 1x Special Forces Brigade, 1x Airmobile Brigade, 1x Marine Brigade, 2x Artillery Brigade (MLRS), 1x Engineer Brigade, 1x SSM (FROG),

Airforce: 6x Airbases, 4x Mig23, 1x Su20, 3x Su22, 5x Mig21, 4x MirF1, 1x Tu22, 2x Mig29, 3x Su25, 2x Mi24, 2x Sa342, 1x Mi6 (X), 1x S Frelon, 2x Bo105, 1x Sa316, 1x Su24, 2x F6, 2x F7, 1x Tu16, 1x Mig25, 4x Su7, 1x AWACS, 1x II76 (X)

• Optional: Additional airfields: 100.060, 102.062, 092.060, 072.049

Navy: 3x FAC, 1x Amphib (X), 2x Freight (1 each speed = 3 and speed = 4)

Radars: 1x Large (Mosul – hex 088.035), 1x Small (Rutba – hex 078.049), 1x Large (hex 096.050), 1x Large (west Basra – hex 104.061).

Other: Chemical (South East Ramadi – hex 087.048), Nuclear (South West Ramadi – hex 085.048).

Reinforcements:

- GT4: 8x Militia Infantry Divisions (3-0-4)
- GT6: 1x Freight (speed = 4), North Korea, with supplies onboard.

• GT13: 13 x Militia Infantry Divisions (3-0-3)

Partisans: Triggered by Political event that can be rolled for after USA, USSR, Iran invade Iraq. Automatically triggered if Israel invades Iraq

Deployment: Freely in Iraq.

Max Forces at any time (Half (rounded down) at start, 2 accumulated partisan points):

- 2x Militia Infantry Divisions or equivalent in brigades
- 4x Guerrilla Brigades
- 1x Guerrilla Battalions

Reinforcements:

- Max 10 partisan points awaiting use.
- 1 partisan point per GT triggering ground forces in any Iraqi Hex
- 1 partisan point per GT per city hex not occupied by full Division equivalent.

Iran Order of Battle

Ground: 4x HQ (1st, 2nd, 3rd, 4th), 3x Mechanised Division (5-1-8) (1st, 2nd, 3rd), 7x Infantry Divisions (5-1-4)(4th, 5th, 6th, 7th, 8th, 49th, 50th), 2x Infantry Brigades (2-1-4)(9th, 10th), 11th Armoured Brigade (2-1-8), 2x Armoured Brigade (2-0-8)(56th, 57th), 3x AA Brigade (1-4-4)(1st, 2nd, 3rd), 2x AA Brigade (1-4-0)(4th, 5th), 51st Air Mobile Brigade (2-0-4), 4x Special Forces Brigades (3-0-4) (52nd, 53rd, 54th, 55th), 6x Artillery Brigades (1-0-8) (non-MLRS)(1st, 2nd, 3rd, 4th, 5th, 6th), 5x Mountain Brigades (2-0-4)(Kurd), 3x Marine Battalion (1-1-4)(1st, 2nd, 3rd), 9x Truck, 2x SSM (SCUD), 4x ASM (Silkworm), 2x Engineer Brigade (1st, 2nd)

IRGC: (deployed – 1 brigade per city hex, 3 brigades (incl. at least 1x Mechanised) South East Iran (Strategic hexes Q09, Q10, R09, R10, R11): 14x Infantry Brigades, 3x Mechanised Brigades. Al Quds Special Forces Battalion (freely deployed).

Airforce: 2x F7, 1x F6, 4x F4, 4x F5, 1x C130, 1x F14, 1x F14 AWACS, 1x AH1, 1x CH47, 1x SH3, 1x Mig29, 1x Su24, 10x Airbase

Navy: 1x DD, 1x FF, 1x Amph, 1x HC, 2x FAC, 3x Speedbt, 3x Freight (2x speed = 4, 1x speed = 3)

• Optional: 1x SS, 1x CO, 1x FAC

Radars: 1x Small (Bandar Abbas – hex 139.076), 1x Large (South of Kermanshah - hex 104.049), 1x Small (Bushehr – hex 117.067)

Other: Nuclear (Izad Khvast – hex 123.057)

Reinforcements:

• GT2: 17 Militia Division (1 per City Hex)

• GT4: 16 Militia Brigade (1 per City Hex)

Partisans: Automatically triggered after USA, USSR, Israel invade Iran. By political event after any other nation invades Iran

Deployment: Freely in Iran.

Max Forces at any time:

- 12x Militia Infantry Divisions or equivalent in brigades
- 12x Guerrilla Brigades
- 6x Guerrilla Battalions

Reinforcements (cumulative):

- Max 20 partisan points awaiting use.
- 1 partisan point per GT triggering ground forces in any Iranian Hex
- 1 partisan point per GT per city hex not occupied by full Division equivalent (2 partisan points for each of Tehran and Qom).

Syria Order of Battle

1st Corps (Deployed any Syrian (not Lebanese) hex in Strategic hex IO7 – essentially between Damascus and Israel)

1x HQ, 5th Armored Division, 6th Armored Division, 7th Mechanized Division, 8th Armored Division, 9th Armored Division, 4x special forces regiments.

2nd Corps (Deployed any Syrian hex in strategic hex I07, I06 (essentially north of Damascus / Israel), includes 5 Brigade equivalents in any Lebanese hex)

1x HQ, 1st Armored Division, 3rd Armored Division, 11th Armored Division, 4th Mechanized Division, 10th Mechanized Division, 5x special forces regiments.

3rd Corps HQ Aleppo (Deployed in any Syrian hex within 5 operational hexes of Turkish border) 1x HQ, 2nd Armored Division, 4x infantry brigades (A, B, C, D), 1x border guard brigade, 1x armored regiment, 1x special forces regiment.

Independent (Freely deployed in any Syrian hex): 4x Infantry Brigades, 2x Artillery Brigade, 2x Antitank Brigades, 1x FROG-7, 1x Scud-B, 1x SS-21 Scarab, 1x Republican Armored Division, 1x Republican Guard Special Forces Regiment, 2x Truck Units, 2x AA Brigade, 1x ASM (Styx) (Latakia), 1x ASM (Styx) (Tartus)

Reinforcements: 1x Militia division, starting Gt6 then 1 division every 4 Gt to maximum 6 divisions deployed

Radars: 1x Small (Damascus), 1x Small (Tartus), 1x Small (Aleppo)

Airforce (freely deployed in any Syrian Airbase): 1x Mig-29, 1x Mig-25, 5x Mig-23, 10x Mig-21, 1x Su-24, 2x Su-22, 3x Su-7, 1x Mi24, 1x Mi2 (X), 1x Sa342, 1x Mi-8

Navy (freely deployed in any Syrian Port – in-port mode): 2x FAC, 1x FF, 1x Freight

Other: Chemical Site: (East of Damascus – Hex 067.047), Nuclear Site: (South of Palmyra – Hex 070.045)

Partisans: Automatically triggered after USA, USSR, Israel invade Syria. By political event after any other nation invades Syria

Deployment: Freely in Syria.

Max Forces at any time:

- 3x Militia Infantry Divisions or equivalent in brigades
- 3x Guerrilla Brigades
- 3x Guerrilla Battalions

Reinforcements (cumulative):

- Max 10 partisan points awaiting use.
- 1 partisan point per GT triggering ground forces in any Syrian Hex
- 1 partisan point per GT per city hex not occupied by full Division equivalent

Lebanon Order of Battle

Ground: (Freely deployed within Lebanon): 1x Mechanised Brigade, 1x Infantry Brigade, 1x Militia Infantry Brigade, 1x Guerrilla Battalion, 1x Special Forces Battalion

Partisans: Automatically triggered after Israel invades Lebanon. By political event after any other nation invades Lebanon.

Deployment: Freely in Lebanon.

Max Forces at any time:

- 2x Militia Infantry Brigades
- 1x Guerrilla Brigades
- 1x Guerrilla Battalions

Reinforcements (cumulative):

- Max 5 partisan points awaiting use.
- 1 partisan point per GT triggering ground forces in any Lebanese Hex
- 1 partisan point per GT per city hex not occupied by full Division equivalent.

Israel Order of Battle Ground Forces:

Northern command

1x HQ, 36 Arm div (broken down – within 2 hexes Syrian border), 1x Artillery Brigade,

Central command

1x HQ, WB Mechanised Division (broken down – within West Bank hexes), 162nd Armoured Division (broken down – freely deployed within 3 hexes of Jerusalem),

Southern command

1x HQ, 366th Armoured division (broken down – freely deployed within 2 hexes Egyptian border), 1x Artillery Brigade,

In Lebanon – within 1 hex of Israeli border: 1x Leb Infantry Battalion, 1x Leb Militia Infantry Battalion

Independent: 13th Flotilla Special Forces Company, 1x Special Forces Battalion, 35th para brigade, 3x Border Guard regiments, 1x MP regiment, 3x AA Battalion, 2x Truck, 3x Engineer Battalion, 1x Jericho SSM (Northwest of Beersheba – hex 058.056)

Radars: 1x Large (Beersheba), 1x Small (Haifa)

Reinforcements: any in-supply Israeli hex not adjacent to an enemy force.:

- GT1: 1x E2 AWACS, 551st Airborne Brigade, 80th Mechanised Division, 91st Mechanised Division
- GT2: 623rd Airborne Brigade, 210th Mechanised Division, 643rd Mechanised Division, 143rd Armoured Division, 252nd Armoured Division, 319th Armoured Division, 340th Armoured Division, 1x Freight (Fast) - Norfolk
- GT3: 1st Reserve Armoured Division, 2nd Reserve Armoured Division, 3rd Reserve Armoured Division, 4th Reserve Armoured Division
- GT5: 1x Freight (medium speed, Norfolk with supplies on-board)
- GT7: 1x Airbase

AirForce (freely deployed in any Israeli airbase): 2x F15, 1x F15E, 4x F16, 6x F4, 5x KFIR, 4x A4, 1x C130, 1x AH1, 1x CH53 (X)

Navy (freely deployed in any Israeli port, in-port mode): 1x Amph (X), 2x FAC, 1x SS, 1x Freight (speed = 5)

Egypt Order of Battle

Ground:

1st Army (Deployed: West of Cairo (including Cairo), Western desert)

1x HQ, Republican Guard Armoured Division, 6 Mechanised Division, 8 Mechanised Division (Strategic Hex E08), 24 Mechanised Brigade, 18 Armoured Brigade, 36 Armoured Brigade (Strategic Hex E08), 218 Infantry Brigade, 135 SF Regiment, 129 SF Regiment, 222 Air Mobile Brigade (Strategic Hex E08), 3 x Artillery Brigade (1st, 2nd, 3rd), 1 x Engineer Brigade, 1 x Truck, 2 x AT Brigade (1st, 2nd), 1 x AA Brigade

2nd Army (Suez) (freely deployed East of Cairo, north of Suez. Max 4 brigade equivalent east of Suez Canal)

1x HQ, 4 Armoured Division, 6 Armoured Division, 21st Armoured Division, 17 Mechanised Division, 19 Mechanised Division, 2 Infantry Division, 219 Infantry Brigade, 412 Para Brigade, 117 SF Regiment, 123 SF Regiment, 153 SF Regiment, 3 x Artillery Brigade (4th, 5th, 6th), 1 x Engineer Brigade, 1 x Truck, 2 x AT Brigade 3rd, 4th), 1 x AA Brigade

3rd Army (Southern) (Freely deployed within 1 hex of Suez, or anywhere South of Suez. Minimum 2 Division equivalent within 8 hexes of Southern border)

1x HQ, 9 Armoured Division, 16 Mechanised Division, 23 Mechanised Division, 36 Mechanised Division, 44 Armoured Brigade, 82 Armoured Brigade, 94 Mechanised Brigade, 111 Mechanised Brigade, 141 SF Regt, 147 SF Regt, 159 SF Regt, 224 Air Mobile Brigade, 130 Marine Brigade, 3 x Art Brigade (7th, 8th, 9th), 1 x Engineer Brigade, 1 x Truck, 2 x AT Brigade (5th, 6th), 1 x AA Brigade

Unassigned

1 x Scud B SSM, 1 x Frog SSM, 3 x Infantry Regiment (1st, 2nd, 3rd) (one each on Strategic Hexes E08, E09, E10), 2 x Truck, 4 x AA brigade, 1x Truck Radar

Airforce (freely deployed any Egyptian Airbase): 3x F16, 2x F4 1x Mirage, 1x Mirage 2K, 1x E2 AWACS, 4x Mig-21, 1x Mig-17, 2x F-7, 3x F-6, 1x Mi-8 (X), 1x Tu-16, 1x C-130 (X), 2x Sa342, 1x Ch-47 (X)

Navy (freely deployed any Egyptian port – in-port mode): 1x FFG, 2x SS, 8x FAC (4 of each type), 1x Amphib (X), 2x MCM, 1x Freight (speed = 4)

Radars: 1x Small (Alexandria – hex 038.057), 1x Large (north Ismaila – hex 048.058), 1x Small (North West Aswan – hex 052.084), 1x Small (Hurghada – hex 054.072)

Reinforcements:

1x Militia Division on each of GTs 3, 5, 7, 12, 15, 20

GT8: 1x Airbase, 1x Freight (speed = 3) (any friendly supply port, with supplies onboard)

Pakistan Order of Battle

Ground (all units deployed freely within 3 hexes of their HQ unit unless specified):

- I Corps: 1x HQ (Jhelum hex 208.053), 6th Armoured Division, 17th Infantry Division, 37th Infantry Division, 1x AA Brigade
- II Corps: 1x HQ (Multan hex 199.063), 1st Armoured Division, 14th Infantry Division, 40th Infantry Division
- IV Corps: 1x HQ (Lahore hex 211.058), 10th Infantry Division, 11th Infantry Division, 3rd Armoured Brigade, 212th Infantry Brigade
- V Corps: 1x HQ (Karachi hex 181.084), 16th Infantry Division, 18th Infantry Division, 25th Mechanized Division, 2nd Armoured Brigade (V corps units deployed within 5 hexes of HQ)
- X Corps: 1x HQ (Islamabad hex 205.049), 12th Infantry Division, 19th Infantry Division, 23rd Infantry Division, Northern Mountain Division, 111th Infantry Brigade (X corps units freely deployed any hex within 3 hexes of Islamabad OR any mountain hex north of Islamabad incl. Pakistan Administered Kashmir)
- XI Corps: 1x HQ (Peshawar hex 200.048), 7th Infantry Division, 9th Infantry Division
- XII Corps: 1x HQ (Quetta hex 183.062), 33rd Infantry Division, 41st Infantry Division
- XXX Corps: 1x HQ (Gujranwala hex 209.055), 8th Infantry Division, 15th Infantry Division
- XXXI Corps: 1x HQ (Bahawalpur –hex 200.067), 26th Mechanized Division, 35th Infantry Division

Independent (Freely deployed any hex in Pakistan / Pakistan controlled Kashmir)

 1 x SF Regt (SSG), 2x Engineer Brigade, 3x Artillery Brigade, 6x AA Brigade, 4x Truck, 9x Infantry (Rngr - Ranger) Regiments: within 1 hex of Indian border, 8x Infantry (Frtr – Frontier): within 3 hexes of Afghan or Iranian borders

Airforce (freely deployed any Pakistan airbase): 2x AH1, 1x MI8 (X), 3x F16, 6x Mirage, 7x F7, 8x F6, 1x C-130 (X), 2x A5

Navy (freely deployed any Pakistan port – in-port mode): 3x SS, 2x FAC, 2x FF, 1 x DD, 1 x DDG, 2x Freight (1x speed = 3, 1x speed = 4)

Radars: 1x Large (Kohat – hex 200.050), 1x Large (Vehat - hex 201.064), 1x Small (Quetta – hex 183.062), 1x Large (South West Karachi – hex 180.085), 1x Small (hex 174.071)

Other: Nuclear (Kohat - hex 200.050)

Reinforcements:

- GT5: 1x Freight (speed = 4): Any friendly supplying port
- GT7: 12 x Militia Infantry Brigade (National Guard), any Pakistan city hex (max 1 per hex)

Pakistan Partisans: Automatically triggered after India, USSR or any Western country invades Pakistan. By political event after any other nation invades Pakistan.

Deployment: Freely in Pakistan or Indian occupied Kashmir.

Max Forces at any time:

• 6x Militia Infantry Divisions or equivalent in brigades

- 4x Guerrilla Brigades
- 10x Guerrilla Battalions

Reinforcements (cumulative):

- Max 25 partisan points awaiting use.
- 1 partisan point per GT triggering ground forces in any Pakistan Hex
- 1 Partisan point per GT Indian units are in Indian Administered Kashmir
- 1 partisan point per GT per city hex (including Srinagar and Jammu) are not occupied by full Division equivalent

India Order of Battle

Ground (all units deployed freely within 4 hexes of their HQ unit unless specified):

- 14th Corps: 1x HQ (Leh hex 226.045), 3rd Infantry Division, 8th Mountain Division
- 15th Corps: 1x HQ (Srinagar hex 212-048), 19th Infantry Division, 28th Mountain Division
- 16th Corps: 1x HQ (Jammu hex 213.053), 10th Infantry Division, 25th Infantry Division, 9th Infantry Division, 10 Artillery brigade
- 1st Corps: 1x HQ (Dehra Dun hex 226.063), 4th Infantry Division, 6th Mountain Division, 33rd Armoured Division
- 10th Corps: 1x HQ (Bathinda hex 212.064), 16th Infantry Division, 18th Infantry Division, 24th Infantry Division, 6th Armoured Brigade, 615th AA Brigade, 471st Engineering Brigade
- 2nd Corps: 1x HQ (Ambala hex 221.064) 1st Armoured Division, 14th Infantry Division, 22nd Infantry Division, 474th Engineering Brigade, 612th AA Brigade
- 9th Corps: 1x HQ (Shimla hex 224.060), 26th Infantry Division, 29th Infantry Division, 2nd Armoured Brigade, 3rd Armoured Brigade
- 11th Corps: 1x HQ (Jalandhar hex 216.059), 7th Infantry Division, 39th Infantry Division, 15th Infantry Division, 23rd Armoured Brigade, 55th Mechanised Brigade
- 12th Corps: (Jodhpur hex 205.076)1x HQ, 340th Mechanised Brigade, 11th Infantry Division, 12th Infantry Division
- 21st Corps: 31st Armoured Division (Jhansi hex 229, 080), 36th Infantry Division (Gwalior hex 226.079)

Independent (freely deployed any Indian or Indian Administered Kashmir hex):

- 13x Infantry (Border) Brigades (within 3 hexes Pakistan Border),
- 50th Special Forces Regiment (New Delhi), 50th Airborne Brigade (Agra)
- 1x Special Forces Battalion, 6x Truck, 1x Mobile Radar
- 3x Artillery Brigade (40th) (Karnal hex 221.066)
- 3x Artillery Brigade (42nd) (Jaipur hex 216, 076)

Airforce (freely deployed any Indian airbase): 1x Mirage2000, 1x An32 (X), 1x II76 (X), 4x Jaguar, 2x Mig-27, 5x Mig-21, 3x Mig-23, 2x Mig-29

Navy (Freely deployed any Indian port – in-port mode): 1x CVH (with 2x KA25, 1x SeaHarrier), 3x FF, 2x SS, 2x FAC, 1x MCM, 3x Freight

Radars: 1x Small (Leh – hex 226.045), 1x Large (South Srinagar – hex 212-049), 1x Large (north east Jahlander – hex 216.059), 1x Large – North New Dehli – hex 223.67), 1x Large (Bikaner – hex 207.071), 1x Small (Jodhpur – hex 205.078), 1x Large (Ahmedabad – hex 203.089), 1x Small (Mumbai – hex 205.107)

Reinforcements (ground forces any southern or Western map-edge hex):

- GT2: 1x Airbase, 1x Mirage, 1x Mig-27, 2x Mig-23, 1x Mig-29, 1x Truck, 4th Armoured Brigade
- GT3: 5x Mig21, 1x Jaguar, 3x Artillery Brigade (41st)
- GT4: 3x Hunter, 21st Corp HQ, 475th Engineer Brigade,
- GT6: 54th Infantry Division
- GT7: 10x Militia Infantry Divisions Any Indian City Hex, max 1 per hex

Afghanistan (Communist Government) Order of Battle

Ground (freely deployed any Afghan hex, all brigades have 1 hit): 4x Infantry Brigade, 1x Armoured Brigade, 2x Mechanised Brigade, 1x Mountain Brigade, 1x Truck

Airforce (freely deployed, any Afghan Airbase or Bagram): 2x Airbase, 1x Mig23, 1x Mig21, 2x Su22, 1x Mi24, 1x Mi8 (X)

Afghanistan (Mujahadeen) Order of Battle

Deployment: Freely in Afghanistan, Pakistan (within 4 hexes Afghan Border), Iran (3 hexes Afghan border).

Max Forces at any time (Half (rounded down) at start, 2 accumulated partisan points):

- 3x Mountain brigades
- 5x Militia Infantry Brigades
- 2x Militia Guerrilla Brigades
- 2x Guerrilla Brigades
- 2x Guerrilla Battalions
- 1x Elite Guerrilla Battalion

Reinforcements (cumulative):

- Max 20 partisan points awaiting use.
- 1 partisan point per GT Soviet forces in any Afghan Hex
- 1 partisan Point per GT per city hex not occupied by full Division equivalent (USSR or Afghan Government, or combination.).
- 1 Partisan point per GT per town or city hex occupied by Mujahedeen unit.

Kurdish Order of Battle

Kurdish Zones:

Turkish, Syrian, Iraqi and Iranian hexes within strategic hexes J06, K05, K06, L06

Initial deployment...TBC

Maximum deployment:

- Iraqi mountain infantry brigades x3
- Iraqi infantry brigades x2
- Iraqi militia infantry brigades x 2
- Iraqi armoured brigade x1
- Turkish mountain infantry brigades x3
- Turkish militia infantry brigades x 1
- Iran mountain infantry brigades x2
- Iran militia infantry brigades x 2
- Syria infantry brigades x2

Reinforcements:

Militia: Appear +10 GT after destruction, in any City/Town not enemy occupied in relevant country zone

Regular: Appear +20 GT after destruction, in any City/Town not enemy occupied relevant country zone

No supply consumption if in MC formation and:

- Guerrilla unit anywhere in Kurdish zone.
- Other units within Kurdish zone

Other formations and reconstitution consume supplies normally within Kurdish zone or use friendly supply network.

- Initial: 0
- Per turn at war: 2 per friendly occupied Kurdish city
- Per turn pre-war: 0

Yemen: Play using North Yemen and South Yemen OR Combined Yemen – by agreement all players. Default: North and South Yemen

South Yemen Order of Battle

Ground (Freely deployed any hex in South Yemen): 1x Mechanised Brigade, 10x Militia Infantry Brigades, 1x AA Regiment, 1x HQ, 1x Truck

Airforce: 2x Mig29, 2x Mig23, 1x Su22, 3x Mig21, 1x Mi24, 1x Ka27 (X)

Navy: 2x FAC

North Yemen Order of Battle

Ground (Freely deployed any hex in South Yemen): 1x HQ, 2x Armoured Brigade, 1x Mechanised Brigade, 5x Militia Infantry Brigade, 1x Truck

Airforce: 1x F5

Navy: 1x FAC

Radar: 1x Small (Sana'a - hex 094.119)

Combined Yemen Order of Battle

Ground (freely deployed any North or South Yemen hex): 2x HQ, 1x Armoured Brigade, 1x Militia Armoured Brigade, 2x Infantry Brigade, 6x Militia Infantry Brigade, 2x Mechanised Brigade, 1x Militia Mechanised Brigade, 1x Airborne Brigade, 1x Special Forces Brigade, 1x SSM (SCUD), 2x Artillery Brigade, 2x Truck, 5x AA Battalion,

Airforce: 1x F5, 1x SU22, 2x MIG29, 2x Mig23, 3x Mig21, 1x Mi24, 1xKa27 (X)

Navy: 3x FAC

Radar: 1x Small (Sana'a - hex 094.119)

United Nations Order of Battle

UN reinforcements enter by US / NATO / USSR / UK / Europe / ANZAC transport.

Air Units can deploy directly to the Strategic or Operational Map – to a friendly airbase (ROK and Taiwan to USA bases, China to airbases of countries operating F7 or F6 only).

All freighters carry supplies. Japan for any friendly nation, China only for non-NATO countries.

- Japan: GT4 (South Korea Strategic Hex): 1x MCM, 1 DD, GT5 (South Korea Strategic Hex): 1x Freighter
- Taiwan: GT10: 1x F16 (sortie rate = 2), GT12 (South East Asia Strategic Hex): 1x Infantry Brigade
- South Korea (ROK) (South Korea Strategic Hex): GT5: 1x FF, GT8: 1x F16 (sortie rate = 2), GT13: 1x Mechanised Brigade & 1x Infantry Brigade, GT14: 1x Marine Brigade,

- Thailand GT27 (South East Asia Strategic Hex): 1x Infantry Brigade
- Philippines GT16 (South East Asia Strategic Hex): 1x Infantry Brigade
- Africa:
 - Eth (Ethiopian) Infantry Battalion: GT12 (in any Ethiopian Hex)
 - Za (Zaire) Infantry Brigade: GT15
 - Gab (Gabon) Infantry Battalion: GT17
 - Cam (Cameroon) Infantry Brigade: GT19
 - Braz (Brazil) Infantry Battalion: GT9
 - Zim (Zimbabwe) Infantry Brigade: GT16
 - Nigeria Infantry Brigade: GT18
 - Kenyan Infantry Battalion: GT13 (in any Kenyan Hex)
- China (China Strategic Hex): GT21, 1 Airborne Regiment, 1x Infantry Division, 1x HQ, 1 Mechanised Brigade, 1 Artillery Regiment, 3x F7 (sortie rates = 1), GT 12: 1x Freighter (carrying supplies)

ANZAC Order of Battle

ANZAC reinforcements enter by US / NATO / USSR / UK / Europe / ANZAC transport.

ANZAC units consume USA or UK supplies.

ANZAC Transport: ANZAC C130 can enter and carry units on GT8 and must land at a friendly Airbase – as the only movement of the game turn. The C130 can depart on any game turn as the only movement it makes in that game turn. It can return 3GTs after departing. (e.g. arrive GT8, depart GT9, arrive GT12 etc.). It can carry any ANZAC, UN, or USA unit when it enters. Alternatively it can carry 2 supply points. Off map arrival and departure do not consume supplies. It can remain on the map and be used as a normal transport unit.

Ground: GT8: 1x Special Forces Company, GT10: 1x Airborne Brigade GT12: 1x Infantry Battalion, 1x Infantry Brigade

Airforce: GT8: 1x F18, 1x F111, 1x C130 (II) (sortie rates = 2) (deploy to any USA, UK or NATO Airbase)

Navy: GT8 (Perth Strategic Hex) 1x FF