

UNIFIED RULES

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INTRODUCTION TO THE UNIFIED RULES

In 1980, SPI began the Central Front Series with the release of Fifth Corps and Hof Gap. BAOR was published in 1981 and contained the 2nd Edition rules. Two articles were then published in MOVES magazine which upgraded the first two games to the new 2nd Edition rules and also released a scenario that combined all three games into a Grand Campaign. 3W later published North German Plain in 1988 and Donau Front in 1989 after they had acquired the rights to the SPI catalogue. While the maps were compatible, the rules and the counters to the two latter games were significantly different from those found in the SPI games and made it virtually impossible to play all five games in a combined campaign. In 2009, Dick Vohlers released the 1st edition of the Central Front Series Update Kit on Consimworld which converted the North German Plain and Donau Front games to the 2nd Edition ruleset. He was later joined by Ian Raine and others who assisted in creating an accurate order of battle for the original 1981 timeframe. Counters for the new orders of battle were designed by Kerry Anderson and a 3rd edition of the Central Front Series Update Kit was released in 2015.

These Unified Rules combine the Consolidated Rules with all recommended house & optional rules from the Central Front Series Update Kit ("Update Kit"). It also adds some rules from the North German Plain ("NGP") and Donau Front ("DF") games as optional rules.

Adjustments are noted below:

5.28 added the restrictions of movement of the 6th Panzergrenadier Division from *NGP*.

Bridging restrictions added to 5.34

5.34 added exception for Elbe River on NGP map.

5.34A Tunnels from NGP added.

10.3 Supply sources for all maps.

7 RHA/5 added to 13.1A

Airborne capability added as 15.1A

Added NATO air transport from *Update Kit* as 15.7 and inserted air transportable units in 13.38A

Added bridge demolition house rules from *Update Kit* to 16.12.

Added Revised Master Unit List from *Update Kit*. Modified to refer to new rules cases & organized US Divisional units into their Brigades for MTA table use. 20.1 & 20.2 from *Consolidated Rules* merged.

Adjacent Map Entry Rule from Update Kit added as 20.31A

Edited 25.0 to remove HSK Territorial units & added DF & NGP VBK units from update kit

Amended 27.0 Polish unreliability to include East Germans & Czechs.

30A Alternative Air Superiority - optional rule from Update Kit

30B NATO Deep Interdiction Strikes - optional rule from Update Kit

30C Season Determination- from *DF* & *NGP* as optional rule.

30D Accelerated Pact Deployment and NATO Alert Option - optional rule from *Update Kit*

30E West German 6th Panzergrenadier Division – removes the movement restriction rule from *NGP* as an optional rule

30F East German 150th Mechanized Regiment - optional rule from Update Kit

Added NATO victory conditions for NGP and DF maps

Victory conditions from *NGP* and *DF* were added as options.

Added *NGP and DF* map overlay information to 31.0 and diagram

Added details of OOB changes from Update Kit as appendix I

Added OOB discussion notes by Ian Raine in the appendix II

Warsaw Pact march diagrams updated to reflect Soviet Cat A & Cat B divisions

Added tables from *Update Kit*. Expanded the tracks to make them bigger. Modified the Air Superiority Track to reflect that less than 5 maps may be in play.

Included NORTHAG MTAs as options to expand on the US MTAs.

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1.0 Introduction

Central Front is a series of games using the same gamesystem, in which each game may be played individually or may be joined together with others in various configurations to create larger games. The games cover potential warfare in West Germany during the 1980's. The scale is 4 km to a hex and 12 hours per turn. The game system is unique in that "losses" are measured in terms of Friction Points (FP's). FP's represent personnel and equipment losses, the expenditure of ammunition (particularly for artillery units) and fatigue. The removal of FP's from a unit represents the receipt of supply and replacements, and the accumulation of combat experience. The ability of units to have combat as a function of movement, plus the use of an "endless turn" (ending by mutual consent or the complete exhaustion of units) allows for very fluid play.

2.0 How to Play the Game

Central Front is a two-player game. One Player controls the NATO forces, while the other Player controls the Warsaw Pact forces. The Players agree on a scenario they wish to play, and playing pieces are placed on the game-map in accordance with the scenario instructions. Other playing pieces will be brought onto the map as play of the game proceeds.

The game is played in Game-Turns, each consisting of a theoretically endless number of Player Phases. Each Player Phase consists of one Player moving any number of his playing pieces (called units) and conducting attacks with each unit as he does so. The other Player then moves and attacks with his units in the next Player Phase. This alternates until neither Player wishes to move or attack with his units, thus ending the Game-Turn.

Combat results are expressed in terms of Friction Points gained by the defending and/or attacking units. When a unit surpasses its maximum FP level, it is considered destroyed. Unlike most games, a unit may be moved more than once per Game-Turn in Central Front. This, however, adds to a unit's fatigue (by adding Friction Points to the unit or stack of units).

Play continues for a set number of Game-Turns (depending on the scenario being played), after which the Victory Conditions are consulted to determine the winner.

Game Terms

Access Hexside: A hexside traversed by a minor road (not shown) that negates the cost of terrain in the hex being moved into.

Adjacent: A unit is considered adjacent to another unit when in a hex sharing a hexside with the hex occupied by the other unit.

Attack Strength: The relative strength of a unit when attacking.

Defense Strength: The relative strength of a unit when defending.

Direct Fire: Artillery support conducted by an artillery unit in combat when stacked with a non-artillery unit also participating in the combat.

Friction Point (FP): Every unit possesses a variable FP level, ranging from zero (fresh, full strength) to a maximum FP level (depleted and fatigued). When a unit's FP level exceeds its maximum FP level, it is destroyed.

Indirect Fire: Artillery support conducted by an artillery unit in a combat when not stacked with a non-artillery unit participating in that combat.

Map X: refers to a game map. Replace *X* with either N (*North German Plain*), B (*BAOR*), F (*Fulda Gap*), H (*Hof Gap*) or D (*Donau Front*). Map hex numbers referred to in these rules will have the letter as a prefix i.e B1004 is hex 1004 of Map B.

Mobile Combat: A special form of combat using the Mobile Combat Strengths of all the involved units (see 3.41).

Operation Point Allowance: The maximum number of Operation Points that may be expended when moving and conducting attacks with a particular unit during a Player Phase. There is a Current OP's marker that can used on the Points Track to help keep track of expended OPs.

Range: The maximum number of hexes that may lie between the hex occupied by an artillery or attack helicopter unit conducting indirect fire (exclusive) and the hex it is firing into (inclusive).

Unit Designation: The historical identity numbers of the units. Each unit has either two or three identity numbers (separated by slashes). The leftmost number is the identity number of the unit itself. The rightmost number is the unit's parent Division (if in boldface), or other parent formation. If three numbers are used, the central number is usually the unit's parent Brigade identity.

Unit Size: The unit size is a standard military symbol: **I** = Company, **II** = Battalion, **III** = Regiment, **X** = Brigade.

Note: A brigade is considered smaller than a regiment.

3.0 Game Equipment

3.1 The Game Map

The game-map portrays an area of West Germany where the hypothetical confrontation occurs, and is based on current military maps at a 1: 250,000 scale. It includes all the terrain significant to the battles. The Terrain Key explains the symbology used. A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and the positioning of the playing pieces. Each hexagon (or "hex") on the map has its own four-digit identity number. To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.

3.2 Game Charts and Tables

Various visual aids are provided in order to simplify and illustrate certain game functions. These are the Operation Point Cost Chart, the Friction Point Average Chart, the Combat Results Table, the Airpower Table, and the Warsaw Pact March Order Diagrams.

3.3 The Playing Pieces

The cardboard pieces (called "units") represent the military units that could take part in the actual battles. The numbers and symbols on the pieces represent the Attack Strength, Defense Strength, Mobile Combat Strength, and the type of unit represented by that piece. The game also includes informational markers that are used to keep track of the state of certain units.

3.4 How to Read the Units

TYPICAL COMBAT UNIT (Front)



3.41 Mobile Combat Strength. If a unit's Attack Strength or Defense Strength appears above a line (_), that strength also represents the unit's Mobile Combat Strength, used when attacking or defending in a mobile combat. A unit with no underlined strength possesses a Mobile Combat Strength of "1."

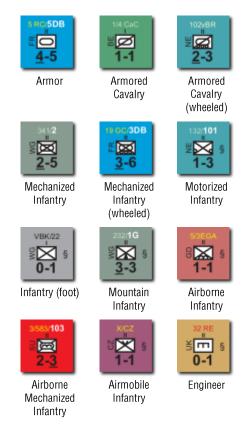
Range

3.42 Soft Targets. A unit with a (§) symbol is considered a "soft" target (non-armored), which affects the losses it must take when involved in combat (see 8.87). All other units are "hard" targets.

3.43 Operation Point Allowance. Each unit has an Operation Point Allowance of 12. This value is not printed on the unit.

3.44 Backside of Units. The back-side of each unit is referred to as its "FP side." When this side of a unit is face-up, the unit does not operate as effectively as when it is face-down.

3.45 Summary of Unit Types



¥ • Θ ¥∋ 8 373 444 252 Self-Propelled Artillery (Field) Rocket Artillery Artillery DAG/76 1 ÷ § 🐢 § 414 7307 Mountain Airborne Attack Artillery Artillery Helicopter

Note: The Friction Point side of each combat unit is identical to the front except that the strengths and range are printed in white.

3.46 Summary of Marker Types



4.0 Sequence of Play

Each game is played in a variable number of Game-Turns, depending on the specific game being played. Each Game-Turn is composed of a number of alternating Player Phases, preceded by a Game-Turn Preparation Phase. The Player whose Player Phase is currently in progress is referred to as the *Phasing Player*; the other Player as the *non-Phasing Player*. Each Game-Turn proceeds strictly as outlined below:

1. Game-Turn Preparation Phase

A. Friction Point Removal Segment: The Players remove a Friction Point from each and every unit on the game-map by flipping each unit over from its FP side to its non-FP side. If a unit begins this Segment on its non-FP side, the FP is removed from it by adjusting its FP marker (see 9.2 and 9.3). Note: This Segment is not conducted on the first Game-Turn of the scenario.

B. Airpower Segment: The NATO Player rolls the die and consults the Airpower Table to determine which Player has air superiority and whether there is ground fog this Game-Turn.

C. Nuclear Attack Segment: Both Players may resolve nuclear attacks they plotted in the previous Game-Turn, and then may plot nuclear attacks to be resolved in the next Game-Turn (see 24.0).

2. Warsaw Pact Player Phase

The Warsaw Pact Player may move any number of his units or stacks of units. Each unit may be moved up to the limit of its Operation Point Allowance. As a unit is moved, it may be used to conduct attacks against adjacent enemy units, which also requires the expenditure of Operation Points. When the movement of each unit is completed and any attacks conducted by that unit have been resolved, it gains a Friction Point (see 9.3). If the player does not wish to move or attack with any of his units this Phase, he may pass. Flip the Game-Turn marker over to its NATO side.

3. NATO Player Phase

The NATO Player may move any number of his units or stacks of units following the same restrictions and procedures as the Warsaw Pact Player, or may pass. Flip the Game-Turn marker over to its Warsaw Pact side.

4. Warsaw Pact Player Phase

The Warsaw Pact Player may move any number of his units again. However, he may only move those units that are currently on their FP side (that is, were moved in the Player's Initial Player Phase of the Game-Turn), or he may pass. Flip the Game-Turn marker over to its NATO side.

5. NATO Player Phase

The NATO Player may move any number of his units again, following the same restrictions imposed on the Warsaw Pact Player in Step 4, or he may pass. Flip the Game-Turn marker over to its Warsaw Pact side.

The Players repeat Phases 4 and 5 until both Players pass in successive Player Phases, in which case the Game-Turn is over. The Game-Turn marker is moved one space along the Game-Turn Record Track, flipping it over to its Warsaw Pact side, signaling the beginning of a new Game-Turn.

A unit may be moved any number of times during a single Game-Turn (unless it is at its maximum FP level). However, a unit may not be moved at all unless it is moved in the owning Player's Initial Player Phase of the Game-Turn.

The act of passing does not exclude a Player from moving his units in upcoming Friendly Player Phases of the Game-Turn (unless he passes in his Initial Player Phase).

5.0 Movement

GENERAL RULE:

Each Player may move his units during his Player Phase only. In a Player's Initial Player Phase, he may move any of his units that he wishes and may bring any reinforcement units due him into play. In all subsequent Friendly Player Phases of the Game-Turn, he may only move those units that are on their FP-side. The movement of each unit requires the expenditure of Operation Points from the unit's Operation Point Allowance. As a unit is being moved, it may be used to conduct attacks, which also requires the expenditure of the Operation Points.

PROCEDURE:

Each unit has an Operation Point Allowance of twelve, representing the maximum number of Operation Points that may be expended for that unit in a single Player Phase. Each unit or stack of units is moved individually hex-by-hex in any direction or combination of directions. Movement of a unit into a hex "costs" a certain number of Operation Points. As a Player moves a unit, he keeps track of the number of Operation Points expended for each hex entered and for each attack conducted by the unit. When the unit has expended twelve Operation Points, its movement must cease for the Player Phase.

CASES:

5.1 How to Move Units

A Player may expend as few or as many Operation Points as desired in moving a unit, up to the limit of the unit's Operation Point Allowance. Operation Points may not be saved from one Player Phase to the next, nor may unused Operation Points be transferred from unit to unit.

When the Operation Point Expenditure of a unit is completed in a given Player Phase, it gains a Friction Point. This is noted by flipping the unit over so that its FP side is face-up, or, if the unit is already on its FP side, by adjusting its FP marker.

5.11 Each unit or stack of units is moved one at a time. All movement and combat conducted by a particular unit in a single Player Phase must be completed before beginning the movement of another unit. (Exception: See 5.14.)

5.12 A unit on its FP side must expend one additional Operation Point for every hex it is moved into, for every attack it conducts, and for any other action listed on the Operation Point Cost Chart that it undertakes. Exception: A unit on its FP side must expend an additional ½ Operation Point to enter a hex through a hexside traversed by an Autobahn.

5.13 If a unit is not moved per se, but is used to conduct an attack, it has expended Operation Points and thus must gain an FP when all its attacks are completed. Exception: An artillery unit or an attack helicopter unit does not expend Operation Points to support an attack or defense. It gains an FP each time it does so, but does not gain an FP for being moved (unless it actually moves).

5.14 If the Phasing Player declares a multi-hex attack (see 8.33), he may have all his involved units expend Operation Points to participate in the attack, regardless of how many hexes they occupy. After the attack has been resolved, and any advances after combat have been completed, the Phasing Player may continue moving one participating unit (or stack) only. The movement of all other participating units is considered completed for the Phase.

5.15 Retreats and advances after combat (see 8.8 and 8.9) are not considered movement and do not require the expenditure of Operation Points.

5.2 Movement Restrictions

A unit may be moved once per Player Phase only. A unit that has its non-FP side face-up in any Friendly Player Phase except the first of the Game-Turn may not be moved or expend Operation Points in any manner. However, see 7.33.

5.21 Friendly units do not impede the movement of other Friendly units (however, see 5.32, and 5.33 and 7.0). A unit may not be moved into an Enemy-occupied hex.

5.22 A unit that is moved into an Enemy-controlled hex (see 6.0) must stop. Such a unit may not be moved for the remainder of the Player Phase, unless the hex ceases to be Enemy-controlled as a result of attacks conducted by that unit. A unit in an Enemy-controlled hex may expend Operation Points to attack.

5.23 A unit that begins a Player Phase in an Enemycontrolled hex may be moved out of that hex (see 6.2). A unit may never be moved from one Enemycontrolled hex directly to another.

5.24 A unit that is at its maximum FP level may not be moved or expend Operation Points in any manner.

5.25 An artillery unit or an attack helicopter unit that is on its non-FP side may always be used to aid an attack or defense, regardless of the Player Phase in progress. This does not require the expenditure of Operation Points (but does require the gain of a Friction Point). See 10.0

5.26 No NATO unit may ever be moved or retreat into any hex of East Germany or Czechoslovakia. No NATO unit may ever be moved or retreat into any hex on the east edge of the map area, nor into any hex adjacent to such a hex.

5.27 On Map H, NATO units may not be moved into any hex on the north edge of the map east of hex H3926 (exclusive) or any hex adjacent to such a hex when playing the *Covering Force* or *Seventh Army* scenarios. In the *VII Corps* scenario, this restriction applies east of hex 3921 (exclusive).

5.28 6th Panzergrenadier Division Any units from this division may not voluntarily move to cross the Elbe River on Map N and if retreated there, must return to their original side as soon as possible. This unit was subordinated to LANDJUT (part of AFNORTH) during wartime and was not part of NORTHAG. The boundary between LANDJUT & NORTHAG included the Elbe River.

5.3 Effects of Terrain on Movement

For each flat terrain hex (not containing woods) into which a Player moves a unit, one Operation Point is expended.

Other terrain costs more (or in the case of Autobahns and roads, less) to enter. These costs are detailed on the Operation Point Cost Chart (5.5).

5.31 Autobahns. A unit or stack of units that is moved from a hex to an adjacent hex through a hexside crossed by an Autobahn expends $\frac{1}{2}$ of an Operation Point regardless of the terrain in the hex entered or the presence of other Friendly units. Also see 5.12.

5.32 Roads. A unit that is moved from a hex to an adjacent hex through a hexside crossed by a road expends ¹/₂ of an Operation Point regardless of the terrain in the hex entered. If the hex being moved into is Friendly-occupied, one Operation Point is expended instead. If a stack of units, or a regiment-sized unit is moved into a road hex (along a road) adjacent to a hex occupied by a Friendly unit(s) on the same road, expend one Operation Point. These effects are not cumulative.

5.33 Access Hexsides. A unit moved from a hex to an adjacent hex through a hexside crossed by an access symbol expends one Operation Point, regardless of the hex terrain. If the hex entered is Friendly-occupied, the

hex terrain cost must be expended instead. Nonmotorized units treat roads and Autobahns as access hexsides. Some maps have access hexsides crossing rivers without a bridge symbol, treat these as bridges.

5.34 Rivers. A NATO unit may be moved across an unbridged river hexside at a cost of five Operation Points. A Warsaw Pact unit may be moved across an unbridged river hexside at a cost of three Operation Points. (Exception: On Map N units may not cross the Elbe River north of hex N3533.) This cost is in addition to the cost of the terrain in the hex being entered. If the river hexside is crossed by a bridge, no Operation Point expenditure to cross the hexside is required. An artillery unit or attack helicopter unit may never cross an unbridged river hexside (Note that this restriction does not apply to attack helicopters using their range in combat).

Units of the Canadian Mechanized Brigade, West German airborne units, and any airmobile unit moving normally may only cross unbridged river hexsides if there is an Engineer unit providing bridging or are moving in a stack with a crossing-capable unit.

5.34A Tunnels. On Map N, the two tunnels, at N3707 and N3633, are treated as bridged access hex sides for the purpose of crossing rivers. At any time, the NATO player may declare either of these tunnels impassable, and they are treated as unbridged river hex sides for the remainder of the game

5.35 Multiple-terrain hex. A unit moved into a hex containing flat, broken and/or rough terrain expends the Operation Point Cost of the predominant terrain type in that hex. The Operation Point costs of all other terrain types are cumulative.

5.4 Entering and Exiting the Game-Map

During the course of play, units may enter the map as reinforcements (see 17.0) while other units may exit the map to fulfil Victory Objectives, as noted in the Exclusive Rules.

5.41 A unit may exit the map only if the Exclusive Rules of the game being played specifically allow it.

5.42 A unit may only enter or exit the map from a hex containing a road or Autobahn that leads off the map from that hex. A unit exits the map from such a hex by expending the road or Autobahn Operation Point cost to enter an imaginary hex just off the map. A unit enters the map from such a hex in accordance with 17.1.

5.43 A unit that exits the map is removed from play and may never be returned to the game. Such a unit is not considered eliminated; it may count towards the owning Player's victory conditions.

5.44 A unit may not exit the map while retreating or advancing after combat.

5.45 Enemy units may not enter the game-map in a hex from which a Friendly unit that exerts a Zone of Control has been exited, nor may such a hex be used as an Enemy supply source (see 10.1).

5.5 Operation Point Cost Chart

(see charts and tables)

6.0 Zones of Control

GENERAL RULE:

Each unit exerts a Zone of Control (ZOC) into all six hexes adjacent to the hex it occupies. (Exception: Artillery units, attack helicopter units and engineer units never exert a Zone of Control). A hex into which a unit exerts a ZOC is called a controlled hex. Hexes controlled by Friendly units inhibit the movement of Enemy units. Terrain has no effect on Zones of Control (except for city hexes, see 6.15).

CASES:

6.1 Effects of Zones of Control

6.11 A unit may be moved into an Enemy-controlled hex at no additional Operation Point cost, but its movement must cease upon being so moved (see 5.22).

6.12 Friendly ZOC's never affect Friendly units (however, see 5.32).

6.13 There is no additional effect of more than one unit controlling a given hex. If Enemy and Friendly Zones of Control are exerted into the same hex, that hex is mutually controlled by both of the Players.

6.14 The presence of a Friendly unit negates Enemy Zones of Control for purposes of tracing friendly Supply Lines (see 10.1) and conducting retreats of Friendly units (see 8.8) in the hex occupied by that unit. Friendly units do not negate Enemy Zones of Control for purposes of movement.

6.15 Zones of Control never extend into city hexes. Zones of Control may extend out of city hexes (but not into other city hexes). A Friendly unit that occupies a city hex adjacent to an Enemy-occupied hex is not affected by the Enemy unit's Zone of Control until the Friendly unit is moved out of the city hex.

6.2 Exiting Enemy-Controlled Hexes

The Phasing Player may attempt to move a unit or stack of units out of an Enemy-controlled hex if those units have expended no Operation Points (have not yet attacked or moved) in the current Player Phase.

6.21 If the Phasing Player wishes to move all the units in a particular Enemy-controlled hex out of that hex, the stack (or single unit) must expend six Operation Points, and the Player must roll a die. (Exception: See 6.24.) If the die result is three or less, the unit(s) may conduct the move (paying the six Operation Points and the cost of the terrain in the hex being entered). If the die result is four or higher, the move may not be conducted (or attempted again this Phase).

6.22 If an attempt to exit an Enemy-controlled hex fails, the involved units must still gain an FP for attempting to do so. The movement of such units is considered completed for the Player Phase; they may not conduct an attack.

6.23 If a stack of Friendly units is in an Enemycontrolled hex, the Phasing Player may move one or more of the units out of that hex, as long as at least one unit that exerts a Zone of Control remains in the hex. Such a move requires that the units being moved expend six Operation Points, but does not require the Phasing Player to roll a die; the attempt automatically succeeds.

6.24 A unit or stack of units in a hex controlled by one Enemy company-sized unit only may exit that hex at a cost of six Operation Points. No die roll is required.

6.25 A unit that is moved out of an Enemy-controlled hex may not be moved into an Enemy-controlled hex in the current Player Phase.

7.0 Stacking

GENERAL RULE:

When more than one Friendly unit occupies a single hex, the units are collectively referred to as a stack. Both Players are limited in the number of units they may have in a hex at any one time. Stacking restrictions apply at the end of every Player Phase and at every instance when combat occurs. If there are more units in a hex than allowed, excess unit(s) of the owning Player's choice must be eliminated. Friction Point markers do not count against stacking limits.

CASES:

7.1 Stacking Restrictions

7.11 The Warsaw Pact Player may never have more than three units in a hex. In addition, a regiment-sized unit may never stack with another regiment-sized unit (such a unit could be in the same hex as one or two non-regiment units).

7.12 The NATO Player may never have more than two units in a hex. NATO units of different nationalities may not be stacked together. A NATO unit of one nationality may be moved through a hex containing a NATO unit of another nationality, but may not end its movement or conduct an attack from such a hex.

7.2 Stacking and Movement

A stack of units is considered to be one unit for purposes of Operation Point expenditure.

7.21 When the Operation Point expenditure of a stack is completed, all the units in the stack gain a Friction Point, shown by flipping the entire stack over, or by adjusting the stack's FP marker, if the stack is already flipped over. (Exception: 7.32).

7.22 Units may pass freely through other stacks of Friendly units during movement. (Exceptions: 5.32 and 5.33.) Stacking restrictions apply only at the end of the Player Phase and during combat.

7.3 Stacking and Friction Points

When a unit completes its movement in a hex occupied by another unit, the newly formed stack is assigned one FP level. (Exception: See 7.32.) If the units in the stack now possess the same FP level, one FP marker (only) is used to show the FP level of the entire stack. If the units in the stack possess different FP levels, the two FP levels are averaged together to determine one FP level for the newly formed stack. One FP marker is then used to show this FP level. The Friction Point Average Table 7.4 provides the Players with all the possible averages that may occur.

7.31 When averaging Friction Point levels, always round up (as is done on the table).

7.32 Every artillery unit and attack helicopter unit always retains its own Friction Point level (and thus, its own FP marker), regardless of what type of units such a unit may be stacked with. If such a unit expends Operation Points as part of a stack, the owning Player must make sure to increase the unit's FP level separately upon completion of its expenditure.

7.33 If a unit completes its movement in a hex occupied by a unit on its non-FP side, the unit in the hex is flipped to its FP side and its FP marker (if any) is reduced by one. The Friction Point Average Table is then consulted to determine the stack's new FP level. (Exception: See 7.32.)

7.34 If Players wish, they may ignore the restrictions of 7.3 and keep track of the FP levels of stacked units on an individual basis. In this case, it is entirely possible that a given combat result will destroy some units in a hex and leave others (which began with a lower FP level) still in play.

7.35 Players should always keep track of FP levels of stacked units on an individual basis (see 7.34) if, by averaging, any unit(s) in the stack would exceed its maximum FP level.

7.4 Friction Point Average Table

(see charts and tables)

8.0 Combat

GENERAL RULE:

Combat may occur (but is not required) between a unit or stack of units and all the enemy units in an adjacent hex. Combat is a function of movement requiring the expenditure of Operation Points. In a combat, the Phasing Player is termed the attacker and the non-Phasing Player is the defender, regardless of the overall strategic situation. The attacking units and/or the defending units may be required to gain Friction Points as a result of combat.

PROCEDURE:

When the Phasing Player initiates a combat, the following steps are undertaken, in order:

- The attacker states which Enemy-occupied hex is under attack, and which of his units adjacent to that hex are participating in the attack. He then declares what type of attack he is conducting; a march attack, a hasty attack, or a prepared attack and whether it is a normal or mobile attack. Finally, each of his involved non-artillery units must expend the appropriate number of the Operation Points.
- 2. The attacker may commit non-adjacent artillery units, attack helicopter units and/or Air Points to the attack. He may also declare the use of smoke and chemicals. He may use his EW Points to conduct electronic warfare.
- 3. This step is not undertaken if the attacker conducted successful electronic warfare in step 2. The defender may commit artillery units and/or attack helicopter units that are not under attack, and Air Points to aid his defense. He may also declare the use of chemicals. The use of items described in this step and step 2 of the Procedure are subject to their availability to the Player (see the scenario instructions).
- 4. The Attack Strength of all the attacking units is totaled and compared to the total Defense Strength of all the Enemy units in the hex under attack. If a mobile attack has been declared, the Mobile Combat Strength of both Players' involved units is used. The comparison is stated as a ratio of the attacker's strength to the defender's strength. Round off the ratio in favor of the defender (e.g., 14 to 5 = 2 to 1) to conform to the simple ratios found on the Combat Results Table.
- 5. The combat ratio is used to determine which column on the Combat Results Table (8.6) will be used to resolve the combat. The ratio should be located in the row of the Table corresponding to the terrain in the defending units' hex. The column referred to may be altered by the application of column shifts for various modifiers.
- 6. The attacker rolls one die, cross-referencing the die result under the declared attack type with the determined column to yield a combat result. The effects of the combat result are applied at once.

CASES:

8.1 Declaring Combat

The Phasing Player (only) may declare a combat. He may do so whenever a unit or stack of units that he is expending Operation Points with is in a hex adjacent to an Enemy-occupied hex that he wishes to attack, at the beginning of the Player Phase or during a unit's movement.

8.11 When the Phasing Player declares a combat, he states whether it is a prepared, hasty or march attack. Each attack type costs a certain number of Operation Points to conduct (see the Operation Point Cost Chart),

and is resolved on a different die result column of the Combat Results Table (8.6).

8.12 The Phasing Player may declare that an attack is a mobile attack, regardless of which of the three attack types he chose, as long as the requirements of 8.7 are met.

8.13 A Player may involve a unit or stack of units that he is moving in more than one attack in a given Player Phase (although each attack is resolved one at a time). As long as a unit's Operation Point Allowance is not exceeded, the unit may be involved in any number of attacks and may expend Operation Points to move before, between or after attacks. Remember that all movement and combat conducted by one unit (or stack) must be completed before beginning to move another.

8.14 The Phasing Player may declare an attack against a given Enemy unit any number of times in his Player Phase, as long as he has units with the requisite Operation Points to conduct such attacks.

8.2 Which Units May Attack

8.21 An attack may not be conducted solely by artillery units, attack helicopter units, Air Points or Electronic Warfare Points.

8.22 An attack may not be declared if the combat ratio of that attack would be less than the lowest combat ratio listed on the Combat Results Table. For example, a unit in a broken hex may not be attacked at less than a 1-3 ratio. This restriction applies before column shifts for modifiers are taken into account.

8.23 A unit that has reached its maximum FP level may not participate in an attack. Such a unit may defend.

8.3 Multiple Unit and Multi-Hex Combat

8.31 No more than one Enemy-occupied hex may be attacked in a single combat. Furthermore, all the Enemy units in that hex must be attacked, if the hex is attacked at all. The defender may not withhold a unit in a hex under attack.

8.32 If the attacker wishes to involve a unit that is part of a stack in an attack, he must include the entire stack in the attack. Exception: An artillery unit or attack helicopter unit in a stack including units involved in an attack need not be involved in that attack.

8.33 The Phasing Player may use units in more than one hex in a single attack. Such an attack, called a multi-hex attack, may be conducted only if all the following conditions are met:

1. All the attacking units have expended no Operation Points thus far in the Player Phase.

2. All the attacking units are eligible to expend Operation Points in the current Player Phase.

3. A prepared attack (normal or mobile) must be declared, requiring all the involved non-artillery units to expend six Operations Points to participate in the attack.

4. If the Warsaw Pact Player is conducting the attack, all his involved units must be in the same division. Exception: Non-divisional units (those subordinate to an army) may be included with the units of a division.

5. If the NATO Player is conducting the attack, all of his involved units must be of the same nationality.

8.34 If a multi-hex attack is conducted, the attacker receives one column shift in his favor on the Combat Results Table for each hex in excess of one that contains attacking units adjacent to the defending units' hex. For example, if the adjacent attacking units were

8.35 After a multi-hex attack is resolved, and any advances after combat have been completed, the Operation Point expenditure of all the participating stacks, except for one stack (as deployed at the instant of combat) of the Phasing Player's choice, is considered completed (see 5.14).

8.4 Combat Modifiers

The column referred to on the Combat Results Table may be adjusted by modifiers, in terms of column shifts to the right or left. To calculate column shifts, locate the column corresponding to the determined combat ratio and then move right and/or left the appropriate number of columns. All combat modifiers and their resultant column shifts are explained on the Combat Results Table.

8.41 If column shifts for more than one type of modifier are being applied to a combat, the defender should add together all the shifts to the left while the attacker adds together all the shifts to the right. The lesser of these two totals is then subtracted from the greater to determine how many of the column shifts in the greater's direction will be applied.

8.42 If the column being used on the Combat Results Table reaches the highest (or lowest) ratio column, all further column shifts to the right (or left) are ignored.

8.43 Most terrain effects are built into the "integrated" Combat Results Table and are not expressed in terms of column shifts. Exceptions include towns and rivers, as noted on the Table. Also note that the participation of an engineer unit in an attack reduces the effects of rivers and cities.

8.44 NATO Surprise Attack Bonus

In any NATO attack in which the defending Warsaw Pact unit(s) is completely surrounded by NATO units or their ZOC's, the Attack Strength of all adjacent attacking units and supporting attack helicopters is doubled. When conducting a mobile attack, the Mobile Combat strength is doubled in this situation. This bonus is in addition to column shifts that may be applied for surrounding the defending unit and for conducting a multi-hex attack.

8.5 Combat Resolution

All combat is resolved using the Combat Results Table. After locating the proper ratio column on the Table (referring to the terrain in the defending unit's hex), and applying any column shifts called for, the attacker refers to the column on the left side of the table matching his declared attack type. He then rolls the die, locating the die result in the proper attack type column. The die result is then cross-referenced with the determined combat ratio column to yield a two-part combat result. The result to the left of the slash is the number of FP's the attacker gains; the result to the right is the number of FP's the defender gains.

8.51 A combat result calling for FP gain by the defender is applied to each and every defending unit.

8.52 A combat result calling for FP gain by the attacker is applied to each and every attacking unit.

8.53 An artillery unit conducting direct fire (see 11.1) is always affected by combat results. An artillery unit conducting indirect fire is never affected by combat results (see 11.2). An attack helicopter involved in a combat is always affected by combat results (see 12.0).

8.54 When a combat result is achieved, its effects must be implemented immediately, before conducting any other movement or attacks.

8.55 The defender (only) may reduce the FP gain required by a combat result if he elects to retreat his defending units. If he does so, however, the attacker's result may also be reduced (see 8.8).

8.56 If a unit gains an FP or FP's so that it possesses more than its maximum FP level, it is considered destroyed; remove it from play.

8.6 Combat Results Table

(see charts and tables)

8.7 Mobile Combat

If the Phasing Player is attacking in flat or broken terrain, without woods or any other type of terrain (except roads and Autobahns) in the hex attacked, he may choose to launch a mobile attack. If the attacker does choose a mobile attack, his own attacking units and the defending unit(s) use their Mobile Combat Strengths.

8.71 Artillery and attack helicopters, when supporting mobile combat, use a strength of 1, except Warsaw Pact artillery using direct fire, which is doubled to a strength of 2.

8.72 If a mobile attack is conducted while ground fog is in effect or when an involved artillery unit is projecting smoke, a shift of one column to the right is applied to the CRT.

8.73 Results against a defender in mobile combat is reduced by one.

8.8 Retreats

If the defender incurs an FP gain of two or more as a result of combat, he may choose to fulfil part of the result by retreating all the defending units, instead of gaining FP's. At least one FP must be gained whenever a combat result (except "0") is incurred. (Exception: See 8.87.) The Player may fulfil the remainder of the requirement by any combination of FP gain and hex retreat. For example, if the result is a 2, one FP could be gained and three hexes retreated, or two FP's could be gained and two hexes retreated, etc.

8.81 Retreats are always conducted by the owning Player. However, if the defender chooses to retreat, he must retreat all his units involved in the combat. Retreating does not require the expenditure of Operation Points. The attacker may never retreat.

8.82 Retreating is never required; a unit may gain FP's instead (even if this would cause the elimination of the unit). However, a unit may not be retreated and eliminated to fulfil a single combat result.

8.83 A unit may be retreated into any adjacent hex, as long as the following restrictions are adhered to (in order):

1. A unit may not be retreated into an Enemy- occupied or controlled hex, or off the game-map.

2. A unit may not retreat across a river hexside, unless the hexside is traversed by an intact bridge.

3. A unit must retreat into a vacant hex, if possible. If no vacant hex is available, it may retreat into or through a Friendly-occupied hex, but not in violation of stacking restrictions.

4. A unit must retreat into a connected Autobahn or road hex, if possible (defender's choice, if more than one hex fulfils this requirement).

5. A unit must retreat into the hex requiring the fewest Operation Points to enter.

8.84 If no permissible retreat route is open to a unit, no retreat may be conducted; the unit must gain FP's.

8.85 A NATO unit may end its retreat in a hex occupied by a NATO unit of a different nationality only if no other hex is available. As long as they remain stacked, the units may defend together but may not be supported by any indirect fire (or attack helicopters), and may not attack.

8.86 If a stack is being retreated, it may not be split up (that is, it may not be retreated to any different hexes).

8.87 A unit with a soft target symbol must gain at least two FP's in a given combat before it may retreat. An attack helicopter unit, however, may never retreat.

8.88 If the defender chooses to retreat, any combat result incurred by the attacker is reduced by one (e.g., a 1 becomes a 0). Also see 8.92.

8.89 A unit must end up as many hexes away from its original hex as the number of hexes it retreats.

8.9 Advance After Combat

Whenever a defending unit is retreated or eliminated as a result of combat, it will leave a hex or path of hexes behind it called the path of retreat. After the attacker's combat result has been fulfilled (if any), any or all victorious attacking units are allowed to, or must do in the case of the Warsaw Pact (see:8.9A), advance along the Enemy Path of retreat, and may sometimes deviate from it. Advance after combat does not require the expenditure of Operation Points.

8.91 The permissible length of an advance after combat is equal to the number of hexes the defending unit retreated.

8.92 If all the defending units in a combat are eliminated, the length of the advance after combat equals the required FP gain of the defender's combat result that remains unfulfilled. For example, if a defending unit (with a maximum FP level of 5) possessing four FP's is required to gain four FP's as a result of combat, and is eliminated, the attacking units could be advanced two hexes. If the defender's entire combat result is fulfilled by unit elimination, no advance after combat is allowed. If part of an eliminated defender's combat result remains unfulfilled, the attacker's combat result is reduced by one, as if the defending unit retreated (see 8.88).

8.93 Advancing units may ignore Enemy Zones of Control as long as they are being advanced along the path of retreat.

8.94 If a unit is advanced after combat, the first hex entered in this advance must be the hex occupied by the defending unit at the instant of combat. If an advance of greater than one hex is allowed, the unit may then be advanced into any adjacent hex (**Exception:** see 8.9A). However, if a unit deviates from the path of retreat, its advance must stop upon entering an Enemy-controlled hex. In the case of advancing after eliminating the defending unit(s), any hex entered beyond the first hex is considered deviating from the path of retreat.

8.95 Artillery units conducting indirect fire and attack helicopter units may not be advanced after combat. Artillery units conducting direct fire may advance after combat.

8.96 A unit that did not participate in the current combat, but that is stacked with a unit that did, may be advanced after combat.

8.97 The attacker may cease to advance his units at any point during their advance; he is never required to advance a unit. If more than one unit is being advanced, they may be advanced into the same or different hexes. However, stacking restrictions may not be exceeded at the end of any advance.

8.98 A unit may be advanced across an unbridged river hexside only if it is entering the hex occupied by the defending unit at the instant of combat.

8.9A Soviet Doctrine

Whenever the NATO Player retreats a unit as a result of combat, at least one Warsaw Pact unit that participated in that attack must be advanced along the path of retreat of the NATO unit and end its advance adjacent to the retreated unit (exception to 8.94). If the NATO unit was retreated through another Friendly unit, at least one Warsaw Pact unit must advance along the path of retreat until blocked by the unit retreated through. If all NATO units defending in a combat are eliminated, and the Warsaw Pact Player is allowed to advance, at least one Warsaw Pact unit must be advanced into (or through) the vacated hex.

9.0 Friction Points (FP's)

COMMENTARY:

A Friction Point (FP) is a measure of fatigue, wear and tear on equipment and personnel loss. A unit's "front line" combat strength never changes. Instead, the Friction Point system shows the reduction (and replenishment) of a unit's depth. When a critical point is reached, the unit ceases to exist as a cohesive combat force; but until that point, the unit will function close to its optimum capabilities.

GENERAL RULE:

The number of FP's a unit possesses at any one time is called that unit's FP level. A unit's FP level is noted by the side of the unit that is currently face-up and by the use of FP markers. The Combat Strengths are printed in white on the back-side of each unit, when this side is face-down, the unit is on its non-FP side; when this side is face-up, the unit is on its FP side.

CASES:

9.1 Maximum FP Levels

Each unit has a specific, maximum FP level which it cannot exceed without ceasing to exist. A unit that exceeds its maximum FP level is eliminated. Maximum FP levels, based on unit sizes, are as follows:

All Regiments, and all Artillery and Attack Helicopter units have a maximum FP level of 5.

All Battalions, including West German Territorial and Static Infantry Battalions, have a maximum FP level of 4.

All Companies have a maximum FP level of 3.

Example: A US battalion with a current FP level of 4 is eliminated the instant it gains one additional FP (for a total of 5).

9.2 How FP's are Gained

The FP level of a unit (or stack) may be increased as follows:

9.21 When the Operation Point expenditure for a unit is completed for a single Player Phase, the FP level of the Unit is increased by one. This is done for any unit that expends Operation Points, regardless of how many attacks it may conduct.

9.22 After any type of attack is resolved, the FP levels of all the involved attacking and defending artillery units (conducting direct or indirect fire) and attack

helicopter units are increased by one, regardless of the outcome of the combat. **Exception:** If the defending units in a combat consist solely of artillery and/or attack helicopter units, the FP levels of the units in the hex under attack are not automatically increased.

9.23 When a combat is resolved, an FP level increase for the involved attacking and/or defending units may be called for by the combat result. The required increase may be reduced if the defending Player chooses to retreat his units (see 8.8). This increase does not apply to artillery units conducting indirect fire, but it does apply to attack helicopter units.

9.3 How FP's are Removed

During the Friction Point Removal Segment of each Game-Turn, the FP level of every non-artillery unit in play may be reduced by one. The FP level of every artillery unit may be reduced by two. If a unit is out of supply (see 10.0) during the Friction Point Removal Segment, its FP level may not be reduced.

9.4 Recording FP's

At the beginning of the Initial Player Phase of each Game-Turn, all the units in play have their non-FP side face-up. If a unit expends Operation Points in the owning Player's Initial Player Phase of the Game-Turn, the FP it must gain for doing so is recorded by flipping the unit over. Under all other conditions, any FP's a unit gains are recorded by placing the appropriate FP marker under the unit. (Exception: See 9.44.)

9.41 Back-printed FP markers representing 1, 2, 3 and 4 FP's are provided. If the supply of FP markers is exhausted, similar markers of the Players' devising should be used.

9.42 The current FP level of a unit on its non-FP side is the value of its FP marker only. If such a unit has no FP marker, its FP level is "0." The current FP level of a unit on its FP side equals the value of its FP marker plus one. If such a unit has no FP marker, its FP level is "1."

9.43 When a unit (except an artillery or attack helicopter unit) is moved into a hex containing another Friendly unit (thus forming a stack), the FP levels of the units can be averaged together (see 7.3). Such a stack is considered to be one unit for purposes of FP gain and loss.

9.44 If a regiment on its non-FP side possessing a "4" FP marker must gain an FP, it is recorded by flipping the unit over, regardless of the Player Phase in progress.

9.45 The FP level of a unit that is out of supply during the Friction Point Removal Segment is not reduced (see 9.3). However, if the unit is on its FP side, it is flipped over (to its non-FP side) and the FP level shown by its FP marker is increased by one. (Exception: This is not done if the unit currently has reached its maximum FP level.)

9.5 Effects of FP's on Movement and Combat

A unit on its non-FP side may expend Operation Points in the owning Player's initial Player Phase of the Game-Turn only. A unit on its FP side must expend one additional Operation Point for every hex it enters when being moved (see 5.12).

9.51 An artillery unit or attack helicopter unit may be used to support an attack or defense when on its non-FP side regardless of the Player Phase in effect.

9.52 During a Player's Initial Player Phase of the Game-Turn, he may flip over any of his units from their non-FP side to their FP side, without having them expend Operation Points, so they can move in later

Player Phases. Any unit so turned gains an FP by being flipped over, of course.

9.53 A unit that has reached its maximum FP level may not expend Operation Points in any manner. If an artillery or attack helicopter unit has an FP level of five, it may not be used to support an attack or defense in any way. A unit that has reached its maximum FP level may defend when actually attacked. See also 11.13 and 11.33

9.6 Friction Point Removal Chart

(see charts and tables)

10.0 Supply

GENERAL RULE:

In order to remove a Friction Point from a unit during the Friction Point Removal Segment, the unit must be in supply; if a unit is not in supply during this Segment, its FP level may not be reduced at all. This is the only effect of being out of supply. A unit is in supply if a Player can trace a supply line from the unit to a supply source during the Friction Point Removal Segment.

CASES:

10.1 Line of Supply

A supply line consists of two segments. The first segment is composed of a path of hexes leading from the hex occupied by the tracing unit (exclusive) to a road or Autobahn hex (inclusive) which would not cost the unit more than 6 Operation Points to cross on its non-FP side (i.e., during an initial Player Phase). The second segment is composed of a path of connected road and Autobahn hexes leading from the last hex of the first segment to a Friendly supply source.

10.11 A supply line may not be traced through an Enemy-occupied hex. A supply line may not be traced through an Enemy-controlled hex unless that hex is occupied by a Friendly unit that exerts a Zone of Control.

10.12 A supply line may not be traced through a swamp, marsh, or rough hex (unless traversed by a road or Autobahn), and an unbridged river hexside unless a Friendly engineer unit is adjacent to the hexside.

10.13 Refer to 10.3 to determine friendly supply sources.

10.14 A hex from which an enemy unit has been exited may not be used as a friendly supply source (see 5.45).

10.15 For victory purposes only, supply lines are not considered blocked by airmobile, airborne, and airlanded units and their ZOC's.

10.16 No NATO units may trace a supply line through any hex of East Germany or Czechoslovakia.

10.17 The Warsaw Pact Player may not trace a line of supply through a city hex which a Warsaw Pact unit was not the last to pass through.

10.2 Warsaw Pact Supply

Warsaw Pact units are automatically considered in supply for the first four Game-Turns. A Friction Point may be removed from every Warsaw Pact unit during the Friction Point Removal Segment, regardless of its supply situation. **Exception:** Warsaw Pact artillery units are never considered automatically in supply. If a supply line cannot be traced for a Warsaw Pact artillery unit, Friction Points may not be removed from it.

10.3 Supply Sources

To qualify as a supply source, a map edge road or Autobahn must actually lead off-map. Units may also trace supply to any neighboring map in play. All hex numbers are inclusive.

10.31 NATO units must trace a line of supply to any road or Autobahn hex leading to the following map edges:

North German Plain: East edge north of N4552, or north or west edges.

BAOR: North edge west of hex B3915 or west edge.

Fifth Corps: North edge west of hex F3922, or west edge, or south edge west of hex F0122.

Hof Gap: West edge or south edge west of H0111.

Donau Front: West edge only.

10.32 Warsaw Pact units must trace a valid line of supply to any road or Autobahn hex to the following:

North German Plain: East edge south of N3853 or south edge east of N1134.

BAOR: East edge or south edge east of hex B0126.

Fifth Corps: East edge.

Hof Gap: All Soviet units: North edge east of hex H3931 or East edge. All East German units: North edge east of hex H3931 or the east edge north of H2850. All Czech units: East edge.

Donau Front: North edge at D4531 or east edge north of D2153.

10.4 Supply Summary Chart

(see charts and tables)

11.0 Artillery

GENERAL RULE:

Artillery units may participate in combat by conducting direct or indirect fire. Artillery units may also be used to release chemicals and smoke and conduct counterbattery fire. Rocket artillery may increase its effectiveness by incurring FP gains.

PROCEDURE:

The attacker and the defender declare use of their artillery units in a combat during Steps 2 and 3 of the Combat Procedure (see 8.0). The functions described in this Section that these units may perform do not require the expenditure of Operation Points. However, these functions do require the gain of Friction Points.

CASES

11.1 Direct Fire

An artillery unit that is stacked with a non-artillery unit may participate in an attack against an adjacent Enemy unit by conducting direct fire. Warsaw Pact artillery is doubled in strength in direct fire. An artillery unit in a stack containing at least one non-artillery unit that is attacked by Enemy units must participate in the defense by conducting direct fire.

11.11 An artillery unit conducting direct fire while attacking contributes its Attack Strength to that of the attacking non-artillery units. An artillery unit conducting direct fire while defending contributes its Defense Strength to that of the units under attack. If a mobile attack has been declared by the attacker, an artillery unit contributes its Mobile Combat Strength (1) when conducting direct fire (attacking or defending).

11.12 Any number of eligible artillery units may participate in a combat using direct fire (however, see 8.21).

11.13 An artillery unit that is under attack when alone in a hex, or stacked with only artillery or attack

helicopter units, and/or when possessing five FP's is considered to have a Defense Strength of 1 (instead of its printed strength). Exception: A self- propelled artillery unit possesses a Defense Strength of 2 in these situations (unless its printed Strength is 1).

11.14 The Attack Strength of all Warsaw Pact artillery units (except rocket) is doubled when conducting direct fire. Their Defense Strength is unaffected. This bonus is applied when a mobile attack has been declared; however, the unit's Mobile Combat Strength (1) is doubled instead.

11.15 An artillery unit conducting direct fire is affected by any combat result incurred by the owning Player as a result of the combat.

11.2 Indirect Fire

An artillery unit that is not in an Enemy-controlled hex may participate in an attack against an Enemy unit by conducting indirect fire. In order to do so, the artillery unit must be within range of the Enemy unit. An artillery unit not in an Enemy-controlled hex may participate in the defense of a Friendly unit under attack by conducting indirect fire, if within range of the Friendly unit. The restrictions of 11.11 and 8.21 apply to indirect fire. Further restrictions inhibit use of indirect fire by the Warsaw Pact Player.

11.21 An artillery unit is within range of a unit if the distance (in hexes) between the two units is less than or equal to the artillery unit's printed range. Range is counted by including the hex containing the "target" unit but not the hex containing the artillery unit. Range may be traced through Enemy- occupied or controlled hexes

11.22 An artillery unit that is in an Enemy-controlled hex and is not eligible to conduct direct fire may conduct indirect fire if all the Enemy units controlling the hex are involved in the current combat (Exception: See 11.13.)

11.23 A Warsaw Pact artillery unit may conduct indirect fire only if all the following restrictions are met.

1. The artillery unit may not be stacked with a nonartillery unit.

2. A prepared attack is being conducted (this restriction applies only if the Warsaw Pact Player is attacking).

3. The artillery unit is in the same division as all the divisional non-artillery units in the combat (this restriction does not apply if the artillery unit is designated as a non-divisional unit).

11.24 A NATO artillery unit may not conduct indirect fire in a combat if any of the involved NATO non-artillery units are of a different nationality. **Exception:** NATO artillery units which do not have a boldface division identifier as part of their designation may be used to support NATO units of any nationality.

11.25 An artillery unit conducting indirect fire is not affected by any combat results.

11.26 A hex containing an artillery unit conducting indirect fire in a multi-hex attack does not count towards any column shift bonus received for that attack (see 8.34).

11.3 Artillery and Friction Points

Each and every artillery unit retains its own FP level; a separate FP marker is always used. Every time an artillery unit conducts direct or indirect fire, its FP level is increased by one. This increase is applied after any FP's the unit must gain because of a combat result have been applied.

11.31 During the Friction Point Removal Segment of each Game-Turn, the FP level of each artillery unit is reduced by two (unless it is out of supply, see 10.0).

11.32 An artillery unit gains an FP each time it is used to release chemicals and smoke (see 11.4). If an artillery unit is used to conduct direct or indirect fire, and to release chemicals and smoke in the same combat, it gains two FP's.

11.33 An artillery unit that currently possesses five FP's may not conduct direct or indirect fire (see 11.14). An artillery unit that currently possesses four FP's may not conduct fire and release chemicals/smoke. Such a unit may perform one, but not both of these functions. It is possible that an FP gain required of an artillery unit for conducting direct fire would cause the unit's elimination, if a combat result it incurred also increased its FP level.

11.34 If an artillery unit expends Operation Points in a Player Phase, it gains a Friction Point, just as a non-artillery unit would. (Direct fire, indirect fire, releasing chemicals and smoke, and retreating and advancing after combat do not require the expenditure of Operation Points.)

11.4 Chemicals and Smoke

Either Player may declare that an artillery unit is releasing chemicals and smoke in addition to or instead of conducting direct or indirect fire. Chemicals give the Player using them a certain number of column shifts in his favor on the Combat Results Table.

11.41 Any artillery unit that is eligible to conduct direct or indirect fire in a combat may release chemicals and smoke. Case 11.23 does not apply (except for part 3). When such a unit does so, it gains an FP. If an artillery unit conducts direct or indirect fire, and releases chemicals and smoke in the same combat, it gains two FP's.

11.42 A Player need not declare that an artillery unit is releasing both chemicals and smoke, if he wishes to use only one of these items. However, one Friction Point is gained regardless of whether chemicals or smoke or both are used.

11.43 The Exclusive Rules of the game being played list the number of column shifts a Player receives in his favor on the Combat Results Table when using chemicals. These shifts vary depending on the Game-Turn currently in progress. Furthermore, the NATO Player may be restricted from using chemicals in certain Game-Turns.

11.44 The release of smoke aids the attacker when he is conducting a mobile attack during a Game-Turn in which ground fog is not in effect. Smoke only aids the attacker under these conditions, and never aids the defender. If these conditions are met, the attacker receives a shift of one column to the right on the Combat Results Table when resolving the mobile attack.

11.45 The effects of chemicals and smoke last for the duration of the combat they are released in only.

11.46 A Player may receive the column shift bonuses applied for chemicals and smoke once per combat only, regardless of how many artillery units are releasing chemicals and smoke.

11.47 A Player may use Air Points to release chemicals, but not to release smoke. An attack helicopter unit may not be used to release chemicals or smoke.

11.48 The NATO Player may not release chemicals into a city hex.

11.5 Counterbattery Fire

Any number of Friendly artillery units may conduct counterbattery fire in a Friendly Player Phase, as long as none of them have yet expended Operation Points in the Phase and are not in Enemy ZOC's. Each artillery unit may conduct counterbattery fire against one Enemy artillery unit within its range. The Phasing Player declares and resolves each counterbattery attack, one at a time, as follows:

1. The Phasing Player declares that a given artillery unit is conducting counterbattery fire, increases its FP level by one (optionally more; see 11.6), and declares the Enemy artillery unit under attack.

2. The Attack Strength of the attacking artillery unit is compared to the Counterbattery Defense Strength of the Enemy artillery unit to determine a combat ratio. The Counterbattery Defense Strength is 1 if the defending artillery unit is soft, or 2 if it is hard.

3. The attacker rolls the die, cross-referencing the die result with the proper ratio column, as if a prepared attack were being conducted in flat terrain, to yield a combat result. Combat results incurred by the attacker are ignored.

4. If the defender's combat result is 1 or greater, the counterbattery fire succeeds (see 11.55).

11.51 When resolving counterbattery fire, neither the attacker nor the defending artillery unit gains any benefit from terrain, Air Points, smoke, fog, attack helicopters, or other modifiers. The attacking artillery unit may, however, use chemicals.

11.52 Counterbattery fire is selective. Any other artillery or non-artillery units stacked with the defending artillery unit are ignored when resolving counterbattery fire.

11.53 No more than one attacking artillery unit and one defending artillery unit may be involved in a single counterbattery attack.

11.54 Aside from gaining an FP, an artillery unit is not affected by conducting counterbattery fire. The unit may conduct additional counterbattery fire, expend Operation Points, and/or conduct normal fire during the Player Phase.

11.55 An artillery unit that incurs any combat result (except 0) in a counterbattery attack may not be used to conduct any fire for the duration of the current Player Phase, place an Artillery Suppressed marker on top of the unit. Furthermore, the artillery must satisfy the combat result by FP gain and/or retreat, as in a normal attack. If the artillery unit is hard, it must gain at least 1 FP before retreating; if the artillery unit is soft, it must gain at least 2 FP's (if the combat result is 2 or greater).

11.56 All Warsaw Pact non-divisional and DAG artillery units, and all NATO artillery units, may perform counterbattery fire.

11.6 Rocket Artillery

11.61 In any Friendly Player Phase, rocket artillery units may increase their attack strength by increasing the number of FP's they gain. The following chart shows the effect on the unit's attack strength according to the number of FP's the owning Player chooses to gain:

FP's	ATTACK STRENGTH		
1	Normal		
2	x 2		
3	x3		
4	x4		
5	x5		

Example: During the Warsaw Pact Player Phase, a rocket artillery unit with a strength of 5-5 is supporting an attack. The Warsaw Pact Player decides to triple the attack strength of the rocket artillery unit, making it a 15. He does so and conducts the attack - adjusting the unit's FP level to reflect an increase of 3 FP's.

11.62 Rocket artillery units may use this special increase in strength only when supporting an attack or conducting counterbattery fire.

11.63 Rocket artillery units do not have their strength doubled when conducting direct fire (exception to 11.14).

12.0 Attack Helicopters

GENERAL RULE:

An attack helicopter unit may be used to support any type of attack or defense in a manner similar to indirect fire. The unit represents the base from which the helicopters operate. However, any time an attack helicopter unit is involved in a combat, it must gain any FP's required by the combat result.

12.1 Helicopters and Combat

12.11 An attack helicopter has a printed range which the unit must be within to participate in combat (see 11.21).

12.12 When an attack helicopter unit is attacked, it defends with a strength of 1, whether alone or stacked with other units. An attack helicopter unit (and any units stacked with it) may never be retreated; it must gain all FP's incurred by a combat result.

12.13 An attack helicopter unit that is in an Enemycontrolled hex may never be used in the support of a combat.

12.14 The restrictions of 11,24 and 11.26 apply to attack helicopters, while 11.23 does not. An attack helicopter may never be used to release chemicals or smoke.

12.2 Helicopters and FP's

Each attack helicopter unit retains its own FP level. The FP level of an attack helicopter is reduced by one (only) during the Friction Point Removal Segment (unless out of supply). The restrictions of Cases 11.33 and 11.34 apply to attack helicopters.

13.0 Airmobile Operations

GENERAL RULE:

Both Players receive certain units, specified in the scenarios that are considered airmobile or convertible to airmobile. An airmobile unit may be "flown" from one hex to another by transport helicopters (which are not represented by counters). Every attack helicopter unit in the game is considered to include sufficient transport helicopters to move one airmobile unit per Friendly Player Phase. A Player may move airmobile units in this manner only during Game-Turns in which the Enemy Player does not have Air Superiority. The Exclusive Rules list the unit types available for conversion to airmobile status.

PROCEDURE:

During the Friendly Player Phase, each attack helicopter unit may transport one airmobile unit a number of hexes up to the limit of the helicopter unit's range allowance. This range is counted from the hex occupied by the helicopter unit (exclusive) to the hex occupied by the airmobile unit (inclusive) and then to the destination hex of the airmobile unit (inclusive). The Phasing Player must actually trace this range on the map as a "flight path"; if the path passes through an Enemy- occupied or Enemy-controlled hex, the airmobile unit and the helicopter unit are subjected to Enemy air defense fire (see 13.2). After the Phasing Player has completed this move, the helicopter unit immediately gains an FP.

CASES:

13.1 Converting Units to Airmobile Status

The conversion of units to airmobile status is limited by the number of substitute counters provided for each nationality. Conversion to airmobile may take place at any time during the Friendly Player Phase. The Phasing Player simply removes the eligible unit from the map and replaces it with an airmobile substitute counter (of the same nationality) on the same hex. If the unit to be replaced is a battalion, a single substitute unit is placed; if the unit is a regiment, it is replaced by three airmobile substitute counters. Both Players should note the hex number where the conversion of a unit takes place. This hex is considered to contain heavy equipment and vehicles of the converted unit. Should the hex be subsequently entered by an Enemy unit, the equipment in the hex is considered destroyed, leaving the converted unit with no opportunity to "reconvert" to its original unit in order to reconvert an airmobile unit to its original unit, move the unit back to the original conversion hex and substitute the original unit for the airmobile. In the case of Warsaw Pact regiments, three airmobile units originating from the same strength mechanized unit must be moved to the conversion hex.

13.1A Airmobile Eligibility

The following units are eligible for airmobile operations at all times: East and West German airborne infantry units, Soviet airborne artillery; British 15/Para, 100 RA/5 and 7 RHA/5 artillery units.

The following units may take part in airmobile operations after being converted: British (1-3) motorized infantry units; all US 2-8 mechanized infantry battalions; all East German, Czech, Polish, and Soviet motorized rifle regiments, all Soviet airborne mechanized battalions. A unit is not eligible for airmobile operations during the player phase in which it enters play as a reinforcement.

See 13.4 Airmobile Units Chart for a summary.

13.2 Air Defense Fire

When an airmobile unit is being transported to its destination hex, it may be subject to Enemy air defense fire. If the flight path of an airmobile unit passes through an Enemy-controlled or Enemy-occupied hex, the airmobile unit and the transporting helicopter each gain one FP immediately. FP's are gained in this manner for every hex in the flight path which is Enemy-controlled or Enemy- occupied. Hexes in the flight path lying between the helicopter unit and the unit to be transported do not count for air defense fire.

13.3 Special Rules for Airmobile Units

13.31 An airmobile unit is considered a non-motorized, infantry unit and is subject to the provisions of 5.33.

13.32 An airmobile unit may expend only 6 Operation Points in any Phase in which it is transported (these may be expended before and/or after transport). A unit that is transported gains one FP, regardless of whether or not it expends Operation Points.

13.33 Airmobile units must trace either a normal supply line, or they may be supplied by airheads in the same manner as airborne units (see 15.5).

13.34 Warsaw Pact airmobile units are not subject to Soviet Doctrine restrictions (see 8.9A), or NATO

Surprise Attack Bonus (8.44), unless they are stacked with non-airmobile or non-airborne Warsaw Pact units.

13.35 Airmobile units are considered non- divisional units for the purpose of 8.33 and 11.23.

13.36 Airmobile units may not exit the map.

13.37 A Warsaw Pact attack helicopter unit that is located off-map may not be used to transport airmobile units.

13.38 An airmobile unit may be transported to any non-Enemy-occupied hex.

13.38A West German and French airmobile units are eligible for Air Transport for the purposes of 15.72

13.39 Players may convert eligible units to airmobile status and simply use them as leg infantry units without initiating an airmobile operation. All normal airmobile rules apply to such units, which begin their movement in the hex of their conversion.

13.4 Airmobile Units Chart

(see charts and tables)

14.0 Air Power

GENERAL RULE:

Air Points of either Player may be used in an in-direct fire role. They may also be used by either Player to release chemicals.

CASES:

14.1A Warsaw Pact Initial Air Supremacy

Prior to the start of the game, the Warsaw Pact Player rolls the die to determine the extent of his initial air supremacy. The number rolled on this die represents the number of Game-Turns (beginning with Game-Turn 1) in which the Warsaw Pact Player *automatically possesses air superiority*. Place the Initial Air Supremacy marker on the Game-Turn it finishes on the Game-Turn Track. During Game-Turns of automatic Warsaw Pact superiority, the Airpower Table is not used. (**Exception:** The Table is consulted each AM. Game- Turn to determine if ground fog is in effect only.) Players will note that the period of Warsaw Pact superiority when ground fog is in effect.

14.1B Warsaw Pact Pre-Emptive Air Strike

During the Airpower Segment of Game-Turn 1 only, the Warsaw Pact Player may conduct a pre-emptive strike against a number of *hex groups* specified by the scenario instructions. Each hex group consists of a *target hex* and the six hexes adjacent to it. NATO units occupying the hexes within a hex group will gain a variable number of FP's as a result of the pre-emptive strike.

The Warsaw Pact Player chooses the appropriate number of hex groups anywhere on the map(s) by declaring the target hex's number. No hex may be in more than one hex group (they may not overlap). The Warsaw Pact Player rolls the die once for each NATO unit in a hex group, then subtracts 1 from the die roll for every unit except artillery and helicopters. If the die result, after subtraction, is less than or equal to the unit's max FP level, the unit gains that number of FP's (no retreats allowed). A roll that exceeds a unit's max FP level is treated as though it equaled the unit's max FP level, except in the case of artillery and helicopters, a roll of 6 for one of these units eliminates the unit completely (remove it from the game). FP's gained by a unit as a result of a pre-emptive strike may be removed normally in the ensuing Friction Point

Removal Segment. The pre-emptive strike does not require the expenditure of Warsaw Pact Air Points and is not considered nuclear warfare

14.1 Air Superiority

During the Airpower Segment of the Game-Turn Preparation Phase of turns when Warsaw Pact Air Supremacy is not in effect, the NATO Player rolls the die and refers to the Air Power Table to determine if either Player has air superiority this Game-Turn. A Player who has air superiority (only) may use a certain number of Air Points to aid his units that are involved in combat during the Game-Turn. Results received from the Air Power Table may also cause ground fog to be in effect during a Game-Turn (see 14.3). See also 30A.0 for an alternate method of determining Air Superiority. This method allows both sides to have varying numbers of available Air Points in the same turn.

14.11 The number of Air Points that a Player with air superiority receives is listed in 31.41 and the player should use their respective Air Point markers on the Points Track to show many points they have. As the Player uses his Air Points, the number of Air Points at his disposal is adjusted.

14.12 A Player may not save Air Points-from one Game-Turn to another. If Air Points are not used during the Game-Turn in which they are received, they are lost.

14.13 A Player may use Air Points to aid an attack or defense simply by adding any number of the Air Points he has available during the Game-Turn to the total strength of his units that are involved in the combat.

14.14 A Player may use Air Points to release chemicals in a combat, simply by declaring that he is expending the Air Points to do so. A Player may use no more than one Air Point for this purpose in any one combat (see 11.46), and if an Air Point is used in this fashion, it does not add to the strength of the friendly units involved in the combat.

14.2 Air Interdiction

Air interdiction is another way that a Player may use his Air Points. Interdiction represents independent strikes conducted against units when they are most vulnerable — in transit. Air interdiction may be used only by the Player with Air Superiority. To undertake Air Interdiction, follow this procedure:

1. Immediately after determination of Air Superiority (during the Airpower Segment), the Player with Air Superiority may place FP markers (as Air Interdiction markers) of a value from 1 through 4 on any hex not occupied by an Enemy unit. Place the relevant Air Interdiction marker on top as a reminder of who is interdicting.

2. For each individual FP represented, the Player reduces his number of available Air Points for that Game-Turn by one.

3. During the remainder of the Game-Turn, the first Enemy unit or stack of units to enter the hex as a result of movement or combat gains the number of FP's represented by the marker, and the marker is removed from play.

4. Should no Enemy unit enter the hex during the course of the Game-Turn, the marker is removed from play at the end of the Game-Turn.

14.21 Air Interdiction Placement

Air Interdiction markers may be placed in any hexes on the map except those occupied by Enemy units. The number of hexes in which a Player may place Air Interdiction markers is limited only by the number of Air Points he has. However, no more than 4 FP's worth of Air Interdiction may ever be placed in a single hex.

14.22 Air Interdiction markers may be placed on a Player's own units in anticipation of Enemy movement into the hex through advance after combat or normal movement. Friendly units may always enter or leave a hex containing Friendly Air Interdiction without gaining the FP's.

14.23 Air Interdiction and Reinforcements

If the Enemy Player places an Air Interdiction marker on a reinforcement entry hex, Friendly units scheduled to enter at that hex may instead be brought into play at an alternate entry hex.

14.3 Ground Fog

On A.M. Game-Turns, it is possible to receive a ground fog result from the Air Power Table, in addition to an air superiority result. Ground fog has no direct effect on airpower, other than the listed result. If a mobile attack is conducted during a ground fog Game-Turn, the attacker receives a combat bonus. This is the only effect of fog. Place the Ground Fog marker on the Game-Turn Track as a reminder

14.4 Airpower Table

(see charts and tables)

15.0 Airborne Units

GENERAL RULE:

Players receive airborne units as reinforcements as designated by scenarios. Airborne units enter play according to the air drop procedure. Units have to be held off map until they are airdropped. Once in play, airborne units may trace supply to an airhead, which may additionally be used as an entry hex for nonairborne Warsaw Pact reinforcements.

PROCEDURE:

At the beginning of the Phasing Player's initial Phase, each airborne unit that is eligible to enter play in the current Game-Turn is placed in a drop hex by the Phasing Player. After all such units are placed, the Phasing Player consults the Airdrop Table, rolling the die once for each unit, to determine how many FP's the unit gains as a result of the airdrop.

CASES:

15.1 When Airborne Units Are Placed

The Phasing Player may bring airborne units into play during his initial Player Phase of any Game-Turn in which he possesses air superiority (see 14.1), or when neither Player has air superiority and ground fog is not in effect.

15.11 Airborne units must be placed in drop hexes before any other Phasing units have been moved in a Player's initial Phase. The airdrop procedure and any Operation Point expenditure by the units must be completed before moving other Phasing units or bringing normal reinforcements into play.

15.12 Entering airborne units into play does not require the expenditure of Air Points.

15.1A Airborne Capability

15.1A1 The Soviets have capability to drop both divisions (and any Non-Soviet Pact paras) in the same turn or even phase.

15.1A2 The British can drop the 15 Para Battalion; the French can drop 4 units per turn and the West Germans can drop 3 units per turn

15.2 Drop Hex Restrictions

Any hex in play may be used as a drop hex, with the following exceptions:

1. A city or rough terrain hex.

2. An Enemy-controlled or Enemy-occupied hex.

3. A Friendly-occupied hex or a hex assigned as a drop hex for another airborne unit.

Any other hex may be used as a drop hex but, depending on the terrain in the hex, the FP gain required as a result of the airdrop procedure may be increased (see 15.3).

15.3 How to Use the Airdrop Table

After placing the airborne units, the Phasing Player consults the Airdrop Table (15.6). For each airborne unit placed, he rolls the die and locates the die result on the Table to determine how many FP's the unit immediately gains. The die result may be modified, depending on the terrain in the drop hex, as explained on the Table.

15.31 Each unit placed in a drop hex is rolled for individually by the Phasing Player. He may roll for these units in any order.

15.32 Any FP gain called for by the Airdrop Table is recorded with an FP marker, not by flipping the unit over (see 15.4).

15.33 When a unit is airdropped on a Game-Turn in which neither Player has air superiority, one is added to the die roll when using the Airdrop Table. This is in addition to any modifiers for terrain in the drop hex.

15.4 Restrictions on Airborne Units

During the Player Phase in which an airborne unit is first placed on the map, it may expend only 6 Operation Points. At the conclusion of that Phase, the airborne unit gains an FP (shown by flipping the unit over) whether it actually expended Operation Points or not.

15.41 Warsaw Pact airborne units are not subject to the restrictions of Soviet Doctrine (8.9A), and the NATO Player never receives the Surprise Attack Bonus (8.44) when attacking such units, unless they happened to be stacked with non-airborne Warsaw Pact units.

15.42 Warsaw Pact airborne units may only be supported by the artillery brigade organic to their division and by non-divisional artillery units.

15.43 Airborne units of both sides may always be supported by attack helicopter units and Friendly Air Points unless victims of EW.

15.44 Airborne units may never exit from the gamemap.

15.45 British, West German and East German airborne infantry units are non-motorized, and when being moved, they treat all road and Autobahn hexsides as access hexsides instead. Furthermore, they are treated as company-sized units for the purposes of exerting a Zone of Control.

15.5 Airheads and Airborne / Airmobile Supply

Any airfield hex that is occupied by a Friendly unit, or was once occupied by a Friendly unit and has not since been occupied or controlled by an Enemy unit, is considered a Friendly airhead. During each Game-Turn that the Friendly Player has air superiority (or neither Player has air superiority), an airhead is considered operative, and may be used as a supply source for airborne and airmobile units, and (for Warsaw Pact units only) as an entry hex for non-airborne/airmobile mechanized or artillery units.

15.51 An airborne/airmobile unit may trace a line of supply to any valid supply source (as listed in scenario instructions) or to an operative Friendly airhead.

15.52 During the initial Warsaw Pact Player Phase of any Game-Turn in which he has air superiority; he may place one motorized rifle unit or one artillery unit (only) on one operative Warsaw Pact airhead hex (assuming such a unit is scheduled to enter as a reinforcement in the current Game-Turn). A unit so placed is considered an air-delivered reinforcement.

15.53 An air-delivered reinforcement unit may not expend any Operation Points during the Player Phase of its entry, but is flipped over (to its FP side) upon being placed. A unit so placed is removed from the march order of its division (if assigned to one).

15.54 An air-delivered reinforcement must trace a line of supply to a valid supply source. Operative airhead hexes may be used to supply up to two air- delivered reinforcement units per Game-Turn (in addition to any number of airborne units). Regardless of how many airheads the Warsaw Pact Player controls, no more than two air-delivered units may use them as supply sources in a single Game-Turn.

15.6 Airdrop Table

(see charts and tables)

15.7 NATO Air Transport

The NATO Player may transport eligible units via air transport from either off-map or on-map airfields to onmap airfields. Movement between airfields costs 6 OPs and the airfields need not be on the same map. Such transfer is subject to Air Defense Fire (13.2) and may only take place when the Warsaw Pact does not have Air Superiority.

15.71 The British have some reinforcements which are flown from the UK to Gutersloh; this is detailed in 20.34.

15.72 The West Germans and French can use their air transport capability to instead transfer air transportable units from a friendly airfield not in an EZOC or off map to friendly airfield not an EZOC.

15.73 The West Germans can transfer 1 unit per map in play up to a maximum of 3 units total; the French can transfer 4 units but only if the DF map is in play.

16.0 Engineers, Rivers and Bridges

GENERAL RULE:

Both Players may attempt to destroy bridges. Friendly engineer units may be used to repair destroyed bridges and aid Friendly units in crossing unbridged river hexsides. Engineer units may also provide column shifts for Friendly attacks into city hexes or across river hexsides (see Combat Results Table).

CASES:

16.1 Bridge Demolition

Each player may attempt to destroy any bridge in West Germany during any Friendly Player Phase. There are two forms of bridge demolition: close- and long-range demolition.

16.11 Each player may make one close range demolition attempt per Game-Turn on any bridge adjacent to a Friendly unit during any part of the player phase when the condition is met. When a friendly unit is adjacent to the bridge that is to be destroyed the player rolls a die. On a die roll of 1-5 the bridge is destroyed. On a roll of 6, the bridge remains intact.

16.12 Each player may make one long range demolition attempt per Game-Turn on each bridge on the map, regardless of whether a Friendly unit is adjacent to it. The player announces during any part of his player phase that the attempt is being made, and rolls a die. On a die roll of 1 the bridge is destroyed. All other rolls leave the bridge intact. The Warsaw Pact player may attempt this only if he expends an Air Point or if a bridge is within 3 hexes of a Warsaw Pact unit that can trace a path free of enemy units & EZOCs to the bridge

16.13 Place a Blown Bridge marker to note a destroyed bridge hexside or a Bridge Demo Failed marker to note failed demolition attempts.

16.2 Engineers and River Crossings

16.21 When an engineer unit or a stack containing an engineer unit is moved across an unbridged river hexside or a destroyed bridge hexside, only 1 Operation Point is expended, in addition to the cost of the terrain in the hex entered.

16.22 An engineer unit occupying a hex with an unbridged river or destroyed bridge as one of its hexsides reduces the cost to cross that hexside to 1 additional Operation Point for any Friendly unit moved through that hexside in either direction.

16.23 If an engineer unit remains adjacent to a destroyed bridge for one complete Game-Turn (i.e., it has not moved at all), and is adjacent to no Enemy units at the end of that Game-Turn, then the destroyed bridge is considered repaired when the Game-Turn is ended. In the event that an engineer unit is adjacent to more than one destroyed bridge hexside for a complete Game-Turn, all such hexsides are considered repaired. Once a bridge has been repaired, it may only be destroyed by the opposing Player through another successful bridge demolition attempt.

17.0 Reinforcements

GENERAL RULE:

Both Players receive units as reinforcements during the course of the game. Reinforcements may appear during the owning Player's Initial Player Phase of their Game-Turn of entry. Units that are to appear as reinforcements, their Game-Turn of entry, and the hexes in which they may appear are listed in the Exclusive Rules.

PROCEDURE:

A reinforcement unit may be initially placed in any entry hex listed for it in the reinforcement schedule. All entry hexes contain either a road or Autobahn leading off the map. $\frac{1}{2}$ of an Operation Point must be paid to place the unit in its chosen entry hex. The remaining Operation Point expenditure for that unit is then carried out, before moving another unit (or bringing on other reinforcements). Warsaw Pact reinforcement units are subject to the special restrictions of march order.

CASES:

17.1 How Reinforcements Enter the Map

When more than one reinforcement unit is entering the map in the same hex in the same Game-Turn, the units should be imagined as a column of units entering the map from a chain of off-map road or Autobahn hexes. If an Autobahn leads off the map in the entry hex, the first unit brought onto the map expends ½ of an Operation Point, the second unit expends 1-and-½ Operation Points, and so on. If a road leads off the map in the entry hex, the first unit expends ½ of an Operation Point, the second unit expends 1-and-½ Operation Point, the second unit expends ½ of an Operation Point, the first unit expends ½ of an Operation Point, the third unit expends 2-and-½ Operation Points, and so on.

17.11 Reinforcement units may not enter play as a stack; they must be brought on individually.

17.12 If more than one unit is scheduled to enter in more than one entry hex, they may be placed at any or all appropriate hexes. (Exception: 17.2.) There is no limit to the number of units that may be placed on the map in a single entry hex.

17.13 Reinforcements may only be brought into play during the owning Player's Initial Player Phase of their scheduled Game-Turn of entry.

17.14 A reinforcement unit may not be placed in an entry hex occupied by an Enemy unit, but may be placed in one that is Enemy-controlled (in which case the movement of the reinforcement unit must cease, see 6.11).

17.15 A reinforcement unit may not be placed in an entry hex from which an Enemy unit that exerts a Zone of Control has been exited.

17.2 Warsaw Pact March Order

When the units of a Warsaw Pact division enter play as reinforcements, they must be brought onto the map in a certain order. Each reinforcement division is divided into two columns and the units in each column are assigned a march order. The column organizations and march orders for each type of Warsaw Pact division is shown in the March Order Diagrams.

17.21 Each column of a Warsaw Pact division must be assigned to an entry hex by the Warsaw Pact Player. More than one column may be assigned to the same entry hex in a single Game-Turn. Both columns of a Warsaw Pact division may enter into play from the same entry hex. All the units of a column must enter in that column's assigned entry hex. The columns of a single division must be assigned to entry hexes that are within eight hexes of one another (when counting the distance between entry hexes for this purpose, include both entry hexes).

17.22 All entry hexes for reinforcement units that the Warsaw Pact Player is entering in a given Game-Turn must be assigned at the beginning of his Initial Player Phase, before moving any of his units. The Warsaw Pact Player may note the various entry hexes he has chosen for his columns simply by placing the units in the column just off the playing area, adjacent to their entry hex.

17.23 When the units of a single column are brought into play, they must all be moved along the same route. The Warsaw Pact Player may move some units in the column further than others. However, when the movement of all the units in the column is completed for the Player Phase, the path of hexes moved through by the unit that is furthest away (in hexes) from the entry hex must contain all the other units in the column.

17.23A When entering columns from the same division through the same entry hex, every unit of one column must be brought into play before bringing on any units of the second column. The movement penalties incurred for entering additional units in the same entry hex must be adhered to (see 17.1).

17.24 The routes traversed by different columns that the Warsaw Pact Player brings into play in the same Game-Turn may cross each other. Units of the same column may complete their movement stacked, but may not be stacked with units of a different column.

17.25 Non-divisional units received by the Warsaw Pact Player as reinforcements (those with no boldface division designation) may be "attached" to any divisional columns entering play that Game-Turn. Each such unit is assigned to the end of a column and is

entered into play with those units, subject to the restrictions of these Cases. If more than one nondivisional unit is assigned to a single column, they may be entered in any order desired (but always after the divisional units in the column).

17.25A Soviet artillery divisions may enter from any entry hex, and are not subject to the restrictions of 17.21. If an artillery division is entered from an entry hex which is also being used by another division, it must be brought on behind that division. Units of an artillery division are not assigned a Specific march order and may be entered in any order the Warsaw Pact Player wishes.

17.26 Warsaw Pact march order and column assignments are in effect for the Initial Player Phase of the division's entry only. In all subsequent Player Phases these restrictions are ignored. Warsaw Pact reinforcements are also subject to the restrictions of 17.1.

17.3 Warsaw Pact March Order Diagrams

(see charts and tables)

18.0 Electronic Warfare

GENERAL RULE:

Both Players receive a number of Electronic Warfare Points (EWP's) each Game-Turn, according to the Electronic Warfare Chart (18.3). The Phasing Player may use his assigned EWP's to aid his attacks by preventing Enemy use of indirect fire.

CASES:

18.1 Assignment and Use Of EWP's

At the beginning of each Game-Turn, the Electronic Warfare Point Chart is consulted to determine how many EWP's each Player receives that Game-Turn. The number listed is the number the Player receives for his initial Player Phase and again throughout the rest of the Game-Turn. For example, a listing of 4 EWP's entitles a Player to 4 Points to use during his initial Player Phase and 4 more Points to use throughout the remainder of the Game-Turn.

18.11 When using the Electronic Warfare Point Chart, cross-reference the current Game-Turn with the map being used. If more than one map is in use, the results in two columns of the Chart are used. However, EWP's assigned to one map may be used only against Enemy units on that map.

18.12 EWP's may not be accumulated. If they are not used during the Phase for which they are assigned, they are lost. Each Player must keep track of his available EWP's either on a piece of paper or on the Points Track using the EW Points markers. There are markers available for each map.

18.2 Conducting Electronic Warfare

Each EWP may be used by the owning Player to conduct Electronic Warfare (EW) whenever he is resolving any type of attack. During Step Two of the Combat Procedure, the attacker declares that he is conducting EW and records the expenditure of one EWP. He then rolls one die. If the NATO Player is conducting the attack, a die result of 1 through 4 indicates the EW is successful. If the Warsaw Pact is conducting the attack, a die result of 1 through 3 indicates the EW is successful.

18.21 EW is always resolved after the participation of all Friendly units, including artillery and attack helicopters, has been announced. Additional Friendly units may not join an attack after the result of an EW attempt has been determined.

18.22 EW may be conducted during the resolution of any combat in any Friendly Player Phase, providing unused EWP's are available. However, no more than one EWP may ever be used in a single attack.

18.23 If an EW attempt is successful, Step 3 of the Combat Procedure is skipped. Thus, the defender may not conduct indirect fire, nor may he use attack helicopters, Air Points, or chemicals to aid the units under attack.

18.24 The effects of a successful EW attempt last only for the duration of a single attack. All subsequent attacks, even if involving the exact same units, would require the expenditure of another EWP in order to attempt EW.

18.25 When a Player conducts EW, he must immediately record the expenditure of one EWP, whether the attempt is successful or not.

18.3 Electronic Warfare Point Chart

(see charts and tables)

OPTIONAL RULES

24.0 Nuclear Warfare

GENERAL RULE:

Nuclear warfare may be initiated by either Player during the Nuclear Attack Segment of any Game-Turn. Nuclear warfare is not simultaneous; the Warsaw Pact Player resolves any nuclear attack he wishes to conduct in a single Nuclear Attack Segment before the NATO Player resolves any of his. If the NATO Player is the first Player in the game to actually resolve a nuclear attack, the Warsaw Pact Player may conduct his nuclear attacks after the NATO Player (in that Nuclear Attack Segment only). Each Player may conduct nuclear attacks against Enemy units with nuclear weapons fired from his artillery units or delivered by airpower.

PROCEDURE:

The number of nuclear weapons available to each Player for the duration of the game, the strength of each, and the method of their employment is listed on the Nuclear Weapons Charts (24.6). As a Player uses his available weapons, he notes their expenditure on a separate sheet of paper. Place a Nuclear Attack marker on the affected hex.

CASES:

24.1 Use of Nuclear Weapons

The Nuclear Weapons Chart lists the method by which each type of nuclear weapon is employed, either fired from a certain type of artillery unit or delivered by air.

24.11 An artillery unit may fire a nuclear weapon which it is eligible to deliver into any hex within its range. Certain artillery units possess a special range for firing nuclear weapons (as listed on the chart) which represents battlefield missiles which are attached to the artillery unit and for which separate counters are not provided. An artillery unit does not gain an FP for firing a nuclear weapon, but must be in supply to do so. A single artillery unit is allowed to fire only one nuclear weapon per Game-Turn.

24.12 A Player may use a nuclear weapon deliverable by air anywhere on the Game-Map. This does not require the expenditure of an Air Point, but may only be executed if the opposing Player does not possess air superiority. Within these restrictions, any number of eligible nuclear weapons may be delivered by air per Game-Turn.

24.2 Resolution of Nuclear Attacks

Each nuclear weapon is assigned an Attack Strength on the Nuclear Weapons Chart. To resolve a nuclear

attack, the strength of the weapon is compared to the Nuclear Defense Strength of the unit under attack. This strength is "1" if the unit is soft, or "2" if the unit is hard. The comparison, stated as a ratio, is located on the Combat Results Table as if a prepared attack was being conducted in flat terrain (regardless of the terrain actually in the hex under attack). The die is then rolled and the defender's combat result is applied to the unit being attacked. The attacker's combat result is ignored.

24.21 Any number of nuclear weapons (within the restrictions of those available) may be assigned to attack a given hex or unit. However, a separate attack is conducted for each nuclear weapon used.

24.22 If more than one unit occupies a hex in which a nuclear attack is being resolved, each unit is attacked separately by the full strength of the nuclear weapon(s).

24.3 Effects of Nuclear Attacks

24.31 Any combat result incurred by a unit defending in a nuclear attack must be applied as an FP gain. No retreat is possible.

24.32 A unit subjected to a nuclear attack (whether it suffers any FP gain or not) may not expend any Operation Points in the next Friendly Player Phase. The unit may be flipped to its FP side during the Phase however.

24.33 NATO units are prohibited from entering any hex subjected to a nuclear attack (by either Player) in the first NATO Player Phase following the attack.

24.34 The Operation Point cost for entering a hex subjected to a nuclear attack is doubled for the entire Game-Turn in which the attack is resolved.

24.4 NATO Assignment of Nuclear Weapons

The NATO Player must plot nuclear weapon expenditure one Game-Turn in advance of actual employment. During the Nuclear Attack Segment, the NATO Player secretly writes down the identity number of a target hex or the designation of a target unit for each nuclear weapon he wishes to employ. He must also note the type of nuclear weapon used and the method by which it will be delivered (naming the specific artillery unit if the weapon will be fired by artillery). During the Nuclear Attack Segment of the next Game-Turn, the attacks of all nuclear weapons so assigned are resolved. If a Warsaw Pact unit is the assigned target of an attack, and the unit has been moved adjacent to a NATO unit or into a city hex, the attack is cancelled. Likewise, if the chosen delivery system is no longer available (i.e., the Warsaw Pact has air superiority or the assigned artillery unit is not within range), the attack must be cancelled.

24.41 The NATO Player may not choose a hex that contains a West German city, or that is occupied by, or adjacent to, a NATO unit as a target hex.

24.42 A cancellation of a nuclear attack is considered an expenditure, and the assigned nuclear weapon is no longer available.

24.43 The NATO Player may plot as many nuclear attacks as he wishes in a single Game-Turn, up to the limit of weapons provided by his Nuclear Weapons Chart.

24.5 Warsaw Pact Assignment of Nuclear Weapons

Nuclear attacks conducted by the Warsaw Pact Player are resolved in the same Nuclear Attack Segment in which they are declared. Each nuclear attack is declared against a specific target hex containing any number of NATO units (see 24.22). As long as a target hex is not adjacent to Warsaw Pact units, any hex may be chosen as a target. The Warsaw Pact Player must adhere to a rigid schedule of nuclear weapon expenditure. In the first Nuclear Attack Segment that the Warsaw Pact Player conducts nuclear warfare, he may expend up to 33 nuclear weapons. In each of the next six Nuclear Attack Segments that follow, he may expend up to 6 nuclear weapons. At the end of this period, the Warsaw Pact Player may expend a maximum of 3 nuclear weapons per Game-Tum for the duration of the game. The limits on expenditure given above are maximums; the Warsaw Pact Player is free to expend fewer than allowed but doing so does not allow him to expend more in subsequent Game-Turns.

24.6 Nuclear Weapons Charts

(see charts and tables)

24.7 Atomic Demolition Munitions (ADM's)

Atomic Demolition Munitions (ADM's) may be used by the NATO Player only. They are nuclear weapons designed to enhance the obstacle value of the terrain.

24.71 ADM's may only be assigned to friendly NATO units, and only during the Nuclear Attack Segment of the Game-Turn prior to the Game-Turn of use.

24.72 On the Game-Turn following the turn of assignment of an ADM, the holding unit may detonate the ADM in any one hex that it passes through during the course of it first Movement Phase. Place an ADM marker on the affected hex.

24.73 A hex in which an ADM has been detonated costs a unit twice the normal number of OP's to enter. In addition, the effects of Autobahns, roads, and access hexsides are nullified by the ADM.

24.74 An engineer unit that enters a hex subjected to ADM demolition restores the normal entry cost of that hex.

25.0 West German Territorial Units

GENERAL RULE:

On each map the NATO Player may deploy a certain number of Wehrbereichskommando static infantry battalions. These units are deployed hidden and may never be moved. Static infantry battalions may be supported by West German artillery and attack helicopter units. Although each unit is battalion sized, its Zone of Control is considered to be like that of a company-sized unit (see 6.24). The FP level of a territorial unit (of either type) may be reduced by one during the Friction Point Removal Segment.

CASES:

25.1 Deploying Static Battalions

Before the start of play, the NATO Player secretly writes down the hex numbers of each city hex in which he wishes to place a static infantry battalion. During play, as soon as a Warsaw Pact unit moves adjacent to a city hex containing a static battalion, the NATO Player must declare that unit's presence. If the Warsaw-Pact unit occupies a hex controlled by that static battalion, it must cease its movement as per 5.22.

25.2 Properties of Static Battalions

Each static infantry battalion is treated as a soft unit possessing an Attack Strength of "0" and a Defense Strength of "1". Static battalions may neither move, attack, nor expend Operation Points in any manner. Static battalions may never retreat; they must absorb all adverse combat results by gaining FP's.

25.21 NATO units of any nationality may be stacked in a hex occupied by a static battalion. The static infantry

unit does not count for purposes of stacking, although it may add its Defense Strength to that of any units stacked with it.

25.22 If units which are stacked with a static battalion are retreated as a result of combat, the static battalion is automatically eliminated.

25.23 Static infantry battalions may never participate in an attack nor contribute toward the application of column shifts when resolving a NATO attack.

25.24 The current FP level of each static infantry battalion is shown by placing the appropriate FP marker in the hex it is considered to occupy. The FP level of a static battalion is never averaged with other units occupying the same hex. Each static battalion may possess from 0 to 4 FP's; when such a unit is called upon to gain a fifth FP, it is eliminated. Remove the FP marker from play.

25.3 Availability of Static Battalions

The following static battalions are available for use, and must be placed within the limits of the cities if listed:

North German Plain: VBK/NGP1, VBK/NGP2, VBK/NGP3. (Placement is up to NATO player)

BAOR: VBK/22 (Hannover), VBK/23 (Hildesheim), VBK/35 (Detmold), VBK/44 (Kassel).

Fifth Corps: VBK/41 (Koblenz), VBK/43 (Wiesbaden).

Hof Gap: VBK/63 (Ansbach), VBK/64 (Wurzburg), VBK/67 (Bayreuth).

Donau Front: VBK/DF1, VBK/DF2, VBK/DF3. (Placement is up to NATO player)

26.0 West German Doctrine

COMMENTARY:

Current West German tactical thought is heavily influenced by the political concept of "forward defense." With the advent of this doctrine, traditional German excellence in mobile defense has been sacrificed to the idea of holding as much ground, as far forward, as possible.

GENERAL RULE:

No West German unit may retreat to fulfil combat loss requirements until it is within 2 FP's of being destroyed. Therefore, a West German mechanized or armored battalion could not retreat until it had a cumulative total of 3 FP's. Similarly, a West German company could not retreat until it had absorbed at least 2 FPS, and an artillery unit could not retreat until it had accumulated 4 FP's (except when being attacked by counter battery fire only).

27.0 Non-Soviet Warsaw Pact Unreliability

COMMENTARY:

Although there was little chance that the Soviet Union would initiate a war without assurances of Warsaw Pact reliability, there was the possibility that it could. Historically, most unreliable allies bail out when their side is definitely losing, but there was evidence to suggest that East German, Polish and Czech troops would be less than enthusiastic in an aggressive war even if the Soviet prospects looked reasonably good. While they would undoubtedly have been very tenacious in the defense of their homeland, their enthusiasm for a Soviet war of aggression might have been of a low order.

Central Front Unified Rules

CASES:

27.1 Combat Losses

To simulate deteriorating morale, double all combat losses against Non-Soviet Warsaw Pact units from the Combat Results Table.

27.2 Determining Unreliability

All Non-Soviet Warsaw Pact non-artillery units participating in at- tacks are subject to unreliability. For each such unit or stack, the Warsaw Pact Player must roll one die on the Non-Soviet Warsaw Pact Unreliability Table (27.3) at the time he declares combat. Based on the number of FP's the unit/stack in question currently possesses, the Table will yield a result which either allows or denies the unit the ability to participate in the attack. This procedure is initiated separately for each stack for each attack throughout the game.

27.3 Non-Soviet Warsaw Pact Unreliability Table (see charts and tables)

28.0 Doctrinal Victory Conditions

(See Exclusive Rules 31.10)

29.0 Exiting Enemy Controlled Hexes

If the Phasing Player is attempting to move all the units in a particular Enemy-controlled hex out of that hex in accordance with 6.2, his die roll is modified as follows:

"1" is subtracted from the die roll during a P.M. night turn or during ground fog; or if the unit is separated from all Enemy units' ZOC's by a river hexside.

"!" is added to the die roll for each adjacent hex in excess of one, which contains an enemy unit exerting a Zone of Control over the Phasing unit or stack.

30.0 Hof Gap Terrain

Units may not move, advance, or retreat into or out of a rough terrain hex except through Autobahn, road, or access hexsides on the *Hof Gap* map. Units may conduct normal attacks and exert Zones of Control into such hexes as usual. Airmobile and Airborne Infantry units, only, are exempt from any of the above restrictions.

30A.0 Alternative Air Superiority Determination

COMMENTARY:

This method uses an Air Superiority Track that gives a sliding scale of Air Points available. It differs from the method used in the main rules in that both sides have the potential to have Air Points available.

GENERAL RULE:

Place the Air Superiority Level marker in Box 1 of the Air Superiority Track on Game-Turn 1, giving the Warsaw Pact automatic air superiority. Multiply the number of Air Points given by the number of maps in play to give total Air Points for that turn. On Game-Turn 2, place the marker in Box 3. On all turns starting with GT 2 then roll on the Air Superiority Adjustment Table to determine which box to place the marker in and how many air points each side receives. The track indicates which side has Air Superiority. Note also the there is a roll on each AM turn after GT 1 to see if ground fog is in effect. Flip the marker over to the Ground Fog side to show this. Ground fog affects combats and air operations.

30B.0 NATO Deep Interdiction Strike

During each Pact initial player phase after Game-Turn 1, the NATO player performs a deep interdiction roll

for each Pact division due to enter the map that turn. (Treat any arriving non-divisional army asset units as a "division group" for the purpose of interdiction.) If a 1 is rolled, the Pact player then rolls, and negates the strike on a 5-6 roll. If the Pact player rolls a 1-4, the division's entry is delayed by one turn (and it will suffer another interdiction roll then). Interdiction strikes are not affected by air superiority, and do not require the expenditure of air points.

30C.0 Season Determination

COMMENTARY:

As the grand campaign is set in July, ground conditions are usually set to dry. However, the status of High Water hexes on the *North German Plain* and *Donau Front* maps can be determined prior to play if the players so wish.

GENERAL RULE:

The NATO player rolls one Die with a result of 1, 2, 3 = dry season, and 4, 5, 6 = wet season. Depending on the outcome of the roll, all High Water Hexes are treated as Marsh (if wet season) or Flat (if dry season) for the entire game.

30D.0 Accelerated Warsaw Pact Deployment and NATO Alert

This posits an "accelerated Warsaw Pact deployment" (or perhaps a further 24 hours' mobilization), and NATO being alerted and commencing deployment to GDP positions. Apply these rules:

30D.1 Warsaw Pact Deployment

30D.11 All Pact reinforcements that enter on Game-Turn 1 either:

Set up east of the border on the NGP or DF map if due to enter on that map; or

Enter the BAOR, FC, or HG maps, on Game-Turn 1 with 12 OPs in the initial phase, regardless of which map edge they use; to clarify, if they use an alternative entry edge provided in the arrival list, they do so without suffering 12-hour delays or loss of OPs.

30D.12 All other Pact reinforcements' entry is advanced 2 turns (24 hours); Game-Turns 2 and 3 reinforcements all arrive on Game-Turn 1 with their listed OPs.

30D.2 NATO Deployment

All this activity is noticed by NATO which belatedly alerts its units 12 hours before the war starts. There is no NATO paralysis, and all the following apply:

30D.21 All units on map may make one phase of pregame movement prior to the Pact pre-emptive air strikes. It is not necessary to flip units to their FP side when conducting this phase.

30D.22 All NATO reinforcements are advanced by one Game-Turn, meaning that all units which would have entered on Game-Turn 1 enter during the pre-game alert movement phase with their listed OPs

30D.23 The Pact pre-emptive air-strike fails to achieve surprise and is intercepted; after the Pact player nominates the up to 30 target areas, the NATO player rolls for each strike and they are cancelled on a d6 roll of 1-3.

30D.23 If using the Air Superiority Track from 30A.0, place the marker in box 3 and start rolling on Game-Turn 1.

30E.0 6th Panzergrenadier Division

Units of this division may ignore the movement restrictions of 5.28.

30F.0 East German 150th Mechanized Regiment

There were rumors of an East German unit (similar to Otto Skorzeny's 150th SS Panzer Brigade from 1944) that used M48 tanks and M113 APCs that had been captured by the North Vietnamese Army in 1975. The vehicles and the men would be outfitted in Bundeswehr uniforms and markings. It was to pose as a Bundeswehr territorial unit and try to sneak through to the Rhine bridges and secure a crossing.

Whether this unit existed or not is up for debate, but a counter for this unit is included. Steal rules for the 150th SS Panzer Brigade from your favorite Battle of the Bulge game and adapt them for this unit.

30G.0 NORTHAG Major Training Areas (MTA's)

COMMENTARY:

This expands 31.7 to include MTA's in the NORTHAG area for games using the NGP and/or BAOR maps.

GENERAL RULE:

The NATO player uses the NORTHAG Brigade Training Table (30G.2) to determine how many & what Brigades are currently training at an MTA. He then uses the NORTHAG MTA Set Up Table (30G.3) to see what MTA a Brigade deploys.to. If only one map is in play, some MTAs may be off map and an entry hex is given instead.

PROCEDURE:

1. If only one of the maps is in play then there is only one Brigade at an MTA. If both maps are in play, roll a die and on a result of 1-4, there is one Brigade in an MTA; and on a 5-6, 2 Brigades.

2. Roll a die to select the column on the NORTHAG Brigade Training Table for each Brigade if both maps are in play. Alternatively, select one from each column. Select the appropriate column if only one map is in play.

3. Roll 2 dice on the selected column to find the Brigade.

4. For each selected Brigade, roll a die on the NORTHAG MTA Set Up Table to find the MTA. If the selected MTA is nation-specific and the selected Brigade is not of that nationality, roll again.

5. Each MTA has set up information for both maps. If only one map is in play, use the column for that map which will give either a setup area or entry hex depending on the map. Format used is the same as 20.0. If both maps are in play, then use the setup areas.

CASES:

30G.1 Deployment to MTA's

30G.11 All units of the selected Brigade will deploy in the MTA or entry hex. British Brigades deploy with a SPA from their parent division.

30G.12 If an entry hex is given, all units follow the restrictions of 17.1.

30G.13 All units deployed to an MTA or entry hex are exempt from the effects of 31.7

30G.2 NORTHAG Brigade Training Table

30G.3 NORTHAG MTA Set Up Table

(See Charts & Tables)

SEQUENCE OF PLAY

1. Game-Turn Preparation Phase

A. Friction Point Removal Segment:

The Players remove a Friction Point from each and every unit on the game-map by flipping each unit over from its FP side to its non-FP side. If a unit begins this Segment on its non-FP side, the FP is removed from it by adjusting its FP marker (see 9.2 and 9.3). Note: This Segment is not conducted on the first Game-Turn of the scenario.

OR

B. Airpower Segment:

i. Check for Air Superiority and allocate Air Points using either:

14.1 Air Superiority

- (First Game-Turn only) Warsaw Pact Player rolls for initial Air Supremacy (14.1A).
- The NATO Player rolls the die and consults the Airpower Table to determine which Player has air superiority and whether there is ground fog this Game-Turn.
- Clear Air Points from last turn and add new Air Points according to scenario instructions.

30A.0 Alternative Air Superiority Determination

- If Game-Turn 1, place the Air Superiority marker in Box 1.
- If Game-Turn 2, place Air Superiority marker in Box 3.
- Starting from Game-Turn 3 on AM turns, roll for ground fog.
- If not Game-Turn 1, Check Air Superiority Adjustment Table; adjust marker on Air Superiority Track according to result.
- Clear all Air Points remaining from last turn & then add new points per the current box on the Air Superiority Track.
- \circ $\;$ Check track to see which side has air superiority for the turn.
- ii. Player with Air Superiority may place Interdiction markers by spending 1 Air Point per level up to a max of 4 levels/hex; use FP markers with appropriate side's marker on top (14.2).

iii. (First Game-Turn only) Warsaw Pact may conduct Pre-Emptive Air Strikes (14.1B).

- iv. Both Players receive a number of Electronic Warfare Points (EWP's) according to the Electronic Warfare Chart (18.3).
- C. Nuclear Attack Segment: Warsaw Pact goes first by declaring Nuclear attacks then resolves (Exception: If NATO first side to initiate Nuclear warfare then Warsaw Pact Player may resolve any attacks immediately afterward for that first turn only). NATO then resolves any attacks they plotted in the previous Game-Turn, and then may plot nuclear attacks to be resolved in the next Game-Turn (24.0).

2.	Initial Warsaw Pact Player Phase: The Warsaw Pact Player may perform the following actions:		
	Must perform these actions first (If	These subsequent actions in any order:	
	applicable):	Movement (5.0)	
	Assign Reinforcements Entry Hex (17.22)	Combat (8.0)	
	Airdrop Airborne units (15.0)	Artillery Counterbattery fire (11.5)	
		Airmobile Operations (13.0)	
		Attempt Bridge Demolition (16.1)	

Flip unit onto FP side after OPs are all expended (9.3). Player may pass. Flip the Game-Turn marker over to its NATO side. Reset EWPs for the rest of the Game-Turn (18.1).

- **3.** Initial NATO Player Phase: The NATO Player can perform the same actions as Initial Warsaw Pact phase with the addition of NATO Air Transport (15.7) as a subsequent action. Player may pass. Flip the Game-Turn marker over to its WP side. Reset EWPs for the rest of the Game-Turn.
- 4. Warsaw Pact Player Phase: The Warsaw Pact Player can perform any of the subsequent actions from Initial Phase. Can only move those units that are on FP or may pass. Flip the Game-Turn marker over to its NATO side.
- 5. NATO Player Phase: The NATO Player can perform any of the subsequent actions from Initial Phase, following the same restrictions imposed on the Warsaw Pact Player in Step 4, or may pass. Flip the Game-Turn marker over to its Warsaw Pact side.
- **6.** The Players repeat Phases 4 and 5 until both Players pass in successive Player Phases, in which case the Game-Turn is over.
- **7.** Remove all Interdiction & Demo Failed markers. Both players may repair any destroyed bridges in hexsides bordering a hex containing a friendly engineer on its non-FP side
- The Game-Turn marker is moved one space along the Game-Turn Record Track, flipping it over to its Warsaw Pact side, signaling the beginning of a new Game-Turn. If it's the last turn, determine victory per 31.9.

Combat Procedure (8.0):

- Attacker declares what hex is under attack, what adjacent units are attacking, declares what type of attack, and expends Operation Points for all attacking units.
- 2. Attacker commits non-adjacent artillery units, attack helicopter units and/or Air Points. Can use smoke and chemicals.

Declare EW and roll.

- Skip if EW successful. Defender commits non-adjacent artillery units, attack helicopter units and/or Air Points. Can use smoke and chemicals.
- Calculate Odds. Attack Strength of all units vs. total Defense Strength of defending units. Mobile Strength if Mobile Combat. Round off the ratio in favor of the defender.
- 5. Check Combat Results Table (8.6) for any column shifts
- The attacker rolls die, effects of the combat result are applied at once.

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The Battle for West Germany 1981

EXCLUSIVE RULES

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20.0 Unit Deployments

GENERAL RULE:

The following table lists unit deployment and arrival information on all maps, including all substituted & additional units. This table incorporates all known errata. Hex numbers are preceded by a map-letter prefix which is the first letter of the map's game. Each map's deployments are found on the following pages:

North German Plain	2
BAOR	4
Fifth Corps & Hof Gap	6
Donau Front	
CASES:	

20.1 Master Unit Deployment List

How to read the list.

Reading the table from the left:

The 1st Column gives unit designation.

The 2nd Column Unit is unit type & description:

Warsaw Pact

**	Tank Division EG: Panzerdivision
××	Motorised Rifle Division PO: Mechanised Division
××	Airborne Division
•	Artillery Division
×	Artillery Brigade
	Independent Tank Regiment
	Airmobile Infantry Battalion
Ē	Engineer Battalion
×	Independent Landing-Assault Battalion
H	Attack Helicopter Battalion

NATO

Þ	WG: Aufklärungskompanie BE, NL, UK: Recce Squadron US: Armored Cavalry Troop
	WG: Aufklärungs Abteitlung UK: Recce Regiment US: Armored Cavalry Squadron
	FR: Cavalry Regiment
	FR: Airborne Cavalry Regiment
	US: Armored Battalion UK: Armoured Regiment FR: Régiment blindé
Ē	WG: Panzergrenadier Battalion UK, US: Mechanized Infantry Battalion NL: Armoured Infantry Battalion
	Mechanized Infantry Battalion (Wheeled)
	Motorised Infantry Battalion
	WG: Gebirgsjager Battalion FR: Battalion Infanterie de montagne
ľ	Self-Propelled Artillery Battalion UK: Self-Propelled Artillery Regiment
•	Artillery Battalion UK: Artillery Regiment

Self-Propelled Artillery Battery

Red Thrust Exclusive Rules

	WG: LARS Battalion
•	Airborne Artillery
•	Mountain Artiilery Battalion
	Engineer Battalion
	Airborne Battalion
•	Attack Helicopter Battalion UK: Army Air Corps Regiment
	US Armor / Cavalry: Armor Company / Troop

The 3rd Column presents strength:

For non-artillery/aviation types the first number is attack and the second is defense. For these types, mobile combat strength is the first number in all cases for NATO units, and the second number for Warsaw Pact units.

Artillery and aviation units have their range given in parentheses.

An "s" following strength indicates a soft unit.

WP non-artillery divisions are summarized by category type and number of units. See 17.3 Warsaw Pact March Order Diagram for a breakdown of divisional unit strengths.

The 4th Column shows unit location or entry as follows:

Warsaw Pact:

With the exception of airborne units and some forces on the NGP & Donau Front maps, most Warsaw Pact units enter on roads or Autobahns according to according to the restrictions of 17.1 and 17.2., with 12 Operation Points available (unless otherwise noted by a slash after the Game-Turn number).

NATO:

Location is a four-digit hex number following either an "N" for North German Plain map, "B" for BAOR map, "H" for Hof Gap map, "F" for Fifth Corps map, or "D" for Donau Front map. A number in brackets following the location (i.e. "(1)") indicates the unit may be placed within that number of hexes to the locator hex.

Entry is a three-part code: Game-Turn of entry/entry hex/Operation Points available in phase of entry.

The "border" refers to the eastern border of West Germany, between it and East Germany/ Czechoslovakia.

North German Plain

Warsaw Pact:

🐼 🛛 2nd Guards Tank Army (+)

All units deploy anywhere east of the border. One division may enter on Game-Turn 1 at hex N1041 with 12 OPs instead of deploying on the map.

16GTD	**	A/7	On Map
25TD	××	A/7	On Map
21MRD	××	A / 8	On Map
94GMRD	××	A / 8	On Map
221/2GA		10-10	On Map

138/2GTA		10-10	On Map
1/BAMD	Ē	2-4	On Map
2/BAMD	Ř	2-4	On Map
3/BAMD	Ř	2-4	On Map
1/2GA	±	3(20)3s	On Map
2/2GA	±	3(20)3s	On Map
3/2GA	±	3(20)3s	On Map
LR/2GA	×	4(7)4s	On Map
Hvy/2GA	×	2(4)2s	On Map
E/34	×	4(4)4s	On Map
F/34	×	5(7)5s	On Map
1/2GA	Ē	0-1s	On Map
2/2GA	Ē	0-1s	On Map

👿 🕺 11th Guards Army

Enter on the east edge south of N3900 hex column, or by rail at N2444; if entered by rail, it costs 2 OPs to "detrain".

1GTD	××	B/7	GT1
40GTD	××	B/7	GT3
L/11GA	×	4(7)4s	GT3
H/11GA	×	2(4)2s	GT3
1GMRD	××	B/7	GT5
26GMRD	××	B/7	GT7
3GMRD	××	B/7	GT9



Enters as per 11th Guards Army.

344AD	•	5 units	GT3
129AD	•	5 units	GT5



Enters at N2453, N3453, or N3853.

12MRD	Ň	P0/7	GT3 /4
LR/2PA	× •	4(7)4s	GT3 /4
Hvy/2PA	×	2(4)2s	GT3 /4
1/2PA		3(20)3s	GT3 /4
1/2PA		0-1s	GT3 /4
8MRD	 ™	P0/7	GT3 /4
6/2P	×	4(7)4s	GT3 /4
7/2P	×	4(7)4s	GT3 /4
		. ,	

2/2PA	•	3(20)3s	GT3 /4
20TD	××	P0/7	GT6 /8
3/2PA	•	3(20)3s	GT6 /8
16TD	××	P0/7	GT6 /8
15MRD	×	P0/7	GT6 /8

NATO:

Covering Force

C/1C/2A	1-2	N3246(1)
A/103	1-1	N3045(1)
B/103	1-1	N2944(1)
C/103	1-2	N2742(1)
2/6/6	1-1	N3950(1)
3/6/6	1-1	N3648(1)
4/6/6	1-2	N3347(1)
2/3/3P	1-1	N1643(1)
3/3/3P	1-1	N1341(1)
4/3/3P	1-2	N1139(1)
2/11/11	1-1	N2443(1)
3/11/11	1-1	N2143(1)
4/11/11	1-2	N1944(1)

US III Corps (elements)

2nd Armored Division (elements)

3rd Brigade			
2/66/2A		4- 6	N3911(1)
3/41/2A	Ę	3-7	N3911(1)
2/50/2A	Ę	3-7	N3911(1)
1/14/2A		4(5)4s	N3911(1)

British I Corps (elements)

Two units deploy on the BAOR map to the south; if playing with only the NGP map, enter these as reinforcements on the south edge, west of N1030 on GT 1 with 6 OPs.

32 RE	Ē	0-1	N2315 (1)
1 st Arr	noured D	ivision	
49 FR/1A		4(4)4	N1425 (1)
45 FR/1A		2(4)2	N1425 (1)
1 AAC/1A	H	2(30)2s	B2435*

7 th Armoured Brigade				
RH/1A		5-6	N2026	
14/20H/1A		6-7	N1425 (1)	
3 QR/1A	∎	3-5	N1822	
22 nd Armoured Brigade				
1 RAR/1A	™	3-5	B3742*	
3 RRF/1A	™	3-5	2 /N3001 /6	
2 CG/1A	■	3-5	N1822	

Note: There is an error with the counters where the 2CG/1A & RH/1A unit names have been switched.

Netherlands I Corps

Only 41^{st} Pantserbrigade of 4^{e} Divisie starts on the map. All other units enter as reinforcements.

104vBR		2-3	4 /N3001 /4	
T		0 - 1s	4 /N3001 /4	
102vBR		2-3	5 /N3001 /11	
Ш		0 - 1s	6 /N3001 /11	
102		4(6)4	6 /N3001 /12	
103		4(6)4	6 /N3001 /11	
104	•	5(5)5s	6 /N3001 /11	
👥 1º Divisie "7 December"				

11 Pantserinfanteriebrigade 12GJ/1 2-5 4 /N3001 /7 48vH/1 2-5 4 /N3001 /7 ┢ 101PA/1 3-4 4 /N3001 /7 11/1 3(4)3 4 /N3001 /7 12 Pantserinfanteriebrigade

11GG/1	Ø	2-5	4 /N3001 /4
13PI/1	■	2-5	4 /N3001 /4
59/1		3-4	4 /N3001 /4
14/1		3(4)3	4 /N3001 /4
13 Pantserbi	rigade		
11Vs/1		3-4	5 /N3001 /3
17Chas/1		2-5	5 /N3001 /3
49/1		3-4	5 /N3001 /3
12/1		3(4)3	5 /N3001 /3
4º Div	visie		

41 Pantserbrig	jade		
41PA/4		3-4	N3320(1)

42LJ/4		2-5	N3320(1)	
43Vs/4		3-4	N3320(1)	
41/4		3(4)3	N3320(1)	
42 Pantserin	fanteriebri	igade		
44JWF/4	⊠	2-5	3 /N4201 /11	
450G/4		2-5	3 /N4201 /11	
57/4		3-4	3 /N4201 /11	
42/4		3(4)3	3 /N4201 /11	
43 Pantserin	fanteriebri	igade		
41St/4	Å	2-5	3 /N3001 /1	
42/4		2-5	3 /N3001 /1	
47MvC/4		3-4	3 /N3001 /1	
43/4		3(4)3	3 /N3001 /1	
5º Div	isie			
53 Pantserin	fanteriebri	iaade		
14/5	Å	2-5	5 /N3001 /12	
46/5		2-5	5 /N3001 /12	
58/5		3-4	5 /N3001 /12	
13/5		3(4)3	5 /N3001 /12	
51 Pantserbr		. ,		
12/5	"	3-4	5 /N3001 /8	
16NJ/5	₩	2-5	5 /N3001 /8	
54/5		3-4	5 /N3001 /8	
34/5		3(4)3	5 /N3001 /8	
52 Pantserin				
15/5		2-5	5 /N3001 /3	
43Chas/5		2-5	5 /N3001 /3	
52/5		3-4	5 /N3001 /3	
51/5		3(4)3	5 /N3001 /3	
101 st Infantry Brigade				
102/101	guuo	1-3s	GT7	
132/101		1-3s	GT7	
142/101		1-3s	GT7	
32/101		2-3	GT7	
54/101		2(4)2s	GT7	
			ap; this brigade	

3

Enters on west edge of NGP map; this brigade is subject to 22.3 & 22.42.

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6th Panzergrenadier Division

Units of this division are subject to the movement restrictions of 5.28.

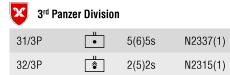
restrictions o	it 5.28.						
6/6	⊥	3(30)3	1 /N4832 /10				
61/6	•	5(6)5s	1 /N4832 /8				
62/6	∎ ●	2(5)2s	1 /N4836 /8				
16 th Panzergrenadier Brigade							
161/6	Ř	2-5	N3137(1)				
162/6	Ř	2-5	N3137(1)				
163/6	Ř	2-5	N3137(1)				
164/6	Ř	3-4	N3137(1)				
165/6		3(5)3	N3137(1)				
17 th Panzerg	renadier B	rigade					
171/6	Å	2-5	N3538(1)				
172/6	Ā	2-5	N3849(1)				
173/6	Ř	2-5	N3538(1)				
174/6		3-4	N3538(1)				
175/6		3(5)3	N3538(1)				
18 th Panzerg	renadier B	rigade					
181/6	Ř	2-5	1 /N4842 /8				
182/6	M	2-5	N4444(1)				
183/6	Å	2-5	N4741(1)				
184/6		3-4	1 /N4842 /8				
185/6		3(5)3	N4741(1)				
51 st Home De	efense Bri	gade					
511Jg/6		1-3	5 /N4750(1)				
512SJg/6	™	1-4	5 /N4750(1)				
513/6		2-3	5 /N4750(1)				
514/6		2-3	5 /N4750(1)				
515/6 This Brigade	deplovs at	2-4-2 GT5 within	5 /N4750(1) one hex of Eutin				

This Brigade deploys at GT5 within one hex of Eutin (N4750) with 12 OPs. If the Pact has occupied Eutin before GT5 then this unit is lost.

West German I Corps (-)

430	Ē	0-1	N2114(1)
1/I	ц.	7(30)7s	B3640*

* If playing only the NGP map, enter this unit as reinforcements on the south edge, west of N1030 on GT 1 with 6 OP.



7 th Panzergrenadier Brigade					
71/3P	Å	2-5	1 /N4815 /8		
72/3P	™	2-5	N3431(1)		
73/3P	Ę	2-5	1 /N4815 /8		
74/3P		3-4	1 /N4815 /8		
75/3P		3(5)3	N3431(1)		
8 th Panzer Brig	ade				
81/3P		3-4	N2337(1)		
82/3P	Ř	2-5	N2337(1)		
83/3P		3-4	N2337(1)		
84/3P		3-4	N2337(1)		
85/3P		3(5)3	N2337(1)		
9 th Panzer Brig	ade				
91/3P		3-4	N1830(1)		
92/3P	Ř	2-5	N1830(1)		
93/3P		3-4	N1830(1)		
94/3P		3-4	N1830(1)		
95/3P		3(5)3	N1830(1)		
블 🛛 11 th Panz	ergrenadi	er Division	(-)		
111/11	•	5(6)5s	N3803(1)		
112/11	₩ Ĩ	2(5)2s	N3803(1)		
31 st Panzergre	nadier Bri	igade			
311/11	⊠	2-5	N4605(1)		
312/11	Þ	2-5	N3108(1)		
313/11	Ř	2-5	N2903(1)		
314/11		3-4	N3803(1)		
315/11		3(5)3	N2903(1)		
32 nd Panzergre	nadier Br	igade			
321/11	⊠	2-5	N3709(1)		
322/11	Ř	2-5	N3709(1)		
323/11	⊠	2-5	N3709(1)		
324/11		3-4	N3709(1)		
325/11		3(5)3	N3709(1)		
5 1 st Panzer	Division	(elements)			
8 th Panzer Brig	ade				
31/1P		3-4	N1312(1)		
32/1P	≥	2-5	N1312(1)		

3-4

N1312(1)

33/1P

34/1P		3-4	N1312(1)				
35/1P		3(5)3	N1312(1)				
27 th Luftlande Brigade							
271/27		2-5	N2903(1)				
272/27		2-5	N2903(1)				
273/27		2-5	N2903(1)				
274R/27		1-3	N2903(1)				

NORTHAG reserve

19th & 20th Brigades of 7th Panzer Division constitute the NORTHAG reserve. Its units enter on GT 5 on the west edge of either the NGP or BAOR maps, or at B3909. If playing a one map game, we suggest using only 1 brigade. This division is NOT subject to the restrictions of 31.22 Option B.

19 th Panzergrenadier Brigade (+)						
191/7P		3-4	GT5			
192/7P	Ř	2-5	GT5			
193/7P	Ř	2-5	GT5			
194/7P	Ř	2-5	GT5			
195/7P		3(5)3	GT5			
71/7P	•	5(6)5s	GT5			
<u> 3</u> 20 th Pa	nzer Briga	de (+)				
201/7P		3-4	GT5			
202/7P		3-4	GT5			
202/7P 203/7P		3-4 3-4	GT5 GT5			
203/7P		3-4	GT5			

BAOR

Warsaw Pact:

No Pact units start on map; all enter in accordance with 20.31 on the east map edge with 120P, or from the bulge at hexes B0344-B0643-B0944-B1246-B1247 with 6 OPs in the player phase of entry. Units also have the option of entering from the southern edge at 0127-0142 inclusive. Units entering from here delay their entry by one Game-Turn (See 20.31B) **Exception:** for the 76th Guards Airborne, see 20.32.

🗙 3rd Shock Army						
10GTD	××	A/7	GT1			
12GTD	××	A/7	GT1			
47GTD	××	A/7	GT1			
207MRD	××	A/8	GT1			

Red Thrust Exclusive Rules

LR/3SA	×	4(7)4s	GT1
Hvy/3SA	×	2(4)2s	GT1
207/3SA	⊥	3(20)3s	GT1
115/3SA		10-10	GT1
145/3SA		10-10	GT1
131/3SA		0-1s	GT1

*	34 th Artillery Division (elements)				
A/34	* •	4(4)4s	GT1		
B/34	×	5(7)5s	GT1		

🐻 20th Guards Army (+)

20TD	××	A/7	GT2
LR/20GA	×	4(7)4s	GT2
Hvy/20GA	×	2(4)2s	GT2
6/20GA	Ť	3(20)3s	GT2
14/20GA	Ť	3(20)3s	GT2
35/20GA	1	3(20)3s	GT2
20/20GA	Ē	0-1s	GT2
22/20GA	Ē	0-1s	GT2
35MRD	××	A / 8	GT3
6GMRD	××	A / 8	GT3
14GMRD	××	A / 8	GT3
58/20GA		10-10	GT3

👼 🏼 5th Guards Tank Army

344			
8GTD	××	B / 7	GT4
3GTD	××	B / 7	GT4
29GTD	××	B / 7	GT4
37GTD	××	B / 7	GT4
74/5GTA		0-1s	GT4
557/5GTA		0-1s	GT4

Soviet Front Artillery 3GAD 5 units

🤺 7 th Tan	k Army (e	lements)	
60/7TA	H	3(20)3s	GT5
50GMRD	××	B / 7	GT6

GT5

34TD	[<u>**</u>	B / 7	GT7
	Soviet Fror	nt Reserve	9	
76 GA	.B []	××.	10 units	See: 20.32.

NATO: Covering Force

Covering Force			
A/9/12L		1-1	B3848
B/9/12L		1-1	B3549
A/1 RTR		1-1	B2949
B/1 RTR	D-	1-1	B2648
A/15/19H		1-1	B1549
B/15/19H	D-	1-1	B1547
1/1 JtP		1-1	B0334
2/1 JtP		1-1	B0338
3/1 JtP		1-1	B0640
1/4 CaC		1-1	B1141
2/4 CaC		1-1	B1343
3/4 CaC		1-1	B1545
2/1/1P		1-1	B1749
3/1/1P		1-1	B2048
4/1/1P		1-2	B2349
2/2/2		1-1	B0226
3/2/2		1-1	B0229
4/2/2		1-2	B0232

British I Corps (-)

<u>v</u>	,				
5 Hvy/FR		4(8)4s	B2435(1)		
32 Hvy/FR		2(8)2	2 /B2101 /12		
28 RE	Ē	0 - 1s	B2725		
9 AAC	•	2(30)2s	B2615(1)		
2 nd Armoured Division					
27 FR/2A		4(4)4	B2304		
47 FR/2A		2(4)2	B3007		
2 AAC/2A	•	2(30)2s	B3617		
4 th Armoured Brigade					
5/RIDG/2A		5-6	2 /B3909 /10		
2/GG/2A	■	3-5	2 /B3501 /9		
12 th Armoured Brigade					

17/21L/2A		7-7	2 /B3501 /9		
1/DER/2A		3-5	2 /B3909 /10		
1/K's/2A	™	3-5	2 /B3909 /10		
3rd Arr	noured Div	vision			
19FR/3A		2(4)2	2 /B2101 /7		
26FR/3A		4(4)4	2 /B2101 /7		
3 AAC/3A	•	2(30)2s	2 /B2101 /12		
6 th Armoured	Brigade				
3/RTR/3A		6-7	B2111(1)		
1/WFR/3A	™	3-5	2 /B3501 /8		
1/LI/3A		1-3s	2 /B3501 /9		
33 rd Armoure	d Brigade				
RSDG/3A		5-6	B2312(1)		
1/RHF/3A	⊠	3-5	B2111(1)		
1/BW/3A	■	3-5	2 /B2101 /9		
4 th Arm	oured Divis	sion			
2/RTR/4A		2-2	B1944(1)		
25FR/4A		2(4)2	B2111(1)		
39FR/4A		4(4)4	B2312(1)		
4 AAC/4A	Ť	2(30)2s	B2615(1)		
11 th Armoure	d Brigade				
4/RTR/4A		5-6	2 /B3501 /9		
1/RRF/4A	■	3-5	B3619(1)		
2/RGJ/4A	⊠	3-5	B3619(1)		
20 th Armoure	d Brigade				
LG/4A		6-7	B2615(1)		
Q Hus/4A		5-6	B2615(1)		
1/Glo/4A		1-3s	2 /B3501 /9		
5th Field Force					
R Yeo/5		3-3	4 /B2901*		
1/KSB/5		1-3s	2 /B3909 /10		
1/DWR/5		1-3s	3 /B2901*		
2/LI/5		1-3s	3 /B2901*		
7/RHA/5	•	2(4)2s	2 /B3909 /10		
100 FR/5	•	1(4)1s	4 /B2901*		
655/5	*	1(30)1s	4 /B2901/12		
*These units 20.33.	have 12 O	ps and arriv	e fatigued. See		



Q Yeo/7		3-3	4 /B2901*
13/18H/7		2-2	4 /B2901*
QRIH/7		6-6	4 /B2901*
3/Ang/7		1-3s	3 /B3006 /6^
2/Qns/7		1-3s	3 /B3006 /6^
5/Ang/7		1-3s	3 /B3006 /6^
40 FR/7	•	3(7)3s	4 /B2901*
657/7		1(30)1s	4 /B2901/12
*These units	have 12	Ops and arrive	fatigued. See

20.33. ^ These units arrive by air transport. See 20.34

GT2*

6th Fie	ld Force (e	lements)	
15 Para		1 - 2s	
* see 20.35			

West	German I Cor	ps (elemen	ts)		
130	Ē	0-1s	B3620(1)		
5 1 st Par	nzer Division	(-)			
11/1P	•	5(6)5s	B3334(2)		
12/1P		2(5)2s	N1312(1) *		
* If not using NGP map then 1 /B3931 /9					
1 st Panzergrenadier Brigade					

11/1P	\boxtimes	2-5	B3336
12/1P		2-5	B0935
13/1P	■	2-5	B1030
14/1P		3-4	B2435(1)
15/1P		3(5)3	B1826

2nd Panzergrenadier Brigade

21/1P	₩	2-5	B3248
22/1P	₩	2-5	B1944(1)
23/1P	■	2-5	B2346(1)
24/1P		3-4	B2145
25/1P		3(5)3	B2346(1)

11th Panzergrenadier Division (elements)

33rd Panzer Brigade

331/11	Ę	2 - 5	B3248
332/11		3-4	1 /B3909 /4
333/11		3-4	1 /B3909 /12
334/11		3-4	B3742(1)
335/11		3(5)3	B3934

7 th Panzer Division (elements)					
7/7P		4-5	B2612(1)		
21 st Panzer Brigade					
211/7P	Ř	2-5	B2612(1)		
212/7P		3-4	B2612(1)		
213/7P		3-4	B2612(1)		
214/7P		3-4	B2612(1)		
215/7P		3(5)3	B2612(1)		

West German III Corps (elements)

2 nd Panzergrenadier Division (-)					
21/2	2	•	5(6)5s	F3134(1) *	

22/2 2(5)2s F3134(1) *

* If not using FC map then 1 /B0116 /6

4th Panzergrenadier Brigade 41/2 Ø 2-5 B0627(1) 42/2 **B** 2-5 B0217(1) ø 43/2 2-5 B0627(1) 44/2 Ö 3-4 B0627(1) 45/2 Ō 3(5)3 B0627(1) 34rd Panzer Brigade ø B0513 341/2 2-5 Ē 342/2 3-4 B0911(1) ď 343/2 3-4 B0911(1) Ö B0911(1) 344/2 3-4 345/2 Ō B0911(1) 3(5)3

Belgian I Corps

2 JtP	2-4	2 /B1301 /3
20A	3(4)3	2 /B2101 /9

1er Division d'Infanterie (-)

17A/1		3(4)3	4 /B2101 /8			
1 ^{ste} Pantserinfanteriebrigade						
2 Ln/1		3-3	4 /B2101 /8			
1 Kar/1		2-4	4 /B2101 /8			
9 Bev/1	™	2-4	4 /B2101 /8			
18A/1		1(3)1	5 /B2101 /12			
7 ^{ème} Brigade d'Infanterie Blindée						

1 Ln/1		3-3	4 / B0101 /12
12 Lg/1	⊠	2-4	4 /B2101 /6
1CA/1	■	2-4	5 /B0101 /11
1A/1		1(3)1	5 /B0101 /12
16 ^{de} Pant	tserdivisie	(-)	
6A/16		3(4)3	2 /B2101 /12
4 ^e Pantserinfa	anteriebriga	ade	
4 Ln/16		3-3	2 /B2101 /12
1 Gr/16		2-4	2 /B2101 /12
5 LG/16	■	2-4	2 /B2101 /12
2A/16		1(3)1	2/ B1301 /5
17 ^{ème} Brigade	Blindée		
1 Gd/16		3-3	2/ B1301 /5
2 Gd/16		3-3	2/ B1301 /5
2 Cy/16		2-4	2/ B1301 /5
1 WR/16	≥	2-4	2/ B1301 /5
19A/16		1(3)1	2/ B1301 /5

Fifth Corps & Hof Gap

Playing on One Map

When the revised MUDL was released in MOVES, it was intended that Fifth Corps and Hof Gap should be played together as it was felt that it gave a more realistic picture of that part of the front. If you wish to just play on one map then use the following units for each map:

Fifth Corps

Warsaw Pact: 8GA, 1GTA, 103GAB

NATO: 11ACR, US V Corps, WG III Corps (incl covering force) units that have a F map starting hex number or entry.

Hof Gap

Warsaw Pact: CGF, Front Artillery, 13A, 3EGA, 1CZA

NATO: 2ACR, US VII Corps, WG III Corps (incl covering force) units that have a H map starting hex number or entry, WG II Corps, 26th Luftlande Brigade.

Warsaw Pact:

No Pact units start on map; all enter as reinforcements in accordance with 31.2, i.e., by road movement in march order. The following codes are used for each entry map edge:

FE: Fifth Corps map east edge: hexes 0951-3951 inclusive,

HN: Hof Gap map north edge: hexes 3931-3948 inclusive,

HE: Hof Gap map east edge: hexes 0550-3951 inclusive.

+1: means a 1 Game-Turn delay for that map edge.

8th Guards Army (+) 3 Entry: FE or HN

5 units

B/7

B/7

3(20)3s

3(20)3s

0-1s

B/7

EG / 7

EG / 7

EG / 7

4(7)4s

2(4)2s

3(20)3s

3(20)3s

0-1s

8-11

1-1

CZ/7

CZ/7

CZ/7

CZ/7

3(7)3s

2(4)2s

3(20)3s

3(20)3s

3(20)3s

0-1s

GT4

GT4

GT4

GT4

GT4

GT4

GT6

GT1

GT1

GT1

GT1

GT1

GT1

GT1

GT1

Optional Unit By airdrop

per 15.0

GT1

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3rd East German Army

Ŵ

××

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×.

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××

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×

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∎ ►

1st Czech Army

81AD

12

15GMRD

17MRD

15/13A

17/13A

13/13A

23TD

7TD

4MRD

11MRD

LR/3EGA

Hvy/3EGA

4/3EGA

11/3EGA

3/3EGA

150th

5/3EGA

500

Entry: HE

1TD

2MRD

19MRD

20MRD

LR/1CZA

Hvy/1CZA

2/1CZA

19/1CZA

20/1CZA

1/1CZA

Covering Force

NATO:

Entry: HN or FE

13th Army

Entry: HE or HN+1 or FE+1

79GTD		A/7	GT1
39GMRD	××	A / 8	GT1
57GMRD	××	A / 8	GT1
C/34	×	4(4)4s	GT1
D/34	×	5(8)5s	GT1
L/8GA	×	6(6)6s	GT1
20/8GA	<u>ا</u>	3(20)3s	GT1
39/8GA	H	3(20)3s	GT1
57/8GA	<u>ا</u>	3(20)3s	GT1
206/8GA	Ē	0-1s	GT1
27/8GA	Ē	0-1s	GT1
20GMRD	××	A / 8	GT2 /6
119/8GA		10-10	GT2 /6

• 1st Guards Tank Army

Entry: FE or HN

27GMRD	××	A / 8	GT1
7GTD	××	A / 7	GT3
9GTD	××	A/7	GT3
11GTD	××	A/7	GT3
27/1GTA	∎ ₩	3(20)3s	GT3
120/1GTA	Ē	0-1s	GT3
47/1GTA		10-10	GT3



Central Group of Forces (+) (elements)

Entry: HE or HN +1

18GMRD	××	A / 8	GT1
51GTD	××	A/7	GT1
LR/CGF	×	4(7)4s	GT1
Hvy/CGF	×	2(4)2s	GT1
18/CGF	₽	3(20)3s	GT1
Prov/CGF	Ē	0-1s	GT1
6GTD	××	A/7	GT1





×× 5 units

GT4

7				
	11 th Armored	Cavalry	Regiment	V Corns

Air/11C	*	3(30)3s	F1737
A/1/11C		1-2	F1742
B/1/11C		1-2	F1543
C/1/11C		1-2	F1244
D/1/11C		1-1	F1045
How/1/11C		1(5)1	F1241
E/2/11C		1-2	F0646
F/2/11C		1-2	F0447
G/2/11C		1-2	F0349
H/2/11C		1-1	F0149
How/2/11C		1(5)1	F0244
I/3/11C		1-2	F2042
K/3/11C		1-2	F2243
L/3/11C		1-2	F2545
M/3/11C		1-1	F2747
How/3/11C		1(5)1	F2543
2nd Arm	ored Caval	ry Regiment,	VII Corps
Air/2C	1	3(30)3s	H1223
A/1/2C		1-2	H2847
B/1/2C		1-2	H3046
C/1/2C		1-2	H3144
D/1/2C		1-1	H3340
How/1/2C		1(5)1	H2943
E/2/2C		1-2	H3630
F/2/2C		1-2	H3532
G/2/2C		1-2	H3433
H/2/2C		1-1	H3336
How/2/2C		1(5)1	H3132
I/3/2C		1-2	H0549
K/3/2C		1-2	H1749
L/3/2C		1-2	H2048
M/3/2C		1-1	H2448
How/3/2C		1(5)1	H2046

Panzeraufklärungs Abteilung, 5^m & 12^m Panzer Divisions, West German III Corps

2/5/5	1-1	F2949
3/5/5	1-1	F3549
4/5/5	1-2	F3248
2/12/12P	1-1	H3628
3/12/12P	1-1	H3626

8			
4/12/12P		1-2	H3725
S v c	Corps		
549		0-1s	2 /F0109 /8
559		0 - 1s	F1120(1)
3rd Arm	ored Divisi	on	
503/3A	1	5(30)5s	F1121
3/12/3A		4-7	F1424
1/40/3A		4(5)4s	F1120(1)
1st Brigade			
2/36/3A	⊠	3-7	F2220(1)
3/36/3A	■	3-7	F2220(1)
2/33/3A		4-6	F2220(1)
3/33/3A		4-6	F2220(1)
2/32/3A		4-5	F2220(1)
2/3/3A		3(5)3	F2220(1)
2nd Brigade			
1/48/3A	■	3-7	F1125(1)
2/48/3A	⊠	2-8	F1125(1)
1/33/3A		4-6	F1125(1)
2/6/3A		3(5)3	F1125(1)
3rd Brigade			
1/36/3A	⊠	3-7	F1819(1)
1/32/3A		4-6	F1819(1)
3/32/3A		4-5	F1819(1)
2/27/3A		3(5)3	F1819(1)
8 th Infant	ry Division	(Mechanize	d)
8/8		5(30)5s	F1306
3/8/8		4-7	2 /F0109 /6
3/16/8		4(5)4s	2 /F1401 /6
1st Brigade			
2/28/8	∎	3-7	F1306(1)
4/69/8		4-6	F1306(1)

Ø

2-8

3(5)3

3-7

3-7

2/87/8

1/2/8

1/13/8

1/39/8

2nd Brigade

Red Thrust Exclusive Rules

1/68/8		4-6	2 /F1401 /6
2/68/8		4-6	F1038(1)
1/87/8	™	2-8	2 /F1401 /6
1/83/8		3(5)3	2 /F1401 /6
3rd Brigade			
2/13/8	≥	3-7	2 /F0106 /6
2/13/8 3/68/8		3-7 4-6	2 /F0106 /6 2 /F0106 /6
3/68/8		4-6	2 /F0106 /6

4th Infantry Division (Mechanized)(elements)

4 th Brigade			
1/70/4		4-6	F1409(1)
2/10/4		3-7	F1409(1)
3/28/4	[⊥]	2-8	F1409(1)
2/20/4		3(5)3	F1409(1)

41st& 42nd Artillery Groups

/6 /6

F1306(1)

2 /F1401 /6

2 /F1401 /6

2 /F1401 /6

2/5/41	2(8)2s	F0618
2/75/41	4(5)4s	F1120(1)
2/83/41	4(5)4s	F0618
6/9/42	2(8)2s	F2621(1)
2/92/42	4(5)4s	F2621(1)

	US VII Corps		
563	Ē	0-1s	2 /H2601 /3
565		0-1s	2 /H2601 /3

1 st Armo	red Divisio	on	
501/1A	<u>н</u>	5(30)5s	H0821
1/1/1A		4-7	H1014
1/94/1A		4(5)4s	H1222
1st Brigade			
1/6/1A	⊠	3-7	H1712
1/13/1A		4-6	H1712
1/51/1A	■	2-8	H1003
1/37/1A		4-5	H1014
1/22/1A		3(5)3	H1121
2nd Brigade			
1/46/1A	Ē	3-7	H1524(1)
1/35/1A		4-6	H1524(1)

2/37/1A		4-5	H1524(1)
2/81/1A		4-5	H1524(1)
6/14/1A		3(5)3	H1121
3rd Brigade			
1/52/1A	™	3-7	H2526(1)
1/54/1A		2-8	H2526(1)
2/35/1A		4-6	H2526(1)
2/78/1A		3(5)3	H2526(1)

3rd Infantry Division (Mechanized) 3/3 5(30)5s H2611 ð 3/7/3 4-7 H3614(1) 1/76/3 4(5)4s H2711 **1st Brigade** 1/30/3 3-7 H3614(1) 2/30/3 3-7 H3614(1) 2/64/3 H3614(1) 4**-**6 3/64/3 4-6 H3614(1) 2/39/3 3(5)3 H3614(1) **2nd Brigade** Ø 1/15/3 3-7 H2611(1) 1/64/3 4**-**6 H2611(1) 2/15/3 2-8 F1038(1) If using Hof Gap map only, this unit will not enter. (It is assumed to be fighting in the Fulda area) Ö 3/63/3 4-5 H2611(1)

(This unit relocated to Kitzingen after it was reassigned from 1st Forward to 2nd Bde/3rd ID)

3(5)3

H3614

3rd Brigade

1/10/3

1/4/3	Ē	3-7	F0422(1) *
1/7/3	■	2-8	F0422(1) *
4/64/3		4-6	F0422(1) *

* If using Hof Gap map only: 1 /H301 /10 (If NATO Paralysis 31.6 in effect add +1 to GT entry)

2/41/3 3(5)3 F0340(1) * If using Hof Gap map only: 1 /H3915 /11

(If NATO Paralysis 31.6 in effect add +1 to GT entry)

1st Infantry Division (Mechanized)(elements)

3rd Brigade

<u>9</u>		
C/4C/1	1-2	GT5
4/73/1	4-6	GT5

1/16/1	2-8	GT5
1/26/1	3-7	GT5
2/33/1	3(5)3	GT5

Enter on the west edge of the HG or DF maps on GT 5 with 12 OPs. This brigade is subject to Rule 31.22.

41st& 42nd Artillery Groups

3/35/72	4(5)4s	H3201
6/10/72	2(8)2s	H2526(1)
1/75/72	4(5)4s	H2526(1)
3/36/210	4(5)4s	H1621(1)
3/37/210	4(5)4s	H1621(1)
3/17/210	4(5)4s	H1621(1)
2/28/210	2(8)2s	H1013

West German III Corps (-)

3/111	∎ ₩	7(30)7s	F3737
320		3(8)3s	2 /H2601 /6
330		3(8)3s	F2621
330		0-1s	1 /F0104 /12

2nd Panzergrenadier Division (elements)

5th Panzergrenadier Brigade

51/12P	Ē	2-5	F2943
52/12P	■	2-5	F3737
53/12P	Ē	2-5	F3645(1)
54/12P		3-4	F3645(1)
55/12P		3(5)3	F3438

5th Panzer Division

2D,			
51/5P	•	5(6)5s	1 /F1001 /6
52/5P	□ ●	2(5)2s	F2621(1)

6th Panzer Brigade

133/5P

61/5P		3-4	F3029(1)	
62/5P	₩	2-5	F3031	
63/5P		3-4	F3029(1)	
64/5P		3-4	F3029(1)	
65/5P		3(5)3	F3029(1)	
13 th Panzergrenadier Brigade				
131/5P	™	2-5	F2718(1)	
132/5P	™	2-5	F2938	

2-5

F2718(1)

ø

Red Thrust Exe	

•			100
134/5P		3-4	F2718(1)
135/5P		3(5)3	F2718(1)
15 th Panzer B	rigade		
151/5P		3-4	F3110
152/5P	⊠	2-5	F3110
153/5P		3-4	F2902(1)
154/5P		3-4	F3645
155/5P		3(5)3	F2701
😺 12 th Pan	izer Divisio	n	
121/12P	•	5(6)5s	H2801
122/12P	*	2(5)2s	2 /H2601 /12
14 th Panzer B	rigade		
141/12P		3-4	1 /F2901 /12
142/12P		2-5	1 /F2901 /12
143/12P		3-4	1 /F2901 /12
144/12P		3-4	1 /F2901 /12
145/12P		3(5)3	1 /F2901 /12
35 th Panzergr	enadier Bri	gade	
351/12P	⊠	2-5	H3911(1)
352/12P		2-5	F0846
353/12P	Ř	2-5	H3911(1)
354/12P		3-4	H3911(1)
355/12P		3(5)3	F1038(1)
36 th Panzer B	rigade		
361/12P		3-4	1 /H2801 /9
362/12P	Ř	2-5	1 /H2801 /9
363/12P		3-4	1 /H2801 /9
364/12P		3-4	1 /H2801 /9
365/12P		3(5)3	1 /H2801 /9
26 th Luft	lande Briga	de	
261/26		2-5s	See 20.36
263/26		2-5s	See 20.36
264R/26		1-3s	See 20.36
👹 🛛 West Ge	erman II Co	rps (elemer	its)
0.44		7(00)-	110001

- 2/11
 - 4th Panzergrenadier Division (-)

7(30)7s

H0321

∎ ►

10th Panzergrenadier Brigade

101/4	⊠	2-5	H3225		
102/4	Ę	2-5	H2237(1)		
103/4	Ē	2-5	H1322		
104/4		3-4	H0342		
105/4		3(5)3	H0944		
12 th Panzer Brigade					
121/4	Ţ	3-4	H0337(1)		
122/4	Ę	2-5	H0146		
123/4		3-4	H0337(1)		
124/4		3-4	H0337(1)		
125/4	"	3(5)3	H2237(1)		

Donau Front

Warsaw Pact:

Pact units either start on map or enter as reinforcements in accordance with 31.2, i.e., by road movement in march order:

On Map: Units set up on the map east of the border, north of hex D2152.

Units entering as reinforcements will have Game-Turn entry followed by entry method:

Rail: Units enter by railheads at D2552, D3248, & D4143 with 12 OPs. It costs 2 OPs to "detrain" in one of those hexes.

Road: Units enter at any road at any hex north of D2053 with available OPs

Note that on Game-Turn 1, one (1) division (only) may enter from off map at hex D2053, instead of setting up on map.

Central Group of Forces (+)

1/CGF	₽	3(20)3s	On Map
2/CGF	H	3(20)3s	On Map
3/CGF	H	3(20)3s	On Map
65/CGF		10-10	On Map
1/CGF	Ē	0-1s	On Map
2/CGF	Ē	0-1s	On Map

🐻 🛛 4th Guards Army

344			
L/4GA	×	4(7)4s	On Map
R/4GA	*	2(5)2s	On Map
15GTD	××	A/7	On Map
53GMRD	××	A/7	On Map
48MRD	××	A / 8	2 /Road /3
47TD	××	B / 7	7 /Rail

🗙 28th Army Corps						
31GTD	××	A/7	4 /Road /4			
30GMRD	××	A/8	6 /Road /1			
🚖 38 th Army						
18GTD	××	B / 7	1 /Rail			
22TD	××	B / 7	3 /Rail			
20GTD	××	B/7	5 /Rail			
L/38	× •	4(7)4s	5 /Rail			
H/38	×	2(4)2s	5 /Rail			

Soviet Front Artillery 342AD 5 units 5 /Rail 149AD 5 units 6 /Rail

🙀 4th Czecl	h Army		
L/4CZA	×	3-7-3	On Map
H/4CZA	×	2-4-2	On Map
1/4CZA	<u>н</u>	3-20-3	On Map
2/4CZA	±	3-20-3	On Map
3/4CZA	<u>н</u>	3-20-3	On Map
1/4CZA	Ē	0-1s	On Map
9TD	××	CZ/7	On Map
15MRD	××	CZ/7	On Map
4TD	××	CZ/7	1 /Road /1
3MRD	××	CZ/7	4 /Road /11

Optional Airmobile units

Donau Front (set in 1989) included 4 Soviet airmobile battalions, and the two battalions of the Czech 22nd Parachute Regiment in airmobile role, deployed at start. For various reasons, these have been omitted from the 1981 OOB. However, if you feel aggrieved by this, add the following airmobile infantry units to the at start forces, and permanently set aside their matching equipment counters:

Don	1-1	On Map
Donets	1-1	On Map
Dniepr	1-1	On Map
Dvina	1-1	On Map
Y/CZ	1-1	On Map
Z/CZ	1-1	On Map

NATO:

C32			
West G	erman II Co	orps (-)	
230		0-1s	D3413(1)
Covering For	ce		
2/4/4		1-1	D4740
3/4/4		1-1	D4340
4/4/4		1-2	D3942
2/10/10P		1-1	D3046
3/10/10P		1-1	D2846
4/10/10P		1-2	D3544
2/8/1G		1-1	D2051
3/8/1G		1-1	D1949
4/8/1G		1-2	D2148
4th Panzo	ergrenadier	Division (-)	
41/4	•	5(6)5s	D3726(1)
42/4	*	2(5)2s	D4022(1)
11 th Panzerg	renadier Bri	gade	
111/4	Å	2-5	D2935(1)
112/4	Å	2-5	D2743(1)
113/4	Å	2-5	D3938(1)
114/4		3-4	D4435(1)
115/4		3(5)3	D4435(1)
😽 🛛 10 th Pan	zer Division	I	
101/10P		5(6)5s	3 /D2801 /11
102/10P	 ।⊔ ।	2(5)2s	3 /D2801 /11
28 th Panzerg	renadier Bri	gade	
281/10P	⊠	2-5	2 /D2801 /9
282/10P	d d	2-5	2 /D2801 /9
283/10P		2-5	2 /D2801 /5
284/10P		3-4	2 /D2801 /11
285/10P		3(5)3	2 /D2801 / 5
28 th Panzergi	renadier Bri	gade	
291/10P	Å	2-5	3 /D2801 /7
292/10P		2-5	3 /D2801 /7
293/10P		2-5	2 /D2801 /9
294/10P		3-4	2 /D2801 /9
295/10P		3(5)3	3 /D2801 /7
30 th Panzer B		0(0)0	075200177
JU FAILZER	niyaut		

301/10P		3-4	1 /D3801 /1			
302/10P	™	2-5	1 /D3801 /1			
303/10P		3-4	1 /D3801 /4			
304/10P		3-4	2 /D2801 /5			
305/10P		3(5)3	D3801(1)			
🛞 🕯 1st Gebi	rgs Division	I				
8/1G		4-6	2 /D1032 /11			
81/1G	•	5(6)5s	2 /D1601 /11			
82/1G	*	2(5)2s	1 /D1601 /8			
22 nd Panzerg	renadier Bri	gade				
221/1G		2-5	2 /D1003 /12			
222/1G		2-5	2 /D1003 /12			
223/1G	Ř	2-5	1 /D1601 /7			
224/1G		3-4	1 /D1601 /7			
225/1G		3(5)3	1 /D1201 /1			
23 rd Gebirgsj	jager Brigad	e				
231/1G		3-3	2 /D1032 /11			
232/1G		3-3	2 /D1032 /8			
233/1G		3-3	2 /D1032 /11			
235/1G		1(3)1s	2 /D1032 /11			
234/1G		3-3	1 /D1043 /11			
24 th Panzer E	Brigade					
241/1G		3-4	3 /D1601 /8			
242/1G	Å	2-5	3 /D1601 /8			
243/1G		3-4	D1508(1)			
244/1G		3-4	D2223(1)			
245/1G		3(5)3	D2223(1)			
56 th Home Defense Brigade						
561/1G	M	2-4	D1508(1)			
562/1G	Å	2-4	D3608(1)			
563/1G		3-3	D2223(1)			
564/1G		3-3	D1508(1)			
565/1G		3(5)3	D1508(1)			
						
French	ll Corps (+)					

	001p3 (+)		
3RH		2-3	2 /D2801 /12
10RG/II		0-1s	2 /D2801 /7
1RHC	¥	2(30)2s	2 /D2801 /8
2RHC	+	2(30)2s	2 /D2801 /8

1RI		1-3	2 /D2801 /8
110RI		1-3	2 /D2801 /8
2RA/II		3(5)3	4 /D2801 /3
34RA/II		3(5)3	4 /D2801 /3
33RG/II	Ē	0-1s	4 /D2801 /3
🎘 5º Divisio	on Blindée		
153RI/5DB		3-6	2 /D2801 /8
24GC/5DB	Ē	3-6	3 /D2801 /11
2RC/5DB		4-5	3 /D2801 /11
73RA/5DB		3(5)3	3 /D2801 /11
5RC/5DB		4-5	5 /D2801 /4
2GC/5DB		3-6	4 /D2801 /4
3º Divisio	on Blindée		
152RI/3DB	Ē	3-6	2 /D2801 /7
3RD/3DB		4-5	3 /D2801 /9
12RC/3DB		4-5	3 /D2801 /8
11RA/3DB		3(5)3	3 /D2801 /8
19GC/3DB		3-6	4 /D2801 /7
42RI/3DB		3-6	4 /D2801 /3
15º Divis	ion d'Infant	erie	
92RI/15	Å	3-5	5 /D2801 /9

92RI/15	Ē	3-5	5 /D2801 /9
99RI/15		3-5	5 /D2801 /9
126RI/15		3-5	5 /D2801 /9
5RCh/15		2-3	5 /D2801 /9
20RA/15		3(5)3	5 /D2801 /9

French I Corps (elements)				
1RG/I	Ē	0-1s	5 /D2801 /12	
🔷 1 ^{re} Divisio	on Blindée			
1RC/1DB		4-5	5 /D2801 /12	
6RD/1DB		4-5	5 /D2801 /12	
8GC/1DB	Ľ X	3-6	5 /D2801 /12	
16GC/1DB	Å	3-6	5 /D2801 /12	
30GC/1DB	×	3-6	5 /D2801 /12	
9RA/1DB		3(5)3	5 /D2801 /12	

27º Division Alpine

V		
4RCH/27	2-2	4 /D2801 /12
6BCA/27	2-2	4 /D2801 /12

7BCA/27	2-2	4 /D2801 /12
11BCA/27	2-2	4 /D2801 /12
13BCA/27	2-2	4 /D2801 /12
27BCA/27	2-2	4 /D2801 /12
159RIA/27	2-2	4 /D2801 /12
93RAM/27	2(4)2s	4 /D2801 /12
75RAM/27	2(4)2s	7 /D2801 /12

yth Canadian Mechanized Brigade Group 4th

RCD/4		4-7	5 /D2801 /9
3RCR/4	Ē	3-6	5 /D2801 /9
1/22e/4		3-6	5 /D2801 /9
1RCHA/4		4(4)4	5 /D2801 /9

25th Luftlande Brigade 251/25 2-5 See 20.36 252/25 2-5 See 20.36 253/25 1-3 See 20.36 254R/25 1-3 See 20.36

🛞 11º Divis	sion Paracl	nutiste	
24RAM/11	•	2(4)2s	7 /D2801 /12
8RPIM/11		1-3	See 20.37
3RPIM/11		1-3	See 20.37
9RCP/11		1-3	See 20.37
6RPIM/11		1-3	See 20.37
2REP/11		1-3	See 20.37
1RCP/11		1-3	See 20.37
1RHP/11		2-3	See 20.37
35RAP/11	, in the second	1-4-1	See 20.37

20.3 Reinforcements

Not all the reinforcements listed in the deployment lists are available in every scenario; see the reinforcements portions of the scenarios for details. The entrance and use of some reinforcements require special handling; these units are discussed in the following.

20.31 Warsaw Pact Reinforcements

All Warsaw Pact units enter play according to the restrictions of 17.1 and 17.2.

20.31A Warsaw Pact Divisions may vary their map edge of entry, by entering on a map edge that is adjacent to their listed entry. They must delay their entry by one Game-Turn. Army assets are permitted to vary their entry if any division of their army does so.

20.31B On the *BAOR* map, Units have the option of entering from the southern edge at 0127-0142 inclusive. Units entering from here delay their entry by one whole Game-Turn (this reflects both the paucity of the road net in this area of East Germany and the fact that these units are cutting right across the march lines of the Soviet armies to the south). If the Warsaw Paet Player uses this option, he is urged to pay special attention to 20.42, 20.43 and 20.44, as these rules will often apply.

20.32 The Warsaw Pact Player may have the option of airdropping the units of the 76th & 103rd Guards Airborne Divisions according to the rules outlined in 15.0. In this case, these units may be dropped onto the map at the start of any Game-Turn in which the NATO Player does not have air superiority, beginning with Game-Turn 1. The units of each division need not all be dropped on the same Game-Turn, nor in any specific order or proximity to each other.

20.33 NATO Reinforcements

British reinforcements listed with a reference to this Case enter under special conditions of fatigue, having been working around the clock to cross the English Channel. Upon entry, the NATO Player must roll the die for each unit to determine how many FP's it begins with. On a roll of 1, 3 FP's are gained; on a roll of 2-3, 2 FP's are gained; on a roll of 4-6, 1FP is gained.

20.34 The units of the 7th Field Force which arrive on Game-Turn 3 are air landed and may be placed within one hex of 3006. Once placed, the NATO Player must roll for the fatigue of each of these units as outlined in 20.33. Each air landed unit may move during the NATO Player's initial Player Phase, but may expend only 6 Operation Points. All air landed units are flipped to their FP side at the end of this Phase whether they have moved or not, Should Gutersloh (3006) be occupied, controlled, or in the ZOC of a Warsaw Pact unit, reinforcements slated for arrival by air are delayed one Game-Turn and enter normally from hex 2901. These units are still subject to the requirements of 20.42, but may expend 12 Operation Points during the NATO Player's initial Player Phase.

20.35 The 15/Para battalion may enter in accordance with either 20.42 and 20.43, or in accordance with 10.1, at the NATO Player's discretion.

20.36 All units of the West German 25th & 26th Luftlande Brigades may enter during the first Game-Turn in which the Warsaw Pact Player does not have air superiority. Each unit may enter on the west edge of either; the *Fifth Corps* or *Hof Gap* maps (in the case of the 26th), or the *Donau Front* map (in the case of the 25th) or they may use any hex occupied by a NATO attack helicopter unit not in an Enemy Zone of Control as an entry hex. One airborne unit (only) may be placed on each such hex, and may move normally from there. If placed in a hex occupied by a US helicopter unit, the airborne unit must be moved out of the hex during the same Player Phase. These units may also enter according by Airdrop (see 15.0)

20.37 These units arrive on the first PM Game-Turn after GT 3 when the Pact does not have air superiority. Each PM turn up to 4 units can enter by either para drop or air transport to a friendly airbase. Air transport to a base costs 60P. For para drop apply standard rules 15.0. Once on map, normal airmobile rules apply to this division. Note that the 1RHP/11 ACav is air portable (by transport aircraft) and can be dropped by parachute, but is not capable of airmobile movement (see special rules summary).

20.4 Entering Reinforcements

20.41 A Player may always withhold reinforcements due on a particular Game-Turn for entry at the start of

a later Game-Turn or, in the Warsaw Pact Player's case, for later use as an air-delivered reinforcement.

20.42 If the entry hex for a given set of reinforcements is blocked by an enemy unit or ZOC, those reinforcements may enter via an alternate road or Autobahn entry hex. NATO units entering from the north or south map edges may enter from the nearest unblocked road or Autobahn hex to the west. NATO units entering from the west' map edge may enter from the nearest unblocked road or Autobahn hex to the west. NATO units entering from the west' map edge may enter from the same map edge. Warsaw Pact units entering from the south edge may enter from the nearest unblocked road or Autobahn hex to the east. Warsaw Pact units entering from the south edge may enter from the nearest unblocked road or Autobahn hex to the east. Warsaw Pact units entering from the east map edge may enter from the nearest unblocked road or Autobahn hex to the east.

20.43 In the event that the area around a given entry hex is so cordoned off by enemy units and their ZOC's that only part of a particular set of reinforcements can enter the map through their assigned or desired entry hex (this includes the case in which an entry hex is blocked by an Enemy ZOC but the Player still wishes to bring on at least one reinforcement at that hex), the fate of the remaining units is determined by their nationality. NATO units in such a case may enter from an alternate unblocked road or Autobahn hex according to 20.42. Warsaw Pact units subject to March Order must remain off-map until the lead unit(s) of their column can carve them the space to enter. These units may then enter in the first subsequent Player Phase that such space exists, but always enter on their FP side and at the same entry hex as the lead unit(s) of the column. Warsaw Pact units which enter after the initial Player Phase are not subject to March Order restrictions.

20.44 Warsaw Pact artillery units which are held offmap involuntarily per 20.43 may be used to support Prepared attacks by on-map units of the same column. Such units gain FP's for this fire normally, and enter with the appropriate number of FP's already accrued.

20.45 When units with separate initial Phase Operation Point Allowances enter from the same entry hex, the units with the highest allowances enter first, followed by units in descending order of allowances.

20.46 Warsaw Pact attack helicopter units need not be entered onto the map. Instead, they may be placed offmap (which does not require the gain of an FP for movement), where each unit may support any combat within 20 hexes of a legal entry hex. Off-map attack helicopter units gain FP's normally for all combat functions. Such units may be entered on-map in subsequent Game-Turns, subject to all regular reinforcement rules and bearing whatever FP's they have accrued off-map.

31.0 Red Thrust: Combining all Five Central Front Games

COMMENTARY:

These scenario instructions allow for the combination of all five games in the Central Front Series: *Fifth Corps, Hof Gap, BAOR, North German Plain* and *Donau Front* All five may be played together, or three or two maps may be combined, or single maps may be played. As victory conditions are determined separately for each game map, players have complete flexibility in the choice of games they wish to combine.

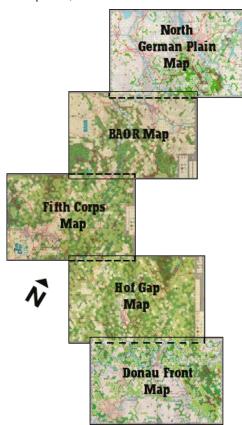
GENERAL RULE:

The five game maps are joined together as shown in the diagram.

To join the *North German Plain* and *BAOR* maps place hex B3918 of *BAOR* over N1001 of *North German Plain* and B3851 over N1034. Cut and fold the *BAOR* map where required in the same manner as below. There are no dotted lines however. The *BAOR* map should be cut along the dotted line printed on the western half of the south edge of the map. The *BAOR* map is then laid over the *Fifth Corps* map so that *Fifth Corps* hexes 3926 and 3951 are directly under *BAOR* hexes 0101 and 0126 respectively.

The *Hof Gap* map should be cut on the dotted line printed along the western half of the north map edge. Then the *Hof Gap* map is laid over the *Fifth Corps* map so that *Fifth Corps* hexes 0126 and 0151 are directly under *Hof Gap* hexes 3901 and 3926 respectively.

To join the *Hof Gap* and *Donau Front* maps (which overlap by one hex row), place hex D4801 of *Donau Front* over hex H0110 of *Hof Gap*, and hex D4841 of *Donau Front* over hex H0150 of *Hof Gap*. The overlapping hexrow in each case is assumed to be part of the playing surface of southernmost mapsheet. Small pieces of masking tape may be used to hold the maps together (avoid using transparent tape as it tends to tear the map sheets).



The combined or single Central Front games begin on Game-Turn One (an A.M. Game-Turn) and end with the completion of Game-Turn Ten, or at the completion of any Game-Turn from Game-Turn Four on, by mutual consent of the players. The Warsaw Pact player is the First player during every Game-Turn.

31.1 NATO Initial Deployment and Reinforcements

31.11 NATO units are set up according to 20.1. West German Territorial units may be deployed according to Optional Rule 25.3.

31.2 Warsaw Pact Reinforcements

31.21 Warsaw Pact reinforcements are entered according to 20.1.

31.22 Soviet airborne reinforcements consist of the 76th Guards Airborne Division and the 103rd Guards Airborne Division. Both divisions may be dropped in the same or different Game-Turns as the Warsaw Pact player desires.

The Warsaw Pact Player may take one of two options in utilizing the Airborne Divisions. He must decide which option he will employ after NATO has deployed and before he has rolled to determine how long his initial air superiority will last.

Option A: The Warsaw Pact Player may freely deploy the Airborne Divisions anywhere on the map in accordance with 15.0 and 20.32. In this option, the NATO Player receives all scheduled Belgian reinforcements listed in 20.1 on the *BAOR* map and all NATO reinforcements on the *Hof Gap* or *Fifth Corps* maps

Option B: The Warsaw Pact Player chooses to allocate the 76th Guards Airborne Division to a para-drop along the Rhine across from the Belgian frontier and/or the 103rd Guards to a para-drop in the Seventh Army rear. In this option, neither or one Airborne Division(s) never appear in the game, and NATO receives none of the Belgian reinforcements listed on the *BAOR* map and/or any NATO reinforcements on either the *Hof Gap* or *Fifth Corps* game maps. This includes US units at Major Training Areas off map and HSK Territorials. As the use of this option is quite favorable to the Warsaw Pact Player, he is assessed a Victory Point penalty listed in 31.91 if he chooses to take Option B.

31.3 Supply Sources

See 10.3.

31.4 Air Power and Chemicals

31.41 Warsaw Pact initial air superiority is determined according to 14.1A. Air superiority applies to all playing maps. When the Warsaw Pact player has air superiority, he receives 12 Air Points per map. This total may, at the discretion of the Warsaw Pact player, be used anywhere on any map(s), as long as the total of Air Points expended per Game-Turn does not exceed the total received per Game-Turn. When the NATO player has air superiority, he receives 18 Air Points per map. This total may, as above, be used anywhere.

31.42 The Warsaw Pact player may conduct a preemptive airstrike against six hex groups per map in play, according to 14.1B. This total of up to 30 strikes may be apportioned among the game maps as the Warsaw Pact player wishes.

31.43 No die roll is ever made on the Airpower Table on the first Game-Turn to determine the presence of ground fog. The first Game-Turn is always considered clear.

31.44 The Warsaw Pact player receives 3 column shifts in his favor when using chemicals on Game- Turns One through Four, two column shifts in his favor when using chemicals on Game-Turns Five through Eight, and one column shift in his favor when using chemicals on Game—Turns Nine and Ten. The NATO player may never use chemicals.

31.5 Map to Map and Off-Map Operations

31.51 NATO and Warsaw Pact units may move from one playing area to another across the hexrow where the two maps overlap. NATO units only may also move from map to map across off-map territory (see 31.56).

31.52 Air Points and pre-emptive airstrikes may be used anywhere on the three playing areas. EW points and nuclear warheads allocated to one map may never be used against targets on another map.

31.53 Artillery units of both sides located on one map may support friendly units located on another map, provided that such fire is not traced across off-map territory

31.54 Attack helicopter units may be used to support friendly units located on another map, provided that the "flight path" can be traced entirely across on-map territory.

31.55 Airborne units may be dropped on any maps, at the discretion of the owning player. See also 31.22 for Soviet off-map parachute options.

31.56 During any friendly Player-Phase, any number of NATO units may be exited off the south edge of the Fifth Corps map (west of hex 0122) and immediately be re-entered into play during the next NATO friendly Player-Phase on the west edge of the Hof Gap map, or vice versa. Similarly, NATO units may be exited off the north edge of the Fifth Corps map (west of hex 3926) and be re-entered into play during the next NATO friendly Player-Phase on the west edge of the BAOR map, or vice versa. In order to do so, a unit must be exited from a road or Autobahn hex leading off the appropriate map edge, and must have at least six Operation Points remaining in its allowance for the Phase after doing so. In the immediately following Player-Phase, the unit must enter the other map as a reinforcement, via road or Autobahn, and may expend only six Operation Points in that Phase. A NATO unit may not be exited from a hex, or entered into a hex, from which a Warsaw Pact unit that exerts a Zone of Control has been exited.

31.6 NATO Paralysis

Non-West German NATO units are subject to special movement and combat restrictions during the first Game-Turn of any scenario. At the beginning of Game-Turn Two, and thereafter, the restrictions of these cases do not apply. **Exception:** The following units are not subject to these restrictions:

1. On the *North German Plain* map: All units of the Covering Force.

2. On the *BAOR* map: All units of the Covering Force, all units of the 4th Armoured Division, and all British units east of the Weser River.

3. On the *Fifth Corps* and *Hof Gap* maps: all units of the 2nd and 11th Armored Cavalry Regiments, the 2/15/3 mechanized infantry battalion, the 2/41/3 self-propelled artillery battalion, the 1/68/8 Armored battalion, and any units at a Major Training Area (see 31.7).

31.61 Non-West German NATO units (except those listed above) may not expend Operation Points in any manner. Artillery and helicopter units may not support a combat or use counterbattery fire.

31.62 Subject units must, if attacked, defend with their Mobile Combat Strength. If attacked, they may retreat normally, and are released from these restrictions.

31.7 US Major Training Areas (MTA'S)

Before the NATO player sets up his units at the beginning of the game, he uses the MTA Table (31.73) to determine which US brigade is currently at a Major Training Area. He rolls one die to determine which column to refer to (as noted across the top of the table) and then rolls the die again to locate the result in the appropriate column, i.e., which US brigade starts at an MTA. If playing with the *Hof Gap* map only, roll on the first column.

31.71 After determining which brigade is affected, the NATO player consults the Master Unit Deployment List and places all units for that brigade as follows:

1. All units except mechanized infantry battalions are placed within two hexes of hex 1238 on the *Hof Gap* map.

2. All mechanized infantry units are placed on or within one hex of hex 4624 on the *Donau Front* map. If this map is not in use then the units enter play as reinforcements during the initial NATO Player-Phase of Game-Turn One on the south edge of the *Hof Gap* map, west of hex 0142. Each such unit may expend only 6 Operation Points during its phase of entry.

31.72 All units in a brigade at MTA's are exempt from the restrictions of 31.6. If using NORTHAG MTA's (30G.0), units deployed to those areas are also exempt.

31.8 Special Airborne / Airmobile Rules

31.81 British, West German and East German airborne infantry units are all eligible for airborne drop in accordance with 15.0 of the Standard Rules. They are, however, non-motorized, and when being moved, they treat all road and Autobahn hexsides as access hexsides instead. Furthermore, they are treated as company-sized units for the purposes of exerting a Zone of Control.

31.9 Victory Conditions

Victory may be determined at the end of any Game-Turn from 4 on, provided that both Players agree to end the game at that point. First, Players consult the Warsaw Pact Victory Conditions listed in 31.91.1f the Warsaw Pact Player can meet the criteria for any of the three levels of victory, a Warsaw Pact victory is declared. If the Warsaw Pact Player fails to meet any of the criteria, then Players refer to the NATO Victory Conditions listed in 31.92. Should the NATO Player be able to meet the criteria for any of the three levels of victory, a NATO victory is declared. In the event that neither Player can meet any of the criteria for victory, the game is a draw. Victory conditions are determined separately for each map sheet (i.e., "front").

31.91 Warsaw Pact victory conditions are determined for each map sheet. For victory purposes, however, Warsaw Pact units must trace a line of supply to the east edge of the map sheet which they occupy, regardless of the fact that they may be able to be supplied for game purposes by tracing a route onto another map. By mutual consent, the players may use Optional Rule 28.0 (Doctrinal Victory Conditions) for Warsaw Pact victory determination.

The Warsaw Pact Player's Victory Conditions are based on the location of the westernmost tank or motorized rifle regiment which can trace a valid line of supply according to 10.1 (airborne and airmobile units never count for Victory Conditions). The Warsaw Pact Player should cross-index the Final Game-Turn with the last two numbers of the hex occupied by his most advanced qualifying regiment on the following chart to determine the level of victory achieved (if any):

Last Two Numbers of Advance Hex for Victory Type:

Game- Turn	Marginal Victory	Substantive Victory	Strategic Victory
4	22	21-20	19 or less
5	21-20	19-17	16 or less
6	20-18	17-14	13 or less
7	19-16	15-11	10 or less
8	18-14	13-08	07 or less
9	17-12	11-05	04 or less
10	16-10	09-02	01 or exit

Note: *Exit* means that the Warsaw Pact Player must have moved at least one regiment off the west map edge and can trace a valid line of supply from the supply hex

to a valid source of supply (which may not be a Friendly airhead).

31.91A For each British Field Force the NATO Player brings in as a reinforcement, the Warsaw Pact Player subtracts 3 from the last two numbers of the hex occupied by his westernmost unit on the *BAOR* map.

31.91B For each British Field Force the NATO Player brings in as a reinforcement, he subtracts 5 from the total number of city hexes he controls on the *BAOR* map

31.91C If the NATO Player enters a single unit of a particular Field Force, he is considered to have entered the entire Field Force for victory purposes.

31.91D If the Warsaw Pact Player chose Paratroop Option B for either Airborne division, he must add 6 to the number he uses for his Advance hex on all affected maps (*BAOR* and/or *Fifth Corps & Hof Gap*), and the NATO Player may add 10 to the number of city hexes he controls on the *BAOR* map; and/or 8 to controlled city hexes on the *Fifth Corps* map, and 7 on the *Hof Gap* map at the end of the game.

31.92 In the event that no Warsaw Pact victory is attained, the NATO player determines his level of victory by the number of city hexes that he controls at the end of the game. A city hex is considered NATO-controlled only if a Warsaw Pact unit neither occupies it nor was the last to pass through it, and that city hex can trace a valid line of supply to a Friendly supply source (which may not be a Friendly airhead). The following victory criteria apply:

31.93A NATO VICTORY CRITERIA FOR NORTH German Plain

NATO City Hexes	Level of Victory
123 or more	Strategic Victory
93-122	Substantive Victory
75-92	Marginal Victory

31.93 NATO VICTORY CRITERIA FOR BAOR

NATO City Hexes	Level of Victory
70 or more	Strategic Victory
50-69	Substantive Victory
40-49	Marginal Victory

Note: Add 10 to total if 76th Guards Airborne Division is used for Option B. Subtract 5 from total for each Field Force used.

31.94 NATO VICTORY CRITERIA FOR FIFTH CORPS

NATO City Hexes	Level of Victory	
95 or more	Strategic Victory	
77 - 94	Substantive Victory	
66 - 76	Marginal Victory	
Note: Add 8 to total if 103rd Guards Airborne		

Note: Add 8 to total if 103rd Guards Airborne Division is used for Option B.

31.95 NATO VICTORY CRITERIA FOR *HOF GAP*

NATO City Hexes	Level of Victory
22 or more	Strategic Victory
15 - 21	Substantive Victory
8 - 14	Marginal Victory
Nata: Add 7 to total 10 dC	Out Out of Alata and

Note: Add 7 to total if 103rd Guards Airborne Division is used for Option B.

31.96 NATO VICTORY CRITERIA FOR DONAU FRONT

NATO City Hexes	Level of Victory
99 or more	Strategic Victory
76 - 98	Substantive Victory
61 - 75	Marginal Victory

Optional Victory Conditions

The following Victory conditions can be used in place of or in combination with the normal Victory Conditions

31.10 Doctrinal Victory Conditions

COMMENTARY:

Victory conditions for the Central Front Series are based on relative criteria regarding Warsaw Pact advance rates and NATO's ability to retain control of urban areas. These victory conditions have been modified for game balance. Actual "victory conditions" for the Warsaw Pact, based on their announced goals (i.e., planned rate of advance) are presented below. As an additional comment, the West Germans would consider the loss of 100 km of terrain, about half of the game map, as a devastating defeat.

GENERAL RULE:

Soviet victory conditions may be judged according to the following rates of advance:

Last Two Numbers of Advance Hex:

Game- Turn	Marginal Victory	Substantive Victory	Strategic Victory
4	34	30	26
5	30	25	20
6	26	20	14
7	22	15	08
8	18	10	2
9	14	05	Exit
10	10	Exit	None

31.11 Victory Conditions for North German Plain & Donau Front

COMMENTARY:

These victory conditions are from the original editions of these games and have been adapted to fit the 2nd Edition rules. They can be used instead of the victory conditions in the Grand Campaign for these maps.

GENERAL RULE:

Victory is measured by the Warsaw Pact player's attainment of objectives, and the NATO player's denial of these. Each Warsaw Pact objective is treated exclusively - there is no overall measure of victory or defeat except the Warsaw Pact player's ability to attain more than one objective. Obviously if the Warsaw Pact player attains all four objectives, he has been highly successful, and if he attains none he has failed. However, each objective is a victory or defeat in itself.

31.111 North German Plain

Objective 1 Jutland Peninsula

One of the Warsaw Pact's most important objectives is the control of the Baltic Approaches. Both NATO and the Warsaw Pact have off-map units fighting in Denmark to this end. It is necessary for the Warsaw Pact to rein force its effort with divisions entering from the south. The Warsaw Pact player must attempt to exit units off the north edge of the map between hexes 4729 and 4752 inclusive to ensure the success of the Baltic offensive. For this purpose, a "division equivalent" is considered to be 8 units with at least half of those units being Tank or Motorized Rifle Regiments. The number of division equivalents exited by the end of the game and the level of victory for this objective are:

Division Equivalents	Victory				
0	NATO Strategic				
1	NATO Tactical				
2	NATO Marginal				
3	Warsaw Pact Tactical				
4	Warsaw Pact Strategic				

Objective 2 Isolation of Hamburg

Cutting off West Germany's largest seaport would be a serious blow to NATO, even if war terminated quickly with an "in place" cease fire. The Warsaw Pact attains this objective by having at least one ground or artillery-type adjacent to the Elbe River north of hex 3632 at the end of Game-Turn 10.

Objective 3 Disruption of US Supply Line

The major US peacetime supply line runs from Bremerhaven to the south. During war, the shifting of this Supply line to ports in France and reserve depots in Germany will cause some disruption in US logistics. Cutting Bremerhaven early in a surprise situation would add to the confusion. The Warsaw Pact player is considered to have attained this objective by having a ground or artillery-type unit occupying any of the following hexes at the end of Game-Turn 10: 4612, 4613, 4712, or 4713.

Objective 4 Doctrinal Advance

The Warsaw Pact timetable calls for a rapid advance westward, and expects spearhead units to make rates of advance laid down in Soviet tactical doctrine. Similarly, NATO (specifically West Germany) considers defeat in terms of territory lost. The farthest advanced Warsaw Pact tank or mechanized unit which is west of the Elbe River and can trace a valid line of supply according to 10.1, determines the extent of advance. Levels of victory and corresponding advance requirements are:

Level of Victory Required	Warsaw Pact Advance
WP Strategic	Unit exits west map edge
WP Tactical	Unit west of the Weser River
WP Marginal	Unit east of the Weser River in or west of hex ending in xx23
NATO Marginal	Unit on hex ending in: xx24 to xx29 inclusive
NATO Tactical	Unit on hex ending in xx30 to xx35 inclusive
NATO Strategic	Unit on or east of hex ending in xx36

Comment:

Objective 1, the Baltic Approaches reinforcement effort, is one of the most important as well as one of the more easily obtainable objectives for the Warsaw Pact. In fact, the Warsaw Pact player can achieve this objective late in the game with reinforcing units which don't arrive in time to be a factor on the main fighting front. Objectives 2 and 3, Hamburg and Bremerhaven, are militarily more of a nuisance to NATO than a disaster. Isolating Hamburg should not be difficult for the Warsaw Pact player if he is making normal progress, but the distance to Bremerhaven makes this objective harder. Objective 4, doctrinal advance, is the one the Soviets expect their commanders to fulfill, but given this scenario, it is the most difficult to attain. The West Germans consider a 100-kilometer penetration to be a defeat, and the Soviets consider anything under a

35 kilometer-per-day advance to be less than satisfactory.

31.112 Donau Front

Objective 1 Doctrinal Advance

The Warsaw Pact timetable calls for a rapid advance westward, and expects spearhead units to make rates of advance laid down in Soviet tactical doctrine. Similarly, NATO (specifically West Germany) considers defeat in terms of territory lost. The farthest west advanced Warsaw Pact tank or mechanized unit determines the extent of advance. Levels of victory and corresponding advance requirements are:

Level of Victory

Required	Warsaw Pact Advance
WP Strategic	Unit exits west map edge
WP Tactical	Unit on hex ending in xx01 through xx10 inclusive.
WP Marginal	Unit on hex ending in xx11 through xx17 inclusive.
NATO Marginal	Unit on or east of hex ending in xx18.
NATO Tactical	Unit on or east of hex ending in xx27.
NATO Strategic	Unit on or east of hex ending in xx35.

Objective 2 - Attrition of NATO Units

Unlike other NATO sectors which have significant reinforcements tied to them by logistical and operational plans, there are few units left over for the southernmost area without shifting divisions out of sector or until large-scale mobilization is under way. This means that, for a critical period, NATO must count on what is available at the outset. If the line stretches too thin, the Warsaw Pact will have no opposition to meet a second-effort thrust. The number of battalionsize non-artillery-type units which NATO has remaining in play at the end of the game determines the level of victory for this objective:

Level of Victory Required	NATO Units Remaining
WP Strategic	less than 20
WP Tactical	20 +
WP Marginal	30+
NATO Marginal	40+
NATO Tactical	50+
NATO Strategic	60+

Objective 3 - Flanking VII Corps

The US Army's VII Corps holds the sector north of the *Donau Front* game map. If Warsaw Pact units appear on the southern flank of VII Corps, it can be dislodged from its defensive positions more easily. The level of victory depends on the Warsaw Pact exiting a division equivalent off the north edge of the map. A division equivalent is four regiments and three artillery-type units. (*Note: If Hof Gap is also in play then it will depend on the situation on that map to determine if this objective is successful.*)

1) Warsaw Pact Strategic Victory - exit a division equivalent at hex 4810.

2) Warsaw Pact Tactical Victory - exit a division equivalent at hex 4815.

3) NATO Tactical Victory - less than a division exits either hex.

4) NATO Strategic Victory - no ground units exit at either hex.

Objective 4 - Isolating Munchen (Munich)

With its large population and considerable industry, Munchen is the most important city in southern West Germany. Should the Warsaw Pact be able to isolate it (preparatory to occupation) the propaganda value would be enormous. If the Warsaw Pact can place units or Zones of Control which block major roads going from Munchen off the west and south map edges, isolation is assumed. These roads exit the map at: 1009, 1008, 1004, 1003, 1201, 1601, 1801, 2201, 2801, and 2601 (this last road counts only from hex 2603 to the edge of the map). Roads may be blocked by any type of unit (including helicopter and artillery types), and a unit may block more than one road (e.g., a unit on 1903 would block both 1801 and 2201). Victory is measured by the number of roads blocked at the end of the last Game-Turn:

Level of Victory Required	Roads Blocked
WP Strategic	10
WP Tactical	8-9
WP Marginal	6-7
NATO Marginal	4-5
NATO Tactical	2-3
NATO Strategic	0-1

If a Warsaw Pact unit actually occupies hex 1508 at the end of the game, it is considered a Warsaw Pact Strategic Victory for this objective.

Comment:

A great deal of Bavaria is simply pretty scenery to anyone except the West Germans living there. The point is that the Warsaw Pact has to go a long way to reach important military objectives. If anything is to be attained by a Warsaw Pact offensive through this region, it must be accomplished quickly. The relative lack of forward-deployed NATO forces should allow the Warsaw Pact time to break through the rugged terrain around the border and strike out against one or more of the objectives above - similar to the German breakout through the Ardennes in 1940, and the attempted breakout in 1944 that resulted in the Battle of the Bulge

Appendix I: OOB Changes

Note: The text of this appendix is taken from the Update Kit and was written by Dick Vohlers and Ian Raine.

The hardest part of this kit was making new counters for the units that appeared in North German Plain and Donau Front. Besides having been based on a different system, those two games appeared about a decade after the original games, and reflected organizational and location changes made in those 10 years. While converting nationalities that appeared in the earlier SPI games (like the Soviets and West Germans) was fairly straightforward, it was much more difficult to convert nationalities like the Dutch and the French that were not in the SPI games. Ian has now set the OOBs for those nations' forces at 1981, based on more recently released information, including David Isby's orders of battle books and Osprey series books by Stephen Zaloga and Nigel Thomas. While there may still be inconsistencies, errors, or omissions, it's much more accurate than before.

OOB and "Historical" Notes

With that caveat in mind, here are some comments on the retrofitted counters. (Dick supplied the following notes with edits by Ian.)

- The Soviet 207th Motorized Rifle Division was in BAOR but also appeared in North German Plain. I have only included the division once. It should be used on the BAOR map as there is now a substitute division on the NGP map (see Ian's note below.)

- The Soviet 8 Guard Tank Division appeared in BAOR as a category B division and in Donau Front as a category A division. I have used the BAOR version and omitted the Donau Front version.

- North German Plain used three classes of Soviet divisions, but the earlier games only had two classes. I have therefore upgraded the 3G and 10G divisions to category B formations to conform to the earlier games and to known Soviet mobilization procedures (to fill out lower readiness class divisions for deployment to Afghanistan, the Soviets merged mobilizing units).

- I added a third artillery unit to every Warsaw Pact division in NGP and DF to conform them to the SPI games.

- I added some army assets to both sides in NGP and DF based on the SPI games. For instance, engineers are necessary and critical in the game. Also, the Soviets in the three SPI games had an independent artillery division on each map, so I added some here. All these added assets accord with the standard Soviet/Pact TOE, or are category A artillery divisions tasked to reinforce the "front" where they appear. Charles Kamps in the Moves article described the scenario as the "NATO's worst case" situation – the Soviets mobilize while NATO sits on its hands – so these divisions arrive as quickly as the 26th, 81st, and other artillery divisions in the original 3 games.

- I broke the Soviet BAMD airmobile brigade in NGP into battalions as such units appeared that way in the SPI games.

- Some individual British battalions in NGP seem to be in BAOR with other divisions. In this case, the BAOR OOB has been completely tidied up so that it matches that provided for July 1981 in Watson & Rinaldi's "The British Army in Germany: An Organizational History." More extensive notes on the BAOR are below.

- I added three more West German static territorial units for use with NGP and another three for use with DF. Placement is up to the players.

(Ian supplied the rest of these notes with edits by Dick.)

Two brigades of the 7th Panzer Division and one of the two "first line" HSB brigades (51st) never made it on to a map, perhaps because they didn't fit on the 200 counter sheet for NGP and that was a hard size limit. The US 1st Infantry Division forward brigade also slipped through the net; that might be because the 4th Division forward brigade was due to be "relocated" to the US in 1984, and it had already been included in V Corps, so SPI left the equivalent strength 1st forward out. ("Relocated" in this case meant they disbanded the HQ and parceled out the combat elements to other USAEUR units upscaling towards the 1986 Air-Land battle TOE.)

The extra PACT divisions & NATO brigades were included for the following reasons:

Warsaw Pact: The 25th Tank Division (TD), a GSFG (Cat A+) unit, was assigned to 2nd Guards Tank Army (2GTA) on the NGP map in 1981, when the BAOR game was published. By the time the NGP game was published, in 1988, it had been re-assigned to the 20th Guards Army (20GA), on the BAOR map, resulting in its omission. The 207th Motorized Rifle Division (MRD) had by then gone to 2GTA. To account for the four duplicated divisions referred to in these notes, 25TD deploys with 2GTA on the NGP map instead of 207MRD. Three new Soviet reinforcement divisions on

the DF map replace the three units that already appear in Hof Gap (1) and BAOR (2). They are the 53 GMRD (Cat A) from the 2nd Guards Army based at Voronezh in place of 18GMRD and the 18GTD (Cat B, based at Cherkassy) and 20GTD (Cat B, based at Krivoy Rog) from 6th Guard Tank Army. Additionally, 15Polish MRD, a unit of the 2nd Polish Army which deploys to the NGP map, was omitted from that game. It now appears late in the game in NGP, where NATO has three or four extra brigades (see below).

French: The French in DF are "de-powered" to the 1981-1983 OOB, meaning that although the 6^{e} DLB has been replaced with the 1^{re} DB, they have also lost in effect half the 4^{e} DA (Division Aéromobile) (replaced by a few less capable battalions) *and* the equivalent of one of their small divisions in battalion deletions from the other units.

NATO: While Charles Kamps included the 56th HSB in DF (subordinated to 1 GbJ division), the 51st HSB was also available, subordinated to 6th Panzer Grenadier Division at the northern end of the line. Charles stated that he thought the German territorials (four of the six HSB, the six HSK regiments, and various smaller units) would have been deployed in the Com Z on security type duties, but the 51st and 56th were tasked to the first line divisions mentioned, and each had a unique TOE molded to that tasking. The Canadians also have one less mech inf battalion.

So the Warsaw Pact is up by four combat divisions across all maps (the artillery was there, just not separately depicted in its own counters in NGP and DF). NATO on the other hand is down by two French "divisions" (i.e., brigade group sized units). Giving NATO up to six more brigades should even things up by replacing the two missing French ones and matching the four extra Pact divisions with four NATO brigades.

Given all this, the new counters were created to give the NATO forces four extra brigades:

- US 1st forward: The units of this formation (C/4C/1, 4/73/1, 1/16/1, 1/26/1, 2/33/1) start west (off map) of the Hof Gap map (in Göppingen). They could go to the Hof Gap or DF map, arriving on either map at M+48 hours.
- WG 19th Panzer Grenadier/7th Panzer Division and WG 20th Panzer/7th Panzer Division: The units of these two brigades (191 to 195 and 201 to 205 of 7P) start west (off map) of the BAOR/NGP maps in Westphalia. The 7th is the NORTHAG major reserve; it can arrive on either map on M+48, but only one brigade appears in a one map scenario.
- 51st HSB (511Jg, 512SJg, 513, 514, 515) is up in the north with 6th Panzer Grenadier Division; it mobilizes at Eutin (N4750) on M+48 hours.

There are other units absent that might have been involved in the scenarios in the game: an entire NVA (East German) army around Berlin (probably busy), most of the French I Corps, and all of the French III Corps. But given the scenario described by Charles Kamps, they probably wouldn't have been able to make it to the fight and thus are not included.

The BAOR

In the BAOR, as the battalions deployed and were later relieved, they usually took up, and later passed on, the equipment permanently positioned in Germany; only the personnel changed. As such, most of the substituted battalion counters in the revised counter set simply set up, or arrive, wherever the battalions of like kind of that division set up or arrived in the SPI game. There are, however, a few special cases, because in mid-1981 the organization of the BAOR was in transition. The four division "task force" organization of the late 70's had been discarded and the brigade structure reinstituted in January 1981. The battalions were unevenly distributed between the brigades and divisions and the homogenous organization shown in the BAOR game was gone. The 2nd Armoured Division and the 5th Field Force were to be broken up and withdrawn to the UK for reconstitution as the 2nd Infantry Division and the 24th Infantry Brigade, with different units under command. Ultimately, after January1983, the 1st and 3rd Armoured Divisions would each control three brigades stationed in Germany and the 4th Armoured Division two in Germany, as well as the 19th Infantry Brigade from the UK (the successor to the 7th Field Force).

At the time of the scenario, 5th Field Force's maneuver battalions, except for the 1st King's Own Scottish Borderers, had been transferred to other formations in Germany. The force HQ, however, did not finally move to Catterick in the UK for re-designation as an infantry brigade until January 1982. The artillery and some engineering assets were to remain in Germany for the time being, where the rest of the brigade would link with them after movement from the UK. Set up and arrival for the UK based units should now reflect the additional transit time:

- 1/KSB, 655/5 AAH, and 7 RHA still arrive in accordance with BAOR Rules case [20.1].
- 1/DWR/5 and 2/LI/5 (which replace 1/Glo/5 and 1/LI/5 in the SPI counter set) are now road-marching from the UK, so instead of arriving on GT 2, they arrive 12 hours later on GT 3, at B2901, in accordance with BAOR Rules case [20.33].
- R Yeo and the 100 FR (both Territorial Army units) still arrive in accordance with BAOR Rules case [20.1].

Players will note that the 5th Field Force has lost its tank battalion, 17/21 Lancers; it has been reassigned to the 2^{nd} Armoured Division, where it has replaced 4 RTR, which is now part of the 4th Armoured Division, which division now has three tank battalions. On the other hand each of the 3rd and 4th Armoured Divisions has inherited a motorized infantry battalion detached from 5th Field Force (1/Glo and 1 LI), and 1st Armoured Division on the NGP map now has a fourth mechanized infantry battalion.

4 RTR/4A and 17/21/2A still arrive as per the instructions in BAOR Rules case [20.1]. The details are found under the 2^{nd} Armoured Division and 5^{th} Field Force listings. Likewise, 1/Glo/4A and 1/LI/3A also arrive on map in accordance with the instructions in the same rules case.

BAOR rule 21.8 indicates that 15 Para and the 100 FR/4 are always eligible for airmobile operations. Add the 7 RHA/5 to that list as it contained towed, airportable, 105 mm light guns.

The overall battalion numbers in the BAOR in Germany have not changed; there are still 9 tank battalions, 12 mechanized (not including 1/RWF) & 3 motorized infantry, plus the various recon, artillery, and AH units. There is one extra army artillery unit on map (equipped with M107s), the 32nd Armoured Engineer regiment on the NGP map, and two extra regular army motor infantry battalions coming from the UK. As for the two infantry battalions with personnel outside of Germany (1/RWF/4A and 1/Glo/4A, in Ulster and Cyprus, respectively), the 1/RWF/4A has been omitted but the 1/Glo/4A has been included.

The table below summarizes the July 1981 organization of the BAOR. The deployments for all of the British units have been updated in the table at the end of this document

BAOR Organization, July 1981

DAON Organiza	ation, July 1981					
Formation	Recce	Tank	Mech. Inf.	Motor. Inf.	Artillery	Helicopter
1A	9/12L				45 FR, 49 FR	1 AAC
7/1A		RH, 14/20H	3 QR			
22/1A			3 RRF, 1 RAR 2 CG			
2A	1 RTR				27 FR, 47 FR	2 AAC
4/2A		5/RIDG	2/GG			
12/2A		17/21L	1/DER, 1/K's			
3A	15/19H				19 FR, 26 FR	3 AAC
6/3A		3 RTR	1/WFR	1 LI		
33/3A		RSDG	1/RHF, 1/BW			
4A	2 RTR				25 FR, 39 FR	4 AAC
11/4A		4 RTR	1/RRF, 2/RGJ			
20/4A		LG, Q Hus	[1/RWF]	1/GL0		
5FF	R Yeo			1/KSB, 2/LI, 1/DWR	7 RHA, 307 -100 FR	655/5

The French

The French Army underwent a major reorganization in 1976-77. The standing army mechanized divisions (1^{re} , 3^e , 4^e , 7^e & 8^e - 16,000 strong, 3 brigade divisions) were broken up and in their place eight armor and six infantry (mostly motorized) divisions were established, each with 6500 personnel, and essentially "brigade group" sized. At that time the mountain troops were organized into the 27^e DIM and the 9^e BIM (Marines) was "expanded" (by adding support assets) into a division.

Then, in 1983-84, a further reorganization commenced, and two of the new armor divisions (4^e and 6^e) were broken up and their subunits assigned to other divisions. The FAR (Force d'Action Rapide; part of which appears in DF) was established in the mid-1980s, consisting of the existing airborne, alpine and marine divisions, a new 4e DA (Airmobile), and the 6e DLB (Light Armor Division). After this reorganization, the primary war role of III Corps (three divisions) and the FAR was to support NORTHAG on the North German Plain, while I Corps (two standing divisions, 2 reserve) and II Corps (3 divisions based in southern West Germany) were tasked to CENTAG. The DF 1989 OOB includes the 3^e and 5^e DB, 15^e DI (all from II corps) and 6e DLB, 4e Airmobile, 11e DP (parachute), and 27th DIM from the FAR.

For the 1981 scenario for DF we have included the 1° DB, based at Trier in West Germany (off map), in place of the 6° DLB. This is a slightly stronger unit than the 6°, but to balance that, the "Brigade Aeromobile" is a poor substitute for the 4° Airmobile. This unit is a construct, used to collect together independent airmobile and attack helicopter regiments for the purpose of substituting for the 4° Division in the reinforcement schedule; the units operate as independent army assets.

The Dutch

The Netherlands 101st Motorized Infantry Brigade has been added. The brigade was a standing army unit tasked to support First Corps on the North German Plain. We recommend it be subject, like the Belgian units in BAOR, to the Soviet off-map air drop rule (22.3 and 22.42). Hence it will not arrive should the Pact player take that option.

Notes regarding unit substitutions & omissions

Game	Original unit	New substitute unit
DF	18 th GMRD from Hof Gap	53 rd GMRD (7 units)
DF	8 th GTD from BAOR	18 th GTD (7 units)
DF	29 th (G)TD from BAOR	20 th GTD (7 units)
DF	22 nd CZ Airborne Rgt 2 units -1/22 & 2/22 - & 4 HeloRg	Omitted & replaced by 3 Czech AH units
FC	H/34 & L/34 Artillery Brigades	C/34 & D/34 Artillery Brigades

Red Thrust Exclusive Rules

Game	Deleted Formation	New Formation				
DF	France, 6e DLB (5 units)	1e DB (6 units)				
DF	France 4e DA (4units)	4 independent units – 1RI, and 110RI airmobile, and 1 RHC, and 2RHC AH.				
DF	France - 20RA/15e	Towed arty instead of SPA				
DF	France 12RA/II MLRS	Two SPA btns, 2RA & 34A/II				
HG	WG 262/26 Airborne	Omitted, This unit is in the AMF(L).				
DF	btn& a tank btn; 2/RHC/II AH has been r	France: Several battalions have been deleted and not replaced: 3e DB has lost an SPA btn to the corps troops; 5e DB has lost an SPA btn& a tank btn; 2/RHC/II AH has been replaced by a weaker AH unit with the same designation included above. 11e DP & 27e DM each have an additional towed artillery battalion; see deployment table.				
DF	122 PzGbtn/4PGD sets up on the Hof Gap map at H0146, so the duplicate in DF has been omitted.					
DF	Canada: 2PPCLI btn has been deleted and not replaced.					
NGP	The Netherlands corps MLRS btn, 44RL/I, has been deleted, along with 105 BvR Recon battalion (neither was formed in 1981).					
DF & NGP	Players will note that a large number of battalion designations have been changed to conform to the 1981 time frame. These substitute like for like division/battalions in the deployment/set-up. So C/1C/2A ACav is a straight swap for D/2/1. These changes mostly affect th French, Canadian, and Netherlands forces, along with the US 3/2nd Armored brigade on the NGP map. The BAOR is separately listed in the NGP & BAOR deployment tables.					

Appendix II: OOB Discussion Notes

This discussion pulls together some disparate research notes about the OOBs in the CF series, and should help to explain the rationale behind some of the decision making on the revised OOB.

Warsaw Pact Notes

25TD, artillery divisions, tank regiments, the Rogachev Guards, Soviet airborne, the CZ 22nd Airborne, & 1 GTA Army assets

General comments

In 1957 3rd Shock Army was redesignated 3rd Combined Arms Army (per Crofoot, and various Russian websites, now available via Google Translate). This is a cosmetic change only with no effect in the game, and all the printed SPI (BAOR) material refers to 3SA, so changing names for army asset units was not suggested.

By 1980, the Soviet plan to replace all tanks in GSFG with T-64A was running behind schedule. By 1981, about a dozen divisions had some. The tank had problems. They switched to a '2 tank' plan. In 1982 the T-64B began shipping to GSFG. In the first quarter of 1983 the first T-80Bs began shipping into GSFG.

Apparently the first "T-80s" in GSFG in 1979 were just T-64As with the later tank's turbine engine dropped in. One platoon per regiment was equipped, to line up the maintenance requirements for the new engine.

Other organisational changes were also in progress. The fielding of SP artillery continued, slowly replacing towed guns in the regimental close support batteries and battalions, and some other units. Professor John Erickson in a 1980 paper reported the first deliveries of T-72s and self-propelled artillery to the NSPact armies. BMP deliveries were sufficient for one motorised rifle regiment in three to be equipped. Some dead wood was cleared away with a bit of political spin applied:

Note from an article in Foreign Affairs, 1979

http://www.foreignaffairs.com/articles/33340/strobetalbott/us-soviet-relations-from-bad-to-worse.

Premier Brezhnev gave a speech in East Berlin in early October '79 announcing a unilateral, although mostly symbolic, withdrawal of some Soviet forces from East Germany. The 'goodwill gesture' was part of an inducement to NATO countries to block US TNF modernization deployments (Pershing missile deployments, in particular). SALT II was in the final stages of negotiation, but by then had limited prospects of ratification by the US senate.

In the "unilateral withdrawal" the Soviets disbanded the 18th Guards Army HQ at Forst, DDR [note – this

HQ has never appeared in any commercial simulation as far as I'm aware, except in some scenarios in SPI's *Revolt in the East*, another one that got away. Crofoot has some divisions assigned to it up to 1979, including 7GTD.] They pulled one division back to bases in the USSR (6th Guards Tank Div) and withdrew about 1000 obsolete tanks (including T-10Ms). They still had thousands of extra T-62s/T-55s they used for training.

In 1982/3, as new tank deliveries improved, the 6th Guards Motor Rifle Division was reorganised into the 90th Guards Tank Division (swapping designations with that division in the NGF in Poland), and the 14th Guards Motor Rifle Division was reorganized into 32nd Guards Tank Division.

Also in 1983, the USMLM noted from its observations of vehicle registration and side numbers that 8GA and 1 GTA had swapped divisions, with 20th Guards Motor Rifle Division going to 1GTA and the 27th Guards Motor Rifle Division going to 8GA. Other OOB changes included 7th Guards Tank Division resubordinated from 1st Guards Tank Army to 3rd Shock Army, and 207th Motor Rifle Division re-subordinated from 3rd Shock Army to 2nd Guards Tank Army. USMLM also notes:

 20^{th} to 26^{th} March 1983 A major FTX (name unknown) including elements of 20^{th} Guards Army Units and 25^{th} Tank Division, which previously was subordinate to 2^{nd} Guards Tank Army. Concluded that 25TD had been re-subordinated to 20^{th} Guards Army.

(BAOR has the 207th with 3SA, so it's correct for 1981. The Moves #60 MUDL lists 7GTD with 1GTA, so it's also correct for 1981.)

GSFG organisation in 1981 was 9 x TD and 10 x MRD, with the withdrawn (probably 1GTA unit) 6GTD now based in Grodno.

1GTA: 7GTD, 9TD, 11GTD, 27GMRD

2GTA: 25TD, 16GTD, 21GMRD, 94GMRD

3SA: 10GTD, 12GTD, 47GTD, 207MRD

8GA: 20GMRD, 39GMRD, 57GMRD, 79GTD

20GA: 6GMRD, 14GMRD, 35MRD

Some divisions are identified differently. EG 106GTD in the BAOR rules (rules have a typo; the counters are correct) is 10GTD.

When the writer initially suggested some additions to the Pact OOB for consideration, it seemed prima facie that the number of GSFG divisions in the game matched the above numbers. Hence, no suggestion was then made about the 25TD, or the 20TD which appears with 20GA in BAOR. [I have omitted from these notes reference to the addition of reinforcement divisions to replace divisions that were duplicated in the original game; however, the omission of the 25^{th} Tank Division was a different problem.]

The mystery of the missing 25th Tank Division.

25TD was with 2GTA (NGP map) in 1981. By 1983 it was assigned to 20GA. In the BAOR (1981) deployment schedule 20TD (from the NGF in Poland) appears with 20GA.The NGP setup for 1989 is not immediately relevant, but the duplicated 207th comes out of there and is in BAOR with 3SA. Initially, I inferred that the '20TD' was possibly the 25TD, misidentified, and reassigned a little ahead of the USMLM report. But in Charles Kamps' S&T 82 piece, at pp 10-11, he identifies the 20GA as fielding three MRD and goes on to say the army will likely be reinforced by a Soviet TD from Poland. That would be the 20TD.

To further test the rapidly fading notion that the 25TD/20TD were the same thing, I had a closer look at the 20TD. The division is a category A (not GSFG A+) tank division that was stationed in southern Poland with the NGF from 1955 to 1991 when it was disbanded. So having it reinforce 20GA on mobilisation appears sound, as described by Kamps in S&T. Noted also that the 6GMRD is said in some sources to be, like 20TD, part of the Soviet Northern Group of Forces as opposed to 20GA; yet most GSFG OOBs include it in 20GA. Both of these have been placed with 20GA in BAOR; the 6th GMRD forms part of the 9/10 mix of divisions; but 20TD does not. The crux of the matter is that in 1981, 6GMRD was in 20GA, based at Bernau in the DDR; 90 GTD was a tank division in the NGF, based at Borne Sulinowo in Poland. The divisions swapped titles in place in 1983, as described above.

The Crofoot OOB presents a later OOB in time, but by applying his extensive historical notes about division reassignments the 1981 OOB extracted is as follows, with some uncertainty about the precise timing of 3A's transition to a 4 tank division force in the 1979 – 1983 bracket, where its MRDs are swapped out. As I understand Crofoot accessed some Russian source material not available to me, it is worth setting it out:

1GTA: 9TD, 11GTD, 20GMRD

2GTA: 12GTD, 16GTD, 35MRD

3A: 7GTD, 10GTD, 47GTD, 21MRD, 94GMRD, 207MRD

8GA: 27GMRD, 39GMRD, 57GMRD, 79GTD

20GA: 25T, 6GMRD, 14GMRD.

The Crofoot OOB is at variance with my OOB, extracted from other sources, but it is evident that while there is a different, and transitional, distribution of divisions to armies, the 9 tank/10 MR division strength is consistent with all other OOBs, with the 25TD included.

After the two MR division conversions to TD completed, and the music stopped, GSFG organisation in 1983/4 became 11 x TD and 8 x MRD as follows:

1GTA (Dresden): 9TD, 11GTD, 20GMRD

2GTA (Furstenberg): 16GTD, 21MRD, 94GMRD, 207 MRD.

3A (Magdeburg): 7GTD, 10GTD, 12GTD, 47GTD

8GA (Nora): 79GTD, 27GMRD, 39GMRD, 57GMRD.

20GA (Eberswalde-Finow): 25TD, 90GTD (formerly 6GMRD), 32GTD (formerly 14GMRD), 35MRD

6GTD was back in the USSR; the CF OOB assigns it to reinforce the CGF on the Hof Gap map.

If the 25TD starts on the NGP map, and if 20TD stays in the BAOR reinforcement queue as is, then that gives GSFG a tenth tank division on turn 2. That looks to be what Charles Kamps intended. So the overall initial GSFG numbers were short one Cat A+ TD.

In the circumstances, I requested the 25TD be included^{1*}, and it starts deployed with 2GTA, becoming the direct substitute for 207MRD. The Polish 15MRD/2PA appears at the end of the Polish reinforcement queue and arrives on turn 8. Przemysław Mantay, our Polish correspondent, advises that division was the training division for the Pomeranian military district, and would mobilise in about 48 hours in wartime, utilising its training cadres and picking up reserve personnel. Przemek also informs me that the PMD was to activate the Polish 1st Army HQ on mobilisation, not the 2nd, which was formed by the Silesian MD; as with the 3rd Shock Army, we have maintained the designations used in the S&T 82 article.

As an aside, Charles Kamps in S&T82^{2**} envisioned a four division Pact force heading north into Jutland, overland, crossing behind the advancing Pact front on the NGP map. That force was said to contain 2 NVA (EG) divisions, a Polish Division, and one Soviet tank division from the NGF. By process of elimination the Soviet division was 90GTD. The two NVA formations are from the 5th NVA Army, less the 1MRD, which is assigned to occupy west Berlin. The Polish formation is probably the 15MRD. Przemek has much better information in the Pact plans in this area (and others), but we are sticking with the SPI scenario at this point. Once the revision kit is available, writing up an alternate scenario that conforms with the actual Soviet/Pact planning will be possible, but people will probably want to impose their own planning anyway.

Artillery divisions:

Artillery division deployments come from the Isby books, the Johnson & Crofoot OOBs, and other snippets picked up elsewhere (particularly Russian language ones) that are consistent with them. Only

¹ * Looking at some other OOB depictions for comparison,
Frank Chadwick in TWW has the 20TD with "4GTA" (which
activates in Czech.), and the 25TD with the 28th Army, a
formation absent from CF. In TWW, the NSPact divisions are
often, but not always assigned to Soviet Armies. 2GTA there
has five divisions, two of which are supplied by the NVA. This,
like the OOB in the VG NATO game, appears to be at least
partly based on the claims of Viktor Suvarov, some of which
have turned out to be incorrect. VG/NATO places the 20TD
with the Polish 'SM' army (1PA), which is completely omitted
from CF. It places 25TD with 2GTA. The OOB in DG's GSFG
includes both the 6th and 14th GMRD, but also has the 20th
GMRD in the 8GA, pushing it back into the mid/late 1970s era.

category A divisions were included (there are only a couple of arty divisions I identified that weren't Cat A, and they looked more like Cat D – stored equipment depots with WW2 surplus 152mm howitzer-guns, and maybe some obsolete AAA & AT guns – than anything else).

The only game which gives readily identifiable divisions is DG's GSFG. SPI's TNW includes generic artillery regiments attached to the various armies; 34th GAD is the only one specifically designated IIRC. However, the multiple numbers of artillery regiments included indicate each army receiving its own usual two integral units, plus additional assets from the artillery divisions.

Noted that DG's GSFG has eight artillery divisions in the OOB, including the 34G, 2G, 3G, 129th, 344th, 'Leningrad', 'Carpathian' and 'Kiev'. This is reasonably consistent with what we now have in CF: 34G, 3G, 26, 81, 129, 149, 342, 344. The 2G division was omitted; it appears to be "pointed" towards the Scandinavian military direction.

Soviet independent tank regiments

Charles Kamps included one independent tank regiment³*** per map in the later 3W games set in 1988/9. They were not included in the SPI games.

For these formations I have, by the mid '80s:

2GTA: 138TR Primerwalde, 221 TR Ludwigslust/Hagenow, ?144th (?training)

1GTA: 147TR, Plauen

3SA: 115TR, Quedlinburg, 145TR, Stendal

8GA: 119TR, Bad Langensalza

20GA: 58TR, Bernau.

All these were three tank battalion units with Spartan support assets, and a company of infantry per battalion. At some point mid 80s they are said to have been mounted in T-64s, but see USMLM note for 1983:

 22^{nd} June -T62s observed by USMLM in Unknown Independent Tank regiment attached to 2^{nd} Guards Tank Army

There is conflicting information as to the formation dates of these units. That they arose from the mid-70s to early 80s reorganisation of GSFG is probable; one (Russian language) internet site claims they were formed in or about 1980 with T-62s, and upgraded to T-64B in or about 83/84.

I also have an EIR bulletin from March 1985 suggesting that three independent tank regiments were added to the 2GTA in 1983/4. I have two above; the 144th might have been a 'training regiment', i.e., holding cast off T-62s to use for training instead of wearing out the new model MBTs. According to Zaloga, Soviet tank engine and main armament barrel life was well behind NATO figures, and only one company at a time per regiment of the new tanks would

be used for hands on training, while other training used stocks of older tanks. I have other identified training units including:

101 Separate Training Tank Regiment: Krampnitz /Dresden

77 Separate Training Tank Regiment: Altes Lager

97 Separate Training Tank Regiment: Altengrabow

118 Separate Training Tank Regiment: Cottbus (left 1979)

41 Separate Training Tank Regiment: Forst-Zinna

None of these have been included, although it might be said they are indirectly included in the simulation, in the sense that they partly provide the replacement element in the removal of friction points.

I therefore initially determined not to include the regiments for 1981, as I am not (yet) convinced they were formed in 1981 (or not all of them). The other reason not to put them in is that, even if they were there, they were the Army commanders' emergency reserve, and OMG. Another role they might have had was to act as covering forces on the border, or screen their army whilst it deployed to advance (and then they go into reserve). They were therefore unlikely to be released into the 'breakthrough' battle in the first 5 days depicted by the game; the game scenario includes the already mobilised second echelon 'group of tank armies' divisions from the western USSR being thrown into the initial assault.

As things eventuated, we had some spare counter slots on the Soviet sheets, and all 7 of the identified GSFG separate tank regiments have been included. Would these have been released into the breakthrough battle depicted in the game if it became bogged down? Quite possibly, if the battle for the Seelower Höhenin in 1945 is anything to go by.

The 120th Rogachev Guards MRD

This unit has not been included, even though it arrives in other games, because I understand that in the period 1981-84 it was the test unit for the proposed "unified corps" OMG formation being tested in the USSR. This was a "square" formation with four manoeuvre brigades, reminiscent of the WW2 vintage mechanized corps. Temporarily renamed 5th Guards Corps (or maybe Mechanized Corps), it reverted to a motor rifle division in about 1985.

Since the original version of this note, Przemek has given me some further information. In effect that the unified corps concept was tested in the period 85-89, rather than 81-84. Digging a bit more, there is also reference to the 120th being used as a test formation for the development of lower level cross attachment and combined arms tactics, and battalion officer training by the Red Army (there is a paper from the US War College now available on the web detailing this) in the 70s and 80s. That paper indicates that many Soviet battalions were commanded by majors in their late 20s

² **Charles Kamps' S&T 82 piece, at pp 10-11, includes a "Big Picture" map which identifies the proposed axes of advance for the Pact armies. The one army that is really missing in NGP is the NVA (DDR) 5th Army. Kamps describes its thrust overland towards Jutland as involving two NVA divisions, assisted by, possibly, a Soviet TD and Polish MRD. All the Soviet divisions in Poland/Kalinin are in the reinforcement queue somewhere, most going to NGP. The Polish 15MD/2nd Polish Army has been added to NGP as well.

The map also identifies "two PO and one EG divisions" looking after Berlin; as the EG5A and the Polish 1A are missing, there are more than sufficient forces not included in the current OOB to provide those. ³*** These OMG regiments should not be confused with the heavy tank regiments (and independent tank battalions) which, until the 1960s, fielded T-10 series tanks (i.e., modernised successors of "Object 703" IS-3). One task of those WW2 style 'breakthrough' units was to supplement the lower calibre guns of the T-34/85 and T-54/55 series tanks with their 122mm/L46 (2A17) rifles. "...the engagements of the Six-Day War, especially that at Rafah, merely emphasised what the Soviet Army already knew, namely that the heavy tank had its day." (Bryan Perret, Soviet Armour Since 1945, Blandford, 1987, ISBN 0-7137-1735-1). The early T-64s were initially issued to the old independent tank (formerly heavy tank) battalions attached to the motor rifle divisions. and the Red Army recognised that company level cross attachments of the type practised in the major NATO professional armies (US and UK) and the Bundeswehr would only be achieved by improving the tactical skill set of battalion officers.

So it remains unlikely that it would be it be committed in the first five days simulated here.

A third Soviet airborne division?

I considered adding a third Soviet airborne division (either 7th Guards, based in Lithuania, or 106th Guards, from Tula) as the S&T#82 article mentioned the possibility of a third division 'pointed' at the European front. However, more recent information suggests that the entire Soviet airlift capacity for paradrop, even after militarising Aeroflot, was limited to two divisions. It therefore seemed unlikely that a third division could be dropped in the first five days. As it is, the Pact player can drop both divisions off map in the first turn and tie up many NATO reinforcements. The other problematical consideration was that the Soviets had either mislead Western analysts, or taken advantage of said analysts falling into error, such that it was thought in the west that the Soviets had 7 or 8 Airborne divisions, including one designated "6th Guards" in the Far East, which never existed. The Soviets even mischievously announced in the later 80s that the '6th Guards' was being disbanded. In fact, there were 6 active divisions - 7, 76, 98, 103, 104 & 106 Guards, and one training division in Lithuania, the 44th. Additionally, the 345th Guards Airborne Regiment was in Afghanistan. The 99th Guards had been disbanded in 1973, and the 105th Guards in 1979, with the personnel transferred to newly forming air assault (helicopter lifted) brigades. Given the strategic requirements of other 'directions' where an airborne division would be potentially more useful than the NGP -- Italy, Norway, the Turkish straits, and the Gulf come to mind - and keeping one division in STAVKA reserve (probably the 106th at Tula) there simply were not enough available to justify adding a third division to the 'western front'. If anything is added, it should probably be more air assault brigades and battalions. I have yet to determine with precision how many of these units had been formed by 1981, but by 1987/8, numerous formations had been fielded.

The Czech 22nd Airborne Regiment

The Czech 22^{nd} Airborne Regiment was included in DF as a two battalion, airmobile capable unit. In the revision, you now have a set of breakdown airmobile infantry battalion counters that can be transported by the AH base units (which are presumed to have transport helos by the game system). So the likely role of the 22^{nd} is to join the optional mass drop behind the Hof Gap map and tie up the reinforcements mobilising there, or be held in reserve for use even further west. (For an interesting period discussion of NSPact forces, see *East Central Europe: Yesterday, Today, Tomorrow* edited by Milorad M. Drachkovitch, 1982, ISBN 0817974012, which includes a paper by the late Prof. John Erickson as 'chapter 8'; this book appears to be available on line now.)

1 GTA Army assets

Since the counter sheets were frozen I have identified two further 1st GTA army asset units: the 308th Cannon Artillery Brigade ("LR/IGTA", a 4-7-4), based at Zeithain, DDR, and the 1044th Independent Air Assault Battalion (2-3 mech airmobile like the BAMD battalions), based at Konigsbruck DDR. I will ask for these to be included in any further expansion counter sheet, but in the meantime, I suggest using two counters from the original SPI sheets for these units. They enter on turn 3 with the other 1 GTA assets.

Estimated Soviet tank inventory in the Pact countries,

as of mid-1979 according to the '81 edition of Weapons and Tactics of the Soviet Army:

GSFG: 4025 T-64/T-64A; 2030 T-62, 2040 T-54/55

NGF: 650 T-62

CGF: some T-64/72; 1150 T-62; 180 T-54/55

SGF: some T-64/72; 1140 T-62; 170 T-54/55

NATO notes.

WG corps artillery, 1st Panzer Division, Belgian artillery, & WG airmobile conversions

WG corps artillery

The WG III corps has two corps artillery battalions ('320' & '330', soft 3-8-3 SP battalions, i.e., 18 x M107 each). These were not included in the original SPI counter sheets, but were added in the MUDL in Moves #60. The WG I and II Corps did not have M107 battalions in either version of the SPI OOB. By 1981 the M107 had been withdrawn from US service (often being converted to M110A2); the same process was happening with the 150 examples acquired by the Bundeswehr; M107s withdrawn from the division artillery, and replaced with 155mm FH-70 gun howitzers, were concentrated at corps command level, and fairly swiftly sent for refurbishment as M110A2 s. However, while the corps battalions' guns were replaced by 'rebuilt' M110A2s in 1982/83, and the corps field artillery commands then fielded them until 1985, some M107s were retained pending rebuilds. There is a pretty good argument for also giving each of I & II Corps an 'active' M107 battalion, and possibly assigning one to the Landjut command, with the full (at least partially active unit) 1981 OOB being:

110(-), 210, 310, ??640, each with 18 x M107, except the 110 has only one active battery.

Each corps artillery command also had reserve units on strength, mostly with older towed guns, but also some with handed down SP guns, e.g., the 220th, which received M110A2s in 1981. The 320 & 330 battalions were actually reserve mobilisation units. I think we can ignore those for present purposes.

I am unsure if the reasons the active units were not included in BAOR or Hof Gap related to the intention they would be included in NGP & DF. The other possibility is that Charles Kamps had some detailed information about the refurbishment program, and the corps artillery was in such a state of flux/re-training that he omitted it as 'combat ineffective'. So no further M107 battalions were added in the revision kit. I do suggest, however, that one of the M107 battalions fielded by III Corps (the one which enters on GT2) should be redirected to the NGP map, at the NATO player's option. Further reading: <u>http://bwduelmen.de/data/documents/Geschichte-der-</u> Korpsartillerie-und-SW-Bataillone-engl. 1.pdf

1st Panzer Division

In Heeresstruktur IV, (completed 1981) the Bundeswehr 1st Division was redesignated a Panzer division on 1 April 1981, and the 2nd and 4th Divisions, formerly Jäger, converted to Panzer Grenadier. The latter, and various other changes made in the reorganisation, are presented in the original games, as updated in Moves #60, and BAOR. The 1st Division was presented as a Panzer Grenadier division in BAOR; it is now designated a Panzer division, even though its OOB in BAOR includes its second brigade organised to PZG TOE; this brigade was reorganised as a Panzer of 1981, but for game purposes retains its earlier TOE, as published by SPI in 1981.

Belgian artillery

Belgian Army did not start receiving M109A2 SP guns to replace its older mark M109 and obsolete M108 (105mm armed) until 1985. Hence the shorter range of its M109 battalions, and the low strength M108 close support battalions; each of those fielded 12-15 M108 in 1981. (Belgium only ever acquired 90 x M108 vehicles to equip six battalions.) The Belgians could also be given an engineer unit, "3rd Bridging Regiment" at Cologne (this is actually a grouping of several corps engineering assets.)

WG Airmobile Conversions

There is a difference between the Hof Gap evolution of the rules and the BAOR/GSC '2nd edition (repeated in NGP/DF) with respect to Bundeswehr Panzer Grenadiers converting to airmobile status. The HG rules allowed the Jäger (light mech) battalions left over from Heeresstruktur III, which appear on the original countersheets, but NOT in the MUDL update, to convert to airmobile. Conversion is limited to the 2-4s (52J/2J & 132J/5P) in FC, and the 1-3s in HG (103Jg/4, & 353Jg/12P). Only three airmobile substitute battalions were provided, all on the HG counter sheet. By the time of BAOR/GCS, the Panzer Grenadiers were completely excluded from airmobile conversion ([B21.8], & [GCS31.82]; nor are they allowed to 'go light' in DF). The new counters include six WG airmobile conversion battalions; four should be used only to convert the four mountain infantry battalions from 1G division, and the other two should be used to convert only one battalion from each of old Jäger brigades (5th Brigade, 2nd Division, and 10th Brigade, 4th Division). More precisely, 52/2 & 103/4. The Jager divisions had only converted to Panzer Grenadier in 1980/81 and we postulate that those battalions still benefit from their former light role training.

IWR, 15 January 2015

Errata/Addenda based on new information

Part 1 - Soviet artillery

4 years ago, when the redux was under preparation, no major surgery was done on Mr Kamps' Soviet OOB. This was mainly because downgrading a lot of class II divisions from the western military districts to their real class, III (or worse), would likely have had a dramatic effect on game balance. In any event, the CF scenario is "NATO's worst nightmare", in which the Soviets (and NSPact) mobilise, while NATO doesn't. So in that scenario the class IIIs have had a month or so to absorb reserve personnel, requisition transport from the civilian sector, and generally work up towards combat effectiveness. They might have done what they did for Afghanistan deployment: swap "ready regiments" from some class III divisions into others to get some up to speed more quickly.

Additionally, it is now reported that during the Polish Solidarnosc period, the western districts adjacent to Poland were actually mobilised to some extent in, possibly, August 1980 and stayed that way till 1981. And theoretically they might have railed a "ready" (class II) division over from the FEMD. (Although it might not have been the 51st Tank Division which was deployed out of country in Mongolia.) So while some of the division and regimental designations are wrong (reflecting the state of knowledge in 1980/81), you are getting the Kamps scenario, which is at least plausible.

We did nibble around the edges a bit, though, to clean some things up - artillery was one. Although it might be slightly overrated, because, for example, as late as 1978 the artillery divisions in the western districts (which were class III) still (each) had two regiments fielding WW2 vintage M1937 152mm ML-20s. These, and their other two cannon regiments' 130mm field guns, were replaced during the 1980s by newer kit (122mm D-30, 152mm D-20, and some other types) made available as divisional battalions were converted to the new SP guns. Those 48 tube regiments are generally rated only 1 or 2 points higher than an 18 tube NATO battalion (until you stack them in prepared assaults where they are doubled) so it still generally works. The other two regiments in these two divisions were a "Reactive" regiment - I.E., a BM21 rocket regiment, and an a/t regiment with a mix of towed 100mm guns and some ATGM vehicles. So, I suggest that the Pact player should (perhaps this an "option") designate one of the 6-4-6 heavy regiments from those divisions as the rocket regiment. Again, this a 48-vehicle unit, bigger than the divisional units, so no change to the numbers on the counter, other than giving it a range of 5. Mr Kamps seems to have generally "factored in" a/t assets in other counters, so I am not suggesting adding those regiments.

That brings me to the 34th Artillery division at Potsdam. In CF, this has been split into 6 "brigades" lettered A -> F. Three of these are rated 4-4-4, two are rated 5-7-5, and one is rated 5-8-5.

The 34th Division actually had only 4 brigades, and a unique organisation. These were, in 1981 -

236th Gds Cannon Brigade, with 152mm 2s3 Akatsiya

288th Heavy Howitzer Brigade, with towed 152mm D20

303rd Gds Cannon Brigade, with towed 130mm M-46, half of those being replaced by towed 152mm 2s5 during 1981.

307th Reactive Brigade, with a mix of BM21, and BM-24 Uragan.

Each of these brigades had a TOE of 72 weapons. So, in total that is 288- the equivalent of about 16 NATO (or Pact) battalions. The Pact divisional artillery 'brigades' in the game are a construct, with the 7 battalions of artillery in a full-strength division (126 weapons total) divided into 3 groups of about 42 weapons each. Some GSFG divisions had an additional (third) 152mm battalion in the artillery regiment, which is reflected in the counter strengths.

So, I suggest here as another "option" that the 34th division should actually have a "G/34" counter added, and it should be a 4-5-4 (Pact players' choice where to send it). Also, at least 1, if not 2 of the 152mm 4-4-4 "brigades" should be hard target self-propelled. The 5-8-5 should be treated as a rocket unit.

Part 2 - Soviet airmobile.

Currently, with certain exceptions (the 3 BAMD battalions) you only get these by breaking up a motorised rifle regiment. That is, on the one hand, wasteful of a powerful ground unit, and on the other, not what the Soviets were doing. I mentioned in the OOB notes, written 4 years ago, that I was of the view that the Soviets should probably have more air assault (helo lifted) units in their OOB, and I now have more information and can confirm that view.

In general terms, a front or military district sized grouping of forces received an air assault brigade in the period 70s/early 80s. The 4 TVDs (west, southwest, south and far east) eventually got one brigade each. The TVDs were not established until 1984, so they are not currently relevant. An army in any (out of country) group of forces usually got an air assault battalion. Some armies within the Soviet Union also received one, which could mean that the program was suspended in 1986, but it is a good clue as to which army HQs in the western districts were likely to be deployed to the central front first.

As far as is relevant, the actual OOB - as at July 1981 (many of these units were activated in 1979/80)- is as follows. Note that the CGF is an army size formation, so it only gets a battalion, not a brigade.

Landing-Assault Brigades:

35th - GSFG - Cottbus.

37th - Baltic MD - Chernyakhovsk

38th - Belorussian MD - Brest

39th - Carpathian MD - Lvov.

(The 83rd brigade (initially as 65th battalion) was later formed for the western TVD at Legnica in 1985/6)

Air assault battalions:

1GTA - 1044th - Forst Zinna

2GTA-1185th - Ravensbrück

3CAA-899th - Burg

8GCAA - 900th -Leipzig

20GCAA - No unit identified.

CGF - 901st - Oromev

With reinforcing armies:

11GCAA - 139th

5GTA - 1011th

7TA - 1151st

8TA - 1156th

28CAA - 903rd

13CAA - doesn't get a battalion until 1982.

TOE discussion:

In Moves #54, Mr Kamps describes the TOE of a Soviet 3-4 mech para unit as including - 400 troops, 31 BMDs, 12 SPa/t (85mm) (possibly some older SPa/t) and some BRDMs including ATGM models. The 2-3 does not have the SPa/t and the BRDM ATGM carriers, but does come with BMDs. This 1980/1 appreciation has been carried over to the BAMD airmobile counters in NGP.

What is now known is that the air landing-assault brigade had 4 battalions (although they became lighter and smaller as you travelled east across the Soviet Union).

- 3 battalions of leg infantry, which at that point, at least, were both para and airmobile capable, because they had been usually converted from parachute regiments in 1979/80. 530 troopers, armed with ATGMs, mortars, AGLs etc.

- 1 (only) "Landing Assault Battalion (vehicle)". This battalion had 30 BMDs. It also had about an equal number of a carrier vehicle which in the west, was designated the "BMD-79". This vehicle was called the BTR-D by the Soviets. It was not an IFV. It was a cargo hauler/prime mover, and was also used to lift the troopers, because the BMDs could only lift about 2-3 troopers each.

- an artillery battalion with 18 x 122mm howitzers, and some a/t & AAA.

So, should the 4 landing assault brigades be depicted as landing assault brigades, in which case they are going to be a leg unit? Or individual battalions?

For brigade battalions, I think we are looking at a 3-4 mech, $3 \ge 1-2$ leg infantry, and an airmobile capable 122mm btn, which would be a 1-4-2.

For the brigade that would be a total of 7-12, if you factor in the arty.

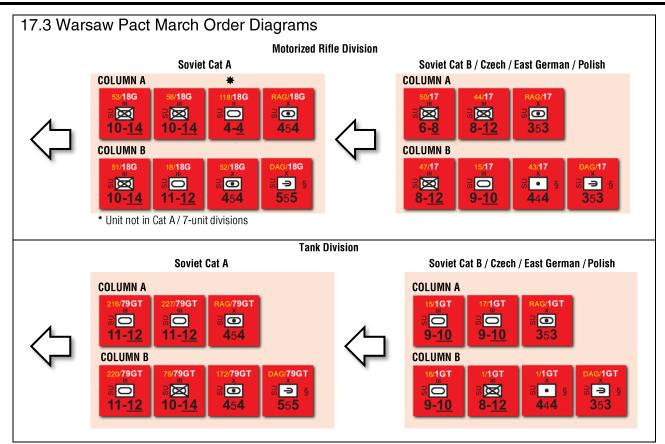
Mobile combat would use the attack strength in all cases (except the BMD battalion). It would count as a ground regiment for stacking (when on the ground). Tucked into some close/urban terrain west of the Weser it would take some effort for NATO to dig it out. The independent battalions would all be leg 1-2.

Posts on CSW suggested that a more accurate Soviet OOB (across their entire force) was not a good idea because the downgrade in unit capability would adversely affect balance so much that there would be "no game (meaning the Soviets wouldn't attack under those circumstances) ", if I may be permitted to quote Jim Anderson. I certainly agree with that proposition, but I think in this case the Pact has been short-changed on landing assault brigades. These effectively replace the third airborne division that Mr Kamps mentioned in his magazine articles (supra). They were mainly formed from elements of the 105th Guards Airborne division, which was broken up in 1979 for that purpose.

My suggestion is that players treat the additional units referred to above, or at least the three extra landing assault brigades, as optional additions to the Soviet OOB. The brigades from the Belorussian and Carpathian Military districts should enter with the reinforcement units from those districts. The 35th Brigade would enter on Game-Turn 1 on the F or H map. The 37th Brigade replaces the BAMD units on N map. The 38th Brigade would arrive on the east edge of map B on GT4 with 12 OPs. The 39th would arrive on the east edge of map H on GT4 with 12 OPs. One way to depict the brigade is to take a 3-4 mech airborne counter, 3 leg airmobile battalions, and a parachute artillery battalion from the original counters. The effect of having 7-12 brigade size counters is untested at this time

IWR 19-03-19

CHARTS AND TABLES



8.4 E	8.4 Electronic Warfare Table										
Game Turn	No Geri Pla	man	BA	BAOR		Fifth Corps		Hof Gap		Donau Front	
	WP	NATO	WP	NATO	WP	NATO	WP	NATO	WP	NATO	
1	5	4	4	3	4	4	9	4	5	2	
2	5	4	5	6	5	4	10	4	6	2	
3	6	4	8	6	8	4	11	4	8	4	
4	7	5	12	7	8	4	12	4	10	8	
5	8	7	12	7	8	4	12	4	11	10	
6	10	7	13	7	8	4	13	4	12	10	
7	11	7	14	7	8	4	13	4	13	10	
8	12	7	14	7	8	4	13	4	13	10	
9	13	7	14	7	8	4	13	4	13	10	
10	13	7	14	7	8	4	13	4	13	10	

15.6 Airdrop Table

Die	1	2	3	4	5	6	7
FPs Gained	0	1	1	1	2	2	3

Modifiers to Airdrop Table (cumulative):

-1 if drop hex contains an airfield

+1 if drop hex contains broken terrain

+1 if drop hex contains a town

+1 if drop hex contains a river hexside

+1 if neither player has Air Superiority

+2 if drop hex contains woods

Treat modified die rolls higher than "7" as "7"

13.4 Airmobile	13.4 Airmobile Units			
Inherently Airmobile	e without Conversion			
British 15/Para; 100 RA/5 & 7 RHA/5 artillery				
West German	Airborne			
French	All units of 11 Para Division 1RI & 110RI			
East German	Airborne infantry unit 5/3EGA			
Soviet	BAMD air assault battalions Airborne artillery			
Convertible to Airmobile				
British	1-3 motorized infantry battalions			
US	2-8 mechanized infantry battalions			
West German	3-3 mountain infantry units 53/2 & 103/4 Panzergrenadier battalions			
All Warsaw Pact	Mechanized infantry regiments			
Soviet	Airborne mechanized battalions			



5.5 Operation Point Cost Chart

Hex Terrain		OP Cost to Enter	Notes
Flat/High Water	2123	1	If there's Broken or Rough in hex, pay that cost instead.
Broken	1541	2	If there's Rough in hex, pay that cost instead.
Rough		3	If using optional rule 30.0; on the <i>Hof Gap</i> map entry is prohibited except by Autobahn, road, or access hexside. Airborne & Airmobile Infantry can enter normally.
Woods		+2	Pay cost in addition to cost of underlying terrain in hex.
Marsh		7	
		In East Germany WP: 1	May use road/autobahn hexside to reduce cost.
City		In West Germany NATO: 1 WP: 2	May not use road/autobahn hexside to reduce cost for WP units; may do so for NATO.
Town	2306	+0	Pay cost of other terrain in hex. Provides a 1L column shift in combat.
Hexside Terrain		OP Cost to Cross	Notes
Unbridged River/Lake		NATO: +5 WP: +3 If engineer present: +1	Pay cost in addition to cost of terrain in hex being entered. If a friendly engineer is adjacent to the hexside or is in the stack being moved, then cost = +1. May not move the following across unless an engineer is on one side or unit is moving with a unit that can cross: Arty, copter, Canadian brigade, West Germany airborne, or unit in airmobile mode moving on the ground.
Autobahn		1⁄2	Treat as an Access hexside when moving a non-motorized unit.
Road	246	1⁄2	Pay 1 OP instead if a) hex being entered is friendly occupied or b) moving a stack or regiment into a hex adjacent to a friendly unit on the same road (not cumulative). Treat as an Access hexside when moving a non-motorized unit.
Access	2107	1	Pay cost of other terrain in hex being entered instead if hex is friendly occupied.
Sea		Impassable	Consider all Elbe hexsides from NGP 3533/3633 north to be Sea hexsides.
Bridge	A tor	+0	Use the cost of other hexside terrain. Treat Autobahn, Roads & Access Hexsides crossing rivers without bridge symbols as a bridge.
Tunnel		+0	Treat as Bridge.
Other		OP Cost	Notes
Unit on FP side		+1	Pay additional cost per hex entered or attack declared. Exception: Pay only +1/2 if crossing autobahn hexside
Unit at max FPs		May not be activated	
March Attack		2	
Hasty Attack		3	
Prepared Attack		6	
Leave ZOC		+6	

8.6 Cor	8.6 Combat Results Table																
Defei	nder's Ter	rain	Combat Ratio (Attacker to Defender)														
		City	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	13-1			
	Rou	gh/Woods	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	13-1		
Rough, M	arsh, Brok	en/Woods	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	13-1	
	Broken, F	lat/Woods	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	13-1
		Flat		1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1
C	olumn Abl	previation	Α	В	C	D	Е	F	G	Н	I	J	K	L	М	Ν	0
A	ttack Type																
L	Die Result																
Prepared	Hasty	March							-			-		-			
1	-	-	1/1	1/1	1/1	0/1	1/2	1/2	0/2	1/3	0/3	1/4	0/4	0/5	0/5	0/6	0/6
2	1	-	1/0	1/1	1/1	1/1	0/1	0/1	1/2	1/2	0/2	0/3	1/4	0/4	0/5	0/5	1/6
3	2	1	1/0	1/0	1/1	1/1	1/1	0/1	0/1	0/1	1/2	0/2	0/3	1/4	0/4	1/5	0/5
4	3	2	1/0	1/0	1/0	1/1	1/1	1/1	0/1	0/1	1/2	0/2	0/3	0/3	0/4	0/4	0/5
5	4	3	1/0	1/0	1/0	1/0	1/0	1/1	1/1	0/1	0/1	1/2	0/2	0/3	0/3	0/4	0/4
6	5	4	2/0	2/0	1/0	1/0	1/0	1/0	1/1	1/1	0/1	0/1	1/2	0/2	1/3	0/3	0/4
_	6	5	2/0	1/0	1/0	1/0	1/0	1/0	1/0	1/1	1/1	1/1	0/1	1/2	0/2	0/3	0/4
-	-	6	2/0	2/0	2/0	1/0	1/0	1/0	1/0	1/0	0/1	1/1	1/1	0/1	1/2	0/2	1/3

Apply the result to the left of the slash to the attacking units; apply the result to the right of the slash to the defending units. Double the result for Non-Soviet Pact units if using Optional Rule 27.0

Column Shifts & Modifiers:

Summary	Shift	Specific
City / Engineer	Use Rough, Marsh row	Defender in a city hex and attacking units include an engineer
Surrounded	1R	Defender is not in a city hex and all six hexes around defender's hex are enemy occupied or controlled
Multi-hex	1R	In a multi-hex attack, for each attacking hex after the first, not counting copters or non-adjacent artillery
Fog/Smoke	1R	Attacker is conducting a Mobile Combat while ground fog in effect or smoke laid into defender's hex
Town	1L	Defender's hex contains a town
	4L	All attacking non-arty units attacking across river hexsides (even if bridged) & no engineer included
Across River	2L	At least one attacking non-arty unit attacking across a river hexside (even if bridged) & no engineer included
	1L	All or some attacking non-arty units attacking across river hexsides (even if bridged) & engineer included
	3 for WP	Chemicals laid in defender's hex turns 1 to 4; shift is in favor of WP Player
Chemicals	2 for WP	Chemicals laid in defender's hex turns 5 to 8; shift is in favor of WP Player
	1 for WP	Chemicals laid in defender's hex turns 9 & 10; shift is in favor of WP Player

27.3 Non	- Soviet Warsaw Pact Unreliability Table
Current	Die Roll
FP Level	Needed to Attack
0	1-5
1	1-4
2	1-3
3	1-2
4	1
5	Not allowed

7.4 Fricti	7.4 Friction Point Average Table										
FP Level of FP Level of Unit Being Moved											
unit in hex	0	1	2	3	4	5					
0	0	1	1	2	2	3					
1	1	1	2	2	3	3					
2	1	2	2	3	3	4					
3	2	2	3	3	4	4					
4	2	3	3	4	4	5					
5	3	3	4	4	5	5					

Procedure: FP level of unit that has just moved, is cross-referenced with FP of unit(s) in hex to yield new FP level for all the units. Not Applicable for Artillery & Helicopter units

10.4 Supply Summary Chart

Units must trace a line of no more than 6 OPs to a road or Autobahn then:

Side	Nationality	Source: Any road or autobahn leading off the maps anywhere:				
NATO	All	West of the border from N4552 to D1004				
	East Germans	East of the border from N3952 to H3948				
Warsaw Pact	Czech units	East of the border from H3250 to D2053				
	Other WP units	East of the border from N3952 to D2053				

30G.2 NORTHAG Brigade Training Table Boll 1-4 1 Brigade 5-6 2 Brigades								
1-4 1 Brigade	5-6 2 Brigades							
NGP	BAOR							
1-3	4-6							
NE 11 Pantserinfanteriebrigade	WG 19th Panzergrenadier Brigade							
NE 12 Pantserinfanteriebrigade	BE 7 ^{ème} Brigade d'Infanterie Blindée							
US 3 rd Brigade, 2 nd Arm. Div	BE 1 ^{ste} Pantserinfanterie brigade							
NE 41 Pantserbrigade	UK 11 th Armoured Brigade							
UK 7 th Armoured Brigade	UK 4 th Armoured Brigade							
UK 22 nd Armoured Brigade	UK 12 th Armoured Brigade							
NE 42 Pantserinfanteriebrigade	UK 6 th Armoured Brigade							
NE 43 Pantserinfanteriebrigade	UK 33 rd Armoured Brigade							
NE 53 Pantserinfanteriebrigade	BE 17 ^{ème} Brigade Blindée							
NE 51 Pantserbrigade	BE 4 ^{de} Pantserinfanteriebrigade							
NE 52 Pantserinfanteriebrigade	WG 20th Panzer Brigade							
	1-4 1 Brigade NGP 1-3 NE 11 Pantserinfanteriebrigade NE 12 Pantserinfanteriebrigade US 3rd Brigade, 2 nd Arm. Div NE 41 Pantserbrigade UK 7 th Armoured Brigade UK 22 nd Armoured Brigade NE 42 Pantserinfanteriebrigade NE 43 Pantserinfanteriebrigade NE 53 Pantserinfanteriebrigade							

9.6 Fricti	ion Poi	nt Removal	Chart				
Supply State	FP side up?	Unit Type	Action				
		Non-artillery	Flip unit to its non-FP side				
Supplied	Yes	Artillery	Flip unit to its non-FP side & remove or reduce by 1 any FP marker under unit				
Supplied	No	Non-artillery	Remove or reduce by 1 any FP marker under unit				
	NU	Artillery	Remove or reduce by 2 any FP marker under unit				
Supply State	FP side up?	At Max Level?	Action				
Unsupplied	Yes	No	Flip unit to its non-FP side & place or increment by 1 any FP marker under unit				
		Yes	Do nothing				
	No	Either	Do nothing				

31.73	31.73 Major Training Area Table								
Second	First Die								
Die	1-3	4-6							
1	1 st Bde, 1 st Arm. Div.	1 st Bde., 3 rd Arm. Div.							
2	2 nd Bde., 1 st Arm. Div.	2 nd Bde., 3 rd Arm. Div.							
3	3 rd Bde., 1 st Arm. Div.	3 rd Bde., 3 rd Arm. Div.							
4	1 st Bde., 3 rd Inf. Div.	1 st Bde., 8 th Inf. Div.							
5	2 nd Bde., 3 rd Inf. Div.	2 nd Bde., 8 th Inf. Div.							
6	3 rd Bde., 3 rd Inf. Div.	3 rd Bde., 8 th Inf. Div.							

30G.	30G.3 NORTHAG MTA Set Up Table										
Die	МТА	NGP	BAOR								
1	Soltau-Lüneburg (UK only)	N2231(1)	1 /B3937 /2								
2	Sennelager	1 /N1105 /1	B2411(1)								
3-4	Bergen-Hohne	Marked area at N1425	1 /B3937 /8								
5	Munster South	Marked area at N1728	1 /B3942 /6								
6	Munster North (WG Only)	Marked area at N1930	1 /B3942 /3								

Game Turn Track

1 Day 1 AM	2 Day 1 PM	3 Day 2 AM*	4 Day 2 PM	5 Day 3 AM*	6 Day 3 PM	7 Day 4 AM*	8 Day 4 PM	9 Day 5 AM*	10 Day 5 PM
WP Non- Arty Auto Supply	WP Non- Arty Auto Supply	WP Non- Arty Auto Supply	WP Non- Arty Auto Supply						

* = Roll 1d6; if roll is 1 or 2, then ground fog is in effect.

EW Points, Air Points, And Ops Expended Track

0	1	2		3	4	5		6		7	8		9
Alternate Box 1 P: 12x N: 0x Pact	Box 2 P: 11x N: 1x Pact	eriority Tr Box 3 P: 10x N: 2x Pact	ack Box 4 P: 9x N: 3x Pact	Box : P: 8x N: 4x Neith	C P: 7	X P:6 5x N:5	Sx	Box 8 P: 4x N: 9x NATO	Box P: 2 N: 1 NAT	x 2x	Box 10 P: 1x N: 15x NATO	Box 11 P: 0x N: 18x NATO	
P= Warsaw F Air Supe Dice Roll 2, 3	eriority A Air Superi Move 1 bo). Multiply poi djustmen ority Marker x to the left	nts by numb		aps in play t 14.4 Ai Die F 1 \		points. able Superior			Wars	de has air su saw Pact uperiority	N	ATO periorit
4 to 7 8 to 11 12		rrent box x to the right xes to the rig	ht		3 \ 4	<mark>Varsaw Pact</mark> IATO Superic	Superior ority	-)	Player h	M Game-Turn las Air Superic	ority but rec	

NATO Superiority*; Ground Fog (AM)

No Superiority*; Ground Fog (AM)

third of available Air Points

5

6

24.6 Nuclear Weapons - NATO BOMBS

BOMBS		
Delivery:	Air	
100 KT; Strength = Column to use vs. Column to use vs. NGP BAOR Fifth Corps Hof Gap Donau Front	§ units: O	
50 KT; Strength = Column to use vs. Column to use vs. NGP BAOR Fifth Corps Hof Gap Donau Front	§ units: O	
10 KT; Strength = Column to use vs. Column to use vs. NGP BAOR Fifth Corps Hof Gap Donau Front	§ units: J	
3 KT; Strength = 4 Column to use vs. Column to use vs. NGP BAOR Fifth Corps Hof Gap Donau Front	§ units: G	
MISSILES		
Delivery: Range:	US 4(5)4; L 27	JK 4(4)4; Bel 3(4)3; WG 5(6)5
100 KT; Strength = Column to use vs. Column to use vs.	§ units: O	Note: All units are assumed to have an attached <i>Lance</i> missile battery.
NGP BAOR Fifth Corps Hof Gap Donau Front	00 00 00 00 00	
50 KT; Strength = Column to use vs. Column to use vs. NGP BAOR Fifth Corps Hof Gap Donau Front	§ units: O	

10 KT; Strength = 7 Column to use vs. § units: J Column to use vs. others: F NGP 000000 BAOR 000000 000000 Fifth Corps Hof Gap 000000 Donau Front 000000

1 KT; Strength = 4 Column to use vs. § units: G Column to use vs. others: E NGP 0000000 BAOR 0000000 0000000 Fifth Corps 0000000 Hof Gap Donau Front 0000000

CANNON

Delivery:	US 4(5)4; UK 4(4)4; Bel 3(4)3; NL 3(4)3;
	WG 5(6)5
Range:	Normal
2 KT; Strength =	7
Column to use vs	
Column to use vs	-
NGP	0000000
BAOR	0000000
Fifth Corps	0000000
•	0000000
Hof Gap	0000000
Donau Front	0000000

Delivery:	US 3(5)3; UK 4(4)4; Bel 3(4)3; NL 3(4)3;
	WG 5(6)5
Range:	Normal

1 KT; Strength = 4

Column to use vs. § units: G Column to use vs others: F

COTUININ LO USE VS.	ULIIGIS. L
NGP	00000 00000 0000
BAOR	00000 00000 0000
Fifth Corps	00000 00000 0000
Hof Gap	00000 00000 0000
Donau Front	00000 00000 0000

0.2 KT; Strength = 2

Column to use vs. § units: E

Column to use vs. others: D					
NGP	00000 00000 00000 00000 0				
BAOR	00000 00000 00000 00000 0				
Fifth Corps	000000000000000000000000000000000000000				
Hof Gap	00000 00000 00000 00000 0				
Donau Front	00000 00000 00000 00000 0				

ADMS

Delivery: Any unit

NGP	000000
BAOR	000000
Fifth Corps	000000
Hof Gap	000000
Donau Front	000000

NATO Nuclear Target Sheet

Target hex/unit	Yield	Delivery	Delivery Unit	Target hex/unit	Yield	Delivery	Delivery Unit	ד he	arget ex/unit	Yield	Delivery	Delivery Unit
							_					
					-							
					_							

24.6 Nuclear Weapons - Warsaw Pact

Maximum no of Weapon use per segment:

1 st	Next 6	Then for duration:	
33	6	3	

Air

0000

BOMBS

Delivery:

100 KT; Strength = 15 Column to use vs. § units: 0 Column to use vs. others: J NGP 0000 BA0R 0000 Fifth Corps 0000 Hof Gap 0000

10 KT; Strength = 7

Donau Front

ro kr, otrongti – r					
Column to use vs. § units: J					
Column to use vs. others: F					
NGP	0000				
BAOR	0000				
Fifth Corps	0000				
Hof Gap	0000				
Donau Front	0000				

MISSILES

Delivery:	Non-divisional artillery units			
Range:	70	Note: Non-divisional artillery units are assumed to have an attached		
100 KT; Strength = 15		<i>SCUD-B</i> missile battalion.		
Column to use vs. § units: O Column to use vs. others: J				
NGP	00000			
BAOR	00000			
Fifth Corps	00000			
Hof Gap	00000			
Donau Front	00000			

50 KT; Strength = 12

Column to use vs. § units: O

Column to use vs. others: I					
NGP	00000 00000 0000				
BAOR	00000 00000 0000				
Fifth Corps	00000 00000 0000				
Hof Gap	00000 00000 0000				
Donau Front	00000 00000 0000				

10 KT; Strength = 7

Column to use vs. § units: J					
Column to use vs. others: F					
NGP	00000				
BAOR	00000				
Fifth Corps	00000				
Hof Gap	00000				
Donau Front	00000				

Delivery: DAG units Range: 7

Note: DAG artillery units are assumed to have an attached *FROG-7* missile battalion.

0

0

0

0

Ο

20 KT; Strength = 11

Column to use vs. § units: N Column to use vs. others: H

NGP	00000 00000 00000 00000
BAOR	00000 00000 00000 00000
Fifth Corps	00000 00000 00000 00000
Hof Gap	00000 00000 00000 00000
Donau Front	00000 00000 00000 00000

50 KT; Strength =6

Column to use vs. § units: I			
Column to use vs. others: F			
NGP	00000 00000 00000 00000 0		
BAOR	00000 00000 00000 00000 0		
Fifth Corps	00000 00000 00000 00000 0		
Hof Gap	00000 00000 00000 00000 0		
Donau Front	00000 00000 00000 00000 0		

CANNON

Delivery: All artillery except RAG/DAG				
Range: Normal 8 KT; Strength = 12 Column to use vs. § units: O Column to use vs. others: I		Note: Cannon nuclear weapons may be fired by divisional artillery which has a numerical identifier instead of a "RAG" or "DAG" designation.		
NGP	00000	00000 0000		
BAOR	00000	00000 0000		
Fifth Corps	00000	00000 0000		
Hof Gap	00000	00000 0000		
Donau Front	00000	00000 0000		