Naval Order of Battle Analysis

	Nr. Units	Anti-Air	Anti-Surf	Anti-Sub	Def	Mine Layers	Mine Swprs	Recon	Naval Bmbrs
WARSAW PACT	*51*	*210*	*122*	*103*	*82*	*5*	*11*	*5*	*8*
USSR	32	141	74	93	53	4×SS	4×MS	5	8×Tu16(160)
Poland	13	49	27	7	19	1×SS	7×MS	–	–
E. Germany	6	20	21	3	10	–	–	–	–
NATO	*30*	*109*	*65*	*68*	*54*	*14*	*10*	*1*	*4*
W. Germany	21	77	49	63	40	2×ML, 2×DG, 2×FF, 3×SS, 1×DD	8×MS	1	4×F104(48)
Denmark	9	32	16	5	14	4×ML	2×MS	–	–

Anti-Air/Surf/Sub = Sum anti-air, anti-surface, anti-submarine values. *Def* = Sum defense strength values. *Mine Layers* = Number and type of units that may lay mines. *Mine Swprs* = Number of units that may sweep for mines. *Recon* = Naval reconnaissance air units. *Naval Bmbrs* = Naval bomber air units (number and type). *(#)* = Sum surface attack values. *DD* = Destroyer. *DG* = Guided missile destroyer. *ML* = Mine-layer. *MS* = Mine-sweeper. *SS* = Submarine. *FF* = Frigate.

The following errata and addenda are in addition to those published in *MOVES* 41. A complete list of The Next War errata and addenda, incorporating material from *MOVES* 41 and 42 is available from SPI.

COUNTER ERRATA:

[15.0] Austrian 3/East Bde (2D3) should be Alpine on both sides.

RULES ERRATA:

[7.3] *(clarification)* All rules applying to other types of combat also apply to Disengagement, including ammunition expenditure, air and helicopter support. Only the results of combat are different.

[7.15] *(correction)* Under Assault, D result, the exception is a reference to Case 7.6, not 7.7. The exception may result in increased losses.

[8.21] *(clarification)* See also Case 12.4.

[8.32] *(clarification)* This supply path may be of any length.

[10.16] *(addition)* The Stacking Limit for units using Rail Movement is completely separate from the Stacking Limit of other units and does not interact with it.

[12.4] *(addition)* ...and is present in the game. Component units may draw upon General Supply, or replenish Organic Supply, without using their division base only if the division base has been eliminated or has not yet entered the game. Independent units (see Case 17.47) trace supply lines in the same manner as divisions.

[7.5, 13.51, 13.63, 22.31] *(clarification)* Airfields and support units without defense combat strengths may receive Ground Support from air and helicopter units, should they be assaulted, in which case the Ground Attack rating of the air or helicopter unit becomes the Defense Strength for determining the outcome of that assault. Such an assault, however, never creates a Breakthrough Zone. Only a D result is such a case will affect the airfield or support unit.

[15.22] *(clarification)* A division which has lost two or more combat steps and has been rebuilt to the point where it has one step loss may continue to be rebuilt up to full strength. Players must keep track of such units on a separate piece of paper.

[15.31] *(clarification)* "Later" means the next Game-Turn or later.

[17.23] *(clarification)* This Case only applies to units when using Organic Supply.

[18.7] *(correction)* This Case may only be used by the Warsaw Pact Player, and then only within a 50-hex radius of the SSM unit.

[18.73] *(clarification)* "Support units" here includes air and helicopter units.

[19.7] *(clarification)* A die roll of 6, however, is still resolved on the "6" line.

[19.8] *(clarification)* A die roll of 1, however, becomes a 0 and has no effect.

[19.22] *(clarification)* An "E" result also eliminates air units, helicopter units, and naval units. *(addition)* A "1" result applies only to ground units. A "2" result applies in full to ground units; damages all naval units in the hex; produces a one-step loss for all air units and helicopter units in the hex.

[19.31] *(addition)* c.) Any air or helicopter unit in the hex (including air units in holding boxes representing the hex) must depart the hex during the next appropriate phase and may not be allocated or assigned a mission during the pahse in which they are transferred.

[20.93] *(addition)* A result of "1A2" on the Air-to-Air Combat Results Table is converted to "1A1" if there are only two steps remaining in the affected air group.

[21.32] *(correction)* Any combat unit in the same hex as the unit that is being flak suppressed may also fire flak at the enemy aircraft performing the Flak Suppression mission.

[21.47] *(addition)* When using the Air-to-Ground Combat Results Table, there is a diemodification of +1 for defending units in Road Mode and of −1 for defending units in Hedgehog Mode.

[26.29] *(addition)* Naval air units in a hex are subject to attack by all surface units in that hex or any adjacent hex.

[26.36] *(clarification)* Look for critical hits only if there is a hit.

[26.64] *(addition)* The firing of naval flak does not cause Ordnance Depletion.

[28.13] *(addition)* When an air unit lays mines in a hex already containing enemy naval units, those naval units are not affected by the mines unless they exit the hex and later re-enter it.

[29.32] *(clarification)* Ferry transport does not expend Movement Points; it may be used when playing without the naval game by NATO only on the first and second Game-Turn of the war and by the Warsaw Pact only after Danish surrender.

[30.13] *(correction)* This Case may be applied to any combat, not just Standard Assault.

[32.14] *(addition)* Three transport helicopter units with 1-battalion transport capacity each may transport a brigade if stacked together during the transport. Each unit remains subject to flak individually. For every 2 helicopter steps lost to flak, the transported brigade loses 1 step.

[33.21] *(clarification)* "As long as" means "provided that".

[36.23] *(clarification)* This Case applies only to Barrage Strengths, not Defense Strengths.

[40.65, 40.66] *(addition)* These Cases may also be applied to Campaign Games.

[41.36] *(correction)* The fourth line should read: "4 × F104". (Air Example)

Page 32, middle column, 5th paragraph: odds should be 20-15, not 19-15. Page 32, last column, first paragraph: odds should be 46-21, not 45-19.