

STANDARD RULES for THE CENTRAL FRONT SERIES

Game System
including
Fifth Corps • Hof Gap

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Read this First:

The rules of this SPI simulation game are organized in a format known as the *Case System*. This system of organization divides the rules into *Major Sections* (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these Major Sections is introduced by a *General Rule*, which briefly describes the subject of the Section. Many times this General Rule is followed by a *Procedure* which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of *Cases*. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth *Primary Case* of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into *Secondary Cases*. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:

Major Section Number

Primary Case Number

Secondary Case Number

[6.53]

The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the *titles* of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

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Rules Questions Editor for
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[1.0] INTRODUCTION

Central Front is a series of games using the same game-system, 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.

The outcomes of attacks are expressed in terms of Friction Points gained by the defending and/or attacking units. Each unit may "absorb" up to five Friction Points. When a unit gains its sixth FP, 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.

[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

REMOVING THE RULES FROM THIS ISSUE:

Open the magazine to the center, bend the staples with a penknife or screwdriver; lift out the rules and close staples.

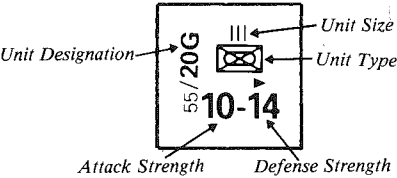
Friction Point Average Chart, the Combat Results Table, the Airpower Table, and the Warsaw Pact March Order Diagrams.

[3.3] THE PLAYING PIECES

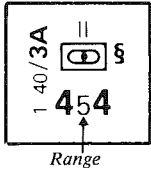
The cardboard pieces (called “units”) represent the military units that could take part in the actual battles. The numbers and symbols on the pieces represent the Attack Strength, Defense Strength, Overrun Strength, and the type of unit represented by that piece. The game also includes informational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

[3.4] HOW TO READ THE UNITS

TYPICAL COMBAT UNIT (front)



TYPICAL ARTILLERY UNIT (front)



[3.41] **Overrun Strength.** If a unit’s Attack or Defense Strength appears under an overrun symbol (▶), that strength also represents the unit’s *Overrun Strength*, used when attacking or defending in an overrun. A unit with no overrun symbol possesses an Overrun Strength of “1.”

[3.42] **Soft Target.** If a unit contains a soft target symbol (§), the unit is considered “soft” (non-armored), which affects the losses it must take when involved in combat (see 8.87). All other units are considered “hard” targets.

[3.43] **Operation Point Allowance.** All units have 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

Front		Back
	Mechanized Infantry	
	Armor	
	Armored Cavalry	
	Motorized Infantry	

Front		Back
	Engineer	
	Airborne Mech Infantry	
	Artillery	
	Rocket Artillery	
	Self-Propelled Artillery	
	Airborne Artillery	
	Attack Helicopter	

[3.46] Summary of Marker Types

	Friction Point	
	Friction Point	

Note: The Friction Point side of combat units is printed in white.

[3.5] Glossary of 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 five (depleted and fatigued). When a unit’s FP level exceeds five, 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.

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.

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

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 number.

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.

[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 the Exclusive Rules).

D. **Initiative Segment:** The Players determine who will be the *first player* and who will be the *second player* this Game-Turn. Each Player rolls one die. The player who rolls the highest result is the first Player, the other is the second Player. In the event of equal die results, the NATO Player is declared the first Player. **Note:** On Game-Turn One this procedure is not undertaken; the Exclusive Rules for the game being played assign the first and second Player.

2. First Player Phase

The first 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 first Player does not wish to move or attack with any of his units this Phase, he may pass.

3. Second Player Phase

The second Player may move any number of his units or stacks of units following the same re-

strictions and procedures as the first Player, or may pass.

4. First Player Phase

The first 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.

5. Second Player Phase

The second Player may move any number of his units again, following the same restrictions imposed on the first Player in Step 4, or he may pass.

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, signalling the beginning of a new Game-Turn.

A unit may be moved any number of times during a single Game-Turn (unless it currently possesses five FP's). 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, 5.33 and 7.0). A unit may not be moved into an Enemy-occupied hex. (**Exception:** see 8.78.)

[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 Enemy-controlled hex may be moved out of that hex (see 6.2). A unit may never be moved from one Enemy-controlled hex directly to another.

[5.24] A unit that currently possesses five FP's 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] The Exclusive Rules of the game being played may place additional restrictions on the movement of units.

[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 ½ 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 ½ 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, *one* Operation Point is expended. These two effects are not cumulative.

[5.33] *Access Hexsides*. A unit that is moved from a hex to an adjacent hex through a hexside crossed by an access symbol expends one Operation Point, regardless of the terrain in the hex. If the hex being moved into is Friendly-occupied, the cost of the terrain in the hex must be expended instead.

[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. This cost is an 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.

[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 12.0) while other units may exit the map to fulfill 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 12.1.

[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 11.1).

[5.5] OPERATION POINT COST CHART (see Exclusive Rules)

[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 *con-*

rolled 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 11.1) 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.

[6.16] A unit that is successfully overrun as a result of an Enemy attack (see 8.7), loses its Zone of Control for the remainder of the attacking unit(s) movement. When the movement of the Enemy units involved in the attack is completed, the overrun unit(s) regains its Zone of Control.

[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 Enemy-controlled 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.)

[7.4] FRICTION POINT AVERAGE TABLE (see Exclusive Rules)

[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:

1. 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 *overrun* 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 (see 10.0). He may also declare the use of *smoke* and *chemicals*. He may use his *EW Points* to conduct electronic warfare (see the Exclusive Rules).

3. This step is not undertaken if the attacker conducted successful electronic warfare in step 2. The defender may commit artillery 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 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 an overrun has been declared, the Overrun Strength of both Player's 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 (8.5) 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

[continued from page R4]

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 an overrun 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. (Exception: See 8.79.)

[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 possessing five FP's 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.
3. All the attacking units are eligible to expend Operation Points in the current Player Phase.
4. A *prepared* attack (normal or overrun) must be declared, requiring all the involved non-artillery units to expend six Operations Points to participate in the attack.
5. 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.
6. 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 in three hexes, the attacker would receive two column shifts in his favor. Artillery and attack helicopter units taking part in the attack do not count towards these column shifts.

[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 column shifts in the greater's direction will finally 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.

[8.5] 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 the entire defending stack.

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

[8.53] An artillery unit conducting direct fire (see 10.1) is always affected by combat results. An artillery unit conducting indirect fire is never affected by combat results (see 10.2). An attack helicopter involved in a combat is always affected by combat results (see 10.6).

[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 *five* FP's total, it is considered destroyed; remove it from play.

[8.6] COMBAT RESULTS TABLE (see Exclusive Rules)

[8.7] OVERRUN

The Phasing Player may declare that any attack (including a multi-hex attack) he is conducting is an *overrun*, within the restrictions of the following Cases. An overrun may allow the attacker greater maneuver after combat, decreases the FP gain required by the defender, and prohibits the defender from retreating. When resolving an overrun attack, the overrun strength of all the involved units is used, instead of their Attack and Defense Strengths (see 3.41). An overrun attack may not be declared against a unit that occupies a city hex or if an unbridged river hexside lies between the defending units and any of the attacking units.

[8.71] Artillery units conducting direct or indirect fire and attack helicopter units may be included in an overrun. However, the Overrun Strength ("1") of such units is used. (Exception: See 10.14.)

[8.72] If an overrun attack is declared when ground fog is in effect (see 10.66) or when an involved artillery unit is projecting smoke (see 10.44), a shift of one column to the right is applied to the Combat Results Table when the attack is resolved.

[8.73] Any combat result incurred by the defender as a result of an overrun attack is *reduced by one*. The attacker's result is not reduced. (Exception: See 8.92.)

[8.74] An overrun attack is considered *successful* if the defending unit(s) incur a combat result of 2 or greater (before reducing the result, as explained in 8.73).

[8.75] If an overrun attack is successful (see Case 8.74), the defending unit(s) lose their Zone of Control for the remainder of the attacking unit's Operation Point expenditure.

[8.76] If an overrun attack is *not* successful, the movement of the attacking units must cease; they may expend no more Operation Points in this Player Phase.

[8.77] A unit defending in an overrun attack may *not* be retreated; any combat result incurred must be fulfilled by FP gain. Attacking units involved in an overrun may not conduct advance after combat (however, see 8.78). If the overrun is successful, the attacking units may be moved normally, providing they have Operation Points remaining.

[8.78] One attacking unit (or stack) involved in a successful overrun may be moved into the defending units' hex. This action costs no Operation Points but may only be conducted if the attacking units have sufficient Operation Points remaining to be moved out of the defending units' hex (and do so immediately). If the defending unit was destroyed by the overrun, the attacking unit may be moved into the hex regardless of how many Operation Points it possesses.

[8.79] A unit that is successfully overrun may not be overrun again by the Enemy units that participated in the successful overrun for the remainder of the Player Phase. The unit may be attacked normally.

[8.8] RETREATS

If the defender incurs an FP gain of two or more as a result of combat, he may choose to fulfill 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 fulfill 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 one hex retreated. If the result is a 4, one FP could be gained and three hexes retreated, or two FP's could be gained and two hexes retreated, etc.

A unit that incurs a combat result in an overrun attack may not be retreated.

[8.81] Retreats are always conducted by the owning Player. However, if a Player 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 fulfill 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 fulfills this requirement).

5. A unit must retreat into the hex requiring the fewest Movement 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 result of "1" becomes a result of "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 was retreated.

[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 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 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. 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] Attacking units may not advance after combat if the attack just resolved was an overrun (see 8.77 and 8.78).

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

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

[8.98] 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.

[8.99] 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.

[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 (represented by the accrual of 6 FP's in the game), 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] HOW FP's ARE GAINED

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

[9.11] 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.

[9.12] 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 (see 10.13).

[9.13] 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 the artillery units conducting indirect fire, but does not apply to the attack helicopter units.

[9.14] The FP level of a unit may be increased if subjected to an Enemy nuclear attack, or by other functions explained in the Exclusive Rules.

[9.2] 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 12.0) during the Friction Point Removal Segment, its FP level may not be reduced.

[9.3] 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 9.34.)

[9.31] Backprinted 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.

[9.32] 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."

[9.33] 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 are averaged together (see 7.3). Such a stack is considered to be one unit for purposes of FP gain and loss.

[9.34] If a unit 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.

[9.35] The FP level of a unit that is out of supply during the Friction Point Removal Segment is not reduced (see 9.2). 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 an FP level of five.)

[9.4] 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).

[9.41] 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.

[9.42] 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. Any unit so turned gains a Friction Point by being flipped over, of course.

[9.43] A unit with an FP level of five (noted by the unit being on its FP side with a "4" FP marker) 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 with an FP level of five may defend when actually attacked. See also 10.13 and 10.33. If a unit with an FP level of five is required to gain an additional FP, it is eliminated.

[10.0] ARTILLERY, ATTACK HELICOPTERS AND AIR POWER

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. Attack helicopter units may be used to conduct a modified form of indirect fire. Air Points may be used in an indirect fire role and to release chemicals.

PROCEDURE:

The attacker and the defender declare use of their artillery units, attack helicopter units and/or Air Points in a combat during Steps 2 and 3 of the combat procedure respectively (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:

[10.1] 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.

[10.11] 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 an overrun has been declared by the attacker, an artillery unit contributes its overrun Strength ("1") when conducting direct fire (attacking or defending).

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

[10.13] 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 "hard" self-propelled artillery unit possesses a Defense Strength of "2" in these situations (unless its printed Defense Strength is "1").

[10.14] The Attack Strength of all Warsaw Pact artillery units is doubled when conducting direct fire. Their Defense Strength is unaffected. This bonus is applied when an overrun attack has been declared; however, the unit's Overrun Strength ("1") is doubled instead.

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

[10.2] 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 10.11 and 8.21 apply to indirect fire. Further restrictions inhibit use of indirect fire by the Warsaw Pact Player.

[10.21] 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.

[10.22] 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 10.13.)

[10.23] 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 non-artillery 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).

[10.24] A NATO artillery unit may not conduct indirect fire during a combat if any of the involved NATO non-artillery units are of a different nationality.

[10.25] An artillery unit conducting indirect fire is not affected by any combat results.

[10.26] 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).

[10.3] 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.

[10.31] 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 11.0).

[10.32] An artillery unit gains an FP each time it is used to release chemicals and smoke (see 10.4). 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.

[10.33] An artillery unit that currently possesses five FP's may not conduct direct or indirect fire (see 10.14). 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.

[10.34] 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.)

[10.4] 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 (see the Exclusive Rules). Smoke aids the attacker when conducting an overrun.

[10.41] Any artillery unit that is eligible to conduct direct or indirect fire in a combat may release chemicals and smoke. Case 10.23 does not apply (except for part 3). When such a unit does so, it gains a FP. If an artillery unit conducts direct or indirect fire, and releases chemicals and smoke in the same combat, it gains two FP's.

[10.42] 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.

[10.43] 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.

[10.44] The release of smoke aids the attacker when he is conducting an overrun attack during a Game-Turn in which ground fog is not in effect (see 10.66). 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 overrun attack.

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

[10.46] 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.

[10.47] A Player may use Air Points to release chemicals (see 10.64), but not to release smoke. An attack helicopter unit may not be used to release chemicals or smoke.

[10.48] The NATO Player may not release chemicals into a city hex.

[10.5] ATTACK HELICOPTERS

An attack helicopter unit may be used to support any type of attack or defense in a manner similar to indirect fire. However, any time an attack helicopter unit is involved in a combat, it must gain any FP's required by the combat result (however, see 8.73 and 8.88).

[10.51] An attack helicopter unit possesses a printed range, which the unit must be within to participate in a combat (see 10.21).

[10.52] 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.

[10.53] An attack helicopter unit that is in an Enemy-controlled hex may never be used in the support of a combat.

[10.54] The restrictions of 10.24 and 10.26 apply to attack helicopters, while 10.23 does not. An attack helicopter may never be used to release chemicals or smoke.

[10.55] Each attack helicopter unit retains its own FP level. The FP level of an attack helicopter unit is reduced by one (only) during the Friction Point Removal Segment (unless out of supply). The restrictions of Cases 10.33 and 10.34 apply to attack helicopter units.

[10.6] AIRPOWER AND GROUND FOG

During the Airpower Segment of the Game-Turn Preparation Phase, 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 receiving air superiority (only) may use a certain number of Air Points to aid his units involved in combat during the Game-Turn. Results received from the Air Power Table may also cause ground fog to be in effect this Game-Turn.

[10.61] The number of points a Player possessing air superiority receives is listed in the Exclusive Rules, and should be jotted down on a separate sheet of paper when received. As the Air Points are used, this number is adjusted.

[10.62] Air Points may not be saved from Game-Turn to Game-Turn. If not used during the Game-Turn received, they are lost.

[10.63] A Player may use Air Points to aid an attack or defense simply by adding any number of his available points to the total strength of his units involved in the combat.

[10.64] A player may use airpower to release chemicals in a combat, simply by declaring that he is expending an Air Point to do so. Only one Air Point may be used for this purpose per combat (see 10.46), and if so used, does not add to the strength of the friendly involved units. The Exclusive Rules may allow other functions to be performed with Air points.

[10.65] The Warsaw Pact Player may not use Air Points when attacking or defending in a march attack. The NATO Player may not use Air Points when attacking in a march attack (but may when defending). Air Points may be used in an overrun attack.

[10.66] 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 an overrun attack is conducted during a ground fog Game-Turn, the attacker receives a combat bonus, see 8.72. This is the only effect of ground fog.

[10.7] AIRPOWER TABLE (see Exclusive Rules)

[11.0] 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:

[11.1] LINE OF SUPPLY

A supply line is a path of consecutive, adjacent hexes of any length that leads from a unit to a supply source.

[11.11] 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.

[11.12] A supply line may be traced through any type of terrain hex, with two exceptions: A supply line may be traced out of, but not through, a swamp hex (unless traversed by a road or Autobahn), and a supply line may not be traced through an unbridged river hexside.

[11.13] Refer to the Exclusive Rules of the game being played to determine friendly supply sources.

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

[11.2] WARSAW PACT SUPPLY

If so noted in the Exclusive Rules of the game being played, Warsaw Pact units are automatically considered in supply for certain Game-Turns. When this is the case, 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.

[12.0] 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. ½ 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:

[12.1] 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 on to the map expends ½ of an Operation Point, the second unit expends one Operation Point, the third 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 Points, the third unit expends 2 and ½ Operation Points, and so on.

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

[12.12] 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:** 12.2.) There is no limit to the number of units that may be placed on the map in a single entry hex.

[12.13] Reinforcements may only be brought into play during the owning Player's Initial Player

Phase of their scheduled Game-Turn of entry. Reinforcements may not be delayed.

[12.14] 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).

[12.15] 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.

[12.2] 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 in the Exclusive Rules.

[12.21] Each column of a Warsaw Pact division must be assigned a separate entry hex by the Warsaw Pact Player. No more than one column may be assigned to a given entry hex per Game-Turn. 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 within *eight* hexes of each other (including both entry hexes). At least three hexes must lie between an entry hex chosen for a column of one division and an entry hex chosen for a column of another division entering in the same Game-Turn.

[12.22] 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.

[12.23] 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.

[12.24] 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.

[12.25] 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 non-divisional unit is assigned to a single column, they may be entered in any order desired (but always after the divisional units in the column).

[12.26] 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 12.1.

[12.3] WARSAW PACT MARCH ORDER DIAGRAMS (see Exclusive Rules)

**THE
CENTRAL
FRONT
SERIES,
VOLUME 1**

Fifth Corps

**The
Soviet Breakthrough
at Fulda**

EXCLUSIVE RULES

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[13.0] INTRODUCTION

GENERAL RULE:

This edition of the *Central Front Series* contains three separate scenarios. An introductory scenario, *The Rhein-Main Raid*, uses the entire game-map and is suggested for those new to the *Central Front* game-system. The *Battle for Fulda* scenario is played on the eastern half of the map.

The campaign scenario, *Fifth Corps*, is played on the entire map.

The Warsaw Pact Player controls all the Soviet units only. The NATO Player controls all the US and West German units only. The Warsaw Pact Player is the first Player in the first Game-Turn of all scenarios.

CASES:

[13.1] HOW THESE RULES ARE ORGANIZED

13.0 applies to all three scenarios. Additional rules used in *The Battle for Fulda* and the *Fifth Corps* scenarios are presented in 15.0 through 19.0. The *Rhein-Main Raid* (14.0) is played with the rules in 1.0 through 14.0 only. The *Battle for Fulda* scenario (20.0) uses 1.0 through 20.0 (except 14.0). The *Fifth Corps* scenario (21.0) uses 1.0 through 21.0 (except 14.0 and 20.0). All Standard Rules apply to all scenarios unless specifically excepted.

[13.2] THE FIFTH CORPS GAME-MAP

The 22" x 34" *Fifth Corps* game-map is map #6 of the *Central Front* series. The map is divided into two sections by the line running along hexrow xx26. The eastern section of the map is *The Battle for Fulda* playing area. When playing this scenario, any hex to the west of this dividing line is considered out of play. The dividing line has no effect on play of *The Rhein-Main Raid* and *Fifth Corps* scenarios. Players will note that the compass rose indicates north running along a diagonal hexrow. For game purposes however, the 3900 hexrow should be considered the north edge of the game-map, the 0100 hexrow the south edge, etc. All hexes along the edge of the eastern side of the map are considered to be east map-edge hexes.

[13.3] GAME PART INVENTORY

- One 22" x 34" Game Map
- One sheet of 200 die-cut playing pieces
- One Standard Rules folder
- One Exclusive Rules folder
- One six-sided die (not included in *S&T* edition)
- One game-box (not included in *S&T* edition)

If any of these parts are missing or damaged, please fill out the enclosed Complaint Card and return it to SPI. Note that, although the process used to manufacture the counters sometimes results in minor imperfections, SPI can supply replacement parts only in cases of gross error and illegibility.

Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so they can be answered by a simple sentence, word, or phrase. You must enclose a stamped, self-addressed envelope. Write to:

SPI
Rules Questions Editor for
Fifth Corps
257 Park Avenue South
New York, N.Y. 10010

[14.0] INTRODUCTORY SCENARIO: THE RHEIN-MAIN RAID

COMMENTARY:

Three days after the next war began, the Soviets had not crossed into the Fulda/Frankfurt area. All Warsaw Pact lines of advance had been to the north and south of Fifth Corp's area of opera-

tions. Thus, NATO vacated the area to reinforce other hard hit sectors. NATO was surprised then, when two Soviet motorized rifle divisions entered the Fulda Gap supported by attack helicopters, aiming to seize a NATO nuclear site at Giessen, the Wiesbaden Airfield and the critical Rhein-Main Airbase. Responding with what they had available, NATO rushed the already bloodied 11th Cavalry Regiment back to the area followed by what could be spared of the German 5th Panzer Reserve. Despite chemical interdiction laid down by Soviet air power, the U.S. and German forces raced to intercept. A mobile, confusing engagement ensued, independent of the major battles along the rest of the front.

GENERAL RULE:

The Rhein-Main Raid scenario is played on the entire *Fifth Corps* game-map and takes about two hours to complete. The scenario begins on Game-Turn One (an A.M. Game-Turn) and is three Game-Turns long. The Warsaw Pact Player is the first Player in every Game-Turn (Segment D of the Game-Turn Preparation Phase is never conducted). No units begin play on the game-map.

CASES:

[14.1] WARSAW PACT REINFORCEMENTS

All Warsaw Pact reinforcements may enter the map in any road or Autobahn hex on the east edge of the game-map and are subject to the restrictions of 12.2.

Game-Turn One (17 units):

All eight units of 20 Guards Motorized Rifle Division.

All eight units of 39 Guards Motorized Rifle Division.

20/8GA (attack helicopter).

[14.2] NATO REINFORCEMENTS

All NATO reinforcements may enter the map in any road or Autobahn hex (or hexes) on the north edge of the game-map, west of hex 3922.

Game-Turn One (14 units):

All units of the U.S. 11th Cavalry Regiment. Every unit of the cavalry regiment enters play with an FP level of "1." This is shown by placing the appropriate FP marker under each unit (not by flipping the unit over) before moving it onto the map. When the movement of each unit is completed, it will gain another FP (shown by flipping the unit over, in accordance with 9.3). Remember that since these units enter play on their non-FP side they do not pay the Operation Point cost penalties described in 5.12.

Game-Turn Two (three units):

German units: 132J/5P (mech inf), 134/5P, 136/5P (armor)

[14.3] WARSAW PACT INTERDICTION STRIKE

The Warsaw Pact Player may conduct a chemical interdiction strike during the Game-Turn Preparation Phase of Game-Turn 1 (only).

[14.31] The Warsaw Pact Player chooses four hexes anywhere on the game-map in which he wishes to conduct a strike. In each hex chosen, he places a "4" FP marker. A hex that contains a marker so placed is considered *interdicted*.

[14.32] Any NATO unit that enters an interdicted hex at any point during Game-Turn 1 must expend four Operation Points (in addition to the normal cost of entering the hex).

[14.33] At the beginning of Game-Turn 2, the "4" FP marker is removed from each interdicted hex

and replaced with a "2" FP marker. Any NATO unit that enters an interdicted hex during Game-Turn 2 must expend two additional Operation Points. At the beginning of Game-Turn 3, the "2" FP markers are removed from the interdicted hexes; they are no longer considered interdicted.

[14.34] Interdicted hexes have no effect on the tracing of NATO supply. Warsaw Pact units are not affected by interdicted hexes.

[14.4] SPECIAL RULES

[14.41] There is no airpower or ground fog in this scenario. The Airpower Table is not used.

[14.42] The Warsaw Pact Player may use chemicals. When doing so, he receives a shift of two columns in his favor on the Combat Results Table. The NATO Player may not use chemicals.

[14.43] All Warsaw Pact non-artillery units are automatically considered in supply for the entire game (see Case 11.2). Any road or Autobahn hex on the east edge of the game map may be used as a supply source for Warsaw Pact artillery units. The NATO Player may use any road or Autobahn hex on the north, west or south edge of the game-map as a supply source for all his units.

[14.44] There is no nuclear or electronic warfare in this scenario.

[14.5] VICTORY CONDITIONS

Victory is determined by the number of Victory Points (VP's) the Warsaw Pact Player possesses at the end of Game-Turn 3. The NATO Player does not earn Victory Points. The Warsaw Pact Player earns VP's for occupying *objective* hexes and for destroying NATO units. He loses VP's if Soviet units are destroyed.

[14.51] In order for the Warsaw Pact Player to occupy an objective hex, a Soviet unit must be in the hex at the end of the game. If no units are in an objective hex at this time, the hex is considered NATO-occupied. VP's for occupying objective hexes are earned as follows:

Hex 1114: 8 VP's

Hex 2621: 6 VP's

Hex 1409: 6 VP's

[14.52] The Warsaw Pact Player earns one VP for each German unit destroyed. He earns 1/2 of a VP for each U.S. unit destroyed. (Exception: The U.S. attack helicopter unit and artillery unit are worth 1 VP each.)

[14.53] The Warsaw Pact Player loses one VP for each Soviet unit destroyed.

[14.6] LEVELS OF VICTORY

After the Warsaw Pact Victory Point total has been calculated in accordance with Case 14.5, the Levels of Victory are consulted to determine which player has won, and the Level of Victory that has been achieved.

Warsaw Pact Operational Victory: 21 or more VP's

Warsaw Pact Tactical Victory: 16 to 20½ VP's

NATO Tactical Victory: 10 to 15½ VP's

NATO Operational Victory: 9½ or less VP's

[15.0] SPECIAL MOVEMENT AND COMBAT RULES

CASES:

[15.1] SOVIET DOCTRINE

The Soviets still employ an operational doctrine based on their World War II experiences. Each unit is directed to advance along a geographical

axis towards its objectives. The point is to keep moving, ignore the flanks, and disrupt Enemy communications and their ability to resist by driving deep into their rear areas. The expected drawback (by NATO) of this system is that with a unit's firepower poised forward, it is susceptible to attacks from the rear, and will not be able to react quickly enough to prevent catastrophic loss.

Every Soviet unit may be moved in a west, north-west or southwest direction only. This restriction applies to every hex that a Soviet unit enters by expanding Operation Points. **Exception:** This restriction does not apply when a Soviet unit is being moved from an Autobahn or road hex to an adjacent connected Autobahn or road hex.

[15.11] A Soviet unit may conduct an attack against an adjacent Enemy unit that occupies a hex to the east, northeast or southeast, and if allowed to advance after combat, may enter the hex formerly occupied by the defending unit. However, any hexes entered subsequently in this advance must adhere to the above restriction.

[15.12] A Soviet unit may not conduct an overrun attack against an adjacent Enemy unit in a hex to the east, northeast or southeast.

[15.2] NATO SURPRISE ATTACK BONUS

If a NATO unit conducts an attack against an adjacent Soviet unit from a hex that is east, northeast or southeast of that Soviet unit, the NATO Player receives a *surprise attack bonus* in the form of a one column shift to the right on the Combat Results Table when resolving the attack. This shift may be applied up to three times for a single combat; once for each of three eligible hexes that is occupied by an attacking NATO unit. A hex occupied solely by NATO artillery and/or attack helicopter units does not count for this purpose.

[15.21] The NATO Player may receive the surprise attack bonus in a normal march, hasty or prepared attack. He may not receive the bonus in any type of overrun attack.

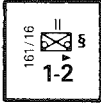
[15.22] Any shifts received for the NATO surprise attack bonus are in addition to shifts for multi-hex attacks and for surrounding the defending unit (see the Combat Results Table).

[15.23] If the NATO Player chooses to receive the surprise attack bonus (he is not required to receive it), his units may not conduct advance after combat in the attack.

[15.3] NATO MOVEMENT RESTRICTIONS

NATO units may never be moved into any hex of East Germany. NATO units may never be moved into any hex on the east edge of the game map, or into any hex adjacent to such a hex. These restrictions apply to NATO units when retreating or advancing after combat.

[16.0] WEST GERMAN TERRITORIAL UNITS



GENERAL RULE:

The NATO Player receives two types of German *territorial* (reservist) units; *Heimatschutzkommando* (HSK) motorized infantry battalions and *Wehrbereichskommando* static infantry battalions. All units of these types possess Zones of Control. However, even though each unit is battalion-sized, its Zone of Control is considered

to be like that of a company-sized unit (see 6.24). The static infantry battalions (only) are not represented by counters; they are deployed hidden and may never be moved.

CASES:

[16.1] DEPLOYING STATIC INFANTRY UNITS

Each scenario provides the NATO Player with a certain number of hidden static infantry units. Before starting play, he secretly writes down the hex number of each city hex in West Germany in which he wishes to place a static infantry unit (up to the scenario limit), within the restrictions of 15.3. During play, whenever any Soviet unit is first moved into a hex adjacent to such a city hex, the NATO Player must immediately declare that a static infantry unit is deployed there, thus, interrupting the Soviet unit's movement. The unit is considered to occupy that hex, although no unit is placed in the hex to show its presence.

[16.2] PROPERTIES OF STATIC INFANTRY UNITS

Each static infantry unit has an Attack Strength of "0" and a Defense Strength of "1."

[16.21] NATO units of any nationality may be placed in a hex occupied by a static infantry unit. A static infantry unit does not count as a unit for purposes of stacking, but adds its Defense Strength to that of the units stacked with it.

[16.22] A static infantry unit may never be moved or expend Operation Points in any manner, and may not be retreated as a result of combat. If units stacked with a static infantry unit when defending in a combat are retreated as a result of that combat, the static infantry unit is automatically eliminated. A static infantry unit may never participate in an attack nor contribute towards the application of column shifts when resolving a NATO attack. A static infantry unit that is defending in a combat when alone in a hex may not be supported by indirect fire, attack helicopters or Air Points.

[16.23] The current FP level of each declared static infantry unit is shown by placing the appropriate FP marker in the hex it is considered to occupy. The FP level of a static infantry is *never* averaged with other units occupying the same hex. Each static infantry unit may possess from 0 to 4 FP's. When called upon to gain its fifth FP, the unit is destroyed; remove the FP marker from play. The FP level of a static infantry unit may *not* be reduced during the NATO Player's Friction Point Removal Segment.

[16.3] PROPERTIES OF HSK MOTORIZED INFANTRY UNITS

HSK motorized infantry units *are* represented by counters and are considered normal West German units. However, no HSK motorized infantry unit may expend Operation Points during the first Game-Turn of either scenario.

[17.0] SOVIET AIRBORNE UNITS

GENERAL RULE:

The Warsaw Pact Player may receive airborne units as reinforcements as per the scenario. Airborne units do *not* enter play in accordance with 12.0; rather, each unit is placed in accordance with the airdrop procedure.

PROCEDURE:

At the beginning of the initial Warsaw Pact Player Phase, each airborne unit that is eligible to enter play in the current Game-Turn is placed in a *drop*

hex by the Warsaw Pact Player. After all such units are placed, the Warsaw Pact 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:

[17.1] WHEN AIRBORNE UNITS ARE PLACED

The Warsaw Pact Player may bring airborne units into play during the initial Warsaw Pact Player Phase of any Game-Turn in which he possesses air superiority (see 10.6), or when neither Player possesses air superiority and ground fog is not in effect (however, see 17.33).

[17.11] Airborne units may not enter play during a Game-Turn in which the NATO Player has air superiority or ground fog is in effect. If one of these two conditions existed in every Game-Turn, the airborne units would never be received.

[17.12] Airborne units must be placed in drop hexes before any Soviet units have been moved in the initial Warsaw Pact Player Phase. The airdrop procedure and any Operation Point expenditure by the units must be completed before moving other Soviet units or bringing normal reinforcements into play.

[17.13] Entering airborne units into play does not require the expenditure of Air Points.

[17.2] DROP HEX RESTRICTIONS

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

1. A city hex.
2. A hex that is Enemy-occupied or controlled. (Exception: See 17.22.)
3. A hex that is Friendly-occupied or assigned as a drop hex for another airborne unit.

[17.21] When units of the same airborne regiment (the middle number in the designation) are being air dropped, each unit must be assigned a drop hex that is within three hexes of every other unit of that regiment.

[17.22] An airborne unit may be assigned a drop hex that might be in the Zone of Control of a hidden German territorial unit (see 16.1). If this occurs, the territorial is revealed upon completion of the airdrop procedure.

[17.23] Any hex not listed in the above restrictions may be used as a drop hex, but, depending on the terrain hex, may increase the FP gain required as a result of the airdrop procedure (see 17.3).

[17.3] HOW TO USE THE AIRDROP TABLE

After placing his airborne units, the Warsaw Pact Player consults the Airdrop Table (17.5). 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 must immediately gain. The die result may be increased, depending on the terrain in the drop hex or on other modifiers, as explained on the Table.

[17.31] Each unit placed in a drop hex is rolled for separately by the Warsaw Pact Player. He may roll for units airdropped in the same Game-Turn in any order he wishes.

[17.32] Any FP's that a unit must gain because of an Airdrop Table result are recorded with an FP marker, not by flipping the unit over (see 17.4).

[17.33] If a unit is airdropped on a Game-Turn in which the Warsaw Pact Player does not possess air superiority, one is added to the die result when using the Airdrop Table. This is in addition to any modifiers that may be applied to the die result for terrain in the drop hex.

[17.4] RESTRICTIONS ON AIRBORNE UNITS

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

[17.41] Airborne units are automatically in supply for the entire game. **Exception:** An airborne artillery unit must be able to trace a line of supply in order to be considered in supply (and thus able to decrease its FP level by two during the Friction Point Removal Segment, see 9.2). However, an out of supply airborne artillery unit may reduce its FP level by *one* during the Friction Point Removal Segment.

[17.42] Airborne units are not subject to the restrictions of Soviet Doctrine (15.1). The NATO Player may not receive the NATO surprise attack bonus (16.2) when attacking an airborne unit or a stack containing an airborne unit.

[17.43] Although assigned to a division, each airborne unit is considered a non-divisional unit for the purposes of 8.33 and 10.23.

[17.44] Airborne units may never be exited from the game-map.

[17.5] AIRDROP TABLE (see charts and tables)

[18.0] ENGINEERS, RIVERS AND BRIDGES

GENERAL RULE:

Soviet engineer units aid the Warsaw Pact Player when conducting attacks across river hexsides and/or into city hexes (see the Combat Results Table). Engineers also aid the Warsaw Pact Player when moving units across unbridged river hexsides. The NATO Player may destroy bridges in West Germany.

[18.1] BRIDGE DEMOLITION (NATO PLAYER ONLY)

The NATO Player may attempt to destroy any bridge in West Germany during the initial NATO Player Phase (only) of any Game-Turn. To do so, he simply declares which bridges he is attempting to destroy and rolls the die once for each bridge. If the die result is 1-5, the bridge is destroyed. If the die result is 6, the bridge is intact.

[18.11] The NATO Player may attempt to destroy any number of bridges in a single Game-Turn, but may only attempt to destroy a particular bridge once per Game-Turn.

[18.12] No NATO unit need be adjacent or in proximity to a bridge the NATO Player wishes to destroy. Location of units has no effect on bridge destruction.

[18.13] No markers are provided in the counter mix to note a destroyed bridge hexside. The Players should use a marker from another game or a small coin placed across the affected hexside.

[18.14] A NATO unit may cross a destroyed bridge hexside at a cost of four Operation Points (in addition to the cost of the terrain in the hex entered). A Warsaw Pact unit may cross a destroyed bridge hexside at a cost of two additional Operation Points.

[18.2] SOVIET ENGINEERS AND RIVER CROSSINGS

If a Soviet engineer unit or a stack containing a Soviet engineer unit is moved across an unbridged

river hexside or a destroyed bridge hexside, one Operation Point *only* is expended (in addition to the cost of the terrain in the hex entered). Furthermore, 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 one additional Operation Point for any Soviet unit moved through that hexside in either direction.

[19.0] ELECTRONIC AND NUCLEAR WARFARE

GENERAL RULE:

Both Players receive a number of Electronic Warfare Points (EWP's) and/or Tactical Nuclear Points (TNP's) during the course of the game, in accordance with the scenario instructions. EWP's may be used to aid the owning Player's attacks by hampering Enemy use of indirect fire. TNP's may be used to conduct tactical nuclear attacks on Enemy units.

CASES:

[19.1] ASSIGNMENT OF ELECTRONIC WARFARE POINTS

A certain number of EWP's are assigned to each division (**Exception:** See 19.12) in the game in accordance with the scenario instructions. Points so assigned represent the number of EWP's that the division may expend per Game-Turn, for the duration of the game. Players must keep track of the assignment and use of EWP's on a separate sheet of paper. At the beginning of each Game-Turn each Player jots down the number of EWP's each of his divisions receives, and then adjusts these numbers as he uses the points throughout the Game-Turn.

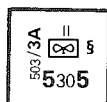
[19.11] EWP's may not be saved from Game-Turn to Game-Turn nor may they be transferred from division to division. If they are not used when and where assigned, they are lost.

[19.12] As noted in the scenarios, EWP's are sometimes assigned to a brigade or regiment that is not part of a division or whose parent division is not in play.

[19.2] CONDUCTING ELECTRONIC WARFARE (EW)

The attacker may conduct EW when he is resolving any type of attack with units of a division that possesses EWP's. During Step Two of the Combat Procedure (see 8.0) the attacker declares how many of the division's EWP's he is committing. He immediately rolls one die. If the die result is less than or equal to the number of points committed, the EW is successful.

[19.21] EW may be conducted during the resolution of any combat in any Friendly Player Phase. However, no more than four EWP's may be committed to a single attack. The defender may never conduct EW.



[19.22] If EW is conducted successfully, Step Three of the Combat Procedure is skipped. That is, the defender may not conduct indirect fire, or use attack helicopter units, air points or chemicals to aid the units under attack.

[19.23] If a Player conducts EW, he must immediately record the expenditure of the EWP's he committed, whether the attack is successful or not.

[19.3] ASSIGNMENT OF TACTICAL NUCLEAR POINTS

A certain number of TNP's is assigned to each Player at the beginning of the game, in accordance with the scenario instructions. This number represents the total amount of TNP's the Player may use throughout the game. Before starting play, each Player jots down the number of TNP's he receives on a separate sheet of paper. As he uses his TNP's to conduct nuclear attacks, he adjusts this amount.

[19.4] PLOTTING NUCLEAR ATTACKS

A nuclear attack is plotted in the Nuclear Attack Segment of the Game-Turn Preparation Phase and resolved in the same segment of the immediately following Game-Turn. To plot a nuclear attack, the Player secretly writes down the identifying number of the hex he wishes to attack and the number of TNP's he wishes to commit to the attack. He then reduces his TNP total for the game by the number of TNP's he committed to the attack. A Player may plot any number of nuclear attacks per Game-Turn, within the restrictions of the following Cases.

[19.41] No more than ten TNP's may be committed to a single hex per Game-Turn. No more than twenty TNP's (total) may be plotted by a Player in a single Game-Turn.

[19.42] A nuclear attack may not be assigned to a city hex.

[19.43] A nuclear attack may not be assigned to a hex that currently contains a Friendly unit, or a hex adjacent to such a hex.

[19.44] The NATO Player may not assign a nuclear attack to a hex in West Germany that contains a town.

[19.45] The NATO Player may not plot any nuclear attacks until the Game-Turn following the Game-Turn in which the first Warsaw Pact nuclear attack is actually resolved.

[19.5] RESOLVING NUCLEAR ATTACKS

During the Nuclear Attack Segment of the Game-Turn Preparation Phase, all nuclear attacks that were plotted in the previous Game-Turn are resolved. The Players reveal which hexes they plotted for attack and how many TNP's they committed to each attack. Each nuclear attack is resolved using the Combat Results Table, as if a prepared attack were being conducted against units defending in flat terrain. The number of TNP's committed to the attack determines the ratio column referred to. If four points were committed, the 4-1 column would be used. If nine points were committed, the 9-1 column would be used. The die is rolled, and the defender's result (only) is read, to determine the number of Friction Points every Enemy unit in the hex must immediately gain.

[19.51] If a nuclear attack was plotted for a hex that does not contain Enemy units and/or is occupied by a Friendly unit or adjacent to a Friendly-occupied hex at the instant of resolution, the attack does not take place. However, the committed TNP's are still expended, and the attack is considered resolved for purposes of 19.45.

[19.52] The strength of units undergoing a nuclear attack, and the terrain in the hex they occupy has no effect on the resolution of the attack.

[19.53] Any Friction Point gain required as a result of nuclear attack is applied to each and every unit in the attacked hex.

[19.54] Results of nuclear attacks affect Enemy units in the plotted hex only. Any result that is incurred by the attacker on the Combat Results Table is ignored.

[20.0] SCENARIO: THE BATTLE FOR FULDA

COMMENTARY:

At the outbreak of the next war, few areas were harder hit than the Fulda Gap. Here, an entire Soviet Army and various support units, including an airborne regiment, were committed on the first day. The struggle to hold the NATO line was fought initially only by the U.S. 11th Cavalry Regiment, a brigade from the West German 2nd Jaeger Division, and West German reservists. Their job was almost ended before it began by a devastating Soviet pre-emptive strike against NATO support units in the area. Those that survived were ordered to "contain all enemy break-outs" until the arrival of the 5th Panzer Division.

GENERAL RULE:

The Battle for Fulda scenario is played on the eastern half of the game-map, and takes about five hours to complete. The scenario begins on Game-Turn One (an A.M. Game-Turn) and is four Game-Turns long. The Warsaw Pact Player is the first Player in Game-Turn One. During subsequent Game-Turns, the first Player is determined by die-roll, as noted in the Sequence of Play (4.0). No Warsaw Pact units begin play on the map.

CASES:

[20.1] NATO INITIAL DEPLOYMENT

The NATO Player places the following units on the map before the start of play. If he is directed to place a unit within a certain number of hexes of a given hex, this is counted by including the hex the unit is placed in but not the hex being counted from. No units may be set up already stacked with other units.

Designation	Type	Location
U.S. Units:		
D/1/11C	Armor	1738
A/1/11C	Arm Cav	within 4 hexes of 1738
B/1/11C	Arm Cav	within 4 hexes of 1738
C/1/11C	Arm Cav	within 4 hexes of 1738
H/2/11C	Armor	0340
E/2/11C	Arm Cav	within 4 hexes of 0340
F/2/11C	Arm Cav	within 4 hexes of 0340
G/2/11C	Arm Cav	within 4 hexes of 0340
M/3/11C	Armor	2641
I/3/11C	Arm Cav	within 4 hexes of 2641
K/3/11C	Arm Cav	within 4 hexes of 2641
L/3/11C	Arm Cav	within 4 hexes of 2641
HOW/11	SP Arty	1637
Air/11	Attk Heli	1737

German Units:		
3/III	Attk Heli	3737
161/16	Mot Inf	any town or city hex on the game-map
162/16	Mot Inf	any town or city hex on the game-map
163/16	Mot Inf	any town or city hex on the game-map
164/16	Mot Inf	any town or city hex on the game-map
51/2J	Mech Inf	within 5 hexes of 3340
53/2J	Mech Inf	within 5 hexes of 3340
52J/2J	Mech Inf	within 5 hexes of 3340
54/2J	Armor	within 5 hexes of 3340
56/2J	Armor	within 5 hexes of 3340
55/2J	SP Arty	within 5 hexes of 3340

Three static territorial units (see 16.1).

[20.2] NATO REINFORCEMENTS

All NATO reinforcement units may enter the map in any road or Autobahn hex (or hexes) on the west edge of the game-map. All NATO reinforcements in this scenario are German.

Game-Turn Two (six units):

131/5P (mech inf), 132J/5P (mech inf), 133/5P (mech inf), 134/5P (armor), 135/5P (SP arty), 136/5P (armor).

Game-Turn Three (twelve units):

All remaining units of the 5th Panzer Division.

[20.3] WARSAW PACT REINFORCEMENTS

All Warsaw Pact reinforcements may enter the map in any road or Autobahn hex on the east edge of the game-map. All Warsaw Pact reinforcements in this scenario are Soviet, and are subject to all of the restrictions of 12.2 and 15.1 (**Exception:** See 20.31).

Game-Turn One (24 units):

L/8GA, H/34, L/34 (arty), 206/8GA, 27/8GA (engnr), 20/8GA, 39/8GA, 57/8GA (attck heli).

All eight units of 20 Guards Motorized Rifle Division.

All eight units of 39 Guards Motorized Rifle Division

Note: One of these divisions must enter north of hex 2348.

Game-Turn Two (15 units):

All eight units of 57 Guards Motorized Rifle Division

All seven units of 79 Guards Tank Division

On any Game-Turn (except Game-Turn 1) in which the NATO Player does *not* possess air superiority and in which ground fog is not in effect (three units):

1/393/103, 2/393/103, 3/393/103 (airborne mech inf)

[20.31] The three airborne units are placed on the map in accordance with 17.0. The Warsaw Pact Player is not required to bring these units into play, but if he does so, all three units must be entered on the same Game-Turn.

[20.32] The Soviet Player need not deploy his three attack helicopter units on the game-map. Instead, he may place them off-map (which does not require the gain of a Friction Point), where they may support any combat within 20 hexes of the east map-edge.

[20.4] SUPPLY SOURCES

All Warsaw Pact non-artillery units are automatically considered in supply for the entire game (see 11.2). Any road or Autobahn hex on the east edge of the game-map may be used as a supply source for Warsaw Pact artillery units. The NATO Player may use any road or Autobahn hex on the west edge of the game-map as a supply source. A NATO supply line may not be traced through any hex of East Germany.

[20.5] AIRPOWER

When the Warsaw Pact Player possesses air superiority, he receives 8 Air Points. When the NATO Player possesses air superiority, he receives 12 Air Points. The Warsaw Pact Player automatically has air superiority on Game-Turn One. The Warsaw Pact Player may expend all his Air Points received on Game-Turn One (only) to conduct a pre-emptive strike. If he does so, all his Air Points are considered expended for that Game-Turn. A pre-emptive strike does not require the expenditure of Tactical Nuclear Points.

[20.51] A Soviet pre-emptive strike is conducted after the NATO Player has set up his units, during the Air Power Segment of Game-Turn One. To conduct a strike, the Warsaw Pact Player designates six NATO units as strike targets. He then rolls the die once for each target unit. The die result is located in the prepared attack column of the Combat Results Table and then cross-referenced with the flat, 8-1 column to yield a strike result.

[20.52] Each NATO unit that incurs a strike result immediately gains the number of FP's listed for the defender in that result. These FP's are shown by placing the appropriate FP marker under the unit (not by flipping the unit over). Any FP gain listed for the attacker in a strike result is ignored.

[20.53] Although air superiority is already assigned on Game-Turn One, the Players should still use the Airpower Table to determine whether or not ground fog is in effect for the Game-Turn. When doing so, ignore all air superiority results.

[20.6] CHEMICAL, ELECTRONIC AND NUCLEAR CAPABILITIES

[20.61] The Warsaw Pact Player receives three column shifts in his favor when using chemicals on Game-Turns 1 and 2, and two column shifts in his favor when using them on Game-Turns 3 and 4.

[20.62] The NATO Player may not use chemicals at all on Game-Turns 1 through 3. He receives one column shift in his favor when using chemicals on Game-Turn 4.

[20.63] Each Warsaw Pact division (there are four) receives seven EW Points every Game-Turn. Soviet non-divisional units and the airborne units do not receive EW Points.

[20.64] The U.S. 11th Cavalry Regiment receives four EW Points every Game-Turn. The German 2nd Jaeger Division receives four EW Points every Game-Turn. The German 5th Panzer Division receives four EW Points on Game-Turn 2, and ten EW Points on Game-Turns 3 and 4.

[20.65] The Warsaw Pact Player receives 40 Tactical Nuclear Points.

[20.66] The NATO Player receives 25 Tactical Nuclear Points.

[20.7] VICTORY CONDITIONS

Victory is determined by the number of Victory Points (VP's) the Warsaw Pact Player possesses at the end of Game-Turn 4. The NATO Player does not earn Victory Points. The Warsaw Pact Player earns VP's for exiting Soviet units off the west edge of the game-map and for destroying NATO units. He loses Victory Points if Soviet units are destroyed.

[20.71] A Soviet unit may be exited off the map from any road or Autobahn hex on the west edge of The Battle for Fulda playing area. (**Exception:** See 17.44.) When a Soviet unit is exited, the Warsaw Pact Player immediately determines how many Victory Points he receives for doing so, in accordance with 20.72. Once the Warsaw Pact Player earns VP's for exiting units those VP's may never be lost.

[20.72] When the Warsaw Pact Player exits a unit he subtracts the number of FP's the unit currently possesses (including the FP the unit gains for expending Operation Points to exit the map) from the unit's attack strength. If this number is zero or less, the Warsaw Pact Player receives one VP for exiting the unit *only*. If the number is greater than zero, he multiplies it by a number ranging from one to four, depending when and where the unit exited, in accordance with 20.73. This product is the number of VP's the Warsaw Pact Player receives for exiting the unit.

[20.73] The Attack Strength of an exited Soviet unit (minus its FP level) is multiplied as follows, if it exits:

1. South of hex 2026 (exclusive): times four on Game-Turn 1, times three on Turn 2, times two on Turn 3, times one on Turn 4.
2. North of hex 2026 (exclusive): times three on Game-Turn 1, times two on Turn 2, times one on Turn 3 or 4.

[20.74] The Warsaw Pact Player receives ten VP's if the German 3/III attack helicopter unit is destroyed. He receives four VP's for every other German unit destroyed. **Exceptions:** He receives one VP for each unit of the 16th HSK Brigade destroyed and no VP's for each hidden territorial destroyed.

[20.75] The Warsaw Pact Player receives one VP for each U.S. unit destroyed. **Exception:** He receives four VP's each for destroying the U.S. artillery or attack helicopter unit.

[20.76] The Warsaw Pact Player loses four VP's for the destruction of each Soviet unit.

[20.8] LEVELS OF VICTORY

After the Warsaw Pact VP total has been calculated in accordance with 20.7, the Levels of Victory are consulted to determine which Player has won, and the Level of Victory he has achieved.

Warsaw Pact Strategic Victory: 156 or more VP's

Warsaw Pact Operational Victory: 116 to 155 VP's

Warsaw Pact Tactical Victory: 76 to 115 VP's

NATO Tactical Victory: 46 to 75 VP's

NATO Operational Victory: 16 to 45 VP's

NATO Strategic Victory: 15 or fewer VP's

[21.0] SCENARIO: FIFTH CORPS**COMMENTARY:**

Following the initial attack by 8th Guards Army (see 20.0, Commentary), the Soviets sought to seal the fate of NATO in the Fulda/Frankfurt area by committing the 1st Guards Tank Army to the action. The remainder of 103rd Guards Airborne Division dropped far to the rear of the front, entangling movements by the German 5th Panzer Division and the U.S. 3rd Armored Division. Although NATO front line forces managed to hold most of the first Soviet wave within 70 kilometers of the border, the arrival of another army blew the front wide open. The race was on for the important Pomcun and Reforger sites.

GENERAL RULE:

The Fifth Corps scenario is played on the entire game-map, and takes about twelve hours to complete. The scenario begins on Game-Turn One (an A.M. Game-Turn) and is nine Game-Turns long. The Warsaw Pact Player is the first Player in Game-Turn one. During subsequent Game-Turns, the first Player is determined by die-roll, as noted in the Sequence of Play (4.0). No Warsaw Pact units begin play on the map. No NATO units enter play as reinforcements.

CASES:**[21.1] NATO INITIAL DEPLOYMENT**

The NATO Player places the units listed below on the map before the start of play. If he is directed to place a unit within a certain number of hexes of a given hex, this is counted by including the hex the unit is placed in but not the hex being counted from. No units may be set up already stacked with other units.

The German attack helicopter unit (3/III), the four units of the HSK Brigade, the six units of the 2nd Jaeger Division, and the 14 units of the U.S. 11th Cavalry Regiment are deployed in accordance with 20.1.

Designation Type Location

U.S. Units

2/5/41	SP Arty	1316
2/75/41	SP Arty	1020
2/83/41	SP Arty	0613
2/36/3A	Mech Inf	within 1 hex of 2220
3/36/3A	Mech Inf	within 1 hex of 2220
2/32/3A	Armor	within 1 hex of 2220
2/33/3A	Armor	within 1 hex of 2220
3/33/3A	Armor	within 1 hex of 2220
2/3/3A	SP Arty	within 1 hex of 2220
1/48/3A	Mech Inf	within 1 hex of 1125
2/48/3A	Mech Inf	within 1 hex of 1125
1/33/3A	Armor	within 1 hex of 1125
2/6/3A	SP Arty	within 1 hex of 1125
1/36/3A	Mech Inf	within 1 hex of 1819
1/32/3A	Armor	within 1 hex of 1819
3/32/3A	Armor	within 1 hex of 1819
2/27/3A	SP Arty	within 1 hex of 1819
1/40/3A	SP Arty	1019
3/12/3A	Arm Cav	1317
503/3A	Attkc heli	1114
2/10/4	Mech Inf	within 1 hex of 1509
3/28/4	Mech Inf	within 1 hex of 1509
6/32/4	Armor	within 1 hex of 1509
2/20/4	SP Arty	within 1 hex of 1509

GERMAN UNITS:

131/5P	Mech Inf	within 2 hexes of 2718
133/5P	Mech Inf	within 2 hexes of 2718
132J/5P	Mech Inf	within 2 hexes of 2718
134/5P	Armor	within 2 hexes of 2718
136/5P	Armor	within 2 hexes of 2718
135/5P	SP Arty	within 2 hexes of 2718
142/5P	Mech Inf	within 4 hexes of 2901
143/5P	Armor	within 4 hexes of 2901
144/5P	Armor	within 4 hexes of 2901
146/5P	Armor	within 4 hexes of 2901
145/5P	SP Arty	within 4 hexes of 2901
152/5P	Mech Inf	within 4 hexes of 2901
153/5P	Armor	within 4 hexes of 2901
154/5P	Armor	within 4 hexes of 2901
156/5P	Armor	within 4 hexes of 2901
155/5P	SP Arty	within 4 hexes of 2901
5/5P	Arm Cav	within 1 hex of 2508
5P	Artillery	within 1 hex of 2508

Note: All units of the German 5th Panzer Division may expend only six Operation Points in the Initial Player Phase of Game-Turn 1.

Six static territorial units (see 16.1).

[21.2] WARSAW PACT REINFORCEMENTS

All Warsaw Pact reinforcements may enter the map in any road or Autobahn hex on the east edge of the game-map. All Warsaw Pact reinforcements in this scenario are Soviet, and are therefore subject to the restrictions of 12.2 and 15.1. (**Exception:** See 21.21.)

Game-Turn one (24 units):

L/8GA, H/34, L/34 (arty), 206/8GA, 27/8GA (engnr), 20/8GA, 39/8GA, 57/8GA (atckc heli)

All eight units of 20 Guards Motorized Rifle Division

All eight units of 39 Guards Motorized Rifle Division

Game-Turn Two (15 units):

All eight units of 57 Guards Motorized Rifle Division

All seven units 79 Guards Tank Division

Game-Turn Four (16 units):

27/1GTA (atckc heli), 120/1GTA (engnr)

All seven units of 7 Guards Tank Division

All seven units of 9 Guards Tank Division

Game-Turn Five (15 units):

All seven units of 11 Guards Tank Division

All eight units of 27 Guards

Motorized Rifle Division

Any Game-Turn (except Game-Turn 1) in which the NATO Player does not possess air superiority and ground fog is not in effect.

All ten units of 103 Airborne Division

[21.21] The airborne units are placed on the map in accordance with 17.0. The Warsaw Pact Player is not required to bring all his airborne units into play on the same Game-Turn. However, the three airborne units of each regiment (the middle number in the Designation) must be airdropped on the same Game-Turn (see 17.21). The airborne artillery unit may not be airdropped separately; it must be airdropped with one of the regiments (Warsaw Pact Player's choice).

[21.22] The Warsaw Pact Player need not deploy his attack helicopter units on the game-map. Instead, he may place them off-map (which does not require the gain of a Friction Point), where they may support any combat within 20 hexes of the east map-edge. The Warsaw Pact Player decides whether to enter an attack helicopter unit into play or leave it off map on the Game-Turn it is scheduled to enter. If he decides to leave it off-map, he may not enter it into play in another subsequent Game-Turn.

[21.3] SUPPLY SOURCES

All Warsaw Pact non-artillery units are automatically considered in supply for the entire game (see 11.2). Any road or Autobahn hex on the east edge of the game-map may be used as a supply source for Warsaw Pact artillery units. The NATO Player may use any road or Autobahn hex on the west edge, on the north edge west of hex 3925 or on the south edge west of 0122 as a supply source. A NATO supply line may not be traced through any hex of East Germany.

[21.4] AIRPOWER

When the Warsaw Pact Player possesses air superiority, he receives 8 Air Points. When the NATO Player possesses air superiority he receives 12 Air Points. The Warsaw Pact Player automatically has air superiority on Game-Turn One. The Warsaw Pact Player may expend all his Air Points received on Game-Turn One (only) to conduct a pre-emptive strike. If he does so, all his Air Points are considered expended for that Game-Turn. This pre-emptive strike is conducted differently than that in 20.5.

[21.41] A Soviet pre-emptive strike is conducted after the NATO Player has set up his units, during the Air Power Segment of Game-Turn One. To conduct a strike the Warsaw Pact Player designates nine different Enemy-occupied hexes as strike targets. He then rolls the die once for each target hex. The die result is located in the prepared attack column of the Combat Results Table and then cross-referenced with the flat, 8-1 column to yield a strike result.

[21.42] Each and every NATO unit occupying or adjacent to a hex that incurs a strike result immediately gains the number of FP's listed for the Defender in that result. These FP's are shown by placing the appropriate FP marker under each unit (not by flipping the unit over). Any FP gain listed for the attacker in a strike result is ignored.

[21.43] The Warsaw Pact Player may not choose strike target hexes so that a single unit could possibly be affected by more than one strike result.

[21.44] Although air superiority is already assigned on Game-Turn One, the Players should still use the Airpower Table to determine whether or not ground fog is in effect for the Game-Turn. When doing so, ignore all air superiority results.

[21.5] CHEMICAL, ELECTRONIC AND NUCLEAR CAPABILITIES

[21.51] The Warsaw Pact Player receives three column shifts in his favor when using chemicals on Game-Turns 1 and 2, two column shifts in his favor when using chemicals on Game-Turns 3 through 6, and one column shift in his favor when using chemicals on Game-Turns 7 through 9.

[21.52] The NATO Player may not use chemicals at all on Game-Turns 1 through 4. He may use chemicals on any one Game-Turn thereafter only. At the beginning of any one Game-Turn, the NATO Player declares that he wishes to use chemicals. For the duration of that Game-Turn only, the NATO Player may use chemicals within the restrictions of 10.4. When doing so, he receives one column shift in his favor.

[21.53] Each Warsaw Pact division (there are eight, not counting the airborne division) receives seven EW Points every Game-Turn. Soviet non-divisional units and airborne units do not receive EW Points.

[21.54] The U.S. 11th Cavalry Regiment receives four EW points every Game-Turn. The U.S. 3rd Armored Division and 4th Mechanized Division receive no EW points during Game-Turns 1 through 3. Thereafter, the 3rd receives ten EW Points per Game-Turn and the 4th receives four EW Points per Game-Turn. The German 2nd Jaeger Division receives four EW Points every Game-Turn. The German 5th Panzer Division receives ten EW Points per Game-Turn. No other NATO units receive EW Points.

[21.55] The Warsaw Pact Player receives 70 Tactical Nuclear Points. The value of any Warsaw Pact TNP's committed to a hex occupied by a U.S. unit (only) west of hexrow xx27 is *halved* (rounded down) if the attack is resolved on Game-Turn 2, 3 or 4. Thus, if eight TNP's were committed to hex 1114 on Game-Turn 2, the attack would be resolved on the 4-1 column of the Combat Results Table (instead of the 8-1 column). Any Warsaw Pact attack plotted against such U.S. units on Game-Turn 4 or after is resolved normally.

[21.56] The NATO Player receives 40 Tactical Nuclear Points.

[21.6] SPECIAL U.S. MOVEMENT AND COMBAT RESTRICTIONS

All U.S. units are subject to special movement and combat restrictions during Game-Turns 1 through 3 (inclusive). At the beginning of Game-Turn 4 and thereafter, the restrictions of these Cases do not apply. **Exception:** The fourteen units of the U.S. 11th Cavalry Regiment are not subject to these restrictions.

[21.61] No U.S. unit may expend Operation Points in any manner. No U.S. artillery or attack helicopter unit may support a combat. If attacked, a U.S. unit may retreat (under the normal retreat restrictions).

[21.62] If attacked, a U.S. unit defends with its Overrun Strength, regardless of how the attack is resolved. The Warsaw Pact Player receives a shift of one column to the right on the Combat Results Table when attacking any U.S. unit.

[21.63] The Friction Point level of a U.S. unit may not be reduced during the Friction Point Removal Segment.

[21.7] VICTORY CONDITIONS

Victory is determined by the number of Victory Points (VP's) the Warsaw Pact Player possesses at the end of Game-Turn 9. The NATO Player does not earn Victory Points. The Warsaw Pact Player earns Victory Points for exiting Soviet units off the west or south edge of the Game-map, for occupying objective hexes, and for destroying NATO units.

[21.71] A Soviet unit may be exited off the map from any road or Autobahn hex on the west edge of the game-map (excluding 3901) or the south edge, west of hex 0111. (**Exception:** See 17.44.). When a Soviet unit is exited, the Warsaw Pact Player immediately determines how many Victory Points he receives for doing so, in accordance with 21.72. Once the Warsaw Pact Player earns VP's for exiting units those VP's may never be lost.

[21.72] When the Warsaw Pact Player exits a unit he subtracts the number of FP's the unit currently possesses (including the FP the unit gains for expending Operation Points to exit the map) from the unit's Attack Strength. If this number is zero or less, the Warsaw Pact Player receives one VP for exiting the unit *only*. If the number is greater than zero, and the unit exited from an Autobahn hex, he receives this number of VP's. If the unit exited from a road hex, he receives half this number of VP's (rounded up).

[21.73] In order for the Warsaw Pact Player to occupy an objective hex, a Soviet unit must be in the hex at the end of the game. If no units are in an ob-

jective hex at this time, the hex is considered NATO occupied. VP's for occupying objective hexes are earned as follows:

Hex 2220: 3 VP's
Hex 1125: 3 VP's
Hex 1819: 3 VP's
Hex 1509: 5 VP's
Hex 2718: 3 VP's
Hex 2901: 5 VP's
Hex 1114: 8 VP's
Hex 1409: 6 VP's
Hex 3513: 5 VP's
Hex 1306: 5 VP's
Hex 3737: 5 VP's
Hex 2621: 6 VP's

[21.74] The Warsaw Pact Player receives *two* VP's for the destruction of each NATO unit, with the following exceptions — the destruction of each armored cavalry and armor unit of the U.S. 11th Cavalry Regiment, and each motorized infantry unit of the German 16th HSK Brigade is worth *one* VP. The Warsaw Pact Player receives no VP's for the destruction of hidden territorial units. The Warsaw Pact Player does not lose VP's for the destruction of Soviet units.

[21.8] LEVELS OF VICTORY

After the Warsaw Pact VP total has been calculated in accordance with 21.7, the Levels of Victory are consulted to determine which Player has won, and the Level of Victory he has achieved.

Warsaw Pact Strategic Victory: 130 or more VP's
Warsaw Pact Operational Victory: 105 to 129 VP's
Warsaw Pact Tactical Victory: 85 to 104 VP's
NATO Tactical Victory: 65 to 84 VP's
NATO Operational Victory: 40 to 64 VP's
NATO Strategic Victory: 39 or fewer VP's

**Fifth Corps
Design Credits**

Game Design: **James F. Dunnigan**
Physical Systems and Graphics:

Redmond A. Simonsen

Game Development: **John H. Butterfield**

Research: **Charles Kamps**

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Production:

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**[5.5] OPERATION POINT
COST CHART**

Terrain Type	Operation Point Cost to Enter or Cross
Flat	1
Woods	+ 2 (see note 1)
Broken	2
Rough	4
Marsh	7
Town	Other terrain (see note 2)
City	NATO Player: 1 Warsaw Pact Player: 2 (see note 3)
River	NATO Player: + 5 Warsaw Pact Player: + 3 (see note 4)
Access Hexside	1 (see note 5)
Road	½ (see note 6)
Autobahn	½
Other Activity or Status	
Unit on FP side	+ 1 per hex entered or attack declared (see 5.12)
Unit with 5 FP's	No operations allowed
Prepared Attack	6
Hasty Attack	3
March Attack	2
Leave ZOC	+ 6 (see 6.2)

Notes:

1. The Operation Point cost for entering a hex containing woods is in addition to the other terrain in the hex (flat, broken or rough).
2. If a unit defending in combat occupies a town hex, a one column shift to the left is applied to the Combat Results Table.
3. The Soviet Operation Point cost is for entering a city hex in West Germany and is not negated by the presence of a road, access hexside or Autobahn. When moving into a city hex in a Warsaw Pact country, the Warsaw Pact Player pays the NATO Operation Point cost (which may be negated by the presence of a road or Autobahn).
4. This cost is not applied if the river hexside is traversed by a bridge. The Operation Point cost to cross an unbridged river hexside is in addition to the cost of the terrain in the hex entered. Also see 5.34. A unit attacked through a river hexside receives a variable number of column shifts in its favor (see the Combat Results Table).
5. A unit entering a hex through an access hexside pays one Operation Point only, regardless of the terrain in the hex entered. This bonus may not be used if the hex being moved into is occupied by another Friendly unit.
6. A unit moving along a road ignores other terrain, paying only ½ Operation Point for each hex entered. However, see 5.32.

**[7.4] FRICTION POINT
AVERAGE TABLE**

FP Level of unit in hex	FP Level of Unit Being Moved					
	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: The FP level of the unit(s) that has just been moved, or has just been retreated or advanced after combat is cross-referenced with the FP level of the unit(s) in the hex the moving unit has entered, to yield a new FP level for all the units. This Table is not used for artillery units and attack helicopter units.

[17.5] AIRDROP TABLE

DIE	1	2	3	4	5	6	7
FP's Gained	0	1	1	1	2	2	3

Modifiers to the die result:

- + 1 if drop hex contains broken terrain
- + 3 if drop hex contains rough terrain
- + 1 if drop hex contains a town
- + 2 if drop hex contains woods
- + 1 if drop hex has a river hexside
- + 1 if neither Player has air superiority (see 17.33)

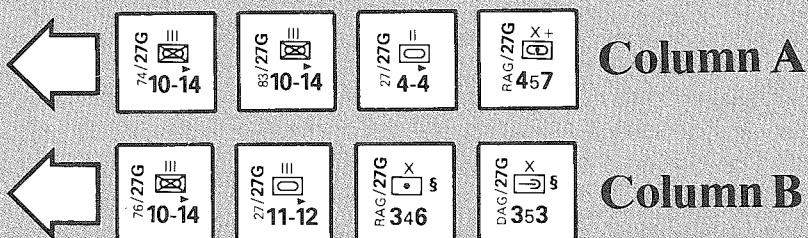
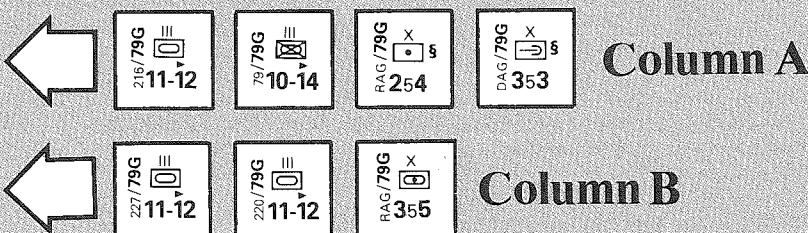
All modifiers are cumulative. Treat modified die results higher than "7" as "7." See 17.3 for explanation of use.

[10.7] AIRPOWER TABLE**DIE Result**

0	Warsaw Pact Superiority
1	NATO Superiority
2	No Superiority
3	Warsaw Pact Superiority
4	Warsaw Pact Superiority
5	NATO Superiority
6	Ground Fog; NATO Superiority*
7	Ground Fog; No Superiority

Procedure: During the Airpower Segment, the NATO Player rolls the die and refers to this Table. If an A.M. Game-Turn is in effect, one is *added* to the die result; if a P.M. Game-Turn is in effect, one is *subtracted* from the die result. The modified die result will indicate which Player (if any) has air superiority this Game-Turn. If an A.M. Game-Turn is in effect, an additional result of ground fog is possible (see 10.66).

* = The NATO Player has air superiority, but only receives one third the number of Air Points normally assigned to him by the scenario instructions.

[12.3] WARSAW PACT MARCH ORDER DIAGRAMS**Soviet Motorized Rifle Division March Order****Soviet Tank Division March Order****[8.6] COMBAT RESULTS TABLE****Defender's Terrain****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			
<i>Rough/Woods</i>	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		
<i>Rough, Marsh Broken/Woods</i>	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	
<i>Broken, Flat/Woods</i>	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
<i>Flat</i>		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

Attack Type**DIE RESULTS****Prepared****Hasty March**

Prepared	Hasty	March	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
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

How to use this Table:

The Attacker locates the determined Combat Ratio in the row corresponding to the predominant terrain in the defending unit's hex. He then rolls the die, cross-referencing the result in the proper attack type column with the ratio 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, the FP's the Defender gains. These results are applied immediately. See 8.5 for details. - = Die roll does not apply.

Combat Modifiers (column shifts):

If the Defending unit occupies a hex containing a town, shift *one* column to the *left*.

If all the Attacking units are separated from the Defending unit by river hexsides (bridged or unbridged), shift *four* columns to the *left*. If at least one but not all the units are attacking through a river hexside, shift *two* columns to the *left*. **Exception:** If an engineer unit is among the Attacking

units, shift *one* column to the *left only*, regardless of how many units are attacking through river hexsides. The location of attacking artillery units is not considered when calculating river hexside column shifts.

If an engineer unit is among the units attacking Enemy units in a city hex, the attack is resolved on the *rough* row of the Combat Results Table instead of on the city row of the table.

If all six hexes adjacent to the Defending unit are Enemy-occupied or controlled, shift *one* column to the *right*. This shift is not applied if the Defending unit occupies a city hex.

If a multi-hex attack is conducted (see 8.33), shift *one* column to the *right* for *each* hex (in excess of one) containing adjacent attacking units.

If an overrun attack has been declared and ground fog is in effect or smoke has been projected, shift *one* column to the *right* (see 8.72).

See the specific scenario instructions for column shifts applied when using chemicals.

Quantity of Sections of this identical type: 1. Quantity of Sections (all types) in game: 1.

Quantity of Sections of this identical type: 1. Quantity of Sections (all types) in game: 1.

U.S.

WEST GERMAN
TERRITORIAL

WEST GERMANSOVIET

FRICITION POINT MARKERS

WEST GERMAN
TERRITORIAL

WEST GERMANSOVIET

Fifth Corps Counter Section Nr. 1 (200 pieces): Front

Quantity of Sections of this identical type: 1. Quantity of Sections (all types) in game: 1.

A/1/11C	B/1/11C	C/1/11C	D/1/11C	E/2/11C	F/2/11C	G/2/11C	I/3/11C	K/3/11C	L/3/11C	3/12/3A	47
D/1/11C	H/2/11C	M/3/11C	3/32/3A	3/32/3A	2/32/3A	1/32/3A	1/33/3A	2/33/3A	3/33/3A	6/32/4	46

U.S.

2/5/41	2/36/3A	3/36/3A	1/48/3A	2/10/4	2/48/3A	2/6/3A	2/27/3A	HOW/11C	2/20/4	167/16	1-2
1/36/3A	2/36/3A	3/36/3A	1/48/3A	2/10/4	2/48/3A	2/6/3A	2/27/3A	503/3A	3803	163/16	1-2

WEST GERMAN TERRITORIAL

143/5P	144/5P	146/5P	163/5P	154/5P	166/5P	134/5P	136/5P	54/2J	56/2J	145/5P	353
131/5P	133/5P	142/5P	152/5P	61/2J	63/2J	132/5P	82/2J	135/5P	145/5P	145/5P	353

WEST GERMAN

20/20G	39/39G	57/57G	27/27G	27/79G	220/79G	227/79G	54/7G	55/7G	56/7G	11-12	11-12
23/9	96/9	108/9	40/11G	44/11G	45/11G	20/20G	39/39G	57/57G	27/27G	4-4	4-4

SOVIET

1/393/103	1/688/103	2/393/103	2/583/103	3/393/103	2/688/103	3/688/103	3/583/103	2/688/103	3/688/103	X+ 446	446
346	346	346	254	254	254	254	254	254	254	X+ 585	585

1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1

FRICION POINT MARKERS

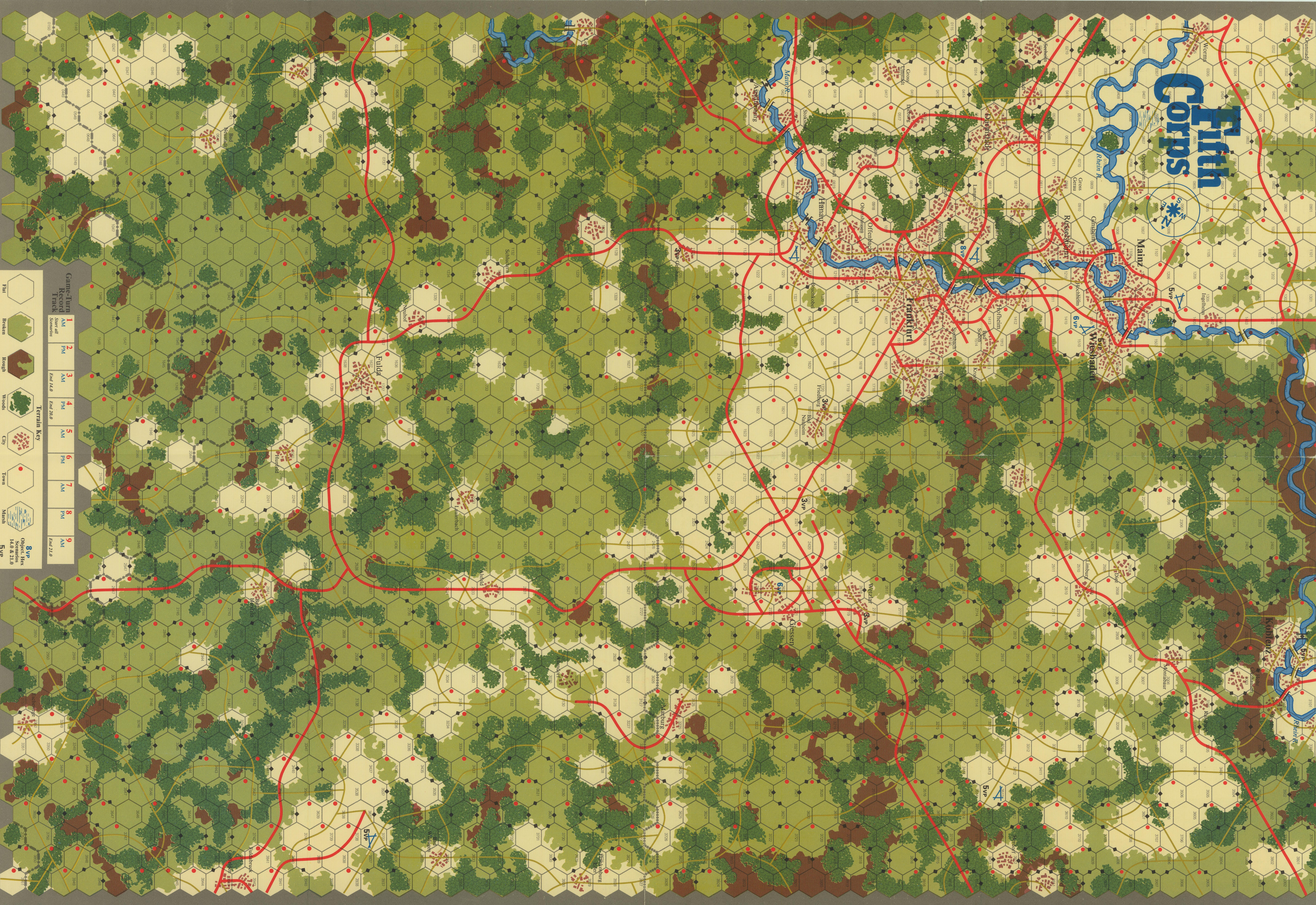
162/16	1	1	1	1	1	1	1	1	1	3	3
164/16	3	3	3	3	3	3	3	3	3	3	3

7307	555	3	3	3	3	3	3	3	3	3	3
165/5P	55/2J	3	3	3	3	3	3	3	3	3	3

55/20G	112/39G	57/20G	74/27G	117/39G	120/39G	57/57G	172/57G	174/57G	10-14	10-14	10-14
76/27G	83/27G	79/79G	23/7G	27/11G	39/8GA	57/8GA	57/8GA	27/10GA	3203	3203	3203

DAG/20G	DAG/39G	DAG/57G	DAG/79G	DAG/96/79G	DAG/11G	DAG/27G	DAG/8GA	120/10GA	0-1	0-1	0-1
L/8GA	X+ 666	X+ 457	X+ 457	X+ 457	X+ 355	X+ 355	X+ 355	X+ 355	X+ 355	X+ 355	X+ 355

[illegible]



Fifth Corps



1 AM
Game Turn
Record
Track
Scenario

2 PM
End 14.0

3 AM
End 14.0

4 PM
End 20.0

5 AM

6 PM

7 AM

8 PM

9 AM
End 21.0

Flat

Broken

Rough

Woods

City

Marsh

Object Hex
Scenarios
14.0 & 21.0

Autobahn

Road

Airfield

River

Bridge

Border

Access Hexile
21.0 only