

2nd Ed. STANDARD RULES (AS OF AUGUST 81)

for

THE

CENTRAL FRONT

SERIES

Game System
including

Fifth Corps • Hof Gap • BAOR

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- | | |
|--|--|
| 1.0 INTRODUCTION | 10.2 Tracing Supply Lines |
| 2.0 HOW TO PLAY THE GAME | 10.3 Warsaw Pact Supply |
| 3.0 GAME EQUIPMENT | 11.0 ARTILLERY |
| 3.1 The Game Map | 11.1 Direct Fire |
| 3.2 Game Charts and Tables | 11.2 Indirect Fire |
| 3.3 The Playing Pieces | 11.3 Artillery and Friction Points |
| 3.4 How to Read the Units | 11.4 Chemicals and Smoke |
| 4.0 SEQUENCE OF PLAY | 11.5 Counterbattery Fire |
| 5.0 MOVEMENT | 11.6 Rocket Artillery |
| 5.1 How to Move Units | 12.0 ATTACK HELICOPTERS |
| 5.2 Movement Restrictions | 12.1 Helicopters and Combat |
| 5.3 Effects of Terrain on Movement | 12.2 Helicopters and FP's |
| 5.4 Entering and Exiting the Game Map | 13.0 AIRMOBILE OPERATIONS |
| 5.5 Operation Point Cost Chart | 13.1 Converting Units to Airmobile Status |
| 6.0 ZONES OF CONTROL | 13.2 Air Defense Fire |
| 6.1 Effects of Zones of Control | 13.3 Special Rules for Airmobile Units |
| 6.2 Exiting Enemy-Controlled Hexes | 14.0 AIR POWER |
| 7.0 STACKING | 14.1 Air Superiority |
| 7.1 Stacking Restrictions | 14.2 Air Interdiction |
| 7.2 Stacking and Movement | 14.3 Ground Fog |
| 7.3 Stacking and Friction Points | 14.4 Air Power Table |
| 7.4 Friction Point Average Table | 15.0 AIRBORNE UNITS |
| 8.0 COMBAT | 15.1 When Airborne Units Are Placed |
| 8.1 Declaring Combat | 15.2 Drop Hex Restrictions |
| 8.2 Which Units May Attack | 15.3 How to Use the Airdrop Table |
| 8.3 Multiple Unit and Multi-Hex Combat | 15.4 Restrictions on Airborne Units |
| 8.4 Combat Modifiers | 15.5 Airheads and Airborne/Airmobile Supply |
| 8.5 Combat Resolution | 15.6 Airdrop Table |
| 8.6 Combat Results Table | 16.0 ENGINEERS, RIVERS AND BRIDGES |
| 8.7 Mobile Combat | 16.1 Bridge Demolition |
| 8.8 Retreats | 16.2 Engineers and River Crossings |
| 8.9 Advance After Combat | 17.0 REINFORCEMENTS |
| 9.0 FRICTION POINTS | 17.1 How Reinforcements Enter the Map |
| 9.1 Maximum FP Levels | 17.2 Warsaw Pact March Order |
| 9.2 How FP's Are Gained | 17.3 Warsaw Pact March Order Diagrams |
| 9.3 How FP's Are Removed | 18.0 ELECTRONIC WARFARE |
| 9.4 Recording FP's | 18.1 Assignment and Use of Electronic Warfare Points |
| 9.5 Effects of FP's on Movement and Combat | 18.2 Conducting Electronic Warfare (EW) |
| 10.0 SUPPLY | 18.3 Electronic Warfare Point Chart |
| 10.1 Line of Supply | |

REMOVING THE RULES FROM THIS ISSUE

Open the magazine to the center, bend the staples, lift out the rules, and close the staples.

[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.

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

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

GAME TERMS

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

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

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

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

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

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

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

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

Operation Point Allowance: The maximum number of Operation Points that may be expended when moving and conducting attacks with a particular unit during a Player Phase.

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

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

Unit Size: The unit size is a standard military symbol: I = Company, II = Battalion, III = Regiment, X = Brigade. **Note:** A brigade is considered smaller than a regiment.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

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

[3.2] GAME CHARTS AND TABLES

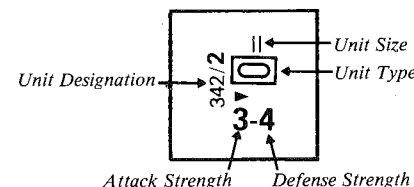
Various visual aids are provided in order to simplify and illustrate certain game functions. These are the Operation Point Cost Chart, the Friction Point Average Chart, the Combat Results Table, the Airpower Table, and the Warsaw Pact March Order Diagrams.

[3.3] THE PLAYING PIECES

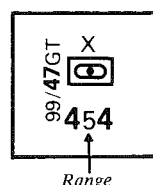
The cardboard pieces (called "units") represent the military units that could take part in the actual battles. The numbers and symbols on the pieces represent the Attack Strength, Defense Strength, Mobile Combat Strength, and the type of unit represented by that piece. The game also includes informational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

[3.4] HOW TO READ THE UNITS

TYPICAL COMBAT UNIT (front)



TYPICAL ARTILLERY UNIT (front)



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

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

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





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

[3.45] Summary of Unit Types

	Mechanized Infantry
	Armor
	Armored Cavalry
	Infantry (non-motorized)
	Motorized Infantry
	Engineer
	Airborne Mech Infantry
	Artillery
	Rocket Artillery
	Self-Propelled Artillery
	Airborne Artillery
	Attack Helicopter

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

[3.46] Summary of Marker Types

Front		Back
	Friction Point	
	Game-Turn	

[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 restrictions 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 is at its maximum FP level). However, a unit may not be moved at all unless it is moved in the owning Player's Initial Player Phase of the Game-Turn.

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

[5.0] MOVEMENT

GENERAL RULE:

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

PROCEDURE:

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

CASES:

[5.1] HOW TO MOVE UNITS

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

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

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

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

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

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

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

[5.2] MOVEMENT RESTRICTIONS

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

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

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

[5.23] A unit that begins a Player Phase in an 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 is at its maximum FP level may not be moved or expend Operation Points in any manner.

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

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

[5.27] 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 $\frac{1}{2}$ of an Operation Point regardless of the terrain in the hex entered or the presence of other Friendly units. Also see 5.12.

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

[5.33] Access Hexsides. A unit moved from a hex to an adjacent hex through a hexside crossed by an access symbol expends one Operation Point, regardless of the hex terrain. If the hex entered is Friendly-occupied, the hex terrain cost must be expended instead. Non-motorized units treat roads and Autobahns as access hexsides.

[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 in addition to the cost of the terrain in the hex being entered. If the river hexside is crossed by a bridge, no Operation Point expenditure to cross the hexside is required. An artillery unit or attack helicopter unit may never cross an unbridged river hexside. (Note that this restriction does not apply to attack helicopters using their *range* in combat.)

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

[5.4] ENTERING AND EXITING THE GAME-MAP

During the course of play, units may enter the map as reinforcements (see 17.0) while other units may exit the map to 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 17.1.

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

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

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

[5.5] OPERATION POINT COST CHART (see charts and tables)

[6.0] ZONES OF CONTROL

GENERAL RULE:

Each unit exerts a *Zone of Control* (ZOC) into all six hexes adjacent to the hex it occupies. (**Exception:** Artillery units, attack helicopter units and

engineer units *never* exert a Zone of Control). A hex into which a unit exerts a ZOC is called a *controlled hex*. Hexes controlled by Friendly units inhibit the movement of Enemy units. Terrain has no effect on Zones of Control (except for city hexes, see 6.15).

CASES:

[6.1] EFFECTS OF ZONES OF CONTROL

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

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

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

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

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

[6.2] EXITING ENEMY-CONTROLLED HEXES

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

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

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

[6.23] If a stack of Friendly units is in an 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.)

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

[7.35] Players should *always* keep track of FP levels of stacked units on an individual basis (see

7.34) if, by averaging, any unit(s) in the stack would exceed its maximum FP level.

[7.4] FRICTION POINT AVERAGE TABLE (see charts and tables)

[8.0] COMBAT

GENERAL RULE:

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

PROCEDURE:

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

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

CASES:

[8.1] DECLARING COMBAT

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

[8.11] When the Phasing Player declares a combat, he states whether it is a prepared, hasty or march attack. Each attack type costs a certain number of Operation Points to conduct (see the Operation Point Cost Chart), and is resolved on a different die result column of the Combat Results Table (8.6).

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

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

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

[8.2] WHICH UNITS MAY ATTACK

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

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

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

[8.3] MULTIPLE UNIT AND MULTI-HEX COMBAT

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

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

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

1. All the attacking units have expended *no* Operation Points thus far in the Player Phase.
3. All the attacking units are eligible to expend Operation Points in the current Player Phase.
4. A *prepared* attack (normal or mobile) must be declared, requiring all the involved non-artillery units to expend six Operations Points to participate in the attack.
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 of the column shifts in the greater's direction will be applied.

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

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

[8.44] NATO Surprise Attack Bonus

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

[8.5] COMBAT RESOLUTION

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

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

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

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

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

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

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

[8.6] COMBAT RESULTS TABLE

(see charts and tables)

[8.7] MOBILE COMBAT

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

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

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

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

[8.8] RETREATS

If the defender incurs an FP gain of two or more as a result of combat, he may choose to 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.

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

[8.82] Retreating is never required; a unit may gain FP's instead (even if this would cause the elimination of the unit). However, a unit may not be retreated and eliminated to 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 Operation Points to enter.

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

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

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

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

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

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

[8.9] ADVANCE AFTER COMBAT

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

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

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

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

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

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

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

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

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

[9.0] FRICTION POINTS (FP's)

COMMENTARY:

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

GENERAL RULE:

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

CASES:

[9.1] MAXIMUM FP LEVELS

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

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

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

All Companies have a maximum FP level of 3.

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

[9.2] HOW FP's ARE GAINED

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

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

[9.22] After any type of attack is resolved, the FP levels of all the involved attacking and defending artillery units (conducting direct or indirect fire) and attack helicopter units are increased by one, regardless of the outcome of the combat. **Exception:** If the defending units in a combat consist solely of artillery and/or attack helicopter units, the FP levels of the units in the hex under attack are not automatically increased.

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

[continued on page 31]

[continued from page 26]

ing indirect fire, but it does apply to attack helicopter units.

[9.3] HOW FP's ARE REMOVED

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

[9.4] RECORDING FP's

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

[9.41] 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.

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

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

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

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

[9.5] EFFECTS OF FP's ON MOVEMENT AND COMBAT

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

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

[9.52] During a Player's Initial Player Phase of the Game-Turn, he may flip over any of his units from their non-FP side to their FP side, without having them expend Operation Points, so they can move in later Player Phases. Any unit so turned gains an FP by being flipped over, of course.

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

[10.0] SUPPLY

GENERAL RULE:

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

CASES:

[10.1] LINE OF SUPPLY

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

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

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

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

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

[10.15] For victory purposes only, supply lines are not considered blocked by airmobile, airborne, and air-landed units and their ZOC's.

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

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

[10.2] WARSAW PACT SUPPLY

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.)

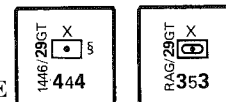
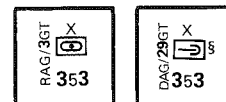
[11.0] ARTILLERY

GENERAL RULE:

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

PROCEDURE:

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



CASES:

[11.1] DIRECT FIRE

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

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

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

[11.13] An artillery unit that is under attack when alone in a hex, or stacked with only artillery or attack helicopter units, and/or when possessing five FP's is considered to have a Defense Strength of 1 (instead of its printed strength). (**Exception:** A self-propelled artillery unit possesses a Defense Strength of 2 in these situations (unless its printed Strength is 1).

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

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

[11.2] INDIRECT FIRE

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

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

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

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

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

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

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

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

[11.3] ARTILLERY AND FRICTION POINTS

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

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

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

[11.33] An artillery unit that currently possesses five FP's may not conduct direct or indirect fire (see 11.4). An artillery unit that currently possesses four FP's may not conduct fire and release chemicals/smoke. Such a unit may perform one, but not both of these functions. It is possible that an FP gain required of an artillery unit for conducting direct fire would cause the unit's elimination, if a combat result it incurred also increased its FP level.

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

[11.4] CHEMICALS AND SMOKE

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

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

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

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

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

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

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

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

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

[11.5] COUNTERBATTERY FIRE

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

1. The Phasing Player declares that a given artillery unit is conducting counterbattery fire, increases its FP level by one (optionally more; see 11.6), and declares the Enemy artillery unit under attack.
2. The Attack Strength of the attacking artillery unit is compared to the Counterbattery Defense Strength of the Enemy artillery unit to determine a combat ratio. The Counterbattery Defense Strength is 1 if the defending artillery unit is soft, or 2 if it is hard.
3. The attacker rolls the die, cross-referencing the die result with the proper ratio column, as if a prepared attack were being conducted in flat terrain, to yield a combat result. Combat results incurred by the attacker are ignored.
4. If the defender's combat result is 1 or greater, the counterbattery fire succeeds (see 11.55).

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

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

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

[11.54] Aside from gaining an FP, an artillery unit is not affected by conducting counterbattery fire. The unit may conduct additional counterbattery

fire, expend Operation Points, and/or conduct normal fire during the Player Phase.

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

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

[11.6] ROCKET ARTILLERY

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

FP's	ATTACK STRENGTH
1	Normal
2	× 2
3	× 3
4	× 4
5	× 5

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

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

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

[12.0] ATTACK HELICOPTERS

GENERAL RULE:

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

[12.1] HELICOPTERS AND COMBAT

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

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

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

[12.14] The restrictions of 11.24 and 11.26 apply to attack helicopters, while 11.23 does not. An attack helicopter may never be used to release chemicals or smoke.

[12.2] HELICOPTERS AND FP's

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

[13.0] AIRMOBILE OPERATIONS

GENERAL RULE:

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

PROCEDURE:

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

CASES:

[13.1] CONVERTING UNITS TO AIRMOBILE STATUS

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

In order to reconvert an airmobile unit to its original unit, move the unit back to the original conversion hex and substitute the original unit for the airmobile. In the case of Warsaw Pact regiments, three airmobile units originating from the same strength mechanized unit must be moved to the conversion hex.

[13.2] AIR DEFENSE FIRE

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

[13.3] SPECIAL RULES FOR AIRMOBILE UNITS

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

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

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

[13.34] Warsaw Pact airmobile units are not subject to the restrictions of Soviet doctrine (see Exclusive Rules), or NATO Surprise Attack Bonus (8.44), unless they are stacked with non-airmobile or non-airborne Warsaw Pact units.

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

[13.36] Airmobile units may not exit the map.

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

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

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

[14.0.0] AIR POWER

GENERAL RULE:

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

CASES:

[14.1] AIR SUPERIORITY

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 who has air superiority (only) may use a certain number of Air Points to aid his units that are involved in combat during the Game-Turn. Results received from the Air Power Table may also cause ground fog to be in effect during a Game-Turn (see 14.3).

[14.11] The number of Air Points that a Player with air superiority receives is listed in the Exclusive Rules and should be jotted down on a separate sheet of paper when they are received. As the Player uses his Air Points, the number of Air Points at his disposal is adjusted.

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

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

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

[14.2] AIR INTERDICTION

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

1. Immediately after determination of Air Superiority (during the Airpower Segment), the Player with Air Superiority may place FP markers (as Air Interdiction markers) of a value from 1 through 4 on any hex not occupied by an Enemy unit.
2. For each individual FP represented, the Player reduces his number of available Air Points for that Game-Turn by one.
3. During the remainder of the Game-Turn, the first Enemy unit or stack of units to enter the hex as a result of movement or combat gains the number of FP's represented by the marker, and the marker is removed from play.
4. Should no Enemy unit enter the hex during the course of the Game-Turn, the marker is removed from play at the end of the Game-Turn.

[14.21] Air Interdiction Placement

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

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

[14.23] Air Interdiction and Reinforcements

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

[14.3] GROUND FOG

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

[14.4] AIRPOWER TABLE

(see charts and tables)

[15.0] AIRBORNE UNITS

GENERAL RULE:

Players receive airborne units as reinforcements as designated by scenarios. Airborne units enter play according to the air drop procedure. Once in play, airborne units may trace supply to an airhead, which may additionally be used as an entry hex for non-airborne Warsaw Pact reinforcements.

PROCEDURE:

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

CASES:

[15.1] WHEN AIRBORNE UNITS ARE PLACED

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

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

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

[15.2] DROP HEX RESTRICTIONS

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

1. A city or rough terrain hex.
2. An Enemy-controlled or Enemy-occupied hex.
3. A Friendly-occupied hex or a hex assigned as a drop hex for another airborne unit.

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

[15.3] HOW TO USE THE AIRDROP TABLE

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

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

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

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

[15.4] RESTRICTIONS ON AIRBORNE UNITS

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

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

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

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

[15.44] Airborne units may never exit from the game-map.

[15.5] AIRHEADS AND AIRBORNE/AIRMOBILE SUPPLY

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

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

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

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

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

[15.6] AIRDROP TABLE
(see charts and tables)**[16.0] ENGINEERS, RIVERS AND BRIDGES**

GENERAL RULE:

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

CASES:

[16.1] BRIDGE DEMOLITION

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

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

[16.12] Each player may make one long range demolition attempt per Game-Turn on each bridge on the map, regardless of whether a Friendly unit is adjacent to it. The player announces during any

part of his player phase that the attempt is being made, and rolls a die. On a die roll of 1 the bridge is destroyed. All other rolls leave the bridge intact.

[16.13] No markers are provided to note a destroyed bridge hexside or failed demolition attempts. Players should keep track of this on a separate piece of paper or use a small coin.

[16.2] ENGINEERS AND RIVER CROSSINGS

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

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

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

[17.0] REINFORCEMENTS

GENERAL RULE:

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

PROCEDURE:

A reinforcement unit may be initially placed in any entry hex listed for it in the reinforcement schedule. All entry hexes contain either a road or Autobahn leading off the map. 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:

[17.1] HOW REINFORCEMENTS ENTER THE MAP

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

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

[17.12] If more than one unit is scheduled to enter in more than one entry hex, they may be placed at

any or all appropriate hexes. (**Exception:** 17.2.) There is no limit to the number of units that may be placed on the map in a single entry hex.

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

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

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

[17.2] WARSAW PACT MARCH ORDER

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

[17.21] Each column of a Warsaw Pact division must be assigned to a separate entry hex by the Warsaw Pact Player. More than one column may be assigned to the same entry hex in a single 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 that are within *eight* hexes of one another (when counting the distance between entry hexes for this purpose, include both entry hexes).

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

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

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

[17.25] Non-divisional units received by the Warsaw Pact Player as reinforcements (those with no boldface division designation) may be "attached" to any divisional columns entering play that Game-Turn. Each such unit is assigned to the end of a column and is entered into play with those units, subject to the restrictions of these Cases. If more than one 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).

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

[17.3] WARSAW PACT MARCH ORDER DIAGRAMS (see charts and tables)

[18.0] ELECTRONIC WARFARE

GENERAL RULE:

Both Players receive a number of Electronic Warfare Points (EWP's) each Game-Turn, according to the Electronic Warfare Chart (19.3). The Phasing Player may use his assigned EWP's to aid his attacks by preventing Enemy use of indirect fire.

CASES:

[18.1] ASSIGNMENT AND USE OF ELECTRONIC WARFARE POINTS

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

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

[18.12] EWP's may not be accumulated. If they are not used during the Phase for which they are assigned, they are lost. Each Player must keep track of his available EWP's on scrap paper.

[18.2] CONDUCTING ELECTRONIC WARFARE (EW)

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

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

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

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

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

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

[18.3] ELECTRONIC WARFARE POINT CHART (see charts and tables)

[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	6
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 at Max 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.

CHARTS & TABLES

[15.6] 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 an airfield
- + 1 if drop hex contains broken terrain
- + 1 if drop hex contains a town
- + 1 if drop hex has a river hexside
- + 1 if neither Player has air superiority
- + 2 if drop hex contains woods

All modifiers are cumulative. Treat modified die results higher than "7" as "7." See 15.3 for explanation of use.

[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	3
1	1	1	2	2	3	3	4
2	1	2	2	3	3	4	4
3	2	2	3	3	4	4	5
4	2	3	3	4	4	5	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.

[14.4] AIRPOWER TABLE

DIE	Result
1	Warsaw Pact Superiority
2	Warsaw Pact Superiority
3	Warsaw Pact Superiority
4	NATO Superiority
5	NATO Superiority*; Ground Fog (AM)
6	No Superiority; Ground Fog (AM)

*If an A.M. Game-Turn is in effect, the NATO Player has Air Superiority, but receives only one third the number of Air Points assigned him by the scenario instructions.

Procedure: During the Airpower Segment, the NATO Player rolls the die and refers to this Table. The die result will indicate which Player (if either) has Air Superiority this Game-Turn. If an A.M. Game-Turn is in effect, an additional result of Ground Fog is possible. **Note:** No roll is ever made for Ground Fog on the first Game-Turn of each scenario, as the first Game-Turn is always considered clear.

[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
<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
<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

Attack Type

DIE RESULTS

Prepared	Hasty	March															
1	-	-	1/1	1/1	1/1	0/1	1/2	1/2	0/2	1/3	0/3	1/4	0/4	0/5	0/5	0/6	0/6
2	1	-	1/0	1/1	1/1	1/1	0/1	0/1	1/2	1/2	0/2	0/3	1/4	0/4	0/5	0/5	1/6
3	2	1	1/0	1/0	1/1	1/1	1/1	0/1	0/1	0/1	1/2	0/2	0/3	1/4	0/4	1/5	0/5
4	3	2	1/0	1/0	1/0	1/1	1/1	1/1	0/1	0/1	1/2	0/2	0/3	0/3	0/4	0/4	0/5
5	4	3	1/0	1/0	1/0	1/0	1/0	1/1	1/1	0/1	0/1	1/2	0/2	0/3	0/3	0/4	0/4
6	5	4	2/0	2/0	1/0	1/0	1/0	1/0	1/1	1/1	0/1	0/1	1/2	0/2	1/3	0/3	0/4
-	6	5	2/0	1/0	1/0	1/0	1/0	1/0	1/0	1/1	1/1	1/1	0/1	1/2	0/2	0/3	0/4
-	-	6	2/0	2/0	2/0	1/0	1/0	1/0	1/0	1/0	0/1	1/1	1/1	0/1	1/2	0/2	1/3

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 a mobile 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.

**CENTRAL
FRONT
SERIES,
VOLUME 2**

Hof Gap

The Nurnberg Pincer

EXCLUSIVE RULES

13.0 INTRODUCTION

- 13.1 How These Rules are Organized
- 13.2 The Hof Gap Game-map
- 13.3 Game Parts Inventory

14.0 MASTER UNIT DEPLOYMENT LIST

- 14.1 NATO Deployment List
- 14.2 Warsaw Pact Deployment List

15.0 SPECIAL MOVEMENT, COMBAT AND AIRPOWER RULES

- 15.1 Soviet Doctrine
- 15.2 NATO Surprise Attack Bonus
- 15.3 NATO Movement Restrictions
- 15.4 Rough Terrain
- 15.5 Warsaw Pact March Order
- 15.6 Warsaw Pact Initial Air Supremacy

16.0 WEST GERMAN TERRITORIAL UNITS

- 16.1 Deploying Static Infantry Units
- 16.2 Properties of Static Infantry Units
- 16.3 Deploying HSK Infantry Units

17.0 ENGINEERS, RIVERS AND BRIDGES

- 17.1 Bridge Demolition
- 17.2 Warsaw Pact Engineers and River Crossings

18.0 ELECTRONIC WARFARE

- 18.1 Assignment and Use of Electronic Warfare Points
- 18.2 Conducting Electronic Warfare (EW)
- 18.3 Electronic Warfare Point Chart

19.0 ARTILLERY COUNTERBATTERY AND INTERDICTION FIRE

- 19.1 Conducting Counterbattery Fire
- 19.2 Effects of Counterbattery Fire
- 19.3 Interdiction by Persistent Chemicals

20.0 SCENARIO: COVERING FORCE

- 20.1 NATO Initial Deployment
- 20.2 NATO Reinforcements
- 20.3 Warsaw Pact Reinforcements
- 20.4 Supply Sources
- 20.5 Air Power and Chemicals
- 20.6 Victory Conditions
- 20.7 Levels of Victory

21.0 WARSAW PACT PRE-EMPTIVE STRIKE

22.0 SPECIAL U.S. RULES

- 22.1 Major US Training Areas (MTA)
- 22.2 US Paralysis
- 22.3 Major Training Area Table

23.0 WARSAW PACT AIRBORNE UNITS

- 23.1 When Airborne Units are Placed
- 23.2 Drop Hex Restrictions

- 23.3 How to Use the Airdrop Table
- 23.4 Restrictions on Airborne Units
- 23.5 East and West German Airborne Infantry
- 23.6 Airheads and Airborne Supply
- 23.7 Airdrop Table

24.0 NUCLEAR WARFARE (OPTIONAL RULE)

- 24.1 Use of Nuclear Weapons
- 24.2 Resolution of Nuclear Attacks
- 24.3 Effects of Nuclear Attacks
- 24.4 NATO Assignment of Nuclear Weapons
- 24.5 Warsaw Pact Assignment of Nuclear Weapons
- 24.6 Nuclear Weapons Charts

25.0 AIRMOBILE OPERATIONS (OPTIONAL RULE)

- 25.1 Units Eligible for Airmobile Operations
- 25.2 Converting Units of Airmobile
- 25.3 Air Defense Fire
- 25.4 Restrictions on Airmobile Units and Airborne Operations

26.0 SCENARIO: VII CORPS

- 26.1 NATO Initial Deployment
- 26.2 NATO Reinforcements
- 26.3 Warsaw Pact Reinforcements
- 26.4 Supply Sources
- 26.5 Air Power and Chemicals
- 26.6 Victory Conditions
- 26.7 Levels of Victory

27.0 SCENARIO: SEVENTH ARMY

- 27.1 NATO Initial Deployment
- 27.2 NATO Reinforcements
- 27.3 Warsaw Pact Reinforcements
- 27.4 Supply Sources
- 27.5 Air Power and Chemicals
- 27.6 NATO Off-Map Movement
- 27.7 Victory Conditions
- 27.8 Levels of Victory

[13.0] INTRODUCTION

GENERAL RULE:

This edition of the *Central Front* series contains three separate scenarios. *Covering Force* simulates

the first 36 hours of combat in the Coburg, Kronach, Hof, and Cheb Gaps, and is played on the eastern half of the *Hof Gap* game-map. *VII Corps* uses the entire game-map, treating the Meiningen approach as well as the action shown in *Covering Force* for the first four days of the next war. The *Seventh Army* scenario allows the Players to join the *Hof Gap* game-map with the *Fifth Corps* game-map and other components of SPI's *Fifth Corps* game in order to represent the entire US front in central West Germany.

The Warsaw Pact Player controls all Soviet, East German and Czech units, while the NATO Player controls all U.S. and West German units. 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 through 19.0 applies to all three scenarios. Additional rules used in the *VII Corps* and *Seventh Army* scenarios are presented in 21.0 through 25.0. *Covering Force* (20.0) is played with the rules in 1.0 through 20.0 only. The *VII Corps* scenario (26.0) uses 1.0 through 26.0 (except 20.0). The *Seventh Army* scenario (27.0) uses 1.0 through 27.0 (except 20.0 and 26.0). All standard rules apply to all scenarios unless specifically excepted. The Exclusive Rules of *Fifth Corps* do not apply at all. Sections 24.0 (Nuclear Warfare) and 25.0 (Airmobile Operation) are optional rules; these are not required to play any scenario but either or both sections may be used at the Player's discretion.

[13.2] THE HOF GAP GAME-MAP

The 22" x 34" *Hof Gap* game-map is map #8 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 *Covering Force* playing area. When playing this scenario, any hex to the west of this line is considered out of play. The dividing line has no effect on play of the *VII Corps* or *Seventh Army* 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.

[13.3] GAME PARTS INVENTORY

One 22" x 34" game-map
One sheet of 400 die-cut playing pieces
One Standard Rules folder
One Exclusive Rules folder
One six-sided die
One game-box

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
Hof Gap
257 Park Avenue South
New York, N.Y. 10010

[14.0] MASTER UNIT DEPLOYMENT LIST

GENERAL RULE:

The following list provides subordination and set-up information for the units used in all three scenarios of *Hof Gap*. Individual unit counters are identified under the heading of the formation to which they belong. NATO units are assigned set-up hexes on the *Hof Gap* or *Fifth Corps* game-map, as noted in the heading for the formation to which the unit belongs. When playing Covering Force or VII Corps, only those units listed in the scenario instructions are used. When playing the Seventh Army scenario, this list supercedes the set-up used in the *Fifth Corps* game. Some special NATO units and NATO reinforcements (marked "see scenario"), and all Warsaw Pact units are given set-up or entry conditions in the individual scenario rules.

CASES:

[14.1] NATO DEPLOYMENT LIST

Designation	Type	Location
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U.S. 1ST ARMORED DIVISION (Hof Gap map):

1/1/1A	Arm Cav	0821
501/1A	Attck Heli	1014
1/94/1A	SP Arty	1222

1st Brigade

1/6/1A	Mech Inf	1712
1/13/1A	Armor	1712
1/51/1A	Mech Inf	1003
1/37/1A	Armor	1014
1/22/1A	SP Arty	1121

2nd Brigade

1/46/1A	Mech Inf	within 1 hex of 1524
1/35/1A	Armor	within 1 hex of 1524
2/37/1A	Armor	within 1 hex of 1524
2/81/1A	Armor	within 1 hex of 1524
6/14/1A	SP Arty	1121

3rd Brigade

1/52/1A	Mech Inf	within 1 hex of 2526
1/54/1A	Mech Inf	within 1 hex of 2526
3/35/1A	Armor	within 1 hex of 2526
2/78/1A	SP Arty	within 1 hex of 2526

U.S. 3RD INFANTRY DIVISION (Hof Gap map):

1/76/3	SP Arty	within 1 hex of 2711
3/7/3	Arm Cav	within 2 hexes of 3615
3/3	Attck Heli	2607
3/63/3	Armor	see scenario

1st Brigade

1/30/3	Mech Inf	within 1 hex of 3615
2/30/3	Mech Inf	within 1 hex of 3615
2/64/3	Armor	within 1 hex of 3615
3/64/3	Armor	within 1 hex of 3615
2/39/3	SP Arty	within 1 hex of 3615

2nd Brigade

1/15/3	Mech Inf	within 1 hex of 2711
1/64/3	Armor	within 1 hex of 2711
2/15/3	Mech Inf	see scenario
1/10/3	SP Arty	within 1 hex of 3615

3rd Brigade

1/4/3	Mech Inf	see scenario
1/7/3	Mech Inf	see scenario
4/64/3	Armor	see scenario
2/41/3	SP Arty	see scenario

U.S. 2ND ARMORED CAVALRY REGIMENT (Hof Gap map):

Air/2C	Attck Heli	1223
1st Squadron		
A/1/2C	Arm Cav	within 12 hexes of 2338

B/1/2C	Arm Cav	within 12 hexes of 2328
C/1/2C	Arm Cav	within 12 hexes of 2338
D/1/2C	Armor	within 12 hexes of 2338
How/1/2C	SP Arty	within 12 hexes of 2338

2nd Squadron

E/2/2C	Arm Cav	within 12 hexes of 2526
F/2/2C	Arm Cav	within 12 hexes of 2526
G/2/2C	Arm Cav	within 12 hexes of 2526
H/2/2C	Armor	within 12 hexes of 2526
How/2/2C	SP Arty	within 12 hexes of 2526

3rd Squadron

1/3/2C	Arm Cav	within 12 hexes of 0944
K/3/2C	Arm Cav	within 12 hexes of 0944
L/3/2C	Arm Cav	within 12 hexes of 0944
M/3/2C	Armor	within 12 hexes of 0944
How/3/2C	SP Arty	within 12 hexes of 0944

U.S. VII CORPS ARTILLERY (Hof Gap map):

72nd Artillery Group

3/35/72	SP Arty	3201
6/10/72	SP Arty	within 1 hex of 2526
1/75/72	SP Arty	within 1 hex of 2526

210th Artillery Group

3/36/210	SP Arty	within 1 hex of 1621
3/37/210	SP Arty	within 1 hex of 1621
3/17/210	SP Arty	within 1 hex of 1621
2/28/210	SP Arty	1013

U.S. 8TH INFANTRY DIVISION

(Fifth Corps map):

3/16/8	SP Arty	within 1 hex of 1409
3/8/8	Arm Cav	see scenario
8/8	Attck Heli	see scenario

1st Brigade

2/28/8	Mech Inf	within 1 hex of 1306
4/69/8	Armor	within 1 hex of 1306
2/87/8	Mech Inf	within 1 hex of 1306
1/2/8	SP Arty	within 1 hex of 1409

2nd Brigade

1/13/8	Mech Inf	within 1 hex of 1409
1/39/8	Mech Inf	within 1 hex of 1409
2/68/8	Armor	within 1 hex of 1409
1/68/8	Armor	within 1 hex of 1409
1/87/8	Mech Inf	within 1 hex of 1409
1/83/8	SP Arty	within 1 hex of 1409

3rd Brigade

2/13/8	Mech Inf	see scenario
3/68/8	Armor	see scenario
5/68/8	Armor	see scenario
2/81/8	SP Arty	see scenario

WEST GERMAN 4TH JAGER DIVISION (part) (Hof Gap map):

42 + / 4J	SP Arty	see scenario
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10th Panzer Grenadier Brigade

101/4J	Mech Inf	within 2 hexes of 0944
102/4J	Mech Inf	within 2 hexes of 0944
103J/4J	Mech Inf	within 2 hexes of 0944
104/4J	Armor	within 2 hexes of 0944
105/4J	SP Arty	within 2 hexes of 0944
106/4J	Armor	within 2 hexes of 0944

12th Panzer Brigade

122/4J	Mech Inf	within 2 hexes of 0436
123/4J	Armor	within 2 hexes of 0436
124/4J	Armor	within 2 hexes of 0436
125/4J	SP Arty	within 2 hexes of 0436
126/4J	Armor	within 2 hexes of 0436

WEST GERMAN 12TH PANZER DIVISION (part) (Hof Gap map):

12/12P	Arm Cav	within 2 hexes of 3207
121 - /12P	SP Arty	within 2 hexes of 3207
122 + /12P	SP Arty	within 2 hexes of 3207

35th Panzer Grenadier Brigade

351/12P	Mech Inf	within 2 hexes of 3609
352/12P	Mech Inf	within 2 hexes of 3609
353J/12P	Mech Inf	within 2 hexes of 3609
354/12P	Armor	within 2 hexes of 3609
355/12P	SP Arty	within 2 hexes of 3609
356/12P	Armor	within 2 hexes of 3609

36th Panzer Brigade

362/12P	Mech Inf	within 2 hexes of 2302
363/12P	Armor	within 2 hexes of 2302
364/12P	Armor	within 2 hexes of 2302
365/12P	SP Arty	within 2 hexes of 2302
366/12P	Armor	within 2 hexes of 2302

WEST GERMAN 17TH HSK TERRITORIAL BRIGADE:

171/17	Mot Inf	see scenario
172/17	Mot Inf	see scenario
173/17	Mot Inf	see scenario
174/17	Mot Inf	see scenario

WEST GERMAN 26TH AIRBORNE BRIGADE:

261/26	AB Inf	see scenario
262/26	AB Inf	see scenario
263/26	AB Inf	see scenario
320/III	AB Arty	see scenario

WEST GERMAN 2ND CORPS AVIATION (Hof Gap map):

2/II	Attck Heli	0321
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Note: The following units are from SPI's *Fifth Corps* game and are only used in the Seventh Army scenario.

U.S. 3RD ARMORED DIVISION (Fifth Corps map):

1/40/3A	SP Arty	1020
3/12/3A	Arm Cav	within 1 hex of 1125
503/3A	Attck Heli	1114

1st Brigade

2/36/3A	Mech Inf	within 1 hex of 2220
3/36/3A	Mech Inf	within 1 hex of 2220
2/33/3A	Armor	within 1 hex of 2220
3/33/3A	Armor	within 1 hex of 2220
2/32/3A	Armor	within 1 hex of 2220
2/3/3A	SP Arty	within 1 hex of 2220

2nd Brigade

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

3rd Brigade

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

U.S. 11TH ARMORED CAVALRY REGIMENT (Fifth Corps map):

How/11C	SP Arty	within 12 hexes of 1738
Air/11C	Attck Heli	1737

1st Squadron

A/1/11C	Arm Cav	within 12 hexes of 1738
B/1/11C	Arm Cav	within 12 hexes of 1738
C/1/11C	Arm Cav	within 12 hexes of 1738
D/1/11C	Armor	

2nd Squadron

E/2/11C	Arm Cav	within 12 hexes of 0340
F/2/11C	Arm Cav	within 12 hexes of 0340
G/2/11C	Arm Cav	within 12 hexes of 0340
H/2/11C	Armor	within 12 hexes of 0340

3rd Squadron

1/3/11C Arm Cav within 12 hexes of 2641
 K/3/11C Arm Cav within 12 hexes of 2641
 L/3/11C Arm Cav within 12 hexes of 2641
 M/3/11C Armor within 12 hexes of 2641

U.S. 41ST ARTILLERY GROUP*(Fifth Corps map):*

2/5/41 SP Arty 1316
 2/75/41 SP Arty 1020
 2/83/41 SP Arty 0613

Note: The four units of the 4th Brigade of the U.S. 4th Infantry Division do not appear in the Seventh Army scenario. As of September 1980, the units have been reassigned and redesignated as part of the 8th Infantry Division, which is included in the *Hof Gap* countermix.

WEST GERMAN 5TH PANZER DIVISION*(Fifth Corps map):*

5/5P Arm Cav within 2 hexes of 2508
 5P Arty within 2 hexes of 2508

13th Panzer Grenadier Brigade

131/5P: Mech Inf within 2 hexes of 2718
 132J/5P Mech Inf within 2 hexes of 2718
 133/5P Mech Inf within 2 hexes of 2718
 134/5P Armor within 2 hexes of 2718
 135/5P SP Arty within 2 hexes of 2718
 136/5P Armor within 2 hexes of 2718

14th Panzer Brigade

142/5P Mech Inf within 2 hexes of 2901
 143/5P Armor within 2 hexes of 2901
 144/5P Armor within 2 hexes of 2901
 145/5P SP Arty within 2 hexes of 2901
 146/5P Armor within 2 hexes of 2901

15th Panzer Brigade

152/5P Mech Inf see scenario
 153/5P Armor see scenario
 154/5P Armor see scenario
 155/5P SP Arty see scenario
 156/5P Armor see scenario

**5TH PANZER GRENADIER BRIGADE,
WEST GERMAN 2ND JAGER DIVISION***(Fifth Corps map):*

51/2J Mech Inf within 2 hexes of 3339
 52J/2J Mech Inf within 2 hexes of 3339
 53/2J Mech Inf within 2 hexes of 3339
 54/2J Armor within 2 hexes of 3339
 55/2J SP Arty within 2 hexes of 3339
 56/2J Armor within 2 hexes of 3339

WEST GERMAN III CORPS AVIATION*(Fifth Corps map):*

3/III Attck Heli 3737

**WEST GERMAN 16TH HSK TERRITORIAL
BRIGADE (Fifth Corps map):**

161/16 Mot Inf see scenario
 162/16 Mot Inf see scenario
 163/16 Mot Inf see scenario
 164/16 Mot Inf see scenario

**[14.2] WARSAW PACT
DEPLOYMENT LIST**

Designation Type

3RD EAST GERMAN ARMY:

5/3 EGA AB Inf
 LR/3 EGA Arty
 Hvy/3 EGA Arty
 4/3 EGA Attck Heli
 11/3 EGA Attck Heli
 3/3 EGA Eng

4th East German Mechanized Division

13/4 Mech Inf
 14/4 Mech Inf
 15/4 Mech Inf
 16/4 Armor
 RAG/4 Arty
 DAG/4 Arty

7th East German Tank Division

25/7 Armor
 26/7 Armor
 27/7 Armor
 28/7 Mech Inf
 RAG/7 Arty
 DAG/7 Arty

11th East German Mechanized Division

41/11 Mech Inf
 42/11 Mech Inf
 43/11 Mech Inf
 44/11 Armor
 RAG/11 Arty
 DAG/11 Arty

1ST CZECH ARMY

LR/1 CZA Arty
 Hvy/1 CZA Arty
 2/1 CZA Attck Heli
 19/1 CZA Attck Heli
 20/1 CZA Attck Heli
 1/1 CZA Eng

1st Czech Tank Division

1/1 Armor
 2/1 Armor
 3/1 Armor
 4/1 Mech Inf
 RAG/1 Arty
 DAG/1 Arty

2nd Czech Mechanized Division

5/2 Mech Inf
 6/2 Mech Inf
 7/2 Mech Inf
 8/2 Armor
 RAG/2 Arty
 DAG/2 Arty

19th Czech Mechanized Division

73/19 Mech Inf
 74/19 Mech Inf
 75/19 Mech Inf
 76/19 Armor
 RAG/19 Arty
 DAG/19 Arty

20th Czech Mechanized Division

77/20 Mech Inf
 78/20 Mech Inf
 79/20 Mech Inf
 80/20 Armor
 RAG/20 Arty
 DAG/20 Arty

SOVIET CENTRAL GROUP OF FORCES (part)

LR/CGF Arty
 Hvy/CGF Arty
 8/CGF Attck Heli
 Prov/CGF Eng

Soviet 6th Guards Tank Division

51G/6G Armor
 52G/6G Armor
 53G/6G Armor
 22G/6G Mech Inf
 RAG/6G Arty
 SP/6G SP Arty
 DAG/6G Rkt Arty

Soviet 18th Guards Motorized Rifle Division

51G/18G Mech Inf
 53G/18G Mech Inf
 58G/18G Mech Inf
 18G/18G Armor
 18G/18G Armor

RAG/18G Arty
 SP/18G SP Arty
 DAG/18G Rkt Arty

Soviet 51st Tank Division

154/51 Armor
 156/51 Armor
 158/51 Armor
 51/51 Mech Inf
 RAG/51 Arty
 SP/51 Arty
 DAG/51 Rkt Arty

SOVIET 13TH ARMY

15/13A Attck Heli
 17/13A Attck Heli
 13/13A Eng

Soviet 23rd Tank Division

3/23 Armor
 39/23 Armor
 135/23 Armor
 56/23 Mech Inf
 RAG/23 Arty
 DAG/23 Rkt Arty

Soviet 15th Guards Motorized Rifle Division

44G/15G Mech Inf
 47G/15G Mech Inf
 50G/15G Mech Inf
 15G/15G Armor
 15G/15G Armor
 RAG/15G Art
 DAG/15G Art

Soviet 17th (Res) Motorized Rifle Division

1312/17 Mech Inf
 1314/17 Mech Inf
 1316/17 Mech Inf
 17/17 Armor
 17/17 Armor
 RAG/17 Arty
 DAG/17 Arty

Soviet 26th Artillery Division

LR1/26 Arty
 LR2/26 Arty
 Hvy1/26 Arty
 Hvy2/26 Arty
 Spec/26 Arty

Soviet 81st Artillery Division

LR1/81 Arty
 LR2/81 Arty
 Hvy1/81 Arty
 Hvy2/81 Arty
 Spec/81 Arty

Note: The following units are from SPI's *Fifth Corps* game and are only used in the Seventh Army scenario.

SOVIET 8TH GUARDS ARMY:

L/8GA Arty
 H/34 Arty
 L/34 Arty
 20/8GA Attck Heli
 39/8GA Attck Heli
 57/8GA Attck Heli
 206/8GA Eng
 27/8GA Eng

Soviet 79th Guards Tank Division

216/79G Armor
 220/79G Armor
 227/79G Armor
 79/79G Mech Inf
 RAG/79G Arty
 RAG/79G SP Arty
 DAG/79G Rkt Arty

Soviet 20th Guards Motorized Rifle Division

55/20G Mech Inf
 57/20G Mech Inf
 60/20G Mech Inf
 20/20G Armor

[15.0] SPECIAL MOVEMENT, COMBAT & AIRPOWER RULES

CASES:

[15.1] SOVIET DOCTRINE

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

[15.12] After conducting a successful overrun, the Warsaw Pact Player may move his units involved in that overrun only if they are moved through the defending unit's hex, according to the restrictions of 8.78.

[15.2] NATO SURPRISE ATTACK BONUS

In any NATO attack in which the defending Warsaw Pact unit is completely surrounded by NATO units, or their Zones of Control, the Attack Strength of all adjacent attacking NATO units is doubled. When conducting an overrun attack, the Overrun Strength is doubled in this situation. This bonus is in addition to column shifts that may be applied for surrounding the defending unit and for conducting a multi-hex attack.

[15.3] NATO MOVEMENT RESTRICTIONS

NATO units may never be moved into any hex of East Germany or Czechoslovakia. NATO units may never be moved into any hex on the east edge of the game map(s), or into any hex adjacent to such a hex.

On the *Hof Gap* game-map, NATO units may not be moved into any hex on the north edge of the map east of hex 3926 (exclusive) or any hex adjacent to such a hex when playing the Covering Force or Seventh Army scenarios. In the VII Corps scenario, this restriction applies east of hex 3921 (exclusive).

[15.4] ROUGH TERRAIN

Six Operation Points (instead of four) must be expended to move a unit into a rough terrain hex on the *Hof Gap* game-map (only). An overrun attack may not be conducted against a unit occupying a rough terrain hex on the *Hof Gap* game-map.

[15.5] WARSAW PACT MARCH ORDER

All provisions of 12.2 apply, modified by the following cases:

[15.51] Both columns of a Warsaw Pact division may be entered into play from the same entry hex. When doing so, every unit of one column must be brought into play before bringing on any units of the second column. The movement penalties incurred for entering additional units in the same entry hex must be adhered to (see 12.0, Procedure).

[15.52] Soviet artillery divisions are not assigned a march order and are not "attached" to the columns of other divisions. The Warsaw Pact Player may enter the units of an artillery division in any order he wishes and need not move them "in column." However, all the units of a single artillery division must enter play from the same entry hex.

[15.6] WARSAW PACT INITIAL AIR SUPREMACY

Prior to the commencement of each scenario, the Warsaw Pact Player rolls one die to determine the extent of his initial air supremacy. The result of this die roll represents the number of Game-Turns (beginning with Game-Turn 1) in which the Warsaw Pact Player automatically possesses air superiority. During Game-Turns of automatic Warsaw Pact superiority, the Airpower Table is not used. (Exception: The Table is consulted on each A.M. Game-Turn, only to determine if ground fog is in effect.)

[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 may be supported by West German artillery and attack helicopter units and 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 FP level of a territorial unit (of either type) may be reduced by one during the Friction Point Removal Segment. 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

In each scenario the NATO Player is provided with a 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 Warsaw Pact 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 Warsaw Pact 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." They may never attack.

[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 are stacked with a static infantry unit when defending in a combat and they 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 toward the application of column shifts when resolving a NATO attack.

[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 unit is never averaged with other units occupying the same hex. Each static infantry unit may possess

20/20G Armor
RAG/20G Arty
RAG/20G SP Arty
DAG/20G Rkt Arty

Soviet 39th Guards Motorized Rifle Division

112/39G Mech Inf
117/39G Mech Inf
120/39G Mech Inf
39/39G Armor
39/39G Armor
RAG/39G Arty
RAG/39G SP Arty
DAG/39G SP Arty

Soviet 57 Guards Motorized Rifle Division

170/57G Mech Inf
172/57G Mech Inf
174/57G Mech Inf
57/57G Armor
57/57G Armor
RAG/57G Arty
RAG/57G SP Arty
DAG/57G Rkt Arty

SOVIET 1ST GUARDS TANK ARMY:

27/1GTA Attkc heli
120/1GTA Eng

Soviet 7th Guards Tank Division

54/7G Armor
55/7G Armor
56/7G Armor
23/7G Mech Inf
RAG/7G Arty
RAG/7G SP Arty
DAG/7G Rkt Arty

Soviet 9th Tank Division

23/9 Armor
95/9 Armor
108/9 Armor
8/9 Mech Inf
RAG/9 Arty
RAG/9 SP Arty
DAG/9 Rkt Arty

Soviet 11th Guards Tank Division

40/11G Armor
44/11G Armor
45/11G Armor
27/11G Mech Inf
RAG/11G Arty
RAG/11G SP Arty
DAG/11G Rkt Arty

Soviet 27th Guards Motorized Rifle Division

74/27G Mech Inf
76/27G Mech Inf
83/27G Mech Inf
27/27G Armor
27/27G Armor
RAG/27G Arty
RAG/27G SP Arty
DAG/27G Rkt Arty

103RD GUARDS AIRBORNE DIVISION, SOVIET FRONT RESERVE:

1/393/103 Abn Mech
2/393/103 Abn Mech
3/393/103 Abn Mech
1/583/103 Abn Mech
2/583/103 Abn Mech
3/583/103 Abn Mech
1/688/103 Abn Mech
2/688/103 Abn Mech
3/688/103 Abn Mech
DAG/103 Abn Arty

from 0 to 4 FP's. When called upon to gain its fifth FP, the unit is destroyed; remove the FP marker from play.

[16.3] DEPLOYING HSK INFANTRY UNITS

Each scenario provides the NATO Player with a certain number of HSK infantry units. Prior to the commencement of Game-Turn 2, the NATO Player may place each such unit in any city hex in West Germany which has not yet been entered by a Warsaw Pact unit, within the restrictions of 15.3. Only one such unit may be placed per hex. If, and only if, there are not enough eligible city hexes in which to place the units, as many units as necessary may enter play from the west map edge, as normal reinforcements. Once placed, each HSK infantry unit may expend Operation Points normally and is considered a normal West German unit for playing purposes.

[17.0] ENGINEERS, RIVERS & BRIDGES

GENERAL RULE:

Engineer units aid the Warsaw Pact Player when conducting attacks across river hexsides and/or into city hexes (see the Combat Results Table). Engineer units also aid the Warsaw Pact Player when moving units across unbridged river hexsides. Both Players may attempt to destroy bridges in West Germany.

CASES:

[17.1] BRIDGE DEMOLITION

Either Player may attempt to destroy any bridge in West Germany during his Initial Player Phase (only) of any Game-Turn. To do so, the Player simply declares which bridges he is attempting to destroy, and rolls the die once for each bridge. For the NATO Player a roll of "1" through "5" indicates that the bridge is destroyed, while a result of "6" leaves the bridge intact. For the Warsaw Pact Player a roll of "1" (only) indicates that the bridge is destroyed, while any other result leaves the bridge intact. (Exception: See 17.12).

[17.11] Either 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.

[17.12] A unit need *not* be adjacent to or in the proximity of a bridge a Player wishes to destroy. However, if the Warsaw Pact Player does have any unit adjacent to a bridge he wishes to destroy, he rolls for the attempt using the same criteria for success as the NATO Player (i.e., a die result of 1 through 5 indicates success).

[17.13] No markers are provided to note a destroyed bridge hexside. The Players should use a marker from another game or a small coin to indicate bridge status. Thus, "heads" or face-up would denote a destroyed bridge, while "tails" or face down would indicate an unsuccessful demolition attempt.

[17.14] A NATO unit may cross a destroyed bridge hexside at a cost of four additional Operation Points instead of five for a normal unbridged hexside. A Warsaw Pact unit expends two additional Operation Points instead of three.

[17.2] WARSAW PACT ENGINEERS AND RIVER CROSSINGS

If a Warsaw Pact engineer unit or a stack containing an 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 being 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 Warsaw Pact unit moved through that hexside in either direction.

[18.0] ELECTRONIC WARFARE

GENERAL RULE:

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

CASES:

[18.1] ASSIGNMENT AND USE OF ELECTRONIC WARFARE POINTS

At the beginning of each Game-Turn, the Electronic Warfare Point Chart is consulted to determine how many EWP's each Player receives that Game-Turn. The number listed represents the number of EWP's the Player receives for his Initial Player Phase and again throughout the rest of the Game-Turn. For example, if the Chart listed 4 EWP's due a Player in a Game-Turn, he would have four EWP's to use during his Initial Player Phase, and four more EWP's to use for the remainder of that Game-Turn.

[18.11] When using the Electronic Warfare Point Chart, the current Game-Turn is cross-referenced with the game-map being used to determine how many EWP's each Player receives. If both game-maps are being used, the results in both columns of the Chart are used. However, EWP's assigned to one game-map may only be used against Enemy units on that game-map.

[18.12] EWP's may not be accumulated. If they are not used during the phase for which they are assigned, they are lost. Each Player must keep track of his available EWP's on a separate paper.

[18.2] CONDUCTING ELECTRONIC WARFARE (EW)

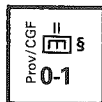
Each EWP may be used by the owning Player to conduct Electronic Warfare whenever he is resolving any type of attack. During Step Two of the Combat Procedure (see 8.0), the attacker declares that he is conducting EW and records the expenditure of one EWP. He then rolls one die. If the NATO Player is conducting the attack, a die result of 1 through 4 indicates the Electronic Warfare is successful. If the Warsaw Pact Player is conducting the attack, a die result of 1 through 3 indicates the Electronic Warfare is successful.

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

[18.22] 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.

[18.23] If a Player conducts EW, he must immediately record the expenditure of one EWP, whether the EW is successful or not.

[18.3] ELECTRONIC WARFARE POINT CHART (see charts and tables)



[19.0] ARTILLERY COUNTERBATTERY & INTERDICTION FIRE

GENERAL RULE:

The Phasing Player may use his artillery units to conduct counterbattery fire against Enemy artillery units. The Warsaw Pact Player (only) may use his artillery units to interdict hexes with persistent chemicals. Any artillery unit that is not in an Enemy-controlled hex (whether stacked or alone) may be used to conduct these functions, if eligible.

CASES:

[19.1] CONDUCTING COUNTERBATTERY FIRE

Any number of Friendly artillery units may conduct counterbattery fire in a Friendly Player Phase, as long as no units have yet expended Operation Points in the Phase. Each artillery unit may conduct counterbattery fire against one Enemy artillery unit within its range. The Phasing Player declares and resolves each counterbattery fire one at a time, as follows:

1. The Phasing Player declares that a given artillery unit is conducting counterbattery fire, increases its FP level by one and declares the Enemy artillery unit under attack.
2. The Attack Strength of the attacking artillery unit is compared to the Counterbattery Defense Strength of the Enemy artillery unit under attack, to determine the combat ratio. The Counterbattery Defense Strength is "1" if the artillery unit is soft, or "2" if the artillery unit is hard (see 3.42).
3. The attacker rolls the die, cross-referencing the die result with the proper ratio column, as if a prepared attack were being conducted in flat terrain, to yield a combat result. Combat results incurred by the attacker are ignored.
4. If the defender's Combat Result is "1" or greater, the counterbattery fire succeeds (see 19.2).

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

[19.12] When resolving counterbattery fire, neither the attacking nor the defending artillery unit gain any benefit from terrain, chemicals, air points, smoke, fog, attack helicopters or other modifiers.

[19.13] No more than one attacking artillery unit and one defending artillery unit may be involved in a single counterbattery fire.

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

[19.15] A single artillery unit may only be attacked by counterbattery fire once per Player Phase.

[19.2] EFFECTS OF COUNTERBATTERY FIRE

An artillery unit that incurs any combat result (except "0") in a counterbattery fire attack may not be used to conduct direct or indirect fire for the duration of the current Player Phase. Furthermore, the artillery unit must satisfy the combat result by FP gain and/or retreat, as in a normal attack. If the artillery unit is hard, it must gain at least one FP; if the artillery unit is soft, it must gain at least two FP's (if the combat result were "2" or greater).

[19.3] INTERDICTION BY PERSISTENT CHEMICALS

A Warsaw Pact artillery unit may interdict one unoccupied hex that is within its range with persistent chemicals. To do so, the Warsaw Pact Player increases the FP level of the artillery unit by one and places an unused FP marker on the declared hex equal in value to the artillery unit's Attack Strength, but not greater than "4." The value of the FP marker — called an interdiction marker when so placed — indicates the number of additional Operation Points which any NATO unit must expend to enter the hex.

[19.31] During the Nuclear Attack Segment of each Game-Turn, the value of each interdiction marker currently on the game-map is reduced by two. Each marker is removed or replaced with another marker, as appropriate. When the interdiction value reaches "0," the hex is no longer considered interdicted.

[19.32] A single artillery unit may interdict only one hex per Friendly Player Phase.

[19.33] Warsaw Pact units are not affected by interdiction markers. The NATO Player may not conduct chemical interdiction.

[19.34] Regardless of how many artillery units conduct chemical interdiction against a single hex, the Operation Point addition for interdiction in that hex cannot exceed "4."

[20.0] SCENARIO: COVERING FORCE

COMMENTARY:

The initial actions of the next war in Europe will pit attacking Warsaw Pact spearheads against NATO covering forces. The covering force in VII Corps is the US 2nd Armored Cavalry Regiment, supported by the West German 4th Jager Division and various territorial units. The covering force will attempt to buy time for the main elements of VII Corps to deploy to their general defense positions. In this scenario, Warsaw Pact forces are postulated to consist of the 1st Czech Army, attacking in two echelons, and an *ad hoc* group of three Soviet divisions from Central Group of Forces which have deployed from north-western Czechoslovakia through southern East Germany. The initial attacking echelons will attempt to sweep the covering force aside, avoiding decisive engagement, in order to penetrate deep into NATO defensive areas while US and West German main forces are disorganized.

GENERAL RULE:

Covering Force is played on the eastern half of the *Hof Gap* game map and takes about five hours to complete. The scenario begins on Game-Turn 1 (an A.M. Game-Turn) and is three Game-Turns long. The Warsaw Pact Player is the First Player on Game-Turn 1 (see 4.0). No Warsaw Pact units begin play on the map.

CASES:

[20.1] NATO INITIAL DEPLOYMENT

The following NATO units are set up in accordance with 14.1. No units may be set up stacked with other units.

All units of the US 2nd Armored Cavalry Regiment;

All units of the West German 10th Panzer Grenadier Brigade & 12th Panzer Brigade (both of 4th Jager Division);

The West German 2/II attack helicopter unit;

Four West German static infantry units (see 16.1).

[20.11] All units of the 3rd Squadron of the US 2nd Armored Cavalry Regiment must be placed within 12 hexes of 2526 (as noted in 14.1), even though this hex is outside the Covering Force playing area. All such units must be placed in hexes within the playing area.

[20.12] Both NATO attack helicopter units are deployed off the Covering Force playing area in their respective set-up hexes. These units may never be moved from their set-up hex and always measure their range (30 hexes each) from their set-up hexes.

[20.2] NATO REINFORCEMENTS

Game-Turn One: (1 unit)

The West German 42 + 4J self-propelled artillery unit enters in hex 0130, 0139 or 0141 during the second NATO Player Phase of Game-Turn One, with one FP already accrued (the unit is flipped over before entering).

Game-Turn Two: (10 units)

All units of the West German 35th Panzer Grenadier Brigade (from the 12th Panzer Division) enter in any road or Autobahn hexes on the west edge of the playing area, south of hex 3027. All units of the West German 17th HSK Brigade are deployed in accordance with 16.3.

[20.3] WARSAW PACT REINFORCEMENTS

All Warsaw Pact units enter play according to the restrictions of 12.0 (especially 12.2) and 15.5. All Soviet units may enter on the north edge of the game-map east of hex 3932 and/or on the east edge north of hex 3151. All Czech units may enter on the east edge south of hex 2450. Warsaw Pact attack helicopter units need not be entered onto the game-map. Instead, they may be placed off-map (which does not require the gain of a Friction Point), where each may support any combat within 20 hexes of a legal entry hex for that unit's nationality.

Game-Turn One: (37 units)

All units of the Czech 2nd and 20th Mechanized Divisions and the six units of the 1st Czech Army;

All units of the Soviet 6th Guards Tank Division and 18th Guards Motorized Rifle Division and the four units of the Central Group of Forces.

Game-Turn Two: (19 units)

All units of the Czech 1st Tank Division and 19th Mechanized Division;

All units of the Soviet 51st Tank Division.

[20.4] SUPPLY SOURCES

[20.41] All West German non-artillery units are automatically considered in supply for the duration of the scenario. All other NATO units may trace supply to any Autobahn or road hex leading off the west edge of the Covering Force playing area. NATO supply may not be traced through any hex of East Germany or Czechoslovakia.

[20.42] All Warsaw Pact non-artillery units are automatically considered in supply for the duration of the scenario. Any road or Autobahn hex on the east edge of the game-map south of hex 2450 may be used as a supply source for Czech artillery units. Any road or Autobahn hex on the north edge of the game-map or on the east edge north of hex 3151 may be used as a supply source for Soviet artillery units.

[20.5] AIR POWER AND CHEMICALS

[20.51] Warsaw Pact initial air supremacy is determined in accordance with 15.6. The Warsaw Pact Player receives six Air Points every Game-

Turn that he has air superiority. The NATO Player receives nine Air Points every Game-Turn that he has air superiority.

[20.52] The Warsaw Pact Player receives three column shifts in his favor when using chemicals throughout the scenario. The NATO Player may not use chemicals at all.

[20.6] 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 VP's. The Warsaw Pact Player earns VP's for exiting certain Warsaw Pact units off the west edge of the playing area and for destroying certain NATO units. He does not lose VP's for the destruction of Warsaw Pact units.

[20.61] A Warsaw Pact unit may be exited off the playing area from any road or Autobahn hex on the west edge of the playing area south of hex 3027.

[20.62] The Warsaw Pact Player earns four VP's for each non-artillery, non-engineer Warsaw Pact unit that exits south of hex 1427. He receives two VP's for each such unit that exits from hex 1827, 2627, or 2927. The Warsaw Pact Player earns VP's for exiting units immediately upon doing so. Once earned, these VP's may never be lost.

[20.63] During Game-Turn 3, the Warsaw Pact Player earns no VP's for exiting any type of unit that possesses five FP's (including the FP the unit must gain for expending Operation Points to exit).

[20.64] The Warsaw Pact Player receives two VP's for the destruction of each West German unit and for the destruction of the US attack helicopter unit. He receives no VP's for the destruction of West German territorial units and US company-sized units.

[20.7] LEVELS OF VICTORY

After the Warsaw Pact VP total has been calculated in accordance with 20.6, the Levels of Victory are consulted to determine which player has won, and the Level of Victory he has achieved.

Warsaw Pact Strategic Victory: 71 or more VP's

Warsaw Pact Operational Victory: 51 to 70 VP's

Warsaw Pact Tactical Victory: 41 to 50 VP's

NATO Tactical Victory: 31 to 40 VP's

NATO Operational Victory: 16 to 30 VP's

NATO Strategic Victory: 15 or fewer VP's

[21.0] WARSAW PACT PRE-EMPTIVE AIR STRIKE

GENERAL RULE:

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

PROCEDURE:

The Warsaw Pact Player chooses the appropriate number of hex groups anywhere on the game-map(s) by declaring the hex number of each target hex. Hex groups may not be chosen so that a single hex is in more than one group (they may not overlap). The Warsaw Pact Player then rolls the die once for each NATO unit that occupies a hex within a hex group. The die result represents the number of FP's that unit immediately gains (no retreating is allowed). If a "6" is rolled for any

unit, the unit is destroyed and removed from the game. FP's gained by a unit as a result of the pre-emptive strike may be removed normally, beginning with the Friction Point Removal Segment of Game-Turn 2. The pre-emptive strike does not require the expenditure of Warsaw Pact Air Points and is not considered nuclear warfare.

[22.0] SPECIAL U.S. RULES

CASES:

[22.1] MAJOR US TRAINING AREAS (MTA)

Before the NATO Player sets up his units at the beginning of the game, he uses the MTA Table (22.4) to determine which US brigade is currently at an MTA. If the VII Corps scenario is being played, he rolls one die and cross-references the die result with the first column of the Table; the second column is not used. If the Seventh Army scenario is being played, he rolls one die to determine which column to refer to (as noted across the top of the table) and then rolls the die again to locate the result in the appropriate column. In both cases, the result indicates which US brigade is at MTA.

[22.11] After determining which brigade is in MTA, the NATO Player consults 14.1 and places all units listed for that brigade as follows:

1. All units except mechanized infantry battalions are placed within two hexes of hex 1238 on the *Hof Gap* map.
2. All mechanized infantry units enter play as reinforcements during the initial NATO Player Phase of Game-Turn 1 on the south edge of the *Hof Gap* map, west of hex 0142. Each such unit may expend only six Operation Points during its phase of entry.

[22.12] All units in a brigade at MTA are exempt from the restrictions of 22.2, and are ignored when mentioned in scenario deployment or reinforcement schedules.

[22.2] US PARALYSIS

All US 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 following units are not subject to these restrictions (if in play): all units of the 11th Cavalry Regiment, all units of the 2nd Cavalry Regiment, the 2/15/3 mechanized infantry battalion, the 2/41/3 self-propelled artillery battalion, and any units at MTA (see 22.1).

[22.21] No US unit may expend Operation Points in any manner. No US artillery or attack helicopter units may support a combat. If a US unit is actually attacked, it may retreat (under the normal retreat restrictions), and is released from the restrictions of this case.

[22.22] Each US unit must use its Overrun Strength in all combat situations, regardless of how the attack is resolved.

[22.23] The Friction Point level of a US unit may be reduced normally, during the Friction Point Removal Segment.

[22.24] Until released from these restrictions, a US artillery unit may not be attacked by counter-battery fire.

[22.3] MAJOR TRAINING AREA TABLE (see charts and tables)

[23.0] WARSAW PACT 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. Once in play, airborne units may trace supply to an airhead, which, under certain circumstances may additionally be used as an entry hex for non-airborne Warsaw Pact reinforcements.

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:

[23.1] 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 23.33).

[23.11] 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.

[23.12] Airborne units must be placed in drop hexes before any Warsaw Pact 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 another Warsaw Pact unit or bringing normal reinforcements into play.

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

[23.2] DROP HEX RESTRICTIONS

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

1. A city or rough terrain hex;
2. A hex that is Enemy-occupied or controlled (**Exception:** See 23.21);
3. A hex that is Friendly-occupied or assigned as a drop hex for another airborne unit.

[23.21] 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.

[23.22] Any hex not listed in the above restrictions may be used as a drop hex, but, depending on the terrain in the hex, may increase the FP gain that is required as a result of the airdrop procedure (see 23.3).

[23.3] HOW TO USE THE AIRDROP TABLE

After placing his airborne units, the Warsaw Pact Player consults the Airdrop Table (23.7). 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.

[23.31] 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.

[23.32] 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 23.4).

[23.33] 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.

[23.4] 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 that Player Phase, the airborne unit gains an FP (shown by flipping the unit over), whether it expended Operation Points or not.

[23.41] Airborne units are not subject to the restrictions of Soviet Doctrine (15.1), and the NATO Player may not receive the surprise attack bonus (15.2) against an airborne unit, unless the unit happens to be stacked with a non-airborne Warsaw Pact unit.

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

[23.43] Airborne units may not exit the game map.

[23.5] EAST AND WEST GERMAN AIRBORNE INFANTRY

The East German airborne infantry unit (5/3EGA) is non-motorized. When this unit is being moved, all road and Autobahn hexsides are treated as access hexsides. Furthermore, the unit possesses a Zone of Control like that of a company-sized unit (see 6.24). Although not eligible for airborne operations, West German airborne infantry units are also subject to the above restrictions.

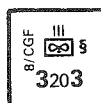
[23.6] AIRHEADS AND AIRBORNE SUPPLY

Any airfield hex that is occupied by a Warsaw Pact unit, or was once occupied by a Warsaw Pact unit and has not since been occupied or controlled by a NATO unit, is considered a Warsaw Pact airhead. During each Game-Turn that the Warsaw Pact Player possesses air superiority (only), an airhead is considered operative, and may be used as a supply source for airborne units and as an entry hex for either one non-airborne motorized rifle or artillery unit.

[23.61] All non-artillery airborne units are automatically in supply for the first four Game-Turns in which they are in play. The Warsaw Pact Player must record each airborne unit's Game-Turn of entry on a separate sheet of paper, so that the Game-Turn of automatic supply expiration is noted. An airborne artillery unit is never automatically in supply; a supply line must be traced to a valid supply source for such a unit to be considered in supply.

[23.62] An airborne unit may trace a line of supply to any valid supply source (as listed in the scenario instructions) or to an operative Warsaw Pact airhead.

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



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

[23.65] An air-delivered reinforcement unit is never considered automatically in supply, regardless of the Game-Turn in which it enters. A line of supply must be traced for such a unit to a valid supply source. Operative airheads may be used to supply up to two air-delivered reinforcement units per Game-Turn (in addition to any number of airborne units). Regardless of how many airheads the Warsaw Pact Player controls, no more than two air-delivered units may use them as supply sources in a single Game-Turn.

[23.7] AIRDROP TABLE (see charts and tables)

[24.0] NUCLEAR WARFARE (Optional Rule)

GENERAL RULE:

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

PROCEDURE:

The number of nuclear weapons available to each Player for the duration of the game, the strength of each, and the method of their employment is listed in the Nuclear Weapons Charts (24.6). As a Player uses his available weapons, he notes their expenditure on a separate sheet of paper. Each chart lists the weapons available to a Player per map. Thus, if the Seventh Army scenario is being played, each Player may use the listed number of weapons on each mapsheet.

CASES:

[24.1] USE OF NUCLEAR WEAPONS

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

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

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

[24.13] Certain types of nuclear weapons may be employed by more than one method. The owning Player may use any or all methods listed.

[24.2] RESOLUTION OF NUCLEAR ATTACKS

Each nuclear weapon is assigned an Attack Strength on the Nuclear Weapons Chart. To resolve a nuclear attack, the strength of the weapon is compared to the Nuclear Defense Strength of the unit under attack. The strength is 1 if the unit is soft, or 2 if the unit is hard. The comparison, stated as a ratio, is located on the Combat Results Table as if a prepared attack were being conducted in flat terrain (regardless of the terrain actually in the hex the unit occupies). The die is then rolled and the defender's combat result is applied to the unit under attack. The attacker's combat result is ignored.

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

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

[24.3] EFFECTS OF NUCLEAR ATTACKS

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

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

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

[24.34] The Operation Point cost for entering a hex subjected to a nuclear attack is doubled for the entire Game-Turn in which the attack is resolved. The Players may use a marker of their devising to note such hexes.

[24.4] NATO ASSIGNMENT OF NUCLEAR WEAPONS

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

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

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

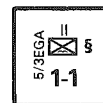
[24.43] The NATO Player may plot as many attacks as he wishes, up to the limit provided by his Nuclear Weapons Chart.

[24.5] WARSAW PACT ASSIGNMENT OF NUCLEAR WEAPONS

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

[24.6] NUCLEAR WEAPONS CHARTS (see charts and tables)

[25.0] AIRMOBILE OPERATIONS (Optional Rule)



GENERAL RULE:

Both Players possess certain units that are considered airmobile or convertible to airmobile. An airmobile unit may be "flown" from one hex to another by transport helicopters (which are not represented by counters). Every attack helicopter unit in the game is considered to include sufficient transport helicopters to transport one airmobile unit per Friendly Player Phase. A Player may move airmobile units in this manner only during Game-Turns in which he possesses air superiority.

PROCEDURE:

During the Friendly Player Phase, each attack helicopter unit may transport one airmobile unit a number of hexes up to the limit of the helicopter unit's range allowance. This range is counted from the hex occupied by the helicopter unit (exclusive) to the hex occupied by the airmobile unit to be transported (inclusive) and then to the destination hex of the airmobile unit (inclusive). The Phasing Player must actually trace this range on the map as a "flight path"; if the path passes through an Enemy-occupied or controlled hex, the airmobile unit and the helicopter are subjected to Enemy air defense fire (see 25.3). After the Phasing Player has completed this move, the helicopter unit immediately gains an FP.

CASES:

[25.1] UNITS ELIGIBLE FOR AIRMOBILE OPERATIONS

West German (1-4) airborne infantry and (1-1) airborne artillery units and the East German (1-1) airborne infantry unit are always eligible for airmobile operations. The following units may take part in airmobile operations after being converted (see 25.2): US 2-8 mechanized infantry units; West German 1-3 and 2-4 mechanized infantry units; East German 6-8 mechanized infantry units; Czech 6-7 mechanized infantry units; Soviet 10-14 and 7-9 mechanized infantry units, and 2-3 or 3-4 airborne infantry units. A unit is not eligible for airmobile operations during the Player Phase in which it enters play as a reinforcement.

[25.2] CONVERTING UNITS TO AIRMOBILE

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

In order to reconvert an airmobile unit to its original unit, simply move the unit back to the original conversion hex and substitute the original unit for the airmobile unit. In the case of Warsaw Pact regiment units, three airmobile units from the same strength mechanized unit must be moved to the conversion hex (e.g., if the original unit was a 10-14, airmobile substitute counters from a 7-9 could not be reconverted to a 10-14).

[25.3] AIR DEFENSE FIRE

When an airmobile unit is being transported to its destination hex, it may be subject to Enemy air defense fire. If the flight path of an airmobile unit passes through an Enemy-controlled hex, the airmobile unit and the transporting helicopter unit each gain one FP immediately. If the flight path passes through an Enemy-occupied hex, the airmobile unit and the transporting helicopter unit each gain two FP's immediately. No more than two FP's may be gained by each unit for a single hex passed through. FP's are gained in this manner for every hex in the flight path which is Enemy-controlled or occupied. A Player conducting an airmobile operation may wish to plan a circuitous flight path for his involved units to avoid Enemy air defense fire. Hexes in the flight path lying between the helicopter unit and the unit to be transported do not count for air defense fire.

[25.4] RESTRICTIONS ON AIRMOBILE AND AIRBORNE OPERATIONS

[25.41] An airmobile unit is considered a non-motorized infantry unit and is subject to the special rules of 23.5.

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

[25.43] An airmobile unit is considered supplied during its Game-Turn of transport and the immediately following Game-Turn. Thereafter, it must trace a line of supply.

[25.44] Warsaw Pact airmobile units are not subject to the restrictions of Soviet Doctrine (15.1), or NATO Surprise Attack Bonus (15.2) unless they are stacked with non-airmobile or non-airborne Warsaw Pact units.

[25.45] Airmobile units are considered non-divisional units for the purposes of 8.33 and 10.23.

[25.46] Airmobile units may not exit the game map at any time.

[25.47] A Warsaw Pact attack helicopter unit that is located off-map (see 20.3) may not be used to transport airmobile units.

[25.48] An airmobile unit may be transported to any hex (regardless of terrain) that is not Enemy-occupied or controlled.

[26.0] SCENARIO VII CORPS

COMMENTARY:

The VII Corps scenario covers the entire southern sector of the US Army Europe. The game pits the forces of the US VII Corps and the adjacent West German units against the Czech 1st Army, elements of the East German 3rd Army, and Soviet divisions and support troops from the Central Group of Forces. The initial four days of war are simulated.

GENERAL RULE:

VII Corps is played on the entire *Hof Gap* game map and takes about ten hours to complete. The scenario begins on Game-Turn 1 (an A.M. Game-Turn) and is seven Game-Turns long. The Warsaw Pact Player is the first Player on Game-Turn 1 (see 4.0). No Warsaw Pact units begin play on the map.

CASES:

[26.1] NATO INITIAL DEPLOYMENT

The following NATO units are set up in accordance with 14.1:

All units of the US 1st Armored Division;

All units of the US 3rd Infantry Division (except those whose set-up information states "see scenario");

All units of the US 2nd Armored Cavalry Regiment;

All units of the US VII Corps Artillery;

All units of the West German 4th Jager Division (except the 42+/4J self-propelled artillery);

All units of the West German 12th Panzer Division;

The West German 2/II attack helicopter unit;

The NATO Player may deploy four West German static infantry units in accordance with 16.1.

[26.2] NATO REINFORCEMENTS

Game-Turn One: (1 unit)

The West German 42+/4J self-propelled artillery unit enters in hex 0130, 0139, or 0141 during the second NATO Player Phase of Game-Turn 1, with one FP already accrued (the unit is flipped over before entering).

Game-Turn Two: (4 units)

All units of the West German 17th HSK Brigade are deployed in accordance with 16.3.

Game-Turn Four: (10 units)

All units of the 3rd Brigade of the US 3rd Infantry Division enter in hex 3901. If 3901 may not be used as an entry hex (see 12.14 and 12.15), the units may enter in any road or Autobahn hex on the west edge of the game-map, but may only expend six Operation Points each.

The US 3/63/3 armor unit enters on the south edge of the game-map, west of hex 0125, and may only expend six Operation Points in its Player Phase of entry.

All units of the 3rd Brigade of the US 8th Infantry Division, and the 3/8/8 Armored Cavalry unit enter on the west edge of the game-map. Each unit may expend only six Operation Points during its Player Phase of entry.

Variable Reinforcements:

All units of the West German 26th Airborne Brigade may enter during the first Game-Turn in which the Warsaw Pact Player does not have air superiority. Each unit may enter on the west edge of the game-map or may use any hex occupied by a NATO attack helicopter unit not in an Enemy Zone of Control as an entry hex. One airborne unit (only) may be placed on each such hex, and may be moved normally from there. If placed in a hex occupied by a US helicopter unit, the airborne unit must be moved out of the hex in the same Player Phase.

[26.3] WARSAW PACT REINFORCEMENTS

All Warsaw Pact units enter play according to the restrictions of 12.0 (especially 12.2) and 15.5. All Soviet units may enter on the north edge of the game-map east of hex 3932 and/or on the east edge north of hex 3151. All Czech units may enter on the east edge south of 2450. All East German units may enter in hex 3923 or 3931. Warsaw Pact attack helicopter units need not be entered onto the game-map. Instead, they may be placed off-map (which does not require the gain of a Friction Point), where each may support any combat within 20 hexes of a legal entry hex for that unit's nationality.

Game-Turn One: (37 units)

All units of the Czech 2nd and 20th Mechanized Divisions and the six units of the 1st Czech Army;

All units of the Soviet 6th Guards Tank Division and 18th Guards Motorized Rifle Division and the four units of Central Group of Forces

Game-Turn Two: (30 units)

All units of the Czech 1st Tank Army and 19th Mechanized Division;

All units of the Soviet 51st Tank Division;

All units of the East German 4th Mechanized Division and 5 units of the 3rd East German Army (excluding the 11/3EGA attack helicopter unit).

Game-Turn Three: (6 units)

All units of the East German 7th Tank Division.

Game-Turn Four: (6 units)

All units of the East German 11th Mechanized Division.

[26.4] SUPPLY SOURCES

[26.41] All West German non-artillery units are automatically considered in supply for the duration of the scenario. All other NATO units may trace supply to any Autobahn or road hex leading off the west or south edge of the game-map. NATO supply may not be traced through any hex of East Germany or Czechoslovakia.

[26.42] All Warsaw Pact non-artillery units are automatically considered in supply for the duration of the scenario. Any road or Autobahn hex on the east edge of the game-map south of hex 2450 may be used as a supply source for Czech artillery units. Any road or Autobahn hex on the north edge of the game map east of hex 3922, or on the east edge north of hex 3151 may be used as a supply source for both the Soviet and East German artillery units.

[26.5] AIR POWER AND CHEMICALS

[26.51] Warsaw Pact initial air supremacy is determined in accordance with 15.6. The Warsaw Pact Player may conduct a pre-emptive strike against three hexgroups. The Warsaw Pact Player receives eight Air Points every Game-Turn that he has air superiority. The NATO Player receives twelve Air Points every Game-Turn that he has air superiority.

[26.52] The Warsaw Pact Player receives three column shifts in his favor when using chemicals on Game-Turns 1 through 4 and two column shifts in his favor when using chemicals on Game-Turns 5 through 7.

[26.53] 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.

[26.6] VICTORY CONDITIONS

Victory is determined by the number of Victory Points (VP's) the Warsaw Pact Player possesses at the end of Game-Turn 7. The NATO Player does not earn Victory Points. The Warsaw Pact Player earns VP's for exiting Warsaw Pact units off the west edge of the game-map and for destroying NATO units.

[26.61] A Warsaw Pact unit may be exited off the map from any road or Autobahn hex on the west edge of the game-map, south of hex 2901. When a Warsaw Pact unit is exited, the Warsaw Pact Player immediately determines how many VP's he receives for doing so in accordance with 26.62. Once the Warsaw Pact Player earns VP's for exiting units, those VP's may never be lost.

[26.62] 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).

[26.63] The Warsaw Pact Player receives two VP's for the destruction of each NATO unit, with the following exceptions: the destruction of each company-sized unit of the US 2nd Cavalry Regiment and each HSK (territorial) motorized infantry unit is worth one VP. The Warsaw Pact Player earns no VP's for the destruction of hidden territorial units. The Warsaw Pact Player does not lose any accumulated VP's for the destruction of Warsaw Pact units.

[26.7] LEVELS OF VICTORY

After the Warsaw Pact VP total has been calculated in accordance with 26.6, the Levels of Victory are consulted to determine which Player has won, and the Level of Victory he has achieved. Warsaw Pact Strategic Victory: 115 or more VP's
Warsaw Pact Operational Victory: 95 to 114 VP's
Warsaw Pact Tactical Victory: 80 to 94 VP's
NATO Tactical Victory: 55 to 79 VP's
NATO Operational Victory: 25 to 54 VP's
NATO Strategic Victory: 24 or fewer VP's

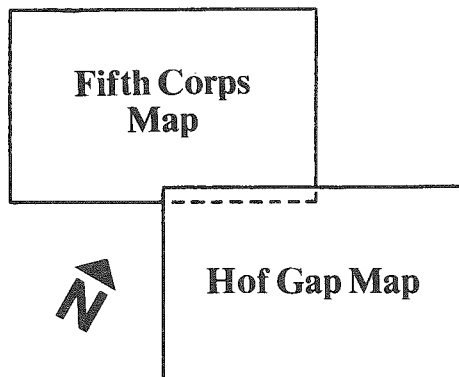
[27.0] SCENARIO: SEVENTH ARMY

COMMENTARY:

The Seventh Army scenario covers the entire US Army Europe front during the first six days of the next war. US Fifth and Seventh Corps units, and elements of the West German Third and Second Corps are faced by six Warsaw Pact armies, reinforced by airborne troops.

GENERAL RULE:

The components of *Hof Gap* and SPI's *Fifth Corps* game are required to play Seventh Army. The two game-maps must be joined together as shown in the diagram. The *Hof Gap* map should be cut on the dotted cutting line printed along the western half of the north map edge. Then, the *Hof Gap* map is laid over the *Fifth Corps* map so that *Fifth Corps* hexes 0126 and 0151 are directly under *Hof Gap* hexes 3901 and 3926 respectively. Small pieces of tape may be used to hold the maps in place. For purposes of play, the overlapping hex-row is considered part of the *Hof Gap* map.



Seventh Army is played on the *Hof Gap* and *Fifth Corps* game-maps, and takes about 25 hours to complete. The scenario begins on Game-Turn 1 (an A.M. Game-Turn) and is 12 Game-Turns long. The Warsaw Pact Player is the First Player on Game-Turn 1 (see 4.0). No Warsaw Pact units begin play on the map.

CASES:

[27.1] NATO INITIAL DEPLOYMENT

All NATO units assigned set-up hexes in 14.1 are deployed according to those instructions on the appropriate game-map. Additional US units are deployed on the *Fifth Corps* game-map as follows:

Designation	Type	Location
2/15/3	Mech Inf	1039
1/4/3	Mech Inf	within 1 hex of 0422
1/7/3	Mech Inf	within 1 hex of 0422
4/64/3	Armor	within 1 hex of 0422
2/41/3	SP Arty	0430

The NATO Player may deploy four static infantry units on the *Hof Gap* game-map as well as six static infantry units on the *Fifth Corps* game-map (see 16.1).

[27.2] NATO REINFORCEMENTS

Game-Turn One: (6 units)

All units of the 15th Panzer Brigade of the West German 5th Panzer Division enter the *Fifth Corps* map in hexes 2901 or 3001. Each unit may expend only 10 Operation Points during its Player Phase of entry.

The West German 42+ /4J self-propelled artillery unit enters the *Hof Gap* map in hex 0130, 0139 or 0141 during the second NATO Player Phase of Game-Turn 1, with one FP already accrued (the unit is flipped over before entering).

Game-Turn Two: (8 units)

All units of the West German 16th HSK Brigade are deployed on the *Fifth Corps* map. All units of the West German 17th HSK Brigade are deployed on the *Hof Gap* map (see 16.3).

Game-Turn Four: (7 units)

All units of the 3rd Brigade of the US 8th Infantry Division, the 3/8/8 armored cavalry unit and the 8/8 attack helicopter unit enter on the south edge of the *Fifth Corps* map, west of hex 0122, or on the west edge of the *Hof Gap* map. Each unit may expend only six Operation Points during its Player Phase of entry.

The US 3/63/3 armor unit enters on the south edge of the *Hof Gap* map, west of hex 0125, and may expend only six Operation Points in its Player Phase of entry.

Variable Reinforcements: (4 units)

All units of the West German 26th Airborne Brigade may enter during the first Game-Turn in which the Warsaw Pact Player does not have air superiority. Each unit may enter on the west edge of either map or may use any hex occupied by a NATO attack helicopter unit not in an Enemy Zone of Control as an entry hex. One airborne unit (only) may be placed on each such hex, and may move normally from there. If placed in a hex occupied by a US helicopter unit, the airborne unit must be moved out of the hex during the same Player Phase.

[27.3] WARSAW PACT REINFORCEMENTS

All Warsaw Pact units enter play according to the restrictions of 12.0 (especially 12.2) and 15.5. Unless otherwise stated, all Soviet units may enter on the north edge of the *Hof Gap* map, east of hex 3932 and/or on the east edge, north of hex 3151. All Czech units may enter on the east edge of the *Hof Gap* map, south of hex 2450. All East German units may enter from hex 1149 or 0951 on the *Fifth Corps* map and/or hex 3931 on the *Hof Gap* map. Warsaw Pact attack helicopter units need not be entered onto the game-map. Instead, they may be placed off-map (which does not require the gain of a Friction Point), where each may support any combat that occurs within 20 hexes of a legal entry hex for that unit.

Game-Turn One: (78 units)

All units of the Czech 2nd and 20th Mechanized Divisions and the six units of 1st Czech Army; All units of the Soviet 6th Guards Tank and 18th Guards Motorized Rifle Divisions and the four units of Central Group of Forces; All units of the East German 4th and 11th Mechanized Divisions and five units of the 3rd East German Army (excluding the 5/3EGA airborne infantry unit).

All units of the Soviet 57th and 39th Guards Motorized Rifle Divisions and the eight units of the Soviet 8th Guards Army enter on the east edge of the *Fifth Corps* map, north of hex 2047.

Game-Turn Two: (40 units)

All units of the Czech 1st Tank and 19th Mechanized Divisions; All units of the Soviet 51st Tank Division; All units of the East German 7th Tank Division. All units of the Soviet 79th Guards Tank and 20th Motorized Rifle Divisions enter on the east edge of the *Fifth Corps* map, north of hex 2047.

Game-Turn Three: (15 units)

All units of the Soviet 7th Guards Tank and 27th Guards Motorized Rifle Divisions enter on the east edge of the *Fifth Corps* map.

Game-Turn Four: (16 units)

All units of the Soviet 11th Guards and 9th Tank Divisions, and the four units of the 1st Guards Tank Army enter on the east edge of the *Fifth Corps* map.

Game-Turn Seven: (7 units)

All units of the Soviet 15th Motorized Rifle Division enter on the east edge of the *Fifth Corps* map or else on the north edge of the *Hof Gap* map (east of hex 3930).

Game-Turn Nine: (19 units)

All units of the Soviet 23rd Tank, 26th Artillery and 81st Artillery divisions, and the three units of the 13th Army enter on the east edge of the *Fifth Corps* map or the north edge of the *Hof Gap* map (east of hex 3930).

Game-Turn Eleven: (7 units)

All units of the Soviet 17th Motorized Rifle Division enter on the east edge of the *Fifth Corps* map or else on the north edge of the *Hof Gap* map (east of hex 3930).

Variable Reinforcements: (11 units)

On any Game-Turn (after Game-Turn One) in which the NATO Player does not possess air superiority, all units of the Soviet 103rd Guards Airborne Division and the East German 5/3EGA airborne infantry unit enter in accordance with 23.1. The units need not all be entered into play on the same Game-Turn.

[27.4] SUPPLY SOURCES

[27.41] All West German non-artillery units are automatically considered in supply through Game-Turn 10. All other NATO units (and all West German non-artillery units after Game-Turn 10) may trace supply to any Autobahn or road hex leading of the west or south edge of either map (west of hex 0122 on the *Fifth Corps* map). NATO supply may not be traced through any hex of East Germany or Czechoslovakia.

[27.42] All Warsaw Pact non-artillery, non-airborne units are automatically considered in supply for the duration of the game. Any road or Autobahn hex on the east edge of the *Hof Gap* map may be used as a supply source for Czech artillery units. Any road or Autobahn hex on the north edge of the *Hof Gap* map (east of hex 3930) or on the east edge of the *Fifth Corps* map may be used as a supply source for Soviet and East German artillery and airborne units.

[27.5] AIR POWER AND CHEMICALS

[27.51] Warsaw pact initial air supremacy is determined in accordance with 15.6. The Warsaw Pact Player may conduct a pre-emptive strike against eight hexgroups. The Warsaw Pact Player receives 16 Air Points every Game-Turn that he has air superiority. The NATO Player receives 24 Air Points every Game-Turn that he has air superiority.

[27.52] The Warsaw Pact Player receives three column shifts in his favor when using chemicals on Game-Turns 1 through 4, two column shifts in his favor when using chemicals on Game-Turns 5

through 8, and one column shift in his favor when using chemicals on Game-Turns 9 through 12.

[27.53] 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, in accordance with the restrictions of 26.53.

[27.6] NATO OFF-MAP MOVEMENT

Any NATO unit (only) may be exited off the south edge of the *Fifth Corps* map (west of hex 0122) and re-entered into play on the west edge of the *Hof Gap* map, or vice versa. In order to do so, a unit must be exited from a road or Autobahn hex leading off the appropriate map-edge, and must have at least six Operation Points remaining in its allowance for the Phase after doing so. In the immediately following NATO Player Phase, the unit must enter the other map from a road or Autobahn hex on the appropriate edge as if it were a reinforcement, and may only expend six Operation Points in that Phase.

[27.61] A NATO unit that exits either map must be entered onto the other map in the immediately following NATO Player Phase of the same Game-Turn. An exited NATO unit may not be kept off the playing area from one Game-Turn to the next.

[27.62] A NATO unit may not be exited from a hex or entered into a hex from which a Warsaw Pact unit that exerts a Zone of Control has been exited. The exiting or entering of NATO units into a given hex does not hinder the exiting of Warsaw Pact units from that hex.

[27.63] Any number of NATO units may be moved by off-map movement in a single NATO Player Phase.

[27.7] VICTORY CONDITIONS

Victory is determined by the number of Victory Points (VP's) the Warsaw Pact Player possesses at the end of Game-Turn 12. The NATO Player does not earn Victory Points. The Warsaw Pact Player earns VP's for exiting Warsaw Pact units and for destroying NATO units.

[27.71] A Warsaw Pact unit may be exited off the *Fifth Corps* map from any road or Autobahn hex leading off the west edge of the map (except hex 3901) or the south edge, west of hex 0111. A Warsaw Pact unit may be exited off the *Hof Gap* map from any road or Autobahn hex leading off the west edge, south of hex 2901. When a Warsaw Pact unit is exited, the Warsaw Pact Player immediately determines how many VP's he receives for doing so, in accordance with 27.72. Once the Warsaw Pact Player earns VP's for exiting a unit, those VP's may never be lost.

[27.72] 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) 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).

[27.73] The Warsaw Pact Player receives two VP's for the destruction of each NATO unit, with the following exceptions: the destruction of each company-sized unit of the US 2nd and 11th Cavalry Regiments and each HSK (territorial) motorized infantry unit is worth one VP. The Warsaw Pact Player earns no VP's for the destruction of hidden territorial units. The Warsaw Pact Player does not lose VP's for the destruction of Warsaw Pact units.

[27.74] The Victory Point hexes on the *Fifth Corps* map do not count towards victory in *Seventh Army*.

[27.8] LEVELS OF VICTORY

After the Warsaw Pact VP total has been calculated in accordance with 27.7, the Levels of Victory are consulted to determine which Player has won, and the Level of Victory he has achieved.

Warsaw Pact Strategic Victory: 300 or more VP's
Warsaw Pact Operational Victory: 240 to 299 VP's

Warsaw Pact Tactical Victory: 200 to 239 VP's

NATO Tactical Victory: 160 to 199 VP's

NATO Operational Victory: 90 to 159 VP's

NATO Strategic Victory: 89 or fewer VP's

Design Credits

Game Design: **Charles T. Kamps, Jr.**

Physical Systems and Graphics:

Redmond A. Simonsen

Game Development:

John H. Butterfield

Developmental Assistance:

Tom Pecorini

Central Front Game System Design

and Development:

James Dunnigan and John H. Butterfield

Rules Editing: **David James Ritchie**

Playtesting: **Andy Eller, Jay Jacobson**

Blindtesting:

Anthony Curtis, Peter Vathis

Production:

Carolyn Felder, Rosalind Fruchtmann, Ted Koller, Manfred F. Milkun, Michael Moore, Bob Ryer

CHARTS & TABLES

[5.5] OPERATION POINT COST CHART

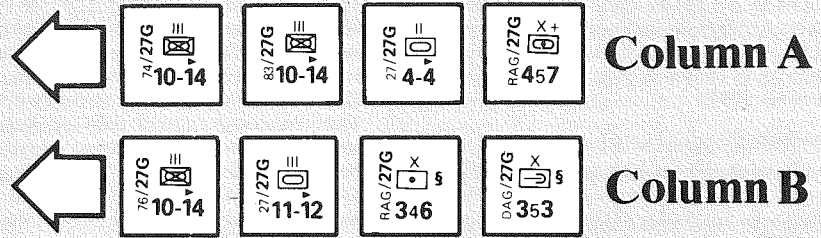
Terrain Type	Operation Point Cost to Enter or Cross
Flat	1
Woods	+ 2 (see note 1)
Broken	2
Rough	4 (see 15.4)
Marsh	7
Town	Other terrain (see note 2)
City	NATO Player: 1 Warsaw Pact Player: 2 (see note 3)
River	NATO Player: + 5 Warsaw Pact Player: + 3 (see note 4)
Access Hexside	1 (see note 5)
Road	½ (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:

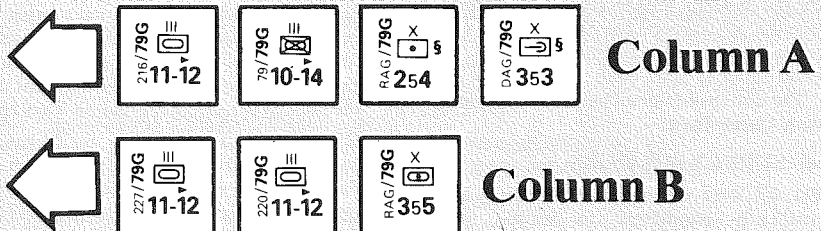
1. The Operation Point cost for entering a hex containing woods is in addition to the other terrain in the hex (flat, broken or rough).
2. If a unit defending in combat occupies a town hex, a one column shift to the left is applied to the Combat Results Table.
3. The Soviet Operation Point cost is for 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.

[12.3] WARSAW PACT MARCH ORDER DIAGRAMS

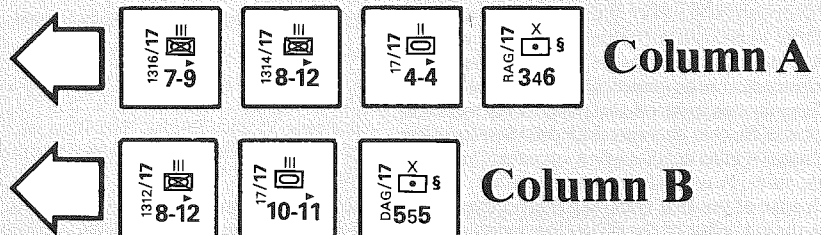
Soviet Motorized Rifle Division March Order



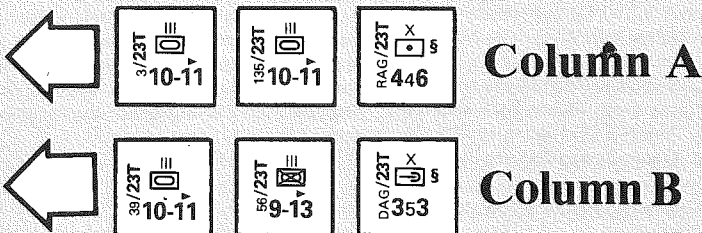
Soviet Tank Division March Order



Soviet Motorized Rifle Division March Order (13th Army)



Soviet 23rd Tank Division March Order

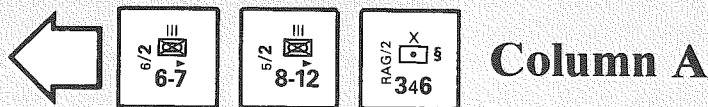


[7.4] FRICTION POINT AVERAGE TABLE

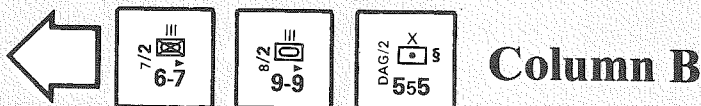
FP Level of Unit In Hex	FP Level of Unit Being Moved					
	0	1	2	3	4	5
0	0	1	1	2	2	3
1	1	1	2	2	3	3
2	1	2	2	3	3	4
3	2	2	3	3	4	4
4	2	3	3	4	4	5
5	3	3	4	4	5	5

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.

Czech Mechanized Division March Order

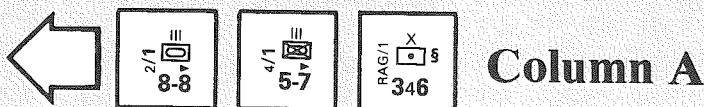


Column A



Column B

Czech Tank Division March Order

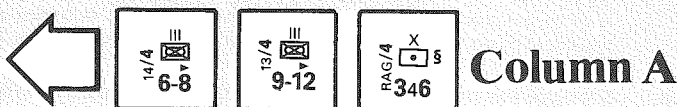


Column A



Column B

East German Mechanized Division March Order

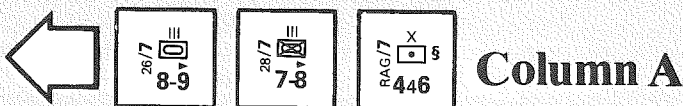


Column A

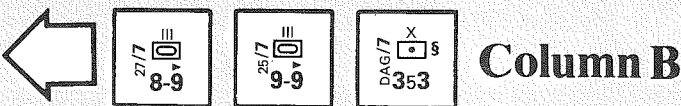


Column B

East German Tank Division March Order



Column A



Column B

[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 assigned to him by the scenario instructions.

[18.3] ELECTRONIC WARFARE TABLE

Game Turn	Fifth Corps Map		Hof Gap Map	
	NATO	Warsaw Pact	NATO	Warsaw Pact
1	0	3	0	3
2	3	4	4	5
3	3	6	4	5
4	3	8	4	5
5	3	8	4	5
6	3	8	4	5
7	3	8	4	6
8	3	8	4	6
9	3	8	4	8
10	3	8	4	8
11	3	8	4	8
12	3	8	4	8

See 18.1 for explanation of use.

[22.3] MAJOR TRAINING AREA TABLE

First Die: 1-3		4-6	
DIE			
1	1st Brigade	1st Brigade	
	1st Armd Division	3rd Armd Division	
2	2nd Brigade	2nd Brigade	
	1st Armd Division	3rd Armd Division	
3	3rd Brigade	3rd Brigade	
	1st Armd Division	3rd Armd Division	
4	1st Brigade	1st Brigade	
	3rd Inf Division	8th Inf Division	
5	2nd Brigade	2nd Brigade	
	3rd Inf Division	8th Inf Division	
6	3rd Brigade	3rd Brigade	
	3rd Inf Division	8th Inf Division	

The NATO Player refers to this table before setting up his units. If *VII Corps* is being played, use the first column only. If *Seventh Army* is being played, the die is rolled to determine which column is referred to. See 22.1 for details.

[23.7] 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 an airfield
- + 1 if drop hex contains broken 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 23.33)

All modifiers are cumulative. Treat modified die results higher than "7" as "7," lower than "1" as "1." See 23.3 for explanation of use.

[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							
	Rough/Woods	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	13-1						
	Rough, Marsh Broken/Woods	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	13-1					
	Broken, Flat/Woods	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	13-1				
	Flat		1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1				
Attack Type																				
DIE RESULTS																				
Prep- ared	Hasty	March																		
1	-	-	1/1	1/1	1/1	0/1	1/2	1/2	-/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.

[24.6] NUCLEAR WEAPONS CHART**NATO Nuclear Weapons**

Weapon Size	Attack Strength	Number per Map	Method of Use
0.2 KT	2	28	Any 3-3, 4-4 or 1-1 self-propelled artillery unit
1 KT	4	24	Any 3-3, 4-4 or 1-1 self-propelled artillery unit*
2 KT	7	20	Any 3-3, 4-4 or 1-1 self-propelled artillery unit*
3 KT	4	16	Air
10 KT	7	12	Air, any US non-divisional artillery unit, any West German 4-4 or 5-5 artillery unit*
50 KT	12	8	Air, any US non-divisional artillery unit, any West German 4-4 or 5-5 artillery unit*
100 KT	15	4	Air, any US non-divisional artillery unit, any West German 4-4 or 5-5 artillery unit*

* = An artillery unit is considered to have a range of 27 hexes when firing a nuclear weapon of this type. **KT** = Kiloton.

Warsaw Pact Nuclear Weapons

Weapon Size	Attack Strength	Number per Map	Method of Use
5 KT	6	21	Any artillery unit designated DAG (1)
8 KT	12	14	Any self-propelled or non-divisional artillery unit
10 KT	7	9	Air, any non-divisional artillery unit (2)
20 KT	11	21	Any artillery unit designated DAG (1)
50 KT	12	14	Any non-divisional artillery unit (2)
100 KT	15	9	Air, any non-divisional artillery unit (2)

(1) An artillery unit is considered to have a range of 17 hexes when firing a nuclear weapon of this type.

(2) An artillery unit is considered to have a range of 70 hexes when firing a nuclear weapon of this type.

A non-divisional artillery unit is any artillery unit that does not have a boldface divisional designation. **KT** = Kiloton. See 24.0 for explanation of use.

Sequence of Play

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

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 restrictions 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.

Hof Gap Counter Section Nr. 1 (200 pieces): Front

Quantity of Sections of this identical type in game: 1. Quantity of Sections (all types) in game: 2.

22G/6GT	51G/18G	53G/18G	58G/18G	51/51T	96/23T	44G/15G	47G/15G	50G/15G	1312/17
10-14	10-14	10-14	10-14	10-14	9-13	8-12	8-12	7-9	8-12
1314/17	1316/17	51G/6GT	52G/6GT	53G/6GT	18G/18G	154/51T	156/51T	158/51T	3/23T
8-12	7-9	11-12	11-12	11-12	11-12	11-12	11-12	11-12	10-11
SOVIET									
80/23T	135/23T	15G/15G	17/17	18G/18G	15G/15G	17/17	SP/6GT	SP/51T	SP/18G
10-11	10-11	10-11	4-4	4-4	4-4	4-4	3-5	3-5	4-57
LR/CGF	LR1/26	LR2/26	LR1/81	LR2/81	Hvy/CGF	RAG/6GT	RAG/51T	RAG/18G	RAG/15G
474	474	474	474	474	243	244	244	346	346
DAG/6GT	RAG/17	RAG/23T	DAG/15G	DAG/17	Spec/26	Spec/81	Hvy1/26	Hvy2/26	Hvy1/81
346	346	446	555	555	5105	5105	648	648	648
DAG/18G	DAG/51T	DAG/23T	DAG/363	8/CGF	3203	17/13A	15/13A	Prov/CGF	13/13A
353	353	353	353	3203	3203	3203	3203	0-1	0-1
B/SO	C/SO	D/SO	E/SO	F/SO	G/SO	1	1	1	1
1-1	1-1	1-1	1-1	1-1	1-1	1	1	1	1
H/SO	I/SO	J/SO	K/SO	L/SO	Game-Turn	1	1	1	1
1-1	1-1	1-1	1-1	1-1	1	1	1	1	1

13/4	41/11	14/4	15/4	42/11	43/11	28/7	16/4	44/11	25/7
9-12	9-12	6-8	6-8	6-8	6-8	7-8	9-10	9-10	9-9
26/7	27/7	LR/3EGA	Hvy/3EGA	RAG/4	RAG/11	DAG/4	DAG/11	RAG/7	DAG/7
8-9	8-9	474	243	346	346	555	555	446	353

4/3EGA	11/3EGA	3/3EGA	1	1	1	1	1	1	1
3203	3203	0-1	1	1	1	1	1	1	1
5/3EGA	P/EG	Q/EG	R/EG	1	1	1	1	1	1
1-1	1-1	1-1	1-1	1	1	1	1	1	1

Hof Gap Counter Section Nr. 2 (200 pieces): Front

Quantity of Sections of this identical type in game: 1. Quantity of Sections (all types) in game: 2.

1/6/1A	1/46/1A	1/52/1A	1/30/3	1/15/3	1/4/3	1/51/1A	1/54/1A	2/15/3	1/7/3
3-7	3-7	3-7	3-7	3-7	3-7	2-8	2-8	2-8	2-8
2/87/8	1/87/8	2/28/8	1/13/8	2/30/3	1/13/1A	1/35/1A	3/35/1A	2/64/3	3/64/3
2-8	2-8	3-7	3-7	3-7	4-6	4-6	4-6	4-6	4-6
UNITED STATES									
1/64/3	4/64/3	1/37/1A	2/37/1A	2/81/1A	3/63/3	5/68/8	4/69/8	2/68/8	D/1/2C
4-6	4-6	4-5	4-5	4-5	4-5	4-5	4-6	4-6	1-1
H/2/2C	M/3/2C	1/1/1A	3/7/3	A/1/2C	B/1/2C	C/1/2C	E/2/2C	F/2/2C	G/2/2C
1-1	1-1	4-7	4-7	1-2	1-2	1-2	1-2	1-2	1-2
1/3/2C	K/3/2C	L/3/2C	3/8/8	1/22/1A	6/14/1A	2/78/1A	1/10/3	2/39/3	2/41/3
1-2	1-2	1-2	4-7	3-3	3-3	3-3	3-3	3-3	3-3
1/2/8	1/83/8	1/94/1A	1/76/3	3/35/72	1/75/72	3/36/210	3/37/210	3/17/210	How/1/2C
3-3	3-3	4-54	4-54	4-54	4-54	4-54	4-54	4-54	1-1
How/2/2C	How/3/2C	6/10/72	2/28/210	501/1A	3/3	1/39/8	2/13/8	1/68/8	3/68/8
1-1	1-1	2-82	2-82	5305	5305	3-7	3-7	4-6	4-6
Air/2C	Alpha	Bravo	Charlie	Delta	Echo	3/16/8	2/81/8	8/8	5305
3303	1-7	1-7	1-7	1-7	1-7	4-54	3-3	3	3

101/4	102/4	122/4	351/12	362/12	103Jg/4	353Jg/12	352/12	104/4	106/4
3-7	3-7	3-7	3-7	3-7	1-3	1-3	3-7	3-3	3-3
123/4	124/4	126/4	363/12	364/12	366/12	354/12	356/12	12/12	121/-1/12
2-3	2-3	2-3	2-3	2-3	2-3	3-3	3-3	5-5	2-82

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312P42

WEST GERMAN

105/4	125/4	355/12	365/12	42(+1/4	122(+1/12	261/26	171/17	172/17
3-3	3-3	3-3	3-3	4-4	4-4	1-4	1-2	1-2
262/26	263/26	320/III	141	1-3	1-3	7307	173/17	174/17
1-4	1-4	1-3	1-3	1-3	1-3	3	1-2	1-2

WEST GERMAN
TERRITORIAL

4/1	6/2	7/2	74/19	75/19	78/20	79/20	5/2	73/19	77/20
5-7	6-7	6-7	6-7	6-7	6-7	6-7	8-12	8-12	8-12
1/1	6/2	76/19	80/20	2/1	3/1	DAG/1	DAG/2	DAG/19	DAG/20
9-9	9-9	9-9	9-9	8-8	8-8	3-3	5-5	5-5	5-5

CZECH

LR/1CZA	Hvy/1CZA	RAG/1	RAG/2	RAG/19	RAG/20	20/1CZA	1	1	1
374	242	346	346	346	346	3203	1	1	1
2/1CZA	19/1CZA	1/1CZA	M/CZ	N/CZ	O/CZ	3203	1	1	1
3203	3203	0-1	1-1	1-1	1-1	1	1	1	1

FRICTION POINT MARKERS

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










EAST GERMAN

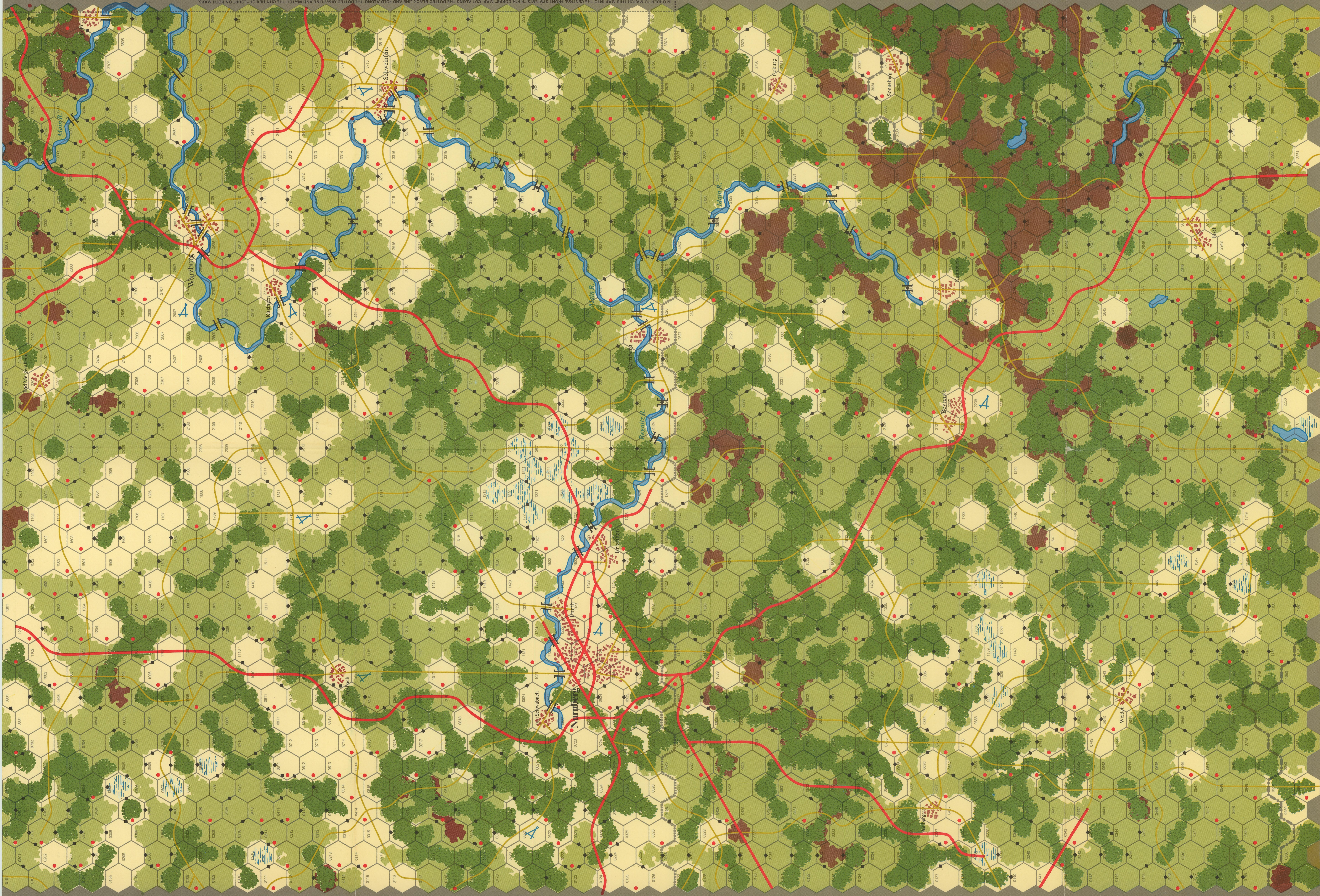
[illegible]

[illegible]

4	4	4	4	4	4	4	4	4
4	4	4	4	4	4	4	4	4

[illegible]

	2-3		2-3		2-3		2-3		2-3		2-3		2-3		2-3		2-3
123/4		124/4		122/4		351/12		362/12		353/12		352/12		104/4		106/4	
3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	1-3	3-3	3-7	3-3	3-3	3-3	3-3	



IN ORDER TO MATCH THIS MAP INTO THE CENTRAL FRONT SYSTEMS' FIFTH CORPS' MAP, CUT ALONG THE DOTTED BLACK LINE AND FOLD ALONG THE DOTTED GRAY LINE AND MATCH THE CITY HEX OF 'LOHN' ON BOTH MAPS.

TERRAIN KEY

	Flat		Woods		City		Road		Autobahn
	Marsh		River		Lake		Border		Access
	Airfield		Bridge		Recade				

1	2	3	4	5	6	7	8	9	10	11	12	End 27.0
AM	PM	AM	PM	AM	PM	AM	PM	AM	PM	AM	PM	

Start all scenarios

GAME-TURN RECORD TRACK

Hof Gap

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