

Fulda Gap

The First Battle of the Next War

RULES OF PLAY

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A game like this drew primarily on previous games covering the same general subject. Chief among these were **Firefight**, **Mechwar '77**, and **Wurzburg**. Some of the more crucial information, Order of Battle for example, came from such a variety of sources that the only single source we can cite would be (for Order of Battle) *S&T 56* (the article, "Revolt in the East"). We incorporated the numerous small changes primarily from periodicals such as *Wehrtechnik*, *Military Review*, *Armies and Weapons*, and many others. We also depend on "the grapevine". In addition to sinking ships, loose lips also help us to produce more accurate games.

Actual books containing sundry technical data on weapons, organization, tactics and doctrine include *Taschenbuch der Landstreitkräfte* (Band 1 on NATO, Band 2 on the Warsaw Pact). The *Taschenbuch für Artilleristen* and FM 101-31-3 (*Staff Officers' Field Manual Nuclear Weapons Employment Effects Data*) were primary sources (although we had to call in an expert on radiation effects to get the nuclear rules straight for the game). *Aviation Week and Space Technology* was essential for the air rules. As was *Janes All the Worlds Aircraft* and *Janes Weapons Systems*. *Electronic Warfare* magazine and more loose lips were also essential for this area. Finally, FM 100-5 (*Operations*), FM 101-10-2 (*Staff Officers' Field Manual Organizational, Technical and Logistical data*), FM 30-40 (*Handbook on Soviet Ground Forces*) plus a bunch of other ones that I haven't got in front of me right now were necessary to get the whole thing to hang together. And don't underestimate playtesting and the *New York Times* for raising a lot of interesting questions in the game.

DESIGN CREDITS

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[1.0] INTRODUCTION

Fulda Gap is a regimental/brigade level simulation of a possible Warsaw Pact assault into West Germany through the area of relatively open terrain centered around the town of Fulda sometime in the near future. Success would allow the Pact armies to drive a wedge between the NATO forces deployed to the north and south, seize several important logistic centers, and perhaps establish a bridgehead across the Rhine River.

There are two types of games: the Standard Game and the Advanced Game. Preferably, the Players should become familiar with the Standard Game first and then increase the level of complexity until they find a rules mix with which they are most comfortable.

Note: The "Soviet Player" controls the East German, Polish, and Soviet forces; the "NATO Player" controls the US, West German, French, British and Belgian forces.

[2.0] HOW TO PLAY THE GAME

The game is played in **Game-Turns**, each of which is divided into two **Player-Turns**; these are further divided into a number of separate **Phases** (in the Advanced Game, a separate **Joint Air Superiority Turn** is added to allow for the use of Air Units). **Fulda Gap** is basically a two-Player game. Each Game-Turn a Player may move and attack with his units. This is done by moving the units through a hexgrid and/or using their offensive and defensive capabilities. In the Advanced Game, rules provide for the effect of complicating elements such as Air units, nuclear weapons, helicopters, and so forth. In both games, victory is determined by accumulating more Victory Points than one's opponent.

Modern warfare is a complex subject, and because of this the rules to **Fulda Gap** are also fairly complex, especially when compared to much simpler games (such as **Monopoly**, for example). We have tried to keep the rules as short as possible while making sure they are still clear and thorough. Basically, the rules are formatted (written) within a special and highly organized system:

(1) Each separate topic is presented as an individual **Major Section**, numbered consecutively from 1.0. Thus, for example, the heading of the first Section (the one preceding this one) is numbered 1.0. Further divisions within the Sections are made by **Primary Cases**, which contain the rules to some certain aspect of the Section as a whole (e.g., **How to Move Units**); and by **Secondary Cases**, which are individual rules themselves (e.g., 5.11).

(2) Most Rules Sections are presented with accompanying **General Rule** and **Procedure** descriptions which attempt to describe the general subject and concept of the rules that will follow. (Further information on this can be found in the **Commentary** Section at the end of the rules).

(3) The Rules Sections are presented in a rough sequence of play, placing each Section in the order that a Player would be likely to encounter the particular topic while learning the game.

(4) There are two types of games: the Standard Game and the Advanced Game. Basically, Rules Sections 1.0 - 16.0 deal with the Standard Game, with sections 17.0 - 20.0 presenting Optional Rules to add complexity.

(5) Terminology: the rules make use of a certain jargon and manner of speaking ("gamespeak"), that is, terms that may not be familiar to Players, especially those who are new to this sort of game. If confusion arises, Players should consult the **Definition of Terms** (3.5).

(6) Players should not be frightened off or ill at ease about the rather "legalistic" aspect of the rules. We have attempted to present them in a manner that is both clear and thorough. But Players should not feel compelled to let the rules "play the game for them." If a dispute over interpretation arises, a compromise solution should be sought. After all, **Fulda Gap** is designed to be an enjoyable experience, not an exercise in Constitutional Law. Players are strongly encouraged to make whatever modifications they feel will improve the game (and are mutually acceptable to the Players). For example, an excellent way to learn the game is to play without Untried units (have all units start the game at full-Strength) and perhaps even without divisional integrity (meaning that in most cases it will not be necessary to find the exact regiment/brigade of a certain division when replacing units with their alternate counters). Obviously, this will affect the outcome, but as long as both Players find this acceptable it is still a pretty good game in itself.

SETTING UP THE GAME:

The game begins with the NATO Player placing his units on the map. All non-artillery ground combat units start the game in an Untried state; you cannot tell exactly what their Combat Strength will be, but by examining the printed Strength on the unit and its assigned column on the Untried Units Table it is possible to get a pretty good idea of what that Strength is **likely** to be (which is all that commanders really know at the start of a war). It is only when an Untried unit becomes involved in some sort of Combat or Overrun that the die is rolled to reveal its true Combat Strength. Artillery units do not have an Untried state; you always know what their Strength is. After all indicated NATO units have been placed on the map, the NATO Player decides which (if any) of his units he desires to have start the game in Improved Positions and places the required Game Markers. After this has been done, the Soviet Player begins his Player-Turn by bringing his units on the map (none of his units start the game on the map).

IN SUMMARY:

The Players will find that it will aid the flow of the game immensely if they keep an eye on the Sequence of Play (4.0). The Sequence of Play is the focal point of the game, as it informs the Players what functions they must perform, and in what order. In essence, it is the skeletal structure on which the game hangs.

The Sequence of Play is followed, in general, for seven Game-Turns, after which time the Players check the Victory Conditions (21.0) to see who has won.

It is best to set up the game map now, before reading further; punch out the counters and check the section on the Initial Set-Up. Place the NATO counters on the game map and as you read the rules push the counters around the get the feel of the game. Relax, read through the rules and see how they work. Note any questions you have as you go along; they're probably answered later on in another rules Section. As with most things, it gets easier as you go along.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 22" x 34" mapsheet depicts the rugged terrain of central Germany, from the East German border westwards to across the Rhine, and from Cologne in the north to Wurzburg in the south. Several im-

portant Tracks and Notes are also printed on the mapsheet.

A hexagonal grid is superimposed over the terrain features printed on the map in order to regulate the movement and positioning of the playing pieces.

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; a sheet of clear plastic is also useful for this purpose.

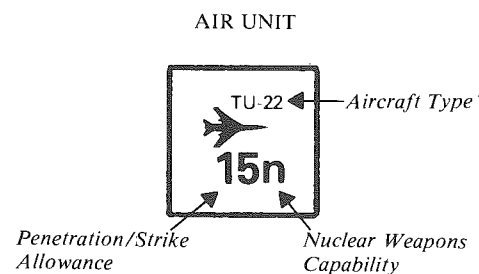
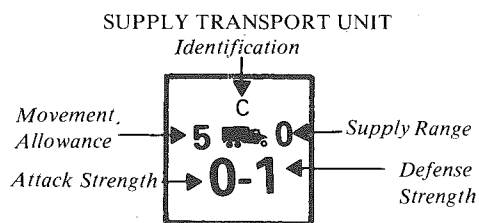
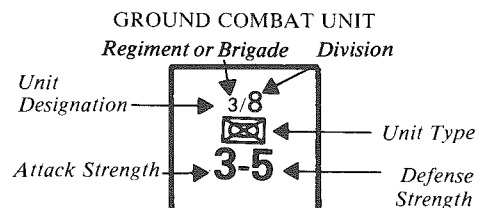
[3.2] GAME CHARTS AND TABLES

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are: Combat Results Table, Disengagement Table, Game-Turn Record/Reinforcement Track, NATO Replacement Point Record, Overrun Combat Results Table, Replacement Success Table, Terrain Effects Chart, Untried Units Table, and Victory Point Record (**Basic Game**); Air Superiority Point Allocation Track, Air Superiority Record, Air Superiority Table, Air Unit Strike Table, Air Unit Allocation Table (NATO and Soviet), Electronic Warfare Table, Nuclear Combat Results Table, Nuclear Contamination Table, and Nuclear Warhead Track (**Advanced Game**).

[3.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that are currently deployed in Europe. The numbers and symbols on the pieces strength, movement capability (Note that almost all ground units have a Movement Allowance of 10, and that the Movement Allowance of a unit is printed on a counter only when it is a number other than 10), and type of unit represented by the piece. The playing pieces will hereafter be referred to as "units."

[3.31] Sample Units



NOTE: All ground combat units have a Movement Allowance of 10 which is not shown on the counter.

[3.32] Summary of Unit Types

COMBAT UNITS		Front	Back
13/5 U	Mechanized Infantry (Untried)	0115 10 0-2	Supply Transport (Static)
13/5 4-6	Mechanized Infantry (Reduced Strength)	0115 20 0-3	Supply Transport (Mobile)
15/5 U	Armor (Untried)	2GD 15-2	Supply Dump (Static)
15/5 4-3	Armor (Reduced Strength)	2GD 6-1	Supply Dump (Mobile)
2/57G U	Motorized Infantry (Untried)	GAME MARKERS	
2/57G 1-4	Motorized Infantry (Reduced Strength)		
42 7-2	Artillery (Full Strength)	Game Turn	Game Turn
1/106G U	Paratroops (Untried)	C1	Contamination Level 1
1/106G 1-3	Paratroops (Reduced Strength)	C2	Contamination Level 2
CF 0-1	Covering Force	Nuclear Warheads (Missile)	Nuclear Warheads (Air)
Koblentz HSK U	Territorials (Untried)	Nuclear Warheads (Artillery)	Nuclear Warheads (Artillery)
Koblentz HSK 0-2	Territorials (Reduced Strength)	D	Disrupted
A/11 U	Reconnaissance (Untried)	U	Untried Unit Strength Doubled
R>Main 3-1	Attack Helicopter (Full Strength)	Sun	Improved Position
Jaguar S 9n	Air Unit	Unsupplied	Unsupplied

Unit Sizes

Unless otherwise indicated, all ground combat units in the game are either regimental (Soviet) or brigade (NATO) in size.

[3.5] DEFINITION OF TERMS

Accelerated Assault: the ability of the Soviet Player to modify the odds column on the Combat Results Table on which an attack or Overrun is being resolved. If Untried units are involved in the combat, the extent to which the Soviet Player chooses to use Accelerated Assault must be decided before the actual Strength of Untried unit(s) is determined.

Air Superiority Level: a measure of the degree to which one Player's or the other's Air Force has "control" of the airspace over the battlefield.

Air Superiority Point: the unit of measure used to determine the amount of effort being made to seize or maintain control of the airspace over the battlefield (Air Superiority).

Attack Strength: the relative strength of a non-artillery ground combat unit when attacking Enemy units, expressed in terms of Attack Strength.

Barrage Strength: the relative strength of an artillery unit when attacking Enemy units, expressed in terms of Barrage Strength Points.

Contamination: the possible after effects of a successful nuclear attack on a given hex.

Covering Force Unit: a small detachment of men remaining in a hex after a successful disengagement; removed from play after one full Game-Turn.

Defense Strength: the relative strength of a unit when defending against the attacks of Enemy unit, expressed in terms of Defense Strength Points.

Disengagement: a procedure by which a Friendly unit may leave an Enemy unit's Locking Zone of Control without having normal combat.

Disruption: the status of a defending unit after a successful Overrun or some types of retreat; effects the ability of the unit to move and exert a Zone of Control.

Engaged: the status of a Friendly unit which is in an Enemy Locking Zone of Control:

Final Protective Fire (FPF) Strength: the ability of an artillery unit to add to the Defense Strength of Friendly units under attack, expressed in terms of Defense Strength Points.

Improved Positions: the status of a unit which follows a certain procedure to increase its defensive abilities.

Overrun: a type of attack that occurs only in the Movement Phase.

Phasing Player: The Phasing Player who is assigned the current Player-Turn (e.g., the Soviet Player is the Phasing Player during the Soviet Player-Turn).

Penetration/Strike (P/S) Point Strength Allowance: the relative ability of an Air unit to penetrate Enemy Air Defense Zones and attack Enemy units.

Reinforcements: Units which do not begin the game in play, but instead appear at some scheduled time during the play of the game.

Replacement Point: an abstract ability of NATO units to replace steps lost during the play of the game.

Retreat Point: the measure by which most combat results are expressed; the number of hexes that a unit must retreat, measured by each hex's Retreat Value.

[3.4] HOW TO READ THE UNITS

Unit Designations

These are the actual identity numbers of the units; units which are eligible for Divisional Integrity have both their regimental/brigade identity and the number of the division of which they are a part (the number to the right of the slash is the divisional number; if it is enlarged and in bold type, the unit may benefit from divisional integrity). Other units (such as artillery) have but a single identity number and are not eligible for division integrity.

Vic x1	Vic x10	Vic x100	Victory Points
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Retreat Value; the amount to which the terrain aids a defending unit in an attack; the number of Retreat Points that a unit expends to leave a hex when retreating after combat.

Scenario; an organized description of Orders of Battle, deployments, and victory conditions and Special Rules that the Players will use to play a certain version of the game.

Special Rule; a rule in effect only during certain scenarios, and/or only during certain Game-Turns of a game.

Step (Strength Step); a certain portion of the total strength of a unit which is lost due to combat or other causes; requires that the unit in question be "flipped over" or replaced by an alternate counter to reveal its new strength.

Untried Unit; a non-artillery ground combat unit which has yet to participate in combat during the game.

Victory Point; the method by which victory is measured; the "value" to the Players of accomplishing certain conditions.

Warhead; the basic unit of measure of nuclear weapons in the game; either Air, Artillery or Missile in type.

Zones of Control (ZOC); the six adjacent hexes surrounding a unit which that unit is said to control. There are three different types: *Locking:* Friendly units must stop movement after entering a hex in an Enemy Locking Zone of Control, and may leave only as a result of combat or disengagement. In most cases, Friendly units may not retreat through Enemy Locking Zones of Control; *Elastic:* Friendly units may continue movement (or leave) after entering a hex containing an Enemy Elastic Zone of Control. There is no additional cost to enter such a ZOC. Units may retreat through an Enemy Elastic ZOC but become Disrupted after doing so. Lines of supply may be traced through such hexes by paying the extra Movement Point cost when determining the length of the supply path; *Air Defense:* Friendly Air units must expend the correct amount of Penetration/Strike Points to enter a hex containing an Enemy Air Defense Zone. Such ZOC affect only the movement of Air units.

[3.6] PARTS INVENTORY

The complete game of **Fulda Gap** should include the following parts:

- One 22" x 34" Game Map
- One Rules Booklet
- One Sheet of Die-Cut Counters (400 pieces, printed front and back)
- Two Chart/Table Folders (identical)
- One Turn Record/Reinforcement Track
- One Game Box/Cover Sheet assembly
- Two Plastic Dice

If any parts are missing or damaged, please write:

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

Questions regarding the rules of the game will be answered if accompanied by a stamped, self-addressed envelope and if phrased to be answered by a simple one-word answer. Send rules questions to the above address and mark the envelope: "Rules Questions: Fulda Gap." Any comments on the game will be appreciated.

[4.0] SEQUENCE OF PLAY

GENERAL RULE:

Each game or Scenario of **Fulda Gap** is composed of "Game-Turns" during which Players move

their units and engage in combat according to a rigid Sequence of Play.

SEQUENCE OUTLINE

A. SOVIET PLAYER-TURN

1. Initial Movement Phase: The Soviet Player checks for Supply; he then moves any and all of his units in any direction or directions up to the limit of each unit's Movement Allowance, and within the restrictions outlined in the Rules. The Soviet Player may conduct Overruns in this Phase. He also brings additional units as reinforcements onto the map, according to the Reinforcement Schedule.

2. Combat Phase: Soviet units may attack NATO units within the restrictions outlined in the Rules. Soviet units may also attempt to disengage from NATO Zones of Control.

3. Secondary Movement Phase: The Soviet Player again checks for Supply, moving his units again and/or conducting Overruns.

4. Reorganization Phase: The Soviet Player may decide to place certain of his units in "Improved Positions." Units already in Improved Positions may have that status removed. The Soviet Player may also remove all Disruption Markers from units which have suffered Disruption as a result of being Overrun in the preceding NATO Player-Turn.

B. NATO PLAYER-TURN

The NATO Player now becomes the Phasing Player and executes his Player-Turn in the exact same sequence as the Soviet Player.

C. GAME-TURN INDICATION

After both Players have completed their respective Player-Turns, the Game-Turn is complete. The Game-Turn Marker should be advanced on the Game-Turn Record Track, signalling the start of a new Game-Turn.

[5.0] GROUND MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units as he wishes. During each of his Friendly Movement Phases, each unit may move as many or as few hexes as desired as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points may not be accumulated or transferred from unit to unit. **NOTE:** All ground combat units have a Movement Allowance of 10 that is not printed on the counter.

PROCEDURE:

Move each unit individually, tracing the path of its movement through the hexagonal grid. Except in the case of units executing an Overrun, once a Player's hand is removed from a unit, movement for that unit is considered completed.

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] During a Player's Movement Phase, all, some or none of his units may be moved. Combat may not occur in this Phase; however, Overrun — a form of combined combat and movement — may take place in this Phase (see Case 5.3).

[5.12] Movement is calculated in terms of Movement Points. Basically, each unit expends one Movement Point of its Movement Allowance for each clear terrain hex it enters; other terrain (except Autobahn hexes) costs more than one Movement Point to enter or cross. These effects are summarized on the Terrain Effects Chart (5.5).

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] A Friendly unit may never enter a hex containing an Enemy unit.

[5.22] A unit must stop upon entering an Enemy-controlled hex (Exception: see Case 7.3). Once a unit is in an Enemy Zone of Control, it may not leave that hex voluntarily (Exception: see Case 7.3 and Section 14.0).

[5.23] A unit may not expend more Movement Points than its total Movement Allowance in any one Movement Phase. (Note that units have two Movement Phases and may expend their full Movement Allowance in each Phase). A unit may use all, some, or none of its Movement Points in a given Movement Phase. However, a unit may not "save" Movement Points for another Turn or Phase, nor may unused Points be given to another unit.

[5.24] Units may move only during their Friendly Movement Phases. Although there may be some movement as a result of combat (in terms of advances and retreats), this is not considered movement *per se* and does not require the expenditure of Movement Points.

[5.25] Units that are out of Supply (see Section 11.0) have their Movement Allowances halved.

[5.3] OVERRUN MOVEMENT

An Overrun is a form of attack which is conducted during a Phasing Player's Initial and/or Secondary Movement Phase (only). For game purposes it is considered to be solely a function of Movement, not Combat. All units participating in an overrun attack **must** begin the Movement Phase in the same hex. (Of course, this would always be the case if only one unit were conducting the Overrun).

To conduct an Overrun the Phasing Player moves his unit(s) adjacent to the "target hex" containing the Enemy unit(s) to be Overrun. The unit(s) must be stacked in the same (adjacent) hex, and must expend **three** Movement Points to attack all Enemy units in the target hex. The Combat Ratio is determined using the same procedure as in normal combat (see Section 9.0), including determining the actual status of Untried units. However, the Attack Strength of the overrunning units is **halved** (drop fractions), unless the Overrun is being conducted by two units of the same division (see Case 8.3). If both overrunning units are of the same division, their Attack Strength is **normal**. After determining the correct Combat Ratio, the Phasing Player then rolls the die, and consults the proper column of the Overrun Combat Results Table (5.37). The indicated results of the Overrun are applied immediately.

If, as a result of Overrun, the target hex is vacated, the overrunning Player **must** then move all of the overrunning units into the vacated hex.

There is no additional cost for doing this. As long as the unit(s) defending against the Overrun were Disrupted (see Case 5.4). The overrunning units may continue normal movement if they so desire, so long as they do not exceed their Movement Allowance and obey the normal rules for Movement. Units may attempt to execute further Overruns against the same unit(s) or different ones if they have the required Movement Points remaining. If, however, an Overrun fails to Disrupt the Enemy units in the target hex, then the Overrunning units may not move any further in that Movement Phase; nor may they attempt further Overruns in that Phase.

[5.31] Overrun movement is subject to the normal effects on Combat and Movement due to terrain, supply, Zones of Control, and chemical and nuclear warfare. The Soviet Player may shift the Combat odds for an Overrun to the right by Accelerated Assault, as if an Overrun were regular combat (see Case 9.4).

[5.32] Supply and artillery units may never attempt to Overrun. Artillery units may not use their Barrage or FPF Strengths to influence the combat odds of an Overrun.

[5.33] The supply states of all units involved in an Overrun (both the overrunning and defending units) is determined at the beginning of the Movement Phase in which the Overrun is executed.

[5.34] Units may not attempt to Overrun more than one target hex at any one time, although a given unit may attempt to conduct more than one Overrun in the same Movement Phase. By the same token, a defending unit may be the target of more than one Overrun in a given Movement Phase.

[5.35] When conducting an Overrun, Players may ignore the Zones of Control of units which are exerting influences on the hex from which the Overrun attack is coming. That is, the overrunning units may always occupy the target hex so long as it is vacated as a result of the Overrun. (In fact, they are required to do so). If a Friendly unit finishes an Overrun in a Locking Enemy Zone of Control, it may not move any further in that Movement Phase; however, it may attempt to conduct another Overrun on an adjacent Enemy occupied hex, providing the unit has the necessary Movement Points.

[5.36] Units executing an Overrun may not "advance after combat" (see Case 9.9); although they must move into a vacated target hex, they may not move any further without expending Movement Points. Likewise, units defending against an Overrun may not advance into a hex vacated by an overrunning unit (possible if the overrunning unit suffered adverse combat results).

[5.37] **Overrun Combat Results Table**
(see separate sheet)

[5.4] DISRUPTION

[5.41] Units that are defending against an Overrun that suffer a combat result sufficient to actually force a retreat or step-loss (that is, a combat result greater than or equal to the Retreat Value of the defender's hex) are considered to be **Disrupted**. Under normal circumstances only defending units become Disrupted, and Disruption occurs only through Overrun, not normal combat. (However, Disruption can also be caused by certain types of retreat. See Case 7.31). Disrupted units are indicated by placing a Disrupted Marker on top of the affected unit(s).

[5.42] Disrupted units may not move (or retreat), attack, or attempt to disengage; however, their Defense Strength is not affected. Disrupted units which would ordinarily exert a Locking Zone of Control exert an Elastic Zone of Control instead (see Section 7.0). There are no additional effects of Disruption.

[5.43] Disrupted Supply units have their Supply Range halved.

[5.44] Further Disruption results have no additional effect on units which are already Disrupted. Combat results are applied normally to Disrupted units (with the exception, of course, that they may not retreat).

[5.45] Disrupted units automatically return to normal immediately following the removal of the Disruption Marker in the appropriate Friendly Reorganization Phase.

[5.5] **TERRAIN EFFECTS CHART**
(see map)

[6.0] STACKING

GENERAL RULE:

Each Player is restricted as to the number of units he may have in a hex at the end of any Phase.

CASES:

[6.1] STACKING RESTRICTIONS

[6.11] No more than two Friendly units may occupy the same hex at the end of a Phase.

[6.12] Covering Force, air units, and game markers of all types never count against the Stacking limit. **Note:** Air units have their own Stacking limitations (see Case 18.3).

[6.13] There is no limit to the number of units which may enter or move through a hex during a Game-Turn as long as Stacking limits are strictly observed at the end of each Phase (Exception: see Case 9.83).

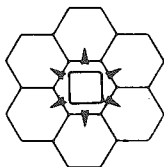
[6.14] Units of different types and units of different allied nationalities may stack together.

[6.15] There is no additional Movement Point cost to stack or unstack Friendly units.

[6.2] PENALTY FOR EXCEEDING STACKING LIMITATIONS

[6.21] Units may never occupy a hex at the end of any Phase in violation of the Stacking limit. Any units in violation of this rule may be removed from play by the Enemy Player.

[6.22] Units may not overstack as a result of retreat due to Combat or Overrun. Such units are eliminated instead.



[7.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons surrounding a hex constitute the Zone of Control (ZOC) of units in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes, and they impede the movement of Enemy units. Units may exert one of two different types of Zones of Control. Normally a unit exerts a "Locking" Zone of Control; however, Disrupted units and units in Improved Positions (see Case 8.4) exert "Elastic" Zones of Control.

CASES:

[7.1] GENERAL EFFECTS

[7.11] All ground combat units exert a Zone of Control at all times during the Game-Turn (Exception: see Case 8.4). Supply, Covering Force, air and airmobile units never exert a Zone of Control.

[7.12] Units never pay an additional cost to enter an Enemy-controlled hex. There is, however, an additional cost to leave a hex in an Enemy Elastic Zone of Control (see Case 7.3).

[7.13] Friendly Zones of Control never affect Friendly units; they affect only Enemy units.

[7.14] Friendly units (but not Friendly Zones of Control) negate the presence of Enemy Zones of Control for the purposes of Retreat and the tracing of Supply Lines. They do not negate Enemy Zones of Control for purposes of Movement.

[7.15] If a given unit is in an Enemy-controlled hex, the Enemy unit is also in its Zone of Control. The two units are mutually affected.

[7.16] Zones of Control extend into all six hexes adjacent to the controlling units hex. Zones of Control extend into all types of terrain.

[7.17] There is no additional effect of having more than one unit exerting the same type of Zone of Control into a given hex.

[7.2] EFFECTS OF LOCKING ZONES OF CONTROL

All Friendly units must cease movement when they enter an Enemy Locking Zone of Control. Friendly units may leave such Enemy-controlled hexes only through Combat or by the Disengagement procedure (see Section 14.0). (However, also see the Rules concerning Overrun, Case 5.3.) Friendly units may not retreat through Enemy Locking Zones of Control unless the hex is also occupied by a Friendly ground unit.

[7.3] EFFECTS OF ELASTIC ZONES OF CONTROL

Friendly units do not have to cease Movement when they enter an Enemy Elastic Zone of Control. Instead, the unit may continue moving by expending an **additional** two Movement Points to leave the Enemy-controlled hex. Units may voluntarily leave such Zones of Control, and may in fact move directly from one Enemy (Elastic) Zone of Control to another by paying the additional two Movement Point cost to leave each Enemy controlled hex.

[7.31] Friendly units may retreat through Enemy Elastic Zones of Control even if the hex is not occupied by a Friendly ground combat unit. However, units which do retreat through such a hex are immediately Disrupted (place a Disrupted Marker on the units). Of course, if the hex through which the unit is retreating is occupied by a Friendly ground unit, then the retreating unit is **not** Disrupted.

[7.32] Only Disrupted units and units in Improved Positions ever have Elastic Zones of Control.

[8.0] DIVISIONAL INTEGRITY AND IMPROVED POSITIONS

GENERAL RULE:

Units of the same division may be deployed in such a way as to increase their Strength when attacking and/or defending.

CASES:

[8.1] OFFENSIVE INTEGRITY

If **all** units in a division are in two adjacent hexes and are participating in the same attack, then the Attack Strength of all the units in that division is doubled. This doubling effect is calculated after all other adjustments to the units' Attack Strength.

[8.2] DEFENSIVE INTEGRITY

If **every** unit in a division is within two hexes of **every** other unit in that division (and all three are still extant) then the Defense Strengths of **every** unit in that division are doubled (doubling calculated after all other Defense Strength adjustments).

[8.3] OVERRUN INTEGRITY

If two units of the same division are attempting an Overrun, then the Attack Strengths of the units is **not** halved when calculating the Overrun (This is the only case where an integrity bonus may be awarded without all units of the division being present).

[8.4] IMPROVED POSITIONS

During his Reorganization Phase, the Phasing Player may place Friendly units in "Improved Positions" (IP). Place an Improved Positions Marker on the affected unit(s).

[8.41] Units in Improved Positions have their Defense Strength doubled, but they may neither move nor retreat. Additionally, a hex containing a unit(s) in IP has its Retreat Value increased by 2 (see Case 9.81). Units in IP also use an Untried Units Column one column to the left of their normal Column (see Section 12.0).

[8.42] Units in IP may attack as normal, but may not advance after combat. They may not attempt to Overrun Enemy units.

[8.43] Units may be placed in IP regardless of their supply state or the presence of Enemy units or Zones of Control. Disrupted units may be placed in IP, and units in IP which later become Disrupted remain in IP.

[8.44] The Zone of Control of a unit in IP is Elastic instead of Locking (see Section 7.0). Disrupted units in IP exert no Zone of Control at all.

[8.45] If one unit in a hex is in IP, then any other unit in that hex must also be in IP (if it is possible to do so). That is, a unit which ends a Friendly Reorganization Phase in a hex containing a unit in IP is automatically placed in IP also.

[8.46] Only ground combat units may be placed in Improved Positions. Helicopters, Covering Force units and air units may never be placed in IP.

[8.47] Units remain in Improved Positions until the Owning Player removes the IP Marker in a subsequent Friendly Reorganization Phase.

[9.0] COMBAT

GENERAL RULE:

Combat may occur between adjacent opposing units at the discretion of the Phasing Player. Artillery units (see Section 10.0) are the only units which may attack units to which they are not adjacent. Also see the Airpower Rules (Section 18.0) for their effect on combat. The Phasing Player is the Attacker, and the non-Phasing Player is the Defender, regardless of the overall strategic situation.

Total the Attack Strength, Barrage Strength, and Ground Support Strength of all the attacking units involved in a specific attack; then total the Defensive Strength and Final Protective Fire of all units which are the subject of the specific attack. State the comparison as a probability ratio: Attacker's Strength to Defender's Strength. Round off the ratio in favor of the defender to conform to the simplified odds found on the Combat Results Table; roll the die and read the result on the appropriate line under the correct odds column. Apply the result immediately before resolving any other attacks being made during that Phase.

CASES:

[9.11] Units may attack only during their own Friendly Combat Phase (see also Overrun, Case 5.3). They may attack any and all Enemy units which are adjacent to them. Only artillery units may attack Enemy units which are not directly adjacent to them.

[9.12] Attacking is completely voluntary; units are never compelled to attack (Exception: see Case 14.18), and not every adjacent unit need participate in any attack. A Friendly unit in a stack that is not participating in a given attack is never affected by the results of that attack.

[9.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes, with possible artillery Barrage Strength (see Case 10.1) and Ground Support (see Case 17.5).

[9.14] No unit may attack more than once per Combat Phase and no Enemy unit may be attacked more than once per Combat Phase. (Remember, Overrun is not considered combat).

[9.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[9.21] All units in a given hex must be attacked as a single Defense Strength. The defender may not withhold a unit in a hex under attack. Different units in a hex may not be attacked separately, nor may one unit be attacked without involving the other unit in combat.

[9.22] All units in a hex that contains an attacking unit need not participate in that same attack or any other attack. Thus, when one unit in a stack is attacking a given hex, the other unit in the stack could attack a different hex or choose not to attack at all.

[9.23] If a unit is adjacent to more than one Enemy-occupied hex, it could attack all of them in a single combat. That is, units in a single hex may attack more than one hex. The only requirement is that all attacking non-artillery units be adjacent to all defending units.

[9.24] A unit's Attack and/or Defense Strength is always unitary; it may not be divided among different combats either for attack or defense.

[9.3] EFFECTS OF TERRAIN

[9.31] The effect of terrain on combat is represented in a rather unusual way. Each hex, depending on the type of terrain which it contains, is given a certain **Retreat Value**. This is the cost in **Retreat Points** (see Case 9.9) for a unit to withdraw from a hex due to combat. Note that the Value is the cost to **leave** (not enter) a hex. Basically, the more suitable a hex is for defensive operations, the higher its Retreat Value (see Case 5.5).

[9.32] Any Retreat Value additions made to the normal Value of the hex are cumulative. (For example, a unit in clear hex being attacked across a Major River hexside would have a Retreat Value of 6—1 for the clear hex and 5 additional for the Major River hexside; see Case 9.34).

[9.33] Two or more defending units in different types of terrain with different Retreat Values that are being attacked in a single combat have any possible retreat resolved **separately**. The Retreat Value of the hex occupied by one unit has no effect on the Retreat Value of the hex occupied by any other unit.

[9.34] The Retreat Value of defending units is not increased by River or Major River hexsides unless **all** adjacent ground units attacking the defending unit(s) are attacking across the River hexsides.

[9.4] SOVIET ACCELERATED ASSAULT

The Soviet Player (only) may shift the Odds Differential Column to the right. To do so, he announces his intention to make an **Accelerated Assault** in a given combat situation. **Before** determining the status of any Untried units, the Soviet Player tells his opponent how many columns to the right he wishes to shift the attack. He may shift the attack either **one, two, or three** columns. After determining the normal odds for the combat, the Player resolves it on its "new" Odds Column (e.g., a 1-1 attack shifted two columns would be resolved on the 3-1 column). After the combat results have been applied to the defending unit(s), but before any advance after combat has taken place, the Soviet Player must roll the die separately

for each ground unit which participated in the attack (**including non-adjacent artillery units**). For each column shifted, there is a one-sixth chance that a given attacking unit will take a one-step loss in addition to any loss called for by the Combat Results Table (e.g., units that participated in an attack which was shifted two columns would lose an additional step on a die roll of 1 or 2).

[9.41] Accelerated Assault may be used when resolving Overruns (see Case 5.3). The same procedure is followed (as if the Overrun were normal combat).

[9.42] Accelerated Assault may only be used by attacking ground combat units. It may never be used by defending units or air units. The NATO Player may never use Accelerated Assault, regardless of the situation.

[9.5] COMBAT RESOLUTION

[9.51] Combat odds are always rounded off in favor of the defender. For example, an attack with a combined Attack Strength of 26 against a hex defending with a Defense Strength of 9 (26 to 9) would round off to the next lowest odds column on the CRT (2 to 1). That column would be used in resolving the attack.

[9.52] The attacking Player may, if he desires, reduce the Combat Odds in a given combat situation. For example, he could voluntarily reduce a 3-to-1 attack to a 1-to-2.

[9.6] COMBAT RESULTS TABLE (see separate sheet)

[9.7] EXPLANATION OF COMBAT RESULTS

[9.71] All ground combat units have a number of Strength Levels (steps). Losses are reflected by reducing the unit one or more Strength Levels; i.e., if a ground unit takes a one-step combat loss, the counter is replaced by the next lowest Strength Level for that unit (either by replacing its primary counter with the front side of the unit's secondary counter, or by flipping the secondary counter over on its reverse side). When there are no more steps in a unit, the unit is permanently eliminated and removed from the game.

[9.72] Most non-artillery ground combat units consist of **three** steps, plus an Untried status. Each unit is represented by two separate counters, a primary and a secondary one. Only one of these counters may be in play at any one time.

[9.73] All artillery units have **two** steps, and no Untried status. They are represented by a single counter, with their reduced (depleted) Strength being on the reverse side.

[9.74] Supply and Covering Force units consist of only a single step, and no Untried status. Such units are destroyed when they take a one-step loss. (Note that supply units do have two different modes of existence, either mobile or static; see Case 11.2).

[9.75] All combat results are expressed in terms of the number of steps lost and/or the number of **Retreat Points** which the units must spend by withdrawing. The letters **A** and **D** stand for Attacker and Defender, respectively. A result of **Ae** or **De** (Defender Eliminated) means that all steps for the units affected are immediately lost (the unit is destroyed and is removed from the game).

[9.76] A result preceded by a #/ indicates that the affected unit(s) must lose the indicated number of steps and spend the indicated number of Retreat Points withdrawing.

[9.8] RETREAT PROCEDURE

[9.81] Combat results are expressed as a number of Retreat Points which **each** affected unit must spend by withdrawing. Retreats are based on the Retreat Value of hexes, due to their terrain. As a

unit retreats it expends a number of Retreat Points equal to the Retreat Value of the hex that the unit has exited (not the hex that the unit is entering). If the combat result was greater than or equal to the Retreat Value of the hex that the defender was in, then the unit must retreat (although this may be converted into a step loss instead. See Case 9.88). If the combat result is less than the Retreat Value of the defender's hex, then the defending unit does not retreat at all (although the unit may still be required to take a step loss if the result was #/#).

[9.82] A unit may never retreat into a hex occupied by an Enemy ground unit. A unit may not retreat into a hex containing an Enemy Locking Zone of Control, unless that hex is also occupied by a Friendly ground unit. A unit may retreat through an Enemy Elastic Zone of Control, but a unit which does so is automatically Disrupted (see Case 5.4) after completing its retreat.

[9.83] A retreating unit must, if possible, retreat into a vacant hex. If no vacant hex is available, it may retreat into or through a hex occupied by one Friendly ground unit. Units may not retreat through other Friendly units in excess of the Stacking limits; if forced to do so, the unit would be eliminated instead.

[9.84] If a unit retreats into a Friendly occupied hex and that hex then undergoes an attack (or Overrun) in the same Phase, the retreated unit does not add its Defense Strength to the unit already in the hex. If the "host" unit suffers any adverse result (forcing a step loss or a retreat), the previously retreated unit is automatically eliminated. The other unit may retreat normally.

[9.85] Units are always retreated by the Owning Player. Within the restrictions imposed by Case 9.8, the Owning Player is free to determine the Path of Retreat of his units. Units must retreat if such a retreat is possible (although it may be converted into a step loss, see Case 9.88); otherwise, unused Retreat Points have no effect. For example, a **D1** result would have no effect on a unit in a forest hex. The retreat continues until all Retreat Points have been expended or until the retreating unit no longer has sufficient Retreat Points to leave a hex.

[9.86] Retreating units must always end their retreat the "correct" number of hexes away from the hex they occupied at the moment of combat (or Overrun). For example, a unit that has retreated three hexes must end the retreat three hexes away from its starting hex. (Units may not retreat in a circle).

[9.87] If the defending unit can not fulfill its retreat requirements (i.e., if it is surrounded), it must take a step loss instead. If the unit was able to partially fulfill its retreat requirements, it must take an additional step loss for each Retreat Point remaining. If the unit was totally surrounded, its first step loss is considered to expend Retreat Points equal to the Retreat Value of the hex the unit is in. One additional step loss is then applied for each Retreat Point remaining.

[9.88] After determining the Path of Retreat of a unit, the Owning Player may choose to convert retreat results into step losses. This is done on the basis of one additional step lost for each hex not retreated. (For example, a unit with a three-hex Path of Retreat could lose one additional step and retreat only two hexes, or lose two additional steps and retreat only one hex, and so on). A unit may always fulfill all retreat and loss requirements by completely eliminating itself (see Case 9.94).

[9.89] Two units stacked together in a hex must share the same path of Retreat. However, one of these units may be "dropped off" along the way

by taking additional step losses (and thus blocking an Enemy advance after combat) while the other unit retreats the full distance.

[9.9] ADVANCE AFTER COMBAT

[9.91] Whenever an Enemy unit is forced to retreat, leaving the hex vacant as a result of combat, the opposing Player's unit(s) involved in the combat may advance. The path of vacant hexes which a unit leaves while retreating is called the **Path of Retreat**. Some, none, or all Friendly units which participated in the combat may advance along the Enemy Path of Retreat.

[9.92] Advancing units may not stray from the Path of Retreat. The advancing units may ignore all Enemy Zones of Control, but may not advance into a hex occupied by an Enemy ground unit.

[9.93] The option to advance must be exercised immediately, before any other combat is resolved. Units are never forced to advance after combat (Exception: see Case 5.3), and may cease their advance in any hex along the Path of Retreat. After advancing, units may neither attack nor be attacked for the remainder of the Phase (although they may be subject to Overrun). However, even though advancing units may no longer attack, they are generally useful in cutting off the retreat of Enemy units whose combat has yet to be resolved, and perhaps in "pinning" Enemy units with Friendly Zones of Control.

[9.94] If all Enemy units in a hex are eliminated, the victorious Friendly units may only advance into the vacated hex(es); they may not advance any further in that Combat Phase. Note that a Player may always choose to eliminate a Friendly unit instead of retreating it (as called for on the Combat Results Table) and thus limit the Enemy unit's advance after combat.

[9.95] Any victorious unit may advance after combat (subject to normal restrictions) regardless of whether it was the Attacker or Defender when the combat was resolved.

[9.96] Advance after combat does not apply to Overrun, except as outlined in Case 5.34. Remember, Overrun is part of movement, not combat.

[10.0] ARTILLERY

GENERAL RULE:

Artillery units may participate in combat from adjacent and non-adjacent hexes. The artillery unit's Attack Strength is used to attack Enemy units. The artillery unit's Defense Strength may be used to supplement the Defense strengths of other Friendly units, through a procedure called Final Protective Fire (FPF). In any case, artillery units need not be adjacent to, but must be within range of the defending unit. Each artillery unit has a range of four hexes when not adjacent to an Enemy unit, and three hexes if it is adjacent to an Enemy unit. An artillery unit may use both its Attack Strength (in Barrage Attacks) and its Defense Strength (in FPF) in a single Game-Turn. When attacked, an artillery unit defends with its own Defense Strength.

CASES:

[10.0] BARRAGE ATTACKS

[10.11] Artillery units attacking non-adjacent Enemy units are considered to be making Barrage Attacks. Artillery units may attack non-adjacent Enemy units up to the limits of their range, but they are never forced to attack an Enemy unit merely because it is within range. Terrain has no effect on the range of artillery units.

[10.12] Range from the Barraging artillery unit to the defending unit is counted by including the target (defending unit's) hex, but not the Barraging unit's hex.

[10.13] Artillery units may only attack a single Enemy-occupied hex when Barraging, except when making a combined attack with other Friendly units which are adjacent to the Enemy units (see Case 9.13). In the event that the defending units are in different hexes, the range of the artillery unit need only be traced to one of the defending units.

[10.14] Barraging artillery suffer no combat results; they are never affected as a result of their own attacks (Exception: see Case 9.4). Of course, other non-artillery units cooperating with the Barraging artillery unit would be affected by the combat results.

[10.15] Artillery units attacking from an adjacent hex suffer the normal effects of combat results. When attacking an adjacent unit artillery units are not considered to be making a barrage attack. Units which are performing a barrage attack may only do so with other Friendly combat units which are attacking the Enemy unit from adjacent hexes. (That is, non-adjacent artillery units may not attack alone).

[10.16] Attacks executed by artillery units are always resolved on the Overrun Combat Results Table unless the attack is being made in combination with other Friendly non-artillery ground combat units, in which case the combat is resolved on the regular Combat Results Table.

[10.2] FINAL PROTECTIVE FIRE

[10.21] An artillery unit of the non-Phasing Player which has not yet been subject to a successful attack in the current combat Phase and is not adjacent to an Enemy ground unit may use its Defense Strength as Final Protective Fire to supplement the Defense Strength of a Friendly unit which is under attack. If an artillery unit has been retreated or taken a step loss in the current Combat Phase, then it may not use FPF.

[10.22] The Friendly defending unit receiving Final Protective Fire must be in range of the artillery unit providing the FPF. This range is computed to the hex occupied by the defending (Friendly) unit, not the hex occupied by the attacking (Enemy) unit.

[10.23] A unit receiving FPF simply adds the Defense Strength of the artillery unit to its (the unit's) normal Defense Strength.

[10.24] When an artillery unit supplies FPF, it is not affected in any way by the combat results.

[10.25] When an artillery unit is itself attacked, it uses only its Defense Strength.

[10.3] TERRAIN EFFECTS

[10.31] An artillery unit may perform a Barrage Attack or FPF anywhere within its range, regardless of intervening terrain or units.

[10.32] Artillery fire is not considered to cross any particular hexside on its way to the target hex. Thus, it has no effect in determining whether a defending unit will receive the terrain benefit for river hexsides.

[10.4] RESTRICTIONS ON ARTILLERY

[10.41] No artillery units (except Soviet artillery divisions) may be used for any sort of attack if they are within six hexes of another artillery unit of the same nationality.

[10.42] Artillery units may never perform an Overrun, nor may they use their Barrage or FPF Strength to influence the odds of an Overrun situation.

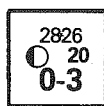
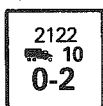
[11.0] SUPPLY

GENERAL RULE:

Units must be in supply to use their full Combat Strength and Movement Allowance. If they are not in supply, units are penalized with respect to their movement and combat abilities.

PROCEDURE:

Supply determination for movement (and Overrun) is made at the beginning of each Movement Phase. Thus a unit in supply at the beginning of a Movement Phase may move its full Movement Allowance, even if the unit moves out of supply; it is considered to be in supply for the entire Phase. Supply determination for combat purposes takes place at the instant of combat. Example: if an attacking unit had been in supply at the beginning of the Combat Phase, but the results of a preceding combat between other units had resulted in the unit's supply being cut, the attacking unit would not be in supply for combat. To be in supply, a unit must be able to trace a **Supply Line to a Supply Source**. This Supply Line may not exceed a certain length, measured in Movement Points, equal to the **Supply Range** of the Supply Source.



A Supply Source may be either a Supply Dump Unit (SDU) or a Supply Transport Unit (STU). SDU's are immobile, but may be carried by STU's of the same nationality. Supply units (either type) may supply an unlimited number of units of the same nationality. The type of ground unit being supplied (infantry, armor, etc.) has no bearing on the supply procedure.

CASES:

[11.1] TRACING THE LINE OF SUPPLY

A Line of Supply begins at the unit in question and is judged back to a Friendly Supply Source. The Owning Player traces a line of hexes from the unit (do not count the hex that the unit is in) to the Supply Source. This line of hexes is called the **Supply Path**. The maximum length of the Supply Path is determined by the Supply Range of the Source being traced to, and is measured in Movement Points exactly as if the unit in question were actually moving to the hex containing the Supply Source. Both terrain and additional costs on movement due to Enemy Elastic Zones of Control and/or chemical warfare are included in this calculation. The Line of Supply may not be traced through hexes containing Enemy ground units; however, it may be traced through Enemy Locking Zones of Control if (and only if) the hex is occupied by a Friendly ground unit. If this is true, there is no additional Movement Point cost to trace through the hex, regardless of whether the Enemy Zone of Control is Locking or Elastic. (Friendly units negate Enemy Zones of Control for supply purposes).

[11.2] STATUS OF SUPPLY UNITS

Although they have only a single step, supply units have two different modes of operation, either static or mobile. It costs one complete Movement Phase to convert from one mode to the other (reflected by flipping the counter over onto the correct side). When static, supply units have an increased Supply Range but no Movement Allowance. When moving, supply units must be in mobile mode, a status which reduces or eliminates their Supply Range.

[11.21] Supply Dump units in static mode have a Supply Range of 20 Movement Points. Supply Transport units in static mode have a Supply Range of 10 Movement Points.

[11.22] Supply Dump units in mobile mode have a Supply Range of 10 Movement Points. Supply Transport units in mobile mode have no Supply Range.

[11.3] EFFECTS OF SUPPLY

[11.31] All units that are not in Supply have their Movement Allowance and Combat Strength halved, with fractions rounded down. Thus, for example, an out-of-supply West German 5-7 mechanized infantry brigade would have an Attack Strength of 2, a Defense Strength of 3, and a Movement Allowance of 5.

[11.32] A unit's Attack or Defense Strength may never be reduced below one.

[11.33] All units are considered to be in Supply during the first Player-Turn in which they enter the game. Afterwards they must trace a normal Line of Supply.

[11.34] Supply and Air units are always considered to be in Supply. Only ground combat units may ever be unsupplied.

[11.35] Units may remain out of Supply indefinitely; they are never lost through lack of Supply alone.

[11.36] The Supply state of a unit never effects the presence (or type) of a unit's Zone of Control.

[11.4] MOVEMENT OF SUPPLY UNITS

In order to move, a Supply unit must be in a mobile mode. A Supply Transport Unit in mobile mode has a Movement Allowance of 5 and may move like a normal unit. Supply Dump Units always have a Movement Allowance of zero but may be picked up and carried by STU's of the same nationality. In order for this to be done, both supply units must spend one entire Friendly Movement Phase stacked in the same hex. On an ensuing Movement Phase, the STU may move out of the hex, carrying the SDU with it. When carrying an SDU the STU may move as usual but pays twice the normal Movement Point cost to enter a hex. The STU may unload the SDU by reversing the process, and spending another entire Friendly Movement Phase in the same hex. On a following Movement Phase the STU may move off as normal, leaving the SDU in the hex. When unloaded, both the STU and the SDU remain in the mobile mode (i.e., it would take another full Movement Phase to convert them to static mode).

Note: Soviet SDUs have an automatic Movement Allowance of two Movement Points anywhere in East Germany.

[11.5] BELGIAN AND BRITISH SUPPLY

There are no Belgian or British Supply units. Instead, units of these nationalities remain in Supply by tracing a Supply Path off the Northern edge of the map. This Line of Supply may never exceed 20 Movement Points in length.

[12.0] UNTRIED UNITS

GENERAL RULE:

The Combat Strengths of most non-artillery ground units that have not yet participated in combat are unknown to both Players. Such units are initially placed with their Untried side face-up. As the game progresses the opposing units will engage in combat and the actual Strengths of the units will be revealed by rolling two dice for each unit (or stack of units) and consulting the Untried Units Table (12.3).

CASES:

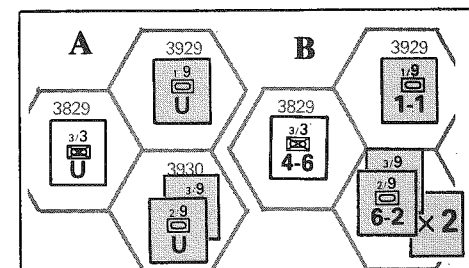
[12.1] PLACEMENT OF UNTRIED UNITS

All non-artillery ground combat units, whether they start the game on the map or enter as reinforcements, are placed on the map in their Untried state (that is, with their Untried side face-up).

[12.2] HOW UNITS ARE REVEALED

Once units are placed on the map, they remain in their Untried state until they are involved in combat. When a unit has been committed to combat (either as the Attacker or Defender), the actual Strength of the unit is determined; however, the moment of determination comes only at the instant of combat. (Neither Player knows what the actual Strength of the unit is until the dice are rolled and the Untried Units Table consulted). To determine the actual Strength of an Untried unit the Owning Player rolls two dice for each unit (or stack of units) and consults the correct column on the Untried Units Table (see Case 12.3). Each unit is assigned a specific column on the Untried Units Table according to its **nationality** (e.g., West German, British, U.S.); however, this column may be shifted due to the effects of Improved Positions and/or Chemical Warfare (see Cases 8.41 and 15.1). The results determine how many steps if any, of a unit will be forfeited, or whether in fact the unit will have a Strength greater than its normal face value. Note that a unit which loses any steps must be replaced by its corresponding lesser Strength counter. The results of the Untried Units Table are applied immediately and then the combat (or Overrun or disengagement) is resolved as normal. Once a Player has determined that a unit will take part in a given combat situation the unit must continue to do so, regardless of the results of the Untried Units Table.

EXAMPLE:



A. The Soviet Player has 9 Armored Div. attack 3/3 US Mechanized Brigade. Since none of the units has been involved as yet in combat, all are Untried.

B. NATO Player rolls 2 dice for 3/3, resulting in a roll of 5. The US UTU level is F, so the NATO Player cross-indexes the die roll with the F column of the Untried Units Table for a result of N ("normal," i.e., 4-6 in strength). The Player flips the 3/3 counter over to reveal his strength. The Soviet Player performs the same procedure for each of his units: the 1/9 receives a 2 result, calling for an automatic two step loss; the 2/9 and 3/9 receive a D result, calling for the double of both units' Strengths (a x2 marker would be placed on these units to indicate this status). The Players now must resolve the combat.

[12.3] UNTRIED UNITS TABLE (see separate sheet)

[13.0] NATO REPLACEMENTS

GENERAL RULE:

The NATO Player may rebuild certain of his depleted units by the expenditure of Replacement Points. The act of rebuilding occurs during the unit Reorganization Phase of the NATO Player-Turn. The NATO Player receives Replacement Points according to a fixed schedule, which varies according to the Scenario being played. When received, the Points are added to the general NATO Replacement "Pool." When the Points are

expended they are subtracted from the Pool Level. Players should use the Replacement Point Markers to indicate the Pool Level (on the Replacement Point Track).

PROCEDURE:

To rebuild a depleted unit the NATO Player announces how many Replacement Points he is allocating from his available total to attempt to rebuild a certain unit. He then rolls the die and consults the correct Replacement Success Table, depending on whether or not the unit is in an Enemy Zone of Control.

[13.1] RESTRICTIONS

A. During each Friendly Reorganization Phase, the NATO Player may allocate one half of his accumulated Replacement Pool. The Replacement Points must be of the same nationality as the unit being rebuilt. The Replacement Points are actually expended only if the replacement attempt was successful; otherwise the Replacement Points remain in the Pool.

B. There is no limit to the number of times a particular unit can be reduced in Strength and subsequently rebuilt through the use of Replacement Points. Units which lose steps due to the Untried Units Procedure may be built up to their full printed strength.

C. A unit may not move or attack in the same Player-Turn in which an attempt is made to rebuild it. Units may not be rebuilt while they are disrupted.

D. In order to rebuild, a unit must be in supply and be able to trace a line of hexes (of any length) unblocked by Enemy units or Zones of Control to a valid Supply Source.

E. Only American, French and West German units may be rebuilt. No Replacement Points are ever received for Belgian and British units.

[13.2] REPLACEMENT SUCCESS TABLE (see separate sheet)

[14.0] DISENGAGEMENT

GENERAL RULE:

During the Combat Phase the Phasing Player may attempt to have units withdraw from Enemy Locking Zones of Control by disengaging. If successful, the unit may leave the hex in the following Secondary Movement Phase as if the Zone of Control were Elastic rather than Locking (that is, by expending an additional two Movement Points).

PROCEDURE:

The Phasing Player determines which (if any) of his units will attempt to disengage. He then calculates the Disengagement Ratio for each disengagement, exactly as if all adjacent Enemy ground combat units were about to attack the disengaging unit(s). The Player then rolls the die and consults the Disengagement Table. If the disengagement is successful, a Friendly Covering Force unit (0-1-0) is placed in the hex.

EXAMPLE:

CASES:

[14.1] CONDITIONS OF DISENGAGEMENT

[14.11] Units which attempt to disengage may not engage in combat during the same Combat Phase in which they attempt to disengage. However, disengaging units may have moved during the preceding Initial Movement Phase.

[14.12] Artillery units may not use their barrage or FPF Strength to aid or hinder a disengagement effect. Air units may never participate in a disengagement attempt.

[14.13] More than one unit may attempt to disengage in the same disengagement situation, so long as the normal rules concerning attacking and defending units are obeyed (i.e., as if it were a normal combat situation).

[14.14] One or both sides may receive Divisional Integrity when determining the Ratio for Disengagement.

[14.15] If two or more units are combining in a disengagement attempt, and they are successful, only one Covering Force is placed in the hex occupied by the disengaging units.

[14.16] Units attempting to disengage may not move directly into a hex containing another Enemy Zone of Control (either Locking or Elastic) even if the Zone of Control in question is being exerted by a unit they have successfully disengaged from.

[14.17] Terrain has no effect on disengagement.

[14.18] Disengagement Table (see separate sheet)

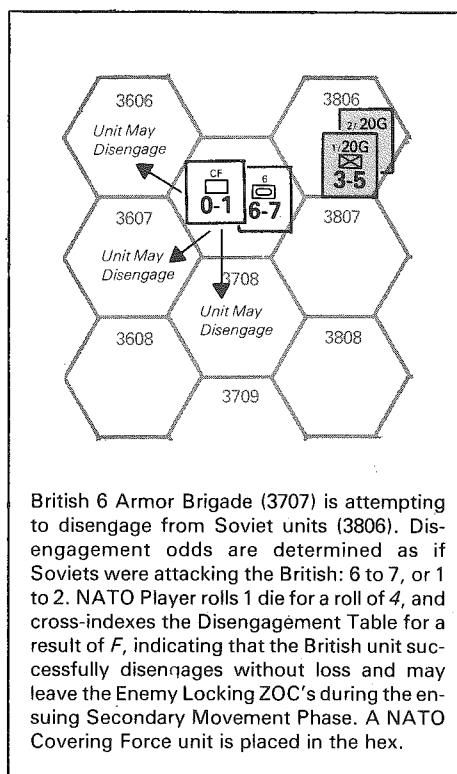
[14.2] COVERING FORCE UNITS

After a unit has successfully disengaged, a Covering Force (CF) unit is placed in each hex occupied by the disengaging unit(s). CF units may not attack and/or move, and are removed from the map following the completion of the next Enemy Player-Turn. Covering Force units have no Zone of Control (or Air Defense Zone) and do not count for stacking purposes. When stacked with Friendly ground units CF units are considered to have a Defense Strength of "0."

[15.0] CHEMICAL WARFARE

GENERAL RULE:

At the start of any Movement Phase (either Soviet or NATO) the Soviet Player (only) may announce the use of chemical warfare. This may be done only once in a game.



CASES:

[15.1] EFFECT ON UNTRIED UNITS

For one complete Game-Turn following the use of chemical warfare, all Untried NATO units rolling the dice to determine their actual status (see Section 12.0) must use a UTU Column two Columns to the right of the Column they would otherwise use (e.g., a unit assigned to Column F would roll on Column H instead).

[15.11] This shift occurs only if the NATO units are actually involved in combat (either as the attacker or the defender) or are themselves attempting to disengage from Soviet Locking Zones of Control; no shift occurs if Soviet units are attempting to disengage from NATO Locking Zones of Control.

[15.12] NATO units in Improved Positions (see Case 8.4) still have their UTU Column shifted one Column to the left (i.e., the net effect of chemical warfare on a NATO unit in IP would be to shift the UTU Column one Column to the right).

[15.2] EFFECT ON COMBAT STRENGTH

For two complete Game-Turns following the use of chemical warfare all Soviet units have their Attack and Defense Strengths doubled. This doubling may occur in conjunction with other such effects due to divisional integrity and/or Improved Positions; all such effects are cumulative.

[15.3] EFFECTS ON MOVEMENT

For two complete Game-Turns following the use of chemical warfare the Movement Point cost to enter a hex within three hexes of an Enemy ground combat unit is increased for both Players. When determining this three-hex distance the hex containing the moving unit is counted; the hex containing the Enemy ground combat unit is not.

[15.31] For the Soviet Player the Movement Point cost for a Soviet unit to enter a hex within three hexes of a NATO ground combat unit is increased by 1. The cost to Overrun is increased to 4 Movement Points.

[15.32] For the NATO Player the Movement Point cost for a NATO unit to enter a hex within three hexes of a Soviet ground combat unit is increased by 2. The cost to Overrun is increased to 5 Movement Points.

[15.33] This additional Movement Point cost is also applied when units attempt to trace a Supply Path to a Friendly Supply unit.

[15.34] For purposes of this rule (15.3), Covering Force units are not considered to be ground combat units; they do not increase Enemy Movement costs.

[15.4] RESTRICTIONS ON CHEMICAL WARFARE

Chemical warfare never has any effects following the completion of the second Game-Turn after its use. It may never be used more than once in a game.

[16.0] SOVIET DOCTRINE

GENERAL RULE:

During certain Scenarios Soviet doctrine will be in effect for part of the game. This will be indicated in the Scenario instructions. Whenever the Doctrine is in effect the following rules must be obeyed.

CASES:

[16.1] EFFECTS OF DOCTRINE

[16.11] During the entire Secondary Movement Phase of the Soviet Player-Turn, all Soviet units

may only move in a **westward** direction (i.e., they may only enter a **lower numbered hex column**, as from 2404 to 2305). Note that this still allows the units to "slant off" diagonally in a northern or southern direction.

[16.12] Soviet units may still expend all, some, or none of their Movement Points in this Phase, as desired by the Soviet Player.

[16.2] APPLICABILITY OF DOCTRINE

[16.21] The Doctrine restriction also applies to Overrun; that is, the target hex of the overrunning unit must also be in a westward direction—the defending units must be in a hex column with a lower hex number than the Overrunning unit(s).

[16.22] The Doctrine rules apply to all ground units, including supply units. Note that the rules are in effect only during the Second Movement Phase, and only on Game-Turns indicated in the Scenario instructions. Air units and NATO units are never affected by Soviet Doctrine.

[17.0] SEQUENCE OF PLAY (Advanced Game)

GENERAL RULE:

The Advanced Game Sequence of Play is used whenever the rules for Air Power and Nuclear Weapons are in effect.

SEQUENCE OUTLINE

A. JOINT AIR SUPERIORITY TURN

Both Players secretly allocate Air Superiority Points and determine the results on the Air Superiority Table.

B. SOVIET PLAYER-TURN

1. Nuclear Planning Phase: The Soviet Player consults his plot sheet to determine the number and type of Warheads that are scheduled to be used during the current Player-Turn. He then plots the number of Warheads which will be used **three** Game-Turns after the current Player-Turn.

2. Nuclear Strike Phase: The effects of Electronic Warfare are determined; then the Soviet Player allocates and detonates his scheduled Nuclear Warheads, rolling for Contamination where applicable.

3. Initial Movement Phase: The Soviet Player moves his ground units as in the Standard Game; Soviet Air units may move and conduct Strikes against Enemy ground units.

4. Combat Phase: As in the Standard Game, with the addition that Soviet Air units may attempt to assist in ground unit combat.

5. Secondary Movement Phase: As in the Standard Game.

6. Reorganization Phase: As in the Standard Game.

C. NATO PLAYER-TURN

The NATO Player now becomes the Phasing Player and executes his Player-Turn in the exact same sequence as the Soviet Player, with the exception that he must plot the use of Nuclear Warheads only **one** Game-Turn in advance.

D. CONTAMINATION REMOVAL and GAME-TURN INDICATION

After both Players have completed their respective Player-Turns, the status of any Nuclear Contamination remaining on the map must be determined. Once this is done the Game-Turn is complete and the Game-Turn Marker should be advanced on the Game-Turn Record Track, signalling the start of a new Game-Turn.

[18.0] AIR POWER

GENERAL RULE:

At the beginning of each Game-Turn, both Players may attempt to gain or maintain Strategic Air Superiority over the area represented on the map. Once a Player achieves Air Superiority, he receives certain tactical air units which may be used to attack enemy units. The level and type of Air Superiority in the game is not permanent, and will vary from Game-Turn to Game-Turn, depending on each Player's allocation of **Air Superiority Points**.

CASES:

[18.1] DETERMINING AIR SUPERIORITY

[18.11] During the **Joint Air Superiority Turn** of each Game-Turn, both Players may commit up to six Air Superiority Points to Strategic Air Combat. At the beginning of each Joint Turn, the Players secretly place their Air Superiority Allocation Marker on the Air Superiority Allocation Track, in the box (numbered 0 through 6) corresponding to the number of Points that the Player wishes to commit for that Game-Turn. Once this is done, both Players reveal their choices. The two numbers are compared, with the lesser number being subtracted from the greater; the Player who allocated the higher number of Air Points determines the effect on the Air Superiority Level by consulting the Air Superiority Table. The Player should roll a die and cross index the result with the correct Differential Column. The results of this die roll are applied immediately by correctly re-adjusting the Marker on the **Air Superiority Record**.

[18.12] Once a Player has achieved an Air Superiority Level of 1 or greater, he should consult the appropriate Air Unit Allocation Table (18.14/18.15) to determine which air units he will have available during the present Game-Turn.

[18.13] **Example:** At the beginning of a Joint Air Superiority Turn, the Air Superiority Marker (on the Air Superiority Record) is at N0c. During the Turn, the NATO Player secretly commits 6 Air Points to Air Superiority while the Soviet Player commits 5 for the same purpose. The two numbers are compared (6:5) and the NATO Player applies the difference (+1 in his favor) to the Air Superiority Table. A 1 is rolled on the die, and this results in the Marker on the Air Superiority Record being moved two boxes in favor of the NATO Player (from N0c to N1a). The NATO Player then consults the Air Unit Allocation Table to determine if he will receive any air units for this Game-Turn (in this case he would receive one **Jaguar** and two **A-10** units). Note that if a 6 had been rolled on the die the Marker would have been moved one box in favor of the Soviet Player (from N0c to N0b).

Note: If both Players commit the same number of Air Superiority Points, the effects are determined on the 0 Differential Column; the Soviet Player rolls the die on odd-numbered Game-Turns while the NATO Player does the same on even-numbered Game-Turns.

[18.14] **Air Unit Allocation Table (NATO)** (see separate sheet)

[18.15] **Air Unit Allocation Table (Soviet)** (see separate sheet)

[18.16] **Air Superiority Determination Table** (see separate sheet)

[18.2] MOVEMENT OF AIR UNITS

Except when delivering nuclear warheads (see 19.11) all air unit movement occurs during the Initial Movement Phase. Air units are *not* permanently displayed on the map; they are removed after completing movement and combat. NATO air enters from the **west** map edge; Soviet air from any friendly East Germany hex.

[18.21] All air units have an unlimited Movement Allowance until they enter a hex containing an Enemy Defense Zone (see Case 18.5). When this is done, the air unit must expend a certain number of Penetration/Strike (P/S) Points to enter the hex (see Case 18.55). If the unit does not have sufficient P/S Points remaining, then that unit may not enter the hex.

[18.22] A unit may not expend more P/S Points than its total P/S Allowance, nor may P/S Points be transferred from unit to unit or Game-Turn to Game-Turn.

[18.23] Once an air unit has entered the map the unit must remain on the map until it has completed all its movement and/or combat for that Player-Turn.

[18.3] AIR UNIT STACKING

A maximum of two air units may be stacked together in the same hex at any given time. Air units may be moved together in a stack (as when performing an Overrun), but each air unit must expend the appropriate P/S Point cost to enter an Enemy Air Defense Zone (Exception: see Case 18.4).

[18.4] ECM CARRIERS

Certain air units (the F-4G and TU-28E) are designated as Electronic Countermeasure (ECM) carriers. These units have no combat or Overrun abilities, but they may assist other Friendly air units in their movement through Enemy Air Defense Zones. (Soviet ECM carriers may also assist in the delivery of Soviet paratroop units; see Case 20.3).

[18.41] ECM units do not count towards air unit stacking limits. When in the same hex with one (or two) "normal" air units, the ECM carrier may absorb (pay) all P/S Point costs for each air unit in the stack (separately for each unit). The ECM carrier must itself pay the normal P/S Point cost to enter a hex in an Enemy Air Defense Zone. When an ECM carrier has expended its entire P/S Point Allowance, it is immediately removed from the map; the air units that it was assisting may continue to move and/or attack normally.

[18.42] ECM carriers may only assist in air unit **movement**. They may in no way absorb any P/S Point costs caused by air units attempting Overrun or ground attack.

[18.43] No more than one ECM carrier may ever be stacked in a hex at any given time. However, a given air unit may be assisted by more than one ECM carrier so long as only a single ECM carrier is stacked in the hex at any given time.

[18.5] AIR DEFENSE ZONES

Most ground units have an **Air Defense Zone** (similar to a Zone of Control) that affects the movement of Enemy air units by forcing them to expend P/S Points to enter a hex.

[18.51] The Air Defense Zones of ground units is as follows:

Unit	Extent of Zone
Artillery Units	eight hexes
Ground Combat units	one hex (adjacent)
Nike sites	see Case 18.54

[18.52] Supply units, Covering Force units, NATO airbases, helicopter and airmobile battalions (see Section 20.0) have no Air Defense Zones.

[18.53] Disrupted units have the **extent** of their Air Defense Zone halved. For example, a disrupted ground combat unit would have an Air Defense Zone only in the hex it physically occupies.

[18.54] NATO Nike sites (printed on the map) have an Air Defense Zone covering the entire map.

Ordinarily, Soviet air units must expend **two** P/S Points for every **five** (or fraction of five) hexes moved. However, the effectiveness of the Nike Air Defense Zone may be reduced as the Nike sites are overrun by Soviet units. Nike sites are automatically destroyed whenever a Soviet ground combat unit enters their hex. For each **four** (or fraction of four) Nike sites destroyed, decrease the effectiveness of the Nike Air Defense Zones by **doubling** the number of hexes that Soviet air units may move before expending two P/S Points (e.g., two P/S Points per ten hexes moved becomes two per twenty hexes moved and so on).

[18.55] Air units must expend a certain number of P/S Points when entering a hex containing an Enemy Air Defense Zone. This cost varies with the type of unit which is exerting the Zone:

Unit	P/S Point Cost
NATO Artillery unit	2 P/S for every 3 hexes (or fraction of 3) moved.
Nike Site	see Case 18.54
All other NATO units exerting an Air Defense Zone	1 P/S for every hex moved
Soviet Artillery unit	1 P/S for every hex moved.
All other Soviet units exerting an Air Defense Zone	2 P/S for every hex moved

[18.56] All costs due to Enemy Air Defense Zones are cumulative; an Air unit must expend the appropriate P/S Point cost **for each unit** which is exerting an Air Defense Zone on the hex the air unit is entering.

[18.6] AIR UNIT COMBAT (Ground Support)

Air units attack Enemy ground units through the expenditure of P/S Points. The unit(s) being attacked may either be adjacent to the Air unit or stacked in the same hex with it. Air units may attack in either the Initial Movement Phase (i.e., perform an Overrun) or in the Combat Phase of the Friendly Player-Turn.

[18.61] Air units performing an Overrun are not halved; instead, they use the normal attack procedure for air units. Like ground units, air units performing an Overrun must have begun the Movement Phase (entered the map) stacked in the same hex, and must obey the stacking and movement rules for air units. There is never any additional cost **per se** for air units performing an Overrun. Air units **may not** be combined with Friendly ground units to perform an Overrun.

[18.62] Air units performing normal combat may combine with Friendly ground units.

[18.63] Air units are never affected by adverse combat results (except as a result of the Air Strike Table, 18.67).

[18.64] Air units performing an Overrun or attacking without the aid of Friendly ground units resolve their combat on the Overrun Combat Results Table. Air units attacking in combination with Friendly ground units use the Normal Combat Results Table.

[18.65] **Air Combat Procedure:** Air units which have 7 (or more) P/S Points remaining after movement, may attack using their entire printed value. Air units with 6 or fewer P/S Points left must use the Air Strike Table (18.67) attacking on the column corresponding to their remaining P/S Points.

[18.66] **Units with Special Defense:** The Defense Strength of artillery units is **tripled** when Overrun or attacked by air units. The Defense Strength of

Supply units and Air Bases is **quadrupled** when attacked by air units. The defending units receive these benefits only if no Enemy ground units are participating in the attack.

[18.67] **Air Strike Table** (see separate sheet)

[18.7] ALTERNATE AIR SUPERIORITY PROCEDURE

Case 18.1 assumes a "worst case" situation for NATO, because it allows the Soviets to maintain at least parity over the battlefield (if they are willing to pay the Victory Points). In reality, it is probable that NATO would gradually be able to gain Air Superiority. Therefore, instead of allowing both Players an unlimited amount of Air Superiority Points, a finite limit can be imposed at the beginning of the game (e.g., 40 for NATO and 20 for Soviets). Once these ASP's are expended, no more can be allocated by the Player.

[19.0] NUCLEAR WEAPONS

GENERAL RULE:

Both Players may use tactical nuclear weapons, which are provided in terms of "Nuclear Warheads." There are three separate types of Warheads — air, artillery, and missile — depending on the **delivery system** used to carry the Warhead to the target. The use of Nuclear Warheads requires advanced planning ("plotting") on a separate piece of paper.

PROCEDURE:

During the Nuclear Planning Phase the Phasing Player must plot the **number** and **type** of Warheads to be used on following Game-Turns. The Player should consult his Nuclear Weapons Track to determine what types are available, and the current **Limit of Use**. The NATO Player must plot the use of nuclear weapons **one** Game-Turn in advance; the Soviet Player must plot **three** Game-Turns in advance.

EXAMPLE OF PLOT:

(Soviet)

Current GT	Type of Warhead			GT of use
	Air	Art	Mis	
1	0	3	3	4
2	2	5	3	5

Limit of Use (listed as air/artillery/missile) = the maximum number of Warheads that may be plotted in each Game-Turn; Warheads not used during plotted Game-Turn are automatically expended.

CASES:

[19.1] TYPES OF WARHEADS

There are three types of Nuclear Warheads distinguished by the kind of delivery system used to carry the weapon to the target. All nuclear attacks ("Strikes") are carried out during the appropriate Nuclear Strike Phase.

[19.11] **Air Warheads:** Air Warheads must be delivered by Friendly air units that have a nuclear capacity (see Air Unit Allocation Tables). Such air units must be drawn from those normally provided by the Air Unit Allocation Table for the current level of Air Superiority (that is, only a Player with an Air Superiority Level of at least 1 may use Air Warheads). Air units delivering Nuclear Warheads must perform the normal Strike Procedure (see Case 18.6) during the Friendly Nuclear Strike

Phase. Instead of attacking with their normal PSP Strength the air unit would "attack" with the number of Nuclear Warheads it was carrying, attempting to deliver them to a specific target hex. Air units performing a Nuclear Strike may not perform any other task during the Game-Turn and are removed from the map following the end of the Nuclear Strike Phase. There is no limit to the number of Air Warheads a given air unit may carry when attempting to perform Nuclear Strikes.

[19.12] **Artillery Warheads:** These are artillery Warheads delivered by artillery units already deployed on the map. The procedure is the same as for FPF or barrage attacks (see Section 10.0); that is, the artillery units may deliver Warheads on any target hex within their normal four hex range. Artillery units may deliver Warheads (in the Nuclear Strike Phase) **in addition** to their normal FPF and Barrage capabilities. There is no limit to the number of artillery Warheads a given artillery unit may deliver on target hexes within the four-hex range.

[19.13] **Missile Warheads:** These are Warheads delivered by tactical battlefield missiles assumed to be deployed off the map. There is no real procedure for their use: Missile Warheads have unlimited range and may automatically strike any hex on the map. Unlike air and artillery Warheads, missile Warheads are treated individually (in effect, they are their own delivery system).

[19.2] ATTACK PROCEDURE

During the Nuclear Strike Phase, the Phasing Player may allocate nuclear Warheads plotted for use during previous Game-Turns (and available during the current Game-Turn) to Strike any hex within range of the appropriate delivery system.

Total the number of Warheads included in an attack on a specific target hex and consult the Nuclear Combat Results Table (19.24). The attacking Player should roll the die and cross-index the result under the appropriate column. The results of nuclear attacks are applied immediately. Units stacked in the same hex have the die rolled separately for them to resolve the effects of nuclear attacks. **Note:** Untried units attacked by nuclear weapons must undergo the Untried Units Procedure (see Section 12.0) before the results of a successful nuclear attack can be applied.

[19.21] When attacking Enemy units adjacent to Friendly units, one-half of all Warheads attacking the Enemy occupied hex **must** also attack adjacent Friendly units. This effect is applied only against adjacent Friendly ground units; adjacent **Enemy** units are not affected (round fractions down).

[19.22] When attacking Enemy units not in a Friendly Locking Zone of Control, the Friendly Player must determine the effects of Electronic Warfare (see Case 19.4) before resolving the attack.

[19.23] **Units with special defense:** Artillery units, supply units and air bases are not affected by results of 1 or 2 on the Nuclear CRT. However, they are **completely** destroyed (both steps for the artillery units) by a result of x.

[19.24] Nuclear Combat Results Table (see separate sheet)

[19.3] CONTAMINATION

When a result of 1, 2 or x has been achieved on the Nuclear CRT, there is a chance that the target hex may become **contaminated**. The Phasing Player should roll the die for each target hex where such a result has been achieved (**not** adjacent hexes that may have been attacked in accordance with Case 19.21), and cross-index the result with the correct column of the Contamination Table (19.33), depending on the number of Warheads that were used in the original attack.

[19.31] Effects of Contamination: There are various Levels of contamination (either 1, 2, or 3), indicated by placing the correct Contamination Marker in the hex. Contamination has two effects: (1) the Movement Point cost for a ground unit to leave the contaminated hex (or trace supply through it) is increased by the Level of Contamination (either 1, 2 or 3); (2) any ground unit occupying a contaminated hex at the end of a Friendly Player-Turn is automatically "attacked" by the contamination as if a number of Warheads equal to the Level of Contamination were attacking the unit. **Example:** A hex with a Contamination Level of 1 would attack any occupying unit during each subsequent NATO and Soviet Nuclear Strike Phase with the Strength of 1 Nuclear Warhead until the unit moves out of the hex or the contamination is removed.

[19.32] Contamination Removal: During the Contamination Removal and Game-Turn Indication Segment of the Game-Turn, the Players must roll the die for each contaminated hex in order to reduce or remove the Level of Contamination. The Soviet Player rolls the die on odd-numbered Game-Turns, and the NATO Player rolls on even-numbered Game-Turns. Contamination is removed as follows:

A Contamination Level of 3 is reduced to 2 on a die roll of 1, 2 or 3.

A Contamination Level of 2 is reduced to 1 on a die roll of 1, 2, 3 or 4.

A Contamination Level of 1 is removed on a die roll of 1, 2, 3, 4 or 5.

(Players will note that due to the Sequence of Play, contamination caused by NATO attacks could be removed or reduced before the next Soviet Player-Turn began. This is intentional, and reflects the fact that NATO Warheads are generally "cleaner" than their Soviet counterparts, and result in less fallout and contamination.)

[19.33] Contamination Table
(see separate sheet)

[19.4] ELECTRONIC WARFARE

[19.41] When using Warheads against Enemy units which are not "engaged" (i.e., not in a Friendly Locking Zone of Control), the Phasing Player must first resolve the effects of Electronic Warfare (EW). This is done by taking the EW Rating assigned to each Player in the Scenario instructions and adding to that number the **Friendly Air Superiority Level** (or **subtracting** the Level of Enemy Air Superiority). This total becomes the Phasing Player's EW Level for the current Game-Turn. The Player now consults the Electronic Warfare Table (19.42). For each target hex not "engaged" the die must be rolled on this Table. The result given is the number of Warheads which are automatically deducted from the attack in question. Electronic Warfare has no effect against target hexes which are in a Friendly Locking Zone of Control.

[19.42] Electronic Warfare Table
(see separate sheet)

Example of Nuclear Weapons Use →

[20.0] SPECIAL UNITS

CASES:

[20.1] HELICOPTERS

Both the NATO and Soviet Player are provided with certain Attack Helicopter units. Except as listed below, helicopter units are treated **exactly** like normal artillery units. (That is, the normal stacking, Zones of Control, Barrage and FPF rules, etc. apply).

[20.11] Helicopters have an unlimited Movement Allowance during both Movement Phases and may enter any type of terrain. However, they are vulnerable to special Enemy attacks while moving. Whenever a helicopter enters a hex containing the Zone of Control (either Locking or Elastic) of an Enemy **non-artillery** ground unit, the Enemy Player rolls the die. On a roll of 1 the helicopter unit immediately suffers a one-step combat loss. Whenever a helicopter unit enters a hex within the four-hex range of an Enemy **artillery** unit (including Enemy helicopter units) the Enemy Player rolls the die. On a roll of 1, 2, or 3 the helicopter unit immediately suffers a one-step combat loss. Moreover, at the end of any Friendly Movement Phase in which the helicopter did not move, it is liable to attack as if it had just entered the hex it is occupying. There is no limit to the number of times a helicopter unit may be attacked in a Movement Phase (although the unit must stop movement after entering an Enemy Locking Zone of Control like normal units), and all Enemy units within "range" of the helicopter unit attack the helicopter separately.

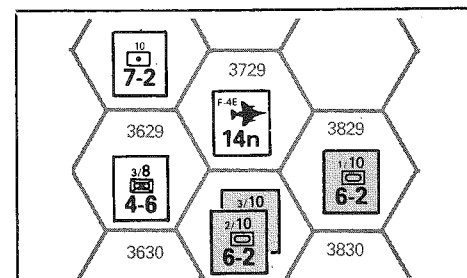
[20.12] Helicopter units are not affected by the nationality deployment restriction (10.41).

[20.13] Helicopters may not be placed in Improved Positions, do not receive divisional integrity, and are not affected by terrain when moving. They may not deliver Nuclear Warheads of any sort.

[20.14] Soviet helicopters are in supply as long as they can trace a line of hexes unblocked by Enemy ground units and/or Locking Zones of Control off the East edge of the map. The U.S. and West German helicopter units are based at Rhein-Main (hex 2223). If this air base is destroyed, the NATO helicopters are considered to be out of supply for the remainder of the game. When Unsupplied, helicopter units have one-half their normal Combat Strength, but still have an unlimited Movement Allowance.

[20.2] AIRMOBILE BATTALIONS

Both Players may use **airmobile battalions**. During the Initial Movement Phase of each Game-Turn



NATO has 2 air, 5 artillery, and 3 missile warheads available. He allocates 5 artillery warheads (delivered from hex 3628) to strike Soviet 2/10 and 3/10 (hex 3730). Since target units are "engaged," EW is not considered. NATO attacks each unit separately, rolling a 2 (calling for a 1-step loss on the Nuclear CRT) and a 4 (a 2-step loss). Rolling for contamination, the NATO Player rolls a 4 (calling for Level 2 Contamination in the target hex). He determines the effect of the attack on his 3/8 unit (hex 3629), rolling a 4 (a 1-step loss). NATO allocates 3 missile and 2 air warheads to Soviet 1/10 (hex 3829), moving his F-4E adjacent to target hex. Because target unit is not engaged, NATO Player rolls on EW Table at -1 (NATO AS Level of 2 minus EW Soviet Level of 3); he rolls 3 (calling for removal of 2 warheads of either type). NATO attacks on 3 column of Nuclear CRT, rolling a 4 (a 1-step loss). He then rolls for contamination, rolling a 1 (no effect).

these units may move as if they were attack helicopter units (see Case 20.11). When moving "on the ground" their movement is limited to one hex (regardless of the Movement Point cost) per Movement Phase.

[20.21] Except for their movement abilities they are treated as normal (but permanent) Covering Force Units. They have no Zone of Control and no Attack Strength; if forced to retreat, they are destroyed.

[20.22] All Soviet airmobile battalions are received as reinforcements. NATO airmobile battalions may be created from any Friendly infantry (not mechanized infantry) or airmobile unit. "Parent" units may be converted into airmobile battalions during a Friendly Reorganization Phase at the rate of two battalions per combat step (that is, a full-strength unit would form six airmobile battalions). Partial conversion is not allowed; once any part of a unit has been converted, the parent unit is permanently removed from the game. Airmobile battalions may not re-combine. An Untried unit converting to airmobile battalions must undergo the UTU procedure during the Reorganization Phase to determine its actual Strength at the time of conversion.

[20.23] Following Game-Turn 1 the Soviet Player may move a maximum of two battalions per Game-Turn through airmobile operations. The NATO Player has a permanent capability to move a maximum of six battalions per Game-Turn through airmobile operations.

[20.3] SOVIET PARATROOPS

The Soviet Player has one paratroop division, the **106 Guard**. Ordinarily this unit arrives through the normal reinforcement procedure. However, if the Soviet Player has an Air Superiority Level of S1 or better, he may have the 106th perform a "combat drop" on the map. When doing so, each of the regiments arrive on the map (like Air Units) being carried in a separate Air Transport unit. These Transports have no P/S Allowance, and the Soviet Player must use one (or more, if they are available) Tu-28-E ECM Carrier in order to move the Transports. Their movement is calculated in the same manner as normal Air units, except that the ECM Carrier may absorb the costs of all adjacent Air units (rather than just the one it is stacked with; move them as a single group, if necessary). The regiments are "dropped" by having an ECM Carrier expend P/S Points as if it were performing Ground Support (see Case 18.6). On a result of "S" the unit lands safely (in its Untried state); any other result and the unit is destroyed. The units must be dropped in three adjacent contiguous hexes (i.e., no more than one can land in hex). They may not be dropped in hexes containing Enemy units (or airbases) or in a hex containing an Enemy Zone of Control. Once dropped, the units function exactly like normal Soviet units for the remainder of the game.

[20.4] NATO AIRBASES

There are five NATO Airbases included on the map: Zweibrücken, Norvenich, Ramstein, Hahn, and Rhein-Main; they have an intrinsic Defense Strength of 1 and no Zone of Control. This Defense Strength functions exactly as a normal CF unit except that it is permanent. If this Defense Strength is eliminated, then the airbase is considered to be permanently destroyed. They have no functions in the game except those outlined below.

[20.41] Two U.S. units, the 1/1 and 2/1 Mechanized normally arrive as reinforcements at Rhein-Main airbase (hex 2223). As long as the airbase has not been destroyed (and stacking limits allow) the units are simply placed in the hex during the Initial Movement Phase of the Game-Turn of their arrival (there is no concern here with Soviet

Air Defense Zones; it is assumed that the units arrive with adequate ECM cover). However, they may not be placed in the hex if the airbase is in an Enemy Zone of Control or the Soviet Player has an Air Superiority Level of S1 or better. If the units cannot arrive at Rhein-Main, their entry is delayed for two Game-Turns; they then enter the map from the South map edge.

[20.42] On the Game-Turn following the destruction of an Airbase, the Soviet Air Superiority Level is automatically increased by one box (e.g., from S1a to S1b, or N1b to N1a).

[20.43] If the airbase at Rhein-Main is destroyed, all NATO Helicopter units remain in an unsupplied state for the remainder of the game (see Case 20.14).

[20.44] Airbases are also worth a certain amount of Victory Points to both Players (see Case 21.22).

[21.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is awarded to the Player according to the Victory Level Schedule (21.22). At the end of the game, the Players determine which of the Victory Conditions have been fulfilled and make the appropriate adjustments on the Victory Point Record by referring to the Victory Point Schedule (21.12). They then consult the Victory Level Schedule to determine the winning Player and the Level of Victory.

PROCEDURE:

The Soviet Player (only) keeps track of all Victory Points awarded throughout the game. At the start of each Scenario, the Soviet Player places the Victory Points Markers on the Victory Point Track at the total indicated in the Scenario instructions. (Note that these instructions may vary within the context of a given Scenario depending on whether the Standard or Advanced version is being played.) As the game progresses, Victory Points awarded to the Soviet Player are **added** to the Victory Point Total; Victory Points awarded to the NATO Player are **subtracted** from the Victory Point Total.

CASES:

[21.1] VICTORY POINTS

[21.11] Victory Points are awarded during and at the completion of a Scenario in accordance with the Victory Point Schedule.

[21.12] **Victory Point Schedule**
(see separate sheet)

[21.2] VICTORY LEVELS

[21.21] At the completion of a Scenario, after Victory Points have been computed and applied to the Victory Point Total, Players determine the Level of Victory by referring to the Victory Level Schedule.

[21.22] **Victory Level Schedule**
(see separate sheet)

[21.3] LINES OF COMMUNICATION

Certain of the Victory Conditions require that units have a **Line of Communications** at the end of the game in order for Victory Points to be awarded.

[21.31] Soviet Line of Communications

To have a valid LOC, a Soviet unit must be able to trace a line of hexes no greater than 10 Movement Points in length to an autobahn hex; that hex must in turn be connected to a continuous line of

autobahn hexes leading to within 20 Movement Points of the East mapedge.

[21.32] NATO Line of Communications

To have a valid LOC, a NATO unit must be able to trace a Line of hexes no greater than 20 Movement Points in length to an autobahn hex; that hex in turn must be connected to a continuous line of autobahn hexes leading off the North, West, or South mapedges, or to a non-destroyed NATO airbase.

[21.33] All LOC paths are blocked by Enemy ground units and/or Zones of Control. However, Friendly units do negate Enemy Zones of Control for the purpose of tracing LOC. Once a unit has traced to an autobahn hex, that unit's LOC may not again leave the autobahn (except of course in the case of the Soviet Player tracing off the East mapedge).

[21.34] Of course, if the unit in question is itself within the final destination of its LOC, no autobahn hexes is necessary. (E.g., a NATO unit in a non-destroyed airbase).

[21.35] Supply status has no influence on a unit's ability to trace a Line of Communication.

[22.0] SCENARIO FORMAT

GENERAL RULE:

Fulda Gap is designed to be played at a number of different levels of complexity. There are three different Scenarios; each of these can be played using either the Standard or Advanced Rules. These Scenarios can be further varied by the addition or deletion of various forces. There is also a Campaign Variant which is somewhat greater in length.

SCENARIO FORMAT

General Description and Game Length: will describe the "historical background" of the Scenario, and indicate the number of Game-Turns that are to be played.

Set-Up and Deployment: will describe the initial forces available to each Player and detail the manner in which they are to be deployed.

Special Rules: will detail the special rules, limits and restrictions that apply to the Standard Game.

Advanced Game Additional Deployment: will describe additional forces available to each Player and detail the manner in which they are to be deployed.

Advanced Game Special Rules: will detail the special rules, limits and restrictions that apply to the Advanced Game.

When playing the Standard Game the Players may ignore the Rules concerning Air units, Nuclear Weapons, and Special Units (Rules Sections 18.0, 19.0, and 20.0).

Unless otherwise noted, all of the Special Rules listed for a Standard Game also apply to the Advanced Game.

[23.0] TRIPWIRE SCENARIO

[23.1] GENERAL DESCRIPTION AND GAME LENGTH

The Scenario assumes that the Soviets are successful in their attempt to achieve a surprise attack, having concealed their intentions by scheduling the opening of hostilities to coincide with routine maneuvers near the East German border. **Game-Length:** 7 Game-Turns.

[23.2] SET-UP AND DEPLOYMENT

The NATO Player deploys his units first, as indicated below. (Players should note that this set-up is also printed on the map). Play then begins with the Soviet Game-Turn 1 units entering the map from the East mapedge, in any hex of East Germany, during their Initial Movement Phase, and after the Joint Air Superiority Turn).

NATO DEPLOYMENT

UNITED STATES

DESIGNATION	DEPLOYMENT HEX
1/8 Mech	1622
2/8 Mech	1831
3/8 Mech	0325
1/3 Armor	2420
2/3 Armor	2521
3/3 Armor	2522
1/3 Mech	3631
2/3 Mech	3731
3/3 Mech	3832
A/11 Rcn	3918
B/11 Rcn	3920
10 Arty	2025
42 Arty	2926
Supply Dump Unit	1723
Supply Dump Unit	2826
Supply Transport Unit	2122

WEST GERMAN

DESIGNATION	DEPLOYMENT HEX
4/2 Infantry	4802
5/2 Mech	3013
6/2 Mech	3309
35/12 Infantry	4128
36/12 Mech	3934
34/12 Mech	3734
13/5 Mech	2414
14/5 Armor	1213
15/5 Armor	1012
26/1 Airmobile	0131
1 Arty	1823
2 Arty	1012
Supply Dump Unit	2613
Supply Dump Unit	3732
Supply Transport Unit	1114

BELGIAN

DESIGNATION	DEPLOYMENT HEX
1/1 Mech	0902
7/1 Mech	0503

UNITED KINGDOM

DESIGNATION	DEPLOYMENT HEX
6 Armor	3707

UTU RATINGS

Soviet: G
British: D
West German: E
U.S.: F
Belgian: H
French: G

NOTE: All Supply Units are deployed in *Static* Mode.

Victory Point Total: 350

[23.3] SPECIAL RULES

[23.31] After the NATO Player has finished his deployment, but before the start of Game-Turn 1, he may place any of his units in Improved Positions (see Case 8.4), if he desires to do so.

[23.32] On Game-Turn 1 there is an additional cost of **two Movement Points** for all Soviet units crossing an East German border hexside. (This rule simulates relatively minor opposition put up by border guards and frontier fortifications).

[23.33] During Game-Turns 1 and 2 all Autobahn hexes east of the Rhein River are treated as Road hexes (simulating the effect of the civilian population fleeing before the Soviet advance).

[23.34] Soviet Doctrine (see Section 16.0) is in effect until the end of Game-Turn 5. The Soviet Player may **not** use Chemical Warfare (see Section 15.0) after the end of Game-Turn 5.

[23.35] All Soviet units are automatically in supply until the end of Game-Turn 5. All NATO units are automatically in supply until the end of Game-Turn 3.

[23.36] The NATO Player must roll the die to mobilize the West German HSK (**Heimatschutzkommandos**) units. He does so at the beginning of his Initial Movement Phase. On a die roll of 1 or 2 the units are mobilized and placed on the map (roll separately for each unit). Once placed, the units may move and have combat normally. If the mobilization hex of an HSK unit is entered by a Soviet ground unit before the HSK unit has been placed, the HSK unit is permanently destroyed (treat it as having been eliminated without a Friendly Line of Communications for Victory Point purposes). All non-mobilized HSK units are automatically placed at the beginning of NATO Player-Turn 3, regardless of the die roll.

[23.4] ADVANCED GAME ADDITIONAL DEPLOYMENT

The NATO Player deploys the following additional units before the start of the game.

UNIT	DEPLOYMENT HEX
Rhein-Main Attack Helicopter (U.S.)	2223
Rhein-Main Attack Helicopter (West German)	2223

Both Players may use the Special units listed in Section 20.0.

Victory Point Total: 500

Air Superiority Level: N/S 0.

[23.41] Soviet Additional Information

EW Level: 3

Nuclear Warhead Availability: 22 air, 22 artillery, 11 missile

Limit of Use: 4/4/2

[23.42] NATO Additional Information

EW Level: 0

Nuclear Warhead Availability: 13 air, 32 artillery, 19 missile

Limit of Use: 2/5/3

[23.5] ADVANCED GAME SPECIAL RULES

[23.51] During the Joint Air Superiority Turn of Game-Turn 1, only the Soviet Player may allocate Air Superiority Points.

[23.52] The Soviet Player may "pre-plot" three Game-Turns of Nuclear Weapons use before the start of the Game (i.e., in order that he may use Nuclear Warheads during Game-Turn 1).

[24.0] ADVANCE WARNING SCENARIO

[24.1] GENERAL DESCRIPTION AND GAME LENGTH

The Scenario assumes that the war begins after a short period of rising tensions and that Western intelligence services are able to detect and correctly interpret the Soviet moves, allowing NATO to begin a partial mobilization and redeployment of its troops. **Game-Length:** 7 Game-Turns.

[24.2] SET-UP AND DEPLOYMENT

The NATO Player deploys his units as in Case 23.2. He may then move his units one complete Player-Turn (i.e., two complete Movement Phases). They may be moved freely, with the exception that no unit may enter a hex adjacent to the East German border. Play then begins with the entry of the Soviet units, again as in 23.2.

Victory Point Total: 350

UTU Levels: as in Case 23.2

[24.3] SPECIAL RULES

[24.31] Rules 23.31, 23.32, 23.33, 23.34 and 23.35 are in effect.

[24.32] All West German HSK units are automatically mobilized and placed on the map before the start of Game-Turn 1. However, they may **not** take advantage of the NATO pre-Game movement.

[24.33] The restrictions of Rule 23.33 also apply to the NATO pre-Game movement.

[24.4] ADVANCED GAME ADDITIONAL DEPLOYMENT

Same as in Case 23.4. The NATO Helicopter units may be moved during the NATO pre-Game movement.

[24.41] Soviet Additional Information

EW Level: 0

Nuclear Warhead Availability: 25 air, 25 artillery, 13 missile

Limit of Use: 4/4/2

[24.42] NATO Additional Information

EW Level: 0

Nuclear Warhead Availability: 15 air, 37 artillery, 22 missile

Limit of Use: 3/6/4

[24.5] ADVANCED GAME SPECIAL RULES

Both Players may pre-plot the use of nuclear weapons so that they may be used during Game-Turn 1 (see Case 23.52).

[25.0] D + 7 SCENARIO

[25.1] GENERAL DESCRIPTION AND GAME-LENGTH

This Scenario begins with the battle already in Progress, at about the eighth day of the war. **Game-Length:** 7 Game-Turns (8 through 14).

[25.2] SET-UP AND DEPLOYMENT

Initial starting forces for both sides would include all units normally scheduled to arrive by the end of Game-Turn 7, in either the **Tripwire** or **Advanced Warning** Scenarios (Players should decide which will be in use). To determine the position of the "front line" (or Forward Edge of Battle Area—FEBA). The Soviet Player should roll the die, with the result corresponding to the numbered (1 through 6) FEBA Lines printed on the map. All Soviet combat units must be deployed within the indicated three-hex area; all NATO combat units must be deployed within the adjacent **lower numbered** FEBA Line. (For example, if the Soviet Player rolled a 4 he would deploy his combat units in the hex columns beginning with hexes 2301,

2401, and 2501; the NATO Player would do likewise in the hex columns beginning with hexes 1901, 2001, and 2101). Supply units for both Players may be deployed anywhere "behind" the respective FEBA Lines (East of the Line for the Soviet Players; West of the Line for NATO).

The actual deployment procedure is as follows: the Players alternately deploy their units, one division at a time, anywhere within the indicated three-hex FEBA, beginning with the lowest-numbered divisions. Before they are placed in a hex their actual status must be determined through the Untried Units Procedure. For this purpose Players should use the following UTU Levels:

Soviet: L

British, West German, and U.S.: L

French: K

Non-divisional units are deployed last. To determine the current status of supply and artillery units the Players must roll the die for each unit and consult the following Table:

DIE	UNIT TYPE	
	Artillery	Supply
1	1	N
2	1	N
3	N	N
4	N	N
5	N	N
6	E	E

Results use same key as in Case 12.3.

After all units have been deployed, each Player then rolls the die; the Player with the higher number goes first, becoming the Phasing Player. (Note that if the NATO Player goes first the order of the Game-Turn is simply reversed so that the NATO Player-Turn precedes the Soviet Player-Turn). In the event of an equal die roll the Players should roll again. (Note that once deployed, no units will begin the game in an Enemy Zone of Control; this is intentional). Before the First Player is determined each Player may place any units that he wishes in Improved Positions (see Case 8.4).

Victory Point Level: 500

[25.3] SPECIAL RULES

The Soviet Player may not use Chemical Warfare; Soviet Doctrine is **not** in use.

[25.4] ADVANCED GAME ADDITIONAL DEPLOYMENT

Same as in Case 23.4

Air Superiority Level: N1g

[25.41] Soviet Additional Information

EW Level: 0

Nuclear Warhead Availability: 27 air, 27 artillery, 13 missile

Limit of Use: 4/4/2

[25.42] NATO Additional Information

EW Level: 0

Nuclear Warhead Availability: 17 air, 43 artillery, 26 missile.

[25.5] ADVANCED GAME SPECIAL RULES

Both Players may pre-plot the use of nuclear weapons as in Case 24.34.

[25.52] Units that enter the game as reinforcements continue to arrive in their Untried status. When using the UTU Procedure use the UTU Levels given in Case 23.2.

[26.0] SCENARIO VARIANTS

For variations on the standard Scenarios, involving game length, reinforcements, and initial deployment, see the Turn Record/Reinforcement Track (separate sheet).

COMMENTARY

[5.0] MOVEMENT

The armies of NATO and the Warsaw Pact are both motorized, a fact represented by the high Movement Allowances of almost all of the units. The Overrun procedure simulates the ability of an attacker, through sheer weight of numbers, to overwhelm a defender. Because such efforts must be mounted quickly and without much advance planning, there is an increased risk that the assault will fail. For this reason there is a separate (and somewhat less effective) Combat Results Table for Overruns.

[6.0] STACKING

The amount of ground a unit can "cover" varies considerably, depending mainly on the unit's mission. In an attack maximum force must be applied on a small area of front. When attacking, each unit in a stack is actually occupying a fraction of the hex. When unstacked and/or on the defensive, a unit is actually covering up to three hexes worth of area.

[7.0] ZONES OF CONTROL

As with Stacking (6.0), the Zone of Control rules deal with time and space. A Zone of Control represents two things. First, there is the unit's "reaction space," that is, the area within which the unit may "react" during the time represented by a Game-Turn. (Put another way, the hex the unit is in represents the unit's "center of area of operations.") But since each brigade or regiment in the game is actually composed of numerous smaller units, these smaller units will be dispersed throughout more than one hex. Secondly, the Zone of Control represents the "reach" of the unit's artillery weapons (up to 10km).

[8.0] DIVISIONAL INTEGRITY

Despite the smooth-flowing efficiency presented by a divisional organization chart, a combat unit tends to function well for far more pragmatic reasons. The mere fact that the men have trained and served together before is a significant advantage, for the officers and soldiers tend to develop a fairly realistic view of what can be expected of themselves (and of the others) in certain situations. In addition, the division structure still provides the most convenient framework for coordinating the actions of several different brigades/regiments.

[9.0] COMBAT

Built into the combat rules are many assumptions concerning the effectiveness of weapons and the tactical doctrine for their employment. Modern combat can be terrifically destructive; and yet, on the other hand, the mobility and strength of the defenders often allows them to avoid elimination if they are willing to give up ground. Terrain is a key consideration here, as some types of terrain obviously favor the defender more than other types. Thus, for example, the "gap" of relatively open terrain west of the town of Fulda becomes very important. Accelerated Assault represents an updated version of the old *blitzkrieg* of World War II, a concept to which the Soviets have added special touches of their own.

[10.0] ARTILLERY

Throughout the 20th century, artillery has been the most destructive of the combat arms. While infantry is necessary for taking ground (as well as most of the other less-than-glorious details of combat), and speed and shock is provided by the "mobile" troops (formerly horse cavalry, now armored vehicles), for sheer killing power artillery

has no peer. Currently, advances in communications, fire control, and ordnance have made artillery even more valuable by increasing its range and ability to shift fire rapidly from one part of the battlefield to the other.

[11.0] SUPPLY

Divisions normally carry a few days supply with them. Beyond that, they must have access to army depots. NATO logistics capabilities are quite extensive, reflecting a traditional orientation (in theory, at least) that any general European war would be fairly long-term in nature. The system is hampered, however, by budgetary restrictions, diminished stocks (due to weapons shipped to Israel during the 1973 war), and its multi-national composition, which forces a unit to depend on its "own" supply sources rather than those of an ally. How well this will all work in a short, intense conflict is not known. For their part, the Soviets have a different idea: load up with "supply" (fuel, ammunition, and other, in that order) at the expense of everything else (such as maintenance equipment and non-combat items), and commit oneself to fighting a short war. (Accelerated Assault is another example of this concept). Given their organization and doctrine, this system is probably the best for the Soviets. In the game, supply units are represented either by immobile dumps or the large truck columns which move supply in bulk.

[12.0] UNTRIED UNITS

The biggest question in an unfought war is just how effective the combination of weapons, tactics, training, doctrine, etc., will be for each army. Unfortunately, the only way to find out for certain is to fight the war. The exact results are often embarrassing and in any case impossible to predict. Only the Americans have had any recent combat experience, and it remains to be seen to what extent the "lessons" of Vietnam will be applicable in Europe. The Scenarios present our best estimates. Players should feel free to experiment with their own.

[13.0] NATO REPLACEMENTS

Given the Soviet "all or nothing" attack doctrine, plus the fact that they will be moving away from their bases while NATO will be falling back on theirs, NATO will be in a position to use newly-mobilized reserves to strengthen the defense. The West Germans in particular have hundreds of thousands of such replacements. (Only a fraction of these would be used to bring active units up to war strength; the remainder would be available to replace casualties). Equipment is also held in reserve to make good on losses. In general, NATO's highly developed logistic system gives the West a decided advantage in this area.

[14.0] DISENGAGEMENT

This is a relatively sophisticated maneuver usually not covered in games. Disengagement basically consists of leaving a small covering force behind (to make the enemy think that no one is leaving) while the main force withdraws. Sometimes it works and sometimes it doesn't, which is why a special Table is needed.

[15.0] CHEMICAL WARFARE

The Soviets are prepared for it; NATO is not (relatively speaking). Gas warfare actually produces fewer direct casualties than other "conventional" weapons, but the main effect of gas has always been to disrupt/demoralize enemy troops, thereby increasing the effectiveness of the normal combat arms. Since gas has not been used in almost 60 years, no one is exactly sure what the ef-

fects will be. It is likely to slow everything down, because the fear of gas will make soldiers more cautious in their movements.

[16.0] SOVIET DOCTRINE

In addition to Accelerated Assault, the Soviets have other tactical doctrines which, as far as we know (and we're not sure) they will use or be forced to use because of their level of training and experience. In many ways Soviet doctrine is a direct descendant of the concepts developed on the Russian Front during World War II. Great emphasis is placed on the importance of maintaining the offensive at all times in a large-scale ground operation. In any attack on Western Europe it is probable that the Warsaw Pact will attempt to advance as quickly as possible, perhaps in excess of 70 kilometers a day. This desire for speed, when coupled with the Soviet's centralized-command system (which discourages individual initiative on the part of local commanders) is likely to produce a rigid tactical doctrine unable to respond quickly to a changing situation. NATO relies on this (and other) presumed qualitative advantages to offset the numerical superiority of the Soviets. This rule is probably the most "artificial" in the game, and the Soviet Player will undoubtedly grow to dislike its effects. But the rule is still realistic and certainly necessary. To put it another way: if the Soviets really are as good as NATO, then NATO will lose.

[18.0] AIR POWER

This is a rather complex subject, especially in a game that deals primarily with ground warfare. For both sides there would be two main uses for air power. The first would be to drive away enemy aircraft and obtain air superiority over the battlefield. Once this has been done the second mission can be fulfilled, that of carrying out tactical air strikes in support of Friendly ground units. (However, this does bring up the issue of the air defense systems of ground troops—the Air Defense Zones). Because Fulda Gap represents only one section of the broader European Front, a further consideration is how the air war is going to the north and south of the map. By and large, NATO (and particularly the U.S.) outclasses the Soviets in terms of equipment and pilot skill, a fact reflected by the P/S Point Allowance for each air unit.

[19.0] NUCLEAR WEAPONS

This is another complex issue. Nuclear warheads are effective primarily as an area weapon, delivered either by aircraft, artillery, or missile. In the game the effects are shown as the ability to destroy parts of units in specific areas under attack, depending on the size of the warheads and the local troop density (i.e., stacked or unstacked). Warheads come in many different sizes (artillery are generally the smallest and air the largest), but for game purposes each "warhead" represents an average unit of fire. The nuclear Tables are based on the fairly large amount of unclassified material which is available on this subject. The rules do not deal with the larger issues of nuclear war, notably the danger that the use of tactical weapons might spark a total nuclear holocaust (which is something that neither side presumably wants).



EXAMPLE OF COMBAT

The following is an example of how the combat procedure is used. Each separate combat action is resolved in sequence as would be the case during the Soviet Combat Phase.

(A) The NATO 15/5 Armored Brigade is attacked by the Soviet 11 Tank Division (all three regiments). The basic ratio of Soviet Attack Strength to NATO Defense Strength is 18:4 (simplified as 4:1). However, both sides are eligible to receive divisional integrity (defensive for NATO; offensive for the Soviets), and the ratio is doubled to 36:8 (also simplified as 4:1). The Soviet Player now announces his intention to shift the attack three Columns on the Combat Results Table (CRT) by Accelerated Assault. The NATO Player responds by allocating the artillery unit in hex 2611 to perform Final Protective Fire on the 5/15, thereby changing the basic ratio to 36:10 (or 3:1). This is accelerated to 6:1. The Soviet Player receives a die roll of 1 for a combat result of D7. This result is applied as follows:

NATO: The NATO Player choses to expend the 5/15's Retreat Points by retreating into hex 2811 (3 RP's), and then to 2712 (1 RP). The unit still has 3 Retreat Points remaining and is required to retreat from 2712, but the NATO Player choses to have the unit take a Step loss instead, thus fulfilling all retreat requirements.

Soviet: After the NATO Player has finished retreating the Soviet Player must roll for the effects of the Accelerated Assault (with a 50% chance that each attacking unit would lose one Step). The 3/11 does lose a Step to this cause. The 1/11 and 2/11 then advance into 2911 and 2811; the 3/11 advances to 2911.

(B) The Soviet 20 Guard Motorized Division is attacking the NATO 14/5 Armored Brigade. The basic ratio is 9:2 (or 4:1). Neither side is eligible for divisional integrity. The Soviet Player again accelerates the attack three Columns on the CRT, making it 7:1. A die roll of 2 results in a D7:

NATO: The NATO Player retreats the 14/5 to 2913 (2 RP's), 2813 (2 RP's), and 2714 (2 RP's). Although only six Retreat Points have been expended the unit is not required to retreat any further because the Retreat Value of the hex it now occupies (2714) is greater than 1 (i.e., 5 for the Urban hex).

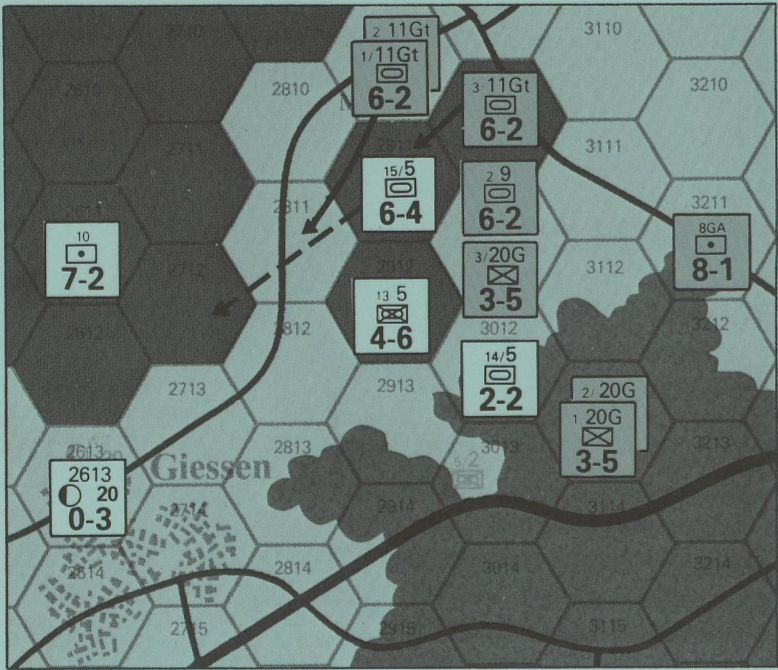
Soviet: The Soviet Player must again roll for the effects of Accelerated Assault; this time the 1/20 and 2/20 are reduced one Step. The 3/20 then advances to 3012, thus surrounding the NATO 13/5.

(C) The Soviet 2/9 Armored Regiment now attacks the NATO 13/5 Mechanized Brigade. Because the 13/5 no longer has a line of supply (it is after Game-Turn 3), its Defense Strength is halved to 3. The basic ratio is 6:3 (or 2:1), but the Soviet Player uses the Barrage Strength of the 8 Guard artillery unit to increase the ratio to 14:3 (or 4:1). A die roll of 5 results in a D4:

NATO: Since the 13/5 is surrounded by Enemy units and Zones of Control it cannot retreat, and must take a Step loss instead. The unit loses one Step for the first three Retreat Points (equal to the Retreat Value of hex 2912), and one additional Step for the one remaining Retreat Point; the already reduced 13/5 is thus eliminated (and 24 Victory Points credited to the Soviet Player).

Soviet: The 2/9 advances into hex 2912.

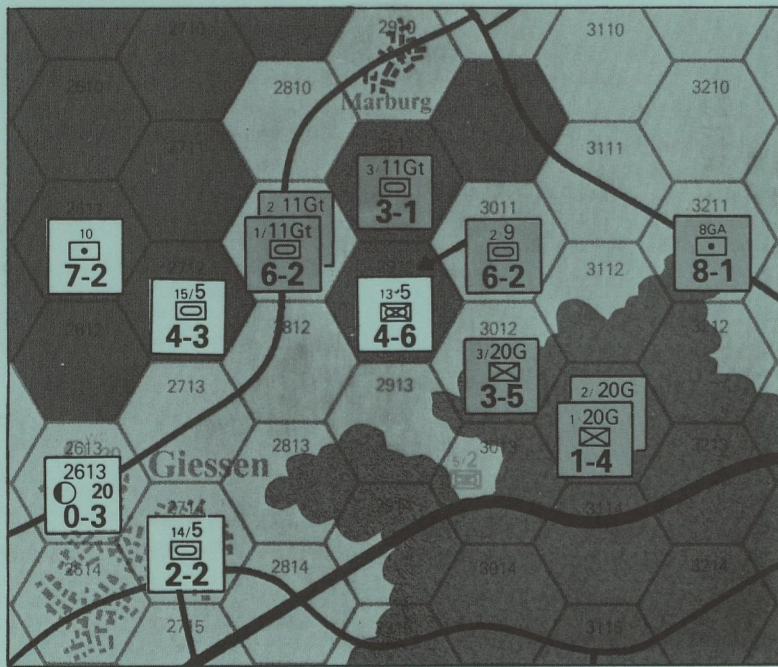
A



B



C



PLAYER'S NOTES

Soviet Strategy:

The Soviet Player is immediately faced with several critical decisions, and as the aggressor he must make up his mind quickly. Which routes to take? How to divide his forces? When to use chemical warfare? The most inviting path is of course the Gap itself. However, this area is centrally located for NATO's defense and is likely to be well defended. For this reason the Soviet Player should always attack on a broad front (which would be consistent with actual Soviet doctrine). In addition to an offensive into the Gap, a Soviet force should be directed through the Wurzburg area, to sweep up to Frankfurt from the south. Another group should proceed to Kassel, and continue a drive towards Koln. Due to the difficult nature of the terrain, these two "flanking" moves will often advance slower than the drive through the center. More importantly, however, this strategy will cause the NATO Player to thin out his already hard-pressed forces, hopefully to the point where the NATO line will break like an over-stretched rubber band.

The use of chemical warfare should be timed to coincide with the point in the game when the maximum number of Untried NATO units are being engaged. In the Tripwire Scenario this usually comes in the Third Game-Turn, unless the NATO Player tries to close earlier. (This is also true in the Advance Warning Scenario, where NATO units will be committed to combat sooner). A good tactic to disrupt NATO's plans is to initiate the use of gas at the beginning of the NATO Initial Movement Phase as any attempt to disengage will usually be disastrous under those circumstances. While the primary effects of gas are in terms of combat abilities, its effect on movement should not be ignored. Not only does the use of gas make it harder for both sides (but particularly NATO) to maneuver, but it may be possible to use the increased costs to cut NATO off from supply (after the end of Game-Turn 3). In general, chemical warfare has such a strong effect on the game that the Soviet Player should make every effort to get the most from it.

NATO Strategy:

The primary concern for NATO is to establish a good defensive line, as far east as possible. In the Advance Warning Scenario the first practical positions will probably run from about the 3201 column in the north down through the forest in the Gap and into the rough terrain and Wurzburg in the south. Though this line will be quickly forced back to Marburg, Giessen and Frankfurt it is a good starting point. Attempt to hold Wurzburg as an anchor to the NATO south flank. The Belgian and British units should remain in the north in order to maintain supply: the arriving French must go where needed, but must also take pains to remain in supply. The STU near Koblenz should immediately move to the northeast, in order to support West German units once Giessen falls or is cut off. Generally there will not be enough time to move the SDU at Giessen. (Although this may be possible in the Advance Warning Scenario).

While the area that must be defended is too broad for NATO to take full advantage of the Divisional Integrity bonuses, divisions should still be kept together as much as possible. Nationalities should also be grouped

together to ease eventual supply difficulties. Artillery should be spread throughout to stiffen the line and (as the last resort) contain Soviet breakthroughs. The NATO Player must always be conscious of his retreat paths since that is what he will be doing most of early in the game. Gas will hit NATO like a ton of bricks, placing severe pressure all along the front. Never (well, hardly ever) voluntarily commit Untried units to combat while the UTU column is shifted for gas. Starting off with a two-Step loss is not a good way to begin an offensive. The NATO Player should always block roads and towns, attempting to channel and contain Soviet advances. The lack of any doctrine restrictions on the Secondary Movement Phase is a big advantage here. Counterattack and surround the Enemy whenever possible. Also remember that units in clear terrain are always vulnerable and will need large retreat paths.

GENERAL NOTES:

Accelerated Assault: The Soviet Player should make a calculation every time he plans to make an accelerated assault. He must compare the risk of an additional step reduction against whatever benefits will be gained from a successful attack. At times, accelerating an Overrun will give the Soviet Player a better chance of avoiding a loss than would be the case in the regular Overrun. But on the whole, accelerated assault should be reserved for those situations where the results outweigh the risks.

Aircraft: The aircraft are among the most powerful units in the game and their ability to strike almost anywhere over the battlefield can be decisive. Because the NATO air units are so superior to their Soviet counterparts it is probable that the Soviet Player will accept the high Victory Point loss and allocate six Air Superiority Points per Joint Air War Turn. For this reason Players may want to use the alternate method for determining Air Superiority (see Case 18.7).

Combat: The retreat-oriented Combat Results Table dictates that units are generally eliminated through being surrounded rather than by outright Step losses. Consequently, attacks should be sequenced to allow Friendly units to slip in behind the Enemy. This can be dangerous, especially for an adventurous Soviet Player while his Doctrine is in effect, for there is no way to pull back an exposed unit in the Secondary Movement Phase. It is vitally important to both sides that a line of units and Zones of Control be maintained at all times. Because the units are so mobile there is a constant temptation to send everyone charging forward. But Players should remember the old caveat that when Friendly troops advance behind Enemy lines, any bypassed Enemy units are now behind Friendly lines as well. Thus mobility has become a two-edged sword.

Disengagement: A useful procedure which can often prevent units from being surrounded by an Enemy advance. There are a number of tricks which can be used here, such as bringing up additional units (in the Initial Movement Phase) to support a disengaging unit. Also note that due to the way the combat results are structured it may be better to disengage from an Enemy unit in clear terrain through normal combat.

Divisional Integrity: Needless to say, the component regiments/brigades of each division should be deployed together if at all possible. An interesting side-effect of this system is caused by the fact that while divisions are composed of three units, only two of them may stack in the same hex, leaving the third regiment out on a limb somewhere. (This is acceptable since it only begins to approximate the problems of coordination faced by the divisional commander). Not only should divisions be deployed together, but Players should organize retreats so that the remaining units still receive the defensive benefits of divisional integrity. Care should be taken to preserve all the units of Friendly divisions while attempting to destroy the divisional integrity of the enemy.

Helicopters: These units are quite fragile if exposed, especially in the vicinity of Enemy artillery units. They should not be thrown into the line as cannon fodder. Rather, they should be held as a fast and fairly powerful reserve force.

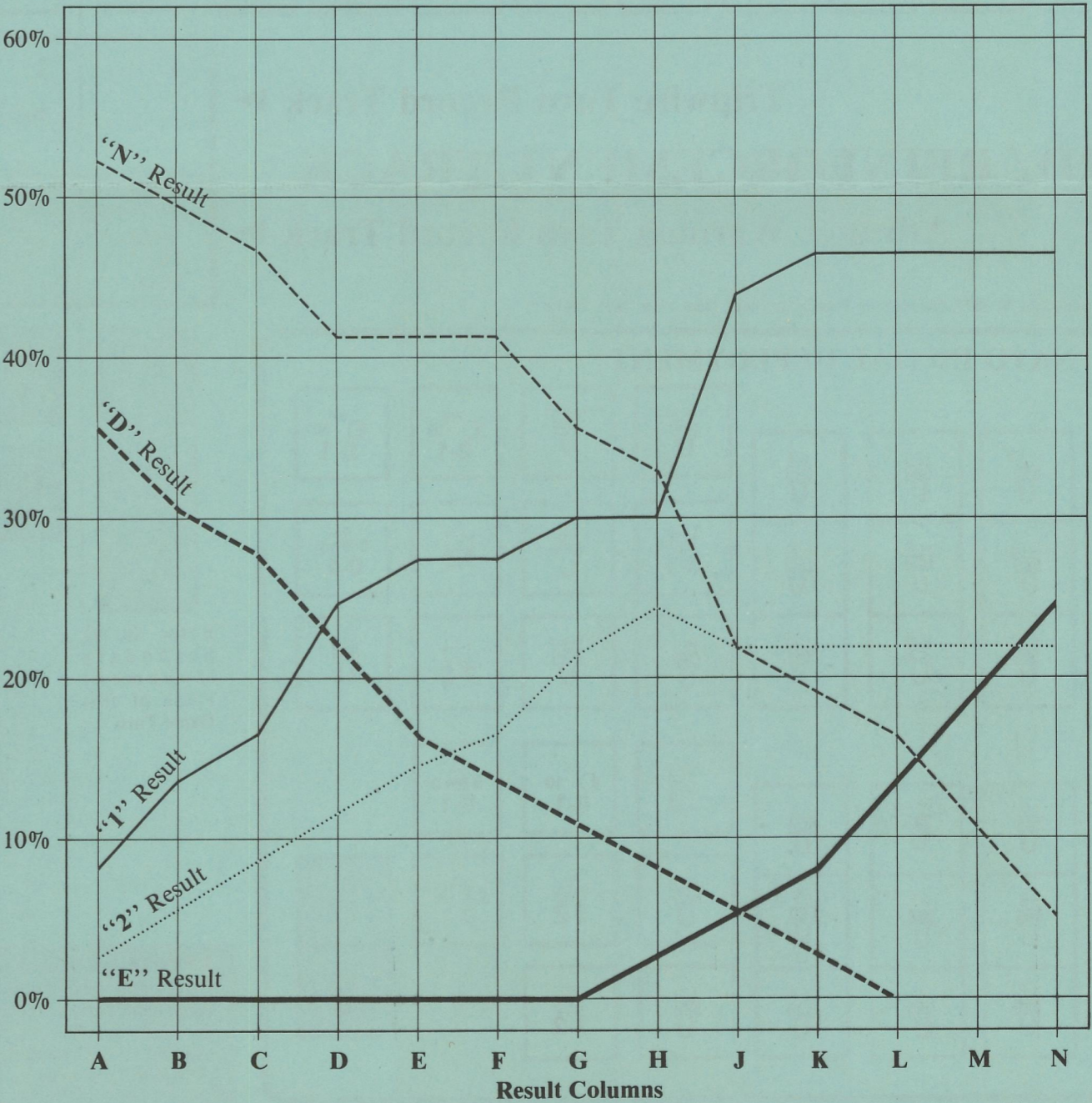
Improved Positions: Although the IP is doubled in defense it remains very fragile. Improved Positions are best for units which would not be able to retreat in any case; and for units defending certain key hexes. Note that putting a unit in IP may release Enemy units because the Friendly Zone of Control becomes Elastic instead of Locking. For this reason it is often possible to place a Friendly unit in IP when the unit's Zone of Control is overlapped by the Zones of Control of other Friendly units.

Nuclear Weapons: The nuclear attack procedure is full of surprises. Nuclear strikes should be reserved for Enemy units in stacks, units that might get divisional integrity, and units that are in cities or hedgehog. Units that are reduced to their last Step also make good targets because their elimination yields Victory Points (and denies NATO a chance to use Replacement Points to rebuild the unit). Care must be taken to plot only the correct number of Warheads in advance. Inviting

targets (such as stacked units) must be minimized, especially when adjacent to the Enemy. The Soviet Player should always make full use of nuclear weapons while chemical warfare is in play; their combined effects can be devastating on the NATO line.

Victory Conditions: Although the Players receive Victory Points for a number of reasons the most effective way to win the game is by destroying Enemy units while preserving your own. Because the attrition rate for both sides will remain high it is important to always preserve enough units to maintain a definite line. Once a major breakthrough has been achieved (one that cannot be contained by your opponent) it should be possible to spread out in the Enemy rear areas, surrounding units and disrupting the Line of Communications. After that point things will tend to snowball for the attacking Player, setting up a trend that is almost impossible to reverse.

UNTRIED UNIT TABLE ANALYSIS:
Percent Chance per Result per Column



MAKING YOUR OWN SCENARIOS

Players can construct their own Scenarios by changing various aspects of the game situation. Primarily you can add or subtract units from the Orders of Battle, weaken or increase the strength of Air Defense Zones, and alter the EW Levels and the NATO replacement rate. Players are especially encouraged to vary the UTU Levels assigned for each nationality. (The graph provides the percentage chances for each result at each of the 13 UTU Levels). Nuclear weapons can be assigned on a rough basis of one Warhead per division per day (for NATO); and one Warhead per two divisions per day (for the Soviets). Delivery systems are allocated according to the following ratios: NATO: 20% air, 50% artillery, 30% missile; Soviet: 40% air, 40% artillery, 20% missile. The Limit of Use should be sufficient to allow all Warheads to be expended within 7 Game-Turns. Players may also wish to simplify the Air Superiority determination by agreeing themselves which side should have Air Superiority and how much (what Level, etc.). In this way aircraft can be used to add balance to a Scenario, or to offset the greater skill and/or experience of one Player.

CLARIFICATIONS:

The Nike Site Case reference (on the map) is erroneous: it should say Case 18.54 (not 17.44). Note that the Belgian 1st Mechanized Division is a two-brigade division (and is eligible for the integrity bonuses).

Fulda Gap

ADVANCED GAME ADDITIONAL VICTORY CONDITIONS

Condition	Victory Points Awarded
<i>Control of Zweibrucken (0132), Norvenich (0202), Ramstein (0429), Hahn (1512) Airbases</i>	10 Victory Points per Airbase
NOTE: NATO Player is assumed to control all un-destroyed airbases; Soviet Player controls all destroyed airbases (see Case 20.4).	
<i>Control of Rhein-Main (2223) Airbase</i>	20 Victory Points
NOTE: Control defined as above	
<i>Enemy air unit eliminated</i>	1 Victory Point per Penetration/Strike Point of eliminated air unit
<i>Enemy use of (Enemy) Air Supremacy Point</i>	Soviet Player: 1 Victory Point per NATO Air Superiority Point used NATO Player: 3 Victory Points per Soviet Air Superiority Point used
<i>Nike site eliminated (see Case 18.54)</i>	Soviet Player: 1 Victory Point per Nike site

Victory Points for control of airbases (Zweibrucken, Norvenich, Ramstein, Hahn, Rhein-Main) are awarded only at the end of the game.

Victory Points for all other Advanced Game additional Victory Conditions are awarded at the moment they are achieved.

[19.42] ELECTRONIC WARFARE TABLE

	Differential											
DIE	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7
1	3	2	2	1	1	1	0	0	0	0	0	0
2	4	3	2	2	2	1	1	0	0	0	0	0
3	4	4	3	2	2	2	1	1	0	0	0	0
4	4	4	4	3	2	2	2	1	1	0	0	0
5	4	4	4	4	3	3	2	2	1	1	0	0
6	5	4	4	4	4	3	3	3	2	1	1	0

KEY:

#: Number of warheads deducted from attack (see Case 19.41)

NOTE: Differentials greater than +7 are treated as +7; differentials less than -4 are treated as -4

[21.22] VICTORY LEVEL SCHEDULE

Total Victory Points	Level of Victory
300 (or less)	NATO Decisive
301 to 399	NATO Substantive
400 to 500	NATO Marginal
501 to 599	Soviet Marginal
600 to 699	Soviet Substantive
700 (or more)	Soviet Decisive

NOTE: Total Victory Points = Soviet Victory Points minus NATO Victory Points

Fulda Gap CHARTS AND TABLES

[5.37] OVERRUN COMBAT RESULTS TABLE

DIE	Attacker/Defender Strength											
	1-6, 1-5 1-4, 1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1 +
1	Ae	D1	D2	D2	D3	D4	D5	D6	D7	D8	1/D8	2/D8
2	Ae	1/A1	D1	D2	D2	D3	D4	D5	D6	D7	D8	1/D8
3	Ae	1/A1	D1	D1	D2	D2	D3	D4	D5	D6	D7	D8
4	Ae	2/A2	1/A1	D1	D1	D2	D2	D3	D4	D5	D6	D7
5	Ae	Ae	2/A2	1/A1	D1	D1	D1	D2	D3	D4	D5	D6
6	Ae	Ae	Ae	1/A1	1/A1	D1	D1	D1	D2	D3	D4	D5

NOTE:

Attacks at less than "1-6" are treated as "1-6"

[9.6] COMBAT RESULTS TABLE

DIE	Attacker/Defender Strength													
	1-7, 1-6 1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1 +
1	Ae	1/A1	D2	D3	D4	D5	D5	D6	D6	D7	D7	D8	1/D8	2/D8
2	Ae	1/A1	D1	D3	D4	D4	D5	D5	D6	D6	D7	D7	D8	1/D8
3	Ae	2/A2	D1	D2	D3	D4	D4	D5	D5	D6	D6	D7	D7	D8
4	Ae	2/A2	1/A1	D2	D3	D3	D4	D4	D5	D5	D6	D6	D7	D7
5	Ae	Ae	1/A1	D1	D2	D3	D3	D4	D4	D5	D5	D6	D6	D7
6	Ae	Ae	2/A2	D1	D2	D2	D3	D3	D4	D4	D5	D5	D6	D6

NOTE:

Attacks at less than "1-7" are treated as "1-7"

[12.3] UNTRIED UNIT TABLE

DIE	Rating of Untried Unit													
	A	B	C	D	E	F	G	H	J	K	L	M	N	
2	D	1	2	1	D	N	2	E	1	D	E	E	E	
3	D	2	2	1	N	1	2	1	D	2	2	2	N	
4	N	N	N	1	1	N	N	D	1	E	E	1	1	
5	N	1	D	N	2	N	N	2	2	1	1	N	1	
6	D	D	1	D	N	2	N	1	N	1	1	1	2	
7	N	D	D	N	N	1	1	N	1	N	N	E	1	
8	D	N	N	N	D	D	1	2	1	1	1	1	E	
9	N	N	N	2	1	N	D	N	2	2	2	2	1	
10	1	N	N	D	1	N	2	1	N	1	1	1	2	
11	N	N	N	1	N	1	2	N	E	2	2	2	E	
12	2	N	1	1	2	2	N	1	1	N	E	1	E	

KEY:

D = **Doubled**. Unit's Combat Strength is equal to twice its normal (printed) Combat Strength (place a DOUBLED Marker on the unit). The unit remains doubled until it takes a step-loss in combat, at which time the unit returns to its normal (reduced) Strength (remove the DOUBLED Marker).

N = **Normal**. Unit's Combat Strength is equal to its face-value (flip the unit over to reveal its printed Strength).

1,2 = **Loss Result**. Unit immediately loses that number of steps. Replace the original unit with a corresponding counter showing the correct reduced Strength).

E = **Eliminated**. Unit is immediately eliminated (remove from the game).

KEY (for charts 5.37 and 9.6):

A: Attacker

D: Defender

e: Eliminated

D# or A#: Number of Retreat Points affected unit(s) must expend

#/D# or #/A#: Number of Strength steps lost/number of Retreat Points affected unit(s) must expend (see Case 9.6).

NOTE: In the event of Soviet Accelerated Assault on the lower ratio end of the Combat Results Table and Overrun Combat Results Table, shifts are made by ratio rather than by column when more than one ratio is represented on one column. For example: A shift of 3 columns from 1-6 on the Combat Results Table would shift from 1-6 to 1-5 to 1-4 to 1-3.

[13.2] REPLACEMENT SUCCESS TABLE

DIE	Number of Replacement Points Allowed					
	Unit Engaged			Unit Not Engaged		
	1	2	3	1	2	3
1	1	2	2	1	2	3
2	1	1	2	1	2	3
3	0	1	2	1	2	3
4	0	1	1	0	1	2
5	0	1	1	0	1	2
6	0	0	1	0	1	1

KEY:

#: Number of Strength steps unit may be up-graded (to its maximum printed strength)

Fulda Gap

[14.18] DISENGAGEMENT TABLE

Enemy/Friendly Strength in Enemy Locking ZOC

DIE	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1+
1	F	F	F	F	F	L	L	L
2	F	F	F	F	L	L	L	-
3	F	F	F	L	L	L	-	-
4	F	F	L	L	L	-	-	-
5	F	L	L	L	-	-	-	-
6	L	L	L	-	-	-	-	-

KEY:

NOTE: Enemy/Friendly Strength ratios of less than 1-3 are treated as 1-3; Soviet units attempting to disengage from HSK units with a zero Attack Strength make the attempt on the 1-3 column.

F = Disengage Freely. The Disengaging unit(s) may leave the Enemy (Locking) Zone of Control at an additional cost of two Movement Points. A Covering Force unit is placed in the vacated hex(es).

L = Disengage with Loss. The Disengaging unit(s) may leave the Enemy (Locking) Zone of Control at an additional cost of two Movement Points; one of the Disengaging units must immediately take a one-step combat loss. A Covering Force unit is placed in the vacated hex(es). (Note that a Covering Force unit would be placed even if the required one-step loss eliminated the Disengaging unit).

- = No Disengagement. Disengaging unit(s) must remain in place and immediately attack the adjacent Enemy units from which it attempted to Disengage. No Covering Force units are placed.

[18.14] AIR UNIT ALLOCATION TABLE (NATO)

Level of Air Superiority

TYPE	N6	N5	N4	N3	N2	N1	N0
F-111E	1	0	0	0	0	0	0
Tornado	2	1	1	0	0	0	0
Mirage E*	2	2	1	0	0	0	0
Jaguar S	3	3	3	3	3	1	0
A-10*	3	3	3	3	3	2	0
Alpha*	2	2	0	0	0	0	0
F-4E	3	3	3	3	1	0	0
F-4G*	2	2	2	2	1	0	0

KEY:

#: Number of air units available for current Game-Turn

*: Unit not capable of using nuclear weapons

[18.15] AIR UNIT ALLOCATION TABLE (Soviet)

Level of Air Superiority

TYPE	S6	S5	S4	S3	S2	S1	S0
SU-7	6	6	6	4	4	2	0
SU-20	2	2	2	1	0	0	0
SU-19	2	2	1	0	0	0	0
MIG-23	3	0	0	0	0	0	0
TU-22	2	2	1	1	0	0	0
TU-28E*	2	2	2	2	2	1	0

KEY:

#: Number of air units available for current Game-Turn

*: Unit not capable of using nuclear weapons

[18.16] AIR SUPERIORITY DETERMINATION TABLE

Air Superiority Point Differential

DIE	0	+1	+2	+3	+4	+5	+6
1	2	2	3	4	4	4	5
2	1	1	2	3	4	4	5
3	0	1	1	2	3	3	4
4	0	0	1	1	2	3	3
5	-1	0	0	1	1	2	3
6	-2	-1	0	0	1	1	2

KEY:

#: Number of boxes marker is moved on Air Superiority Record (see Case 18.1).

[18.67] STRIKE TABLE

Penetration/Strike Points

DIE	0	1	2	3	4	5	6
1	½	S	S	S	S	S	S
2	A	½	½	S	S	S	S
3	A	A	½	½	S	S	S
4	A	A	A	½	½	S	S
5	X	A	A	A	½	½	S
6	X	X	A	A	A	½	½

KEY:

S: Successful Strike. Air unit attacks with full P/S Points.

½: Half Strike. Air unit attacks with one-half P/S Strength (round fractions down).

A: Aborted Strike. Strike has no effect on defending unit(s). Air unit may continue to move and/or attack if it has sufficient P/S Points remaining.

X: Strike Destroyed. No effect on defending unit(s); attacking air unit(s) are eliminated.

Fulda Gap

[19.24] NUCLEAR COMBAT RESULTS TABLE

Warheads Allocated							
DIE	1	2	3	4	5	6	7
1	-	-	-	-	-	-	1
2	-	-	-	1	1	1	2
3	-	-	1	1	1	2	2
4	-	1	1	1	2	x	x
5	1	1	2	2	x	x	x
6	1	2	2	x	x	x	x

KEY:

#: Number of Strength steps lost by unit in target hex (see Case 19.2)

x: Unit in target hex eliminated

[19.33] CONTAMINATION TABLE

Contamination Results (Number of Warheads Allocated)							
DIE	1	2	3	4	5	6	7
1	-	-	-	-	-	1	1
2	-	-	-	-	1	1	2
3	-	-	1	1	2	2	2
4	-	1	1	2	2	2	3
5	1	1	2	2	2	3	3
6	1	2	2	3	3	3	3

KEY:

#: Level of contamination incurred (see Case 19.3)

[21.12] VICTORY POINT SCHEDULE

Condition

Enemy unit eliminated

NOTE: No Victory Points are awarded for for elimination of Covering Force units.

Victory Points Awarded

Victory Points = Attack Strength + Defense Strength of eliminated unit (based on printed Strength of the unit's first Strength step)

Victory Points = twice normal total if unit is eliminated without a Line of Communication (see Case 21.3)

Sole control of autobahn

(Sole control is defined as having a continuous line of autobahn hexes running from hexes 0501 and/or 0801 south to one or more of the following: 1433, 1534, 1734, 1833, which is not blocked by Enemy units and/or Enemy Zones of Control. NOTE: Friendly units negate Enemy Zones of Control for this purpose.)

100 Victory Points

"Contested" control of autobahn

("Contested" control is defined as having at least one Friendly unit and/or Zone of Control on the autobahn as described above —i.e., preventing the Enemy Player from having sole control.)

Soviet Player: 50 Victory Points

NATO Player: 0 Victory Points

NATO ground combat unit exited off east mapedge

NOTE: NATO units exit from east mapedge at cost of one additional Movement Point; once exited, they may not return onto the map.

NATO Victory Points = twice sum of the Attack Strength + Defense Strength of the exited unit (based on unit's printed Strength at the moment of exiting)

Soviet ground combat unit enters any hex west of the Rhine River.

NOTE: Unit must have a valid Line of Communication (see Case 21.3).

Soviet Victory Points = twice the sum of the Attack Strength + Defense Strength of the exited unit (based on the unit's printed Strength at the end of the game)

Victory Points for control (either type) of autobahn and for exited Soviet units are awarded only at the end of the game.

Victory Points for eliminated units and for NATO exited units are awarded at the moment at which the conditions are met.

AirMbl  0-1	AirMbl  0-1	AirMbl  0-1	AirMbl  0-1	AirMbl  0-1	AirMbl  0-1
--	--	--	--	--	--

Soviet airborne battalions always arrive (and may move) during the Initial Movement Phase of Game-Turn 1. In addition to the normal rules concerning airborne movement (see Rules 20.2 and 20.11) on Game-Turn 1 (only) the units are further restricted in the number of hexes they may move. At the end of the Phase the Soviet Player must roll a die for each of the battalions to see if it has successfully "landed." A unit which has moved between 1-12 hexes would be eliminated on a die roll of "1"; between 13-16 hexes on a roll of "1" or "2"; between 17-20 hexes on a die roll of "1-3"; between 21 and 24 hexes on a roll of "1-4"; between 25 and 28 hexes by a roll of "1-5". Units may not move more than 28 hexes on the First Game-Turn.

The image displays 10 Soviet unit cards, organized into three rows. Each card is a light blue rectangle with a dark blue border. The top row contains three cards: '1 35G U' (with a tank icon), '1 50G U' (with a tank icon), and '1/22 U' (with a tank icon). The middle row contains three cards: '2/35G U' (with a tank icon), '2/50G U' (with a tank icon), and '2/22 U' (with a tank icon). The bottom row contains three cards: '3/35G U' (with a tank icon), '3 50G U' (with a tank icon), and '3 22 U' (with a tank icon). To the right of these are three separate cards: '3GD 15-2' (with a star icon), '5 C 0 0-1' (with a tank icon), and '13 8-1' (with a star icon). Below these are two more cards: '5 10 0-1' (with a tank icon) and '28 8-1' (with a star icon).

1 35G U

1 50G U

1/22 U

2/35G U

2/50G U

2/22 U

3/35G U

3 50G U

3 22 U

3GD
15-2

5 C 0
0-1

13
8-1

5 10
0-1

28
8-1

When playing this Scenario Variant, Soviet Player receives these units on

When playing this Scenario Variant, Soviet Player receives these units on Game-Turn 1.

ENTRY OF SOVIET/WARSAW PACT REINFORCEMENTS:

Soviet and Warsaw Pact reinforcements may enter the map along the east mapedge in any hex of East Germany.

Reinforcements may not enter the game in an Enemy Zone of Control. They may voluntarily delay their entry at the Owning Player's option. The cost for a unit to enter the map is always equal to the normal Movement Point cost for a unit to enter that type of terrain.

The following variations may be used with any Scenario.

Campaign Game: Rather than ending with Game-Turn 7, the Game continues through Game-Turn 14. All other rules remain the same except that both Players (in the Advanced Game) receive additional Nuclear Warheads at the beginning of Game-Turn 8: Soviets receive 27 air, 27 artillery, 13 missile; NATO receives 17 air, 43 artillery, 26 missile.

Soviet Main Effort: Soviet Player receives additional Game-Turn 1 units indicated for this option on Turn Record/Reinforcement Track.

Warsaw Pact Disintegration: Assumes breakup of Warsaw Pact and/or retention of East European units in their home countries for political and security reasons. Remove all East German and Polish units from game.

NATO Disintegration: Assumes that political pressures break up NATO resulting in increased U.S. concern over West German security. Remove all French and Belgian units from game; add additional units indicated for this option on the Turn Record/Reinforcement Track. West German HSK units begin game already mobilized and on map.

Advance Warning Turn Record Track ►

Fulda Gap

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34/12  U	13/5  U	6/2  U	Koblentz  U	Frankfurt  U	WG 10  0-1	WG 10  0-1
35/12  U	14/5  U	4/2  U	R-Main  3-1	16  U	1  7-2	WG 10  0-1
36/12  U	15/5  U	5/2  U	26/1  U	Kassel  U	2  7-2	6  U
1/8  U	1/3  U	1/3  U	R-Main  3-1	US 10  0-1	US 10  0-1	
2/8  U	2/3  U	2/3  U	B/11  U	10  7-2	US 10  0-1	1/1  U
3/8  U	3/3  U	3/3  U	A/11  U	42  7-2		7/1  U

Enter during
Secondary
Movement
Phase of first
Game-Turn

NATO Disintegration: When playing this Scenario Variant, all French and Belgian units (i.e., all tinted units on NATO Reinforcement Track) are removed from the game. Additionally, the U.S. 1st Mechanized and 1st Armored Divisions are available at the beginning of the Scenario, and all West German HSK units begin the game already mobilized and on the map.

ENTRY OF NATO REINFORCEMENTS:

French Reinforcements enter the map from any hex along the west mapedge, except for the French Supply units, which must enter (if possible) at hex 0115.

U.S. Reinforcements enter the map from any hex along the south mapedge from hex 0134 to hex 1734 (inclusive), except for the 1/1 and 2/1 Mechanized, which enter according to Case 20.41.

Reinforcements may not enter the game in an Enemy Zone of Control. They may voluntarily delay their entry at the Owning Player's option. The cost for a unit to enter the map is always equal to the normal Movement Point cost for a unit to enter that type of terrain.

NOTE: These units are available at the beginning of the Scenario whenever the **NATO Disintegration Scenario Variant** is used.

HOW TO USE THE GAME-TURN RECORD/REINFORCEMENT TRACK

Tripwire Scenario: Use the uppermost Turn Record Track for Game-Turns 1 through 7, bringing in Reinforcements as they are keyed into the Track. For the Tripwire Campaign Variant (see Section 26.0), use the Tripwire Turn Record Track for all 14 Game-Turns, bringing on all Reinforcements as keyed.

Advance Warning Scenario: Use the bottom Turn Record Track for Game-Turns 1 through 7, in the same manner as the Tripwire Track is used. Note that the Advance Warning Game-Turn 1 calls for the Reinforcements that are introduced, in the Tripwire Scenario, over the first four game-turns.

D + 7 Scenarios: D + 7 can be played using either the Tripwire or Advance Warning Track, with the Reinforcements that apply to the appropriate Track. Whichever Track is used, the Scenario begins on Game-Turn 8, and all Reinforcements that are scheduled to appear on Game-Turns 1 through 7 on whichever Track is being used are available for initial deployment in the D + 7 Scenarios.

Scenario Variants: Note that, when certain Scenario Variants (Section 26.0) are in use, certain units are removed from play, altered in status, or are available earlier than their standard entry time. See Section 26.0 and notes appended to Reinforcement Tracks for details.

Key to Abbreviations:

The letter-codes and numbers on the Turn Record Tracks refer to the number of Replacement Points available, by nationality, to the NATO Player on the indicated Game-Turns (see Section 13.0). **WG**= West German; **FR**= French; **US**= United States.

FULDA GAP:

Counter Sheet (Front)

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5/2 U	5/2 4-6	34/12 U	34/12 4-6	35/12 U	35/12 4-6	36/12 U	36/12 4-6	13/5 U	13/5 4-6
14/5 U	14/5 4-3	15/5 U	15/5 4-3	26/1 U	26/1 2-5	6/2 U	6/2 2-6	4/2 U	4/2 2-6

West Germany

Belgium

16 HSK U	16 HSK 0-2	Frankfurt HSK U	Frankfurt HSK 0-2	Kassel HSK U	Kassel HSK 0-2	Koblenz HSK U	Koblenz HSK 0-2	7/1 HSK 3-5	7/1 HSK U
7-2 1	7-2 2	R>Main HSK 3-1	3732 20 0-3	2613 20 0-3	1114 10 0-2	WG Repl	WG Repl	1/1 3-5	1/1 U

R>Main 3-1	2/8 U	2/8 3-5	3/8 U	3/8 3-5	2/3 U	2/3 3-5	3/3 U	3/3 3-5	2/1 U
2/1 3-5	3/1 U	3/1 3-5	1/3 U	1/3 3-1	2/3 U	2/3 3-1	1/1 U	1/1 3-1	2/1 U

USA

2/1 3-1	3/3 U	3/3 3-5	3/1 U	3/1 3-5	A/11 U	B/11 U	1/1 U	1/8 U	1/8 3-1
10 7-2	42 7-2	1723 20 0-3	2826 20 0-3	2122 10 0-2	US Repl	US Repl	1/1 3-1	1/3 U	1/3 3-1

1/1 U	1/1 3-5	3/1 U	3/1 3-5	10/4 U	10/4 3-5	16/4 U	16/4 3-5	6/7 U	6/7 3-5
7/7 U	7/7 3-5	2/8 U	2/8 3-5	14/8 U	14/8 3-5	1/1 U	1/1 3-5	15/4 U	15/4 3-5

France

1/6Gt U	1/6Gt 3-1	2/6Gt U	2/6Gt 3-1	3/6Gt U	3/6Gt 3-1	1/7Gt U	1/7Gt 3-1	2/7Gt U	2/7Gt 3-1
3/7Gt U	3/7Gt 3-1	1/9 U	1/9 3-1	2/9 U	2/9 3-1	3/9 U	3/9 3-1	1/11Gt U	1/11Gt 3-1

2/11Gt U	2/11Gt 3-1	3/11Gt U	3/11Gt 3-1	1/20Gt U	1/20Gt 3-1	2/20Gt U	2/20Gt 3-1	3/20Gt U	3/20Gt 3-1
1/10 U	1/10 3-1	2/10 U	2/10 3-1	3/10 U	3/10 3-1	1/2 U	1/2 3-1	2/2 U	2/2 3-1

3/2 U	3/2 3-1	1/5 U	1/5 3-1	2/5 U	2/5 3-1	3/5 U	3/5 3-1	1/27G U	1/27G 3-1
2/27G U	2/27G 3-1	3/27G U	3/27G 3-1	1/20G U	1/20G 3-1	2/20G U	2/20G 3-1	3/20G U	3/20G 3-1

1/39G U	1/39G 3-1	2/39G U	2/39G 3-1	3/39G U	3/39G 3-1	1/57G U	1/57G 3-1	2/57G U	2/57G 3-1
3/57G U	3/57G 3-1	1/120G U	1/120G 3-1	2/120G U	2/120G 3-1	3/120G U	3/120G 3-1	1/16G U	1/16G 3-1

2/16G U	2/16G 3-1	3/16G U	3/16G 3-1	1/35G U	1/35G 3-1	2/35G U	2/35G 3-1	3/35G U	3/35G 3-1
1/50G U	1/50G 3-1	2/50G U	2/50G 3-1	3/50G U	3/50G 3-1	1/22 U	1/22 3-1	2/22 U	2/22 3-1

SOVIET

FULDA GAP: Counter Sheet (Back)

2/7Gt 1-1	2/7Gt 6-2	1/7Gt 1-1	1/7Gt 6-2	3/6Gt 1-1	3/6Gt 6-2	2/6Gt 1-1	2/6Gt 6-2	1/6Gt 1-1	1/6Gt 6-2
1/11Gt 1-1	1/11Gt 6-2	3/9 1-1	3/9 6-2	2/9 1-1	2/9 6-2	1/9 1-1	1/9 6-2	3/7Gt 1-1	3/7Gt 6-2

3/20Gt 1-1	3/20Gt 6-2	2/20Gt 1-1	2/20Gt 6-2	1/20Gt 1-1	1/20Gt 6-2	3/11Gt 1-1	3/11Gt 6-2	2/11Gt 1-1	2/11Gt 6-2
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2/2 1-1	2/2 6-2	1/2 1-1	1/2 6-2	3/10 1-1	3/10 6-2	2/10 1-1	2/10 6-2	1/10 1-1	1/10 6-2
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1/27G 1-1	1/27G 3-5	3/5 1-1	3/5 6-2	2/5 1-1	2/5 6-2	1/5 1-1	1/5 6-2	3/2 1-1	3/2 6-2
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3/20G 1-1	3/20G 3-5	2/20G 1-1	2/20G 3-5	1/20G 1-1	1/20G 3-5	3/27G 1-1	3/27G 3-5	2/27G 1-1	2/27G 3-5
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2/57G 1-1	2/57G 3-5	1/57G 1-1	1/57G 3-5	3/39G 1-1	3/39G 3-5	2/39G 1-1	2/39G 3-5	1/39G 1-1	1/39G 3-5
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1/16G 1-1	1/16G 3-5	3/120G 1-1	3/120G 3-5	2/120G 1-1	2/120G 3-5	1/120G 1-1	1/120G 3-5	3/57G 1-1	3/57G 3-5
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3/35G 1-1	3/35G 3-5	2/35G 1-1	2/35G 3-5	1/35G 1-1	1/35G 3-5	3/16G 1-1	3/16G 3-5	2/16G 1-1	2/16G 3-5
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2/22 1-1	2/22 3-5	1/22 1-1	1/22 3-5	3/50G 1-1	3/50G 3-5	2/50G 1-1	2/50G 3-5	1/50G 1-1	1/50G 3-5
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SOVIET

13/5 2-4	13/5 5-7	36/12 2-4	36/12 5-7	35/12 2-4	35/12 5-7	34/12 2-4	34/12 5-7	5/2 2-4	5/2 5-7
4/2 1-5	4/2 4-7	6/2 1-5	6/2 4-7	26/1 1-4	26/1 3-6	15/5 2-2	15/5 6-4	14/5 2-2	14/5 6-4

West Germany

7/1 4-6	7/1 2-3	Koblenz 0-1	Koblenz 1-4	Kassel 0-1	Kassel 1-4	Frankfurt 0-1	Frankfurt 1-4	16 0-1	16 1-4
1/1 4-6	1/1 2-3	WG 0-1	WG 0-1	WG 0-1	WG 0-1	WG 0-1	R. Main 1-1	2 3-1	1 3-1

2/1 4-6	3/3 2-3	3/3 4-6	2/3 2-3	2/3 4-6	3/8 2-3	3/8 4-6	2/8 2-3	2/8 4-6	R. Main 1-1
2/1 6-2	1/1 1-1	1/1 6-2	2/3 1-1	2/3 6-2	1/3 1-1	1/3 6-2	3/1 2-3	3/1 4-6	2/1 2-3

USA

1/8 1-1	1/8 6-2	1/1 6-2	B/11 2-2	A/11 2-2	3/1 2-3	3/1 4-6	3/3 2-3	3/3 4-6	2/1 1-1
1/3 1-1	1/3 6-2	1/1 1-1		US 0-1	US 0-1	US 0-1	US 0-1	42 3-1	10 3-1

6/7 2-3	6/7 4-6	16/4 2-3	16/4 4-6	10/4 2-3	10/4 4-6	3/1 2-3	3/1 4-6	1/1 2-3	1/1 4-6
15/4 2-3	15/4 4-6	1/1 2-3	1/1 4-6	14/8 2-3	14/8 4-6	2/8 2-3	2/8 4-6	7/7 2-3	7/7 4-6

France

