

RED STRIKE

AIR, LAND & NAVAL
COMBAT IN CENTRAL
EUROPE 1989



Robichaud

A GAME BY YVES RETTEL



RULEBOOK

CONTENTS

1. INTRODUCTION	4				
1.1. Rules Organization	4				
1.2. Scale	4				
1.2.1. Map Scale	4				
1.2.2. Time Scale	4				
1.2.3. Unit Scale	4				
1.3. Dice	4				
1.4. Maps	4				
1.4.1. Operational Map	4				
1.4.1.1. Hex Control	4				
1.4.1.2. Neutral Countries	4				
1.4.2. Strategic Map	4				
1.4.2.1. Holding Boxes	4				
1.5. Counters	5				
1.6. Tracks and Tables	5				
1.6.1. Components	5				
1.7. Cards (optional)	5				
1.8. Rounding	5				
1.9. Standard and Advanced Game	5				
2. GENERAL CONCEPTS	7				
2.1. Initiative	7				
2.1.1. Battles Won	7				
2.2. Command Hierarchy	7				
2.2.1. Formations	7				
2.2.2. Units	7				
2.2.3. Ground Unit Combat Formations	7				
2.3. Unit Modes	7				
2.4. Fog of War	8				
2.5. Interception	8				
2.6. Zones of Control (ZOC)	8				
3. SEQUENCE OF PLAY OUTLINE	8				
4. SETUP INSTRUCTIONS	8				
4.1. User guide for the setup list	8				
4.2. Special Scenario Rules	8				
5. THE GAME TURN	10				
6. STRATEGIC STAGE	10				
6.1. World Opinion (WO)	10				
6.2. Initiative Determination	10				
6.3. Assessing Reinforcements	10				
7. ADMINISTRATIVE STAGE	11				
7.1. Unit Assignment Phase	11				
7.1.1. Ground Unit Modes	11				
7.1.2. Naval Unit Modes	11				
7.1.3. Air Unit Modes	11				
7.2. Weather	11				
8. SUPPLY	11				
8.1. Supply States	11				
8.2. Effects of Out of Supply (OOS)	11				
8.3. Line of Supply	11				
8.3.1. Warsaw Pact Lines Of Communication	11				
8.4. Supply Sources	11				
8.5. Supply Level	12				
8.6. Supply Points (SPs)	12				
9. ACTION STAGES	12				
9.1. First Action Stage	13				
9.1.1. First Movement Phase	13				
9.1.1.1. First Initiative Segment	13				
9.1.1.2. First Reaction Segment	13				
9.1.2. First Combat Phase	13				
9.2. Second Action Stage	13				
9.2.1. Second Movement Phase	13				
9.2.1.1. Second Initiative Segment	13				
9.2.1.2. Second Reaction Segment	13				
9.2.2. Second Combat Phase	14				
9.3. Third Action Stage	14				
9.3.1. Third Movement Phase	14				
9.3.1.1. Third Reaction Segment	14				
9.3.1.2. Third Initiative Segment	14				
9.3.2. Third Combat Phase	14				
10. STACKING	14				
10.1. Ground units	14				
10.2. Air units:	14				
10.3. Naval units	14				
11. MOVEMENT	15				
11.1. Ground Unit Movement	15				
11.1.1. Railroad Movement	15				
11.1.1.1. Railroad capacity	15				
11.1.2. Repulse	15				
11.1.3. Interdiction	15				
11.1.4. Nuclear attacks	15				
11.1.5. Danish Ferries	15				
11.1.6. IJsselmeer Highway	15				
11.2. Air Unit Movement	15				
11.3. Naval Unit Movement	16				
11.3.1. Nord-Ostsee-Kanal	16				
11.4. Transport	16				
11.4.1. Theatre Transport	16				
11.4.2. Combat Transport	16				
11.5. Movement in/out Holding Boxes on the StratMap	17				
12. REINFORCEMENTS	17				
12.1. POMCUS	17				
12.2. Reinforcements arriving by sea	17				
12.3. Mobilization	17				
12.4. Map edge and holding boxes	17				
12.5. Line of Communication (Advanced Game only)	17				
12.6. Special Reinforcements	17				
13. DETECTION	17				
13.1. Advanced Game detection	17				
13.2. Standard Game detection	18				
13.3. Lost track	18				
14. COMBAT	18				
14.1. Hits on Ground Units	18				
14.1.1. Hits on Assault Units	18				
14.1.2. Hits on Support and Long Range Missile Units	19				
14.1.3. Hits on HQ Units	19				
14.2. Hits on Air Units	19				
14.3. Hits on Naval Units	19				
14.4. Hits on Installations and Strategic Targets	19				
14.4.1. Hits on POMCUS sites	19				
14.4.2. Hits on Air Bases	19				
14.4.3. Hits on ADN installations	19				
15. GROUND WAR	20				
15.1. Ground Unit types	20				
15.1.1. Assault Units	20				
15.1.2. Support units	20				
15.1.2.1. Support units integrated in HQ units	20				
15.1.2.2. Artillery	20				
15.1.2.3. Air Defense (Anti-Air)	20				
15.1.2.4. Pontoon and Amphibious	20				
15.1.2.5. NBC	20				
15.1.3. Headquarters	20				
15.1.4. Long Range Missile Units (LRMU)	21				
15.1.5. Cruise Missiles	21				
15.2. Ground Unit Modes	21				
15.2.1. Frontline Mode	21				
15.2.2. Reserve Mode	22				
15.3. Ground Unit Combat Formations	22				
15.3.1. AC = Advance to Contact	22				
15.3.2. HA = Hasty Assault	22				
15.3.3. DA = Deliberate Assault	22				
15.3.4. HD = Hasty Defense	22				
15.3.5. DD = Deliberate Defense	22				
15.4. Ground Unit Troop Quality	22				
15.4.1. Battle-hardened (BH)	22				
15.4.2. Regular	22				
15.5. Ground-Ground Combat	23				
15.5.1. Prerequisites	23				
15.5.1.1. Action Stage	23				
15.5.1.2. Adjacency	23				
15.5.1.3. Supply	23				
15.5.1.4. Mode	23				
15.5.2. Decisions	23				
15.5.2.1. Tactical Withdrawal (TW)	23				
15.5.2.2. Combat Formations	23				
15.5.2.3. Close Air Support (CAS)	23				
15.5.2.4. NBC warfare	23				
15.5.3. Combat Modifiers	23				
15.5.3.1. Supply	23				
15.5.3.2. Terrain	23				
15.5.3.3. Artillery support	24				
15.5.3.4. Close Air Support (CAS)	24				
15.5.3.5. Troop Quality	24				
15.5.4. Combat resolution	24				
15.5.5. Results	24				
15.5.5.1. Hits	24				
15.5.6. Battles Won	24				
15.5.7. Clean-up	24				
16. MOVEMENT after ground combat resolution	24				
16.1. Retreat	24				
16.2. Advance after combat	25				
16.3. Ground-Air Combat	25				
16.3.1. The air unit was detected	25				
16.3.2. The air unit was undetected	25				
16.3.3. Ground-Air Combat Procedure	25				
16.3.4. Close Air Defense Systems	26				
16.4. AIR WAR	26				
16.1. Air Base (AB)	26				
16.1.1. Emergency Air Base (EAB)	26				
16.1.2. Sortie Rate	26				
16.1.3. Forward Operating Base (FOB)	27				
16.1.4. Airport (AP)	27				
16.2. Air Units	27				
16.2.1. EWDA/AWACS	27				
16.2.2. Multirole aircraft	27				
16.2.3. Interceptors - Fighters	27				
16.2.4. Surface Strike - Bombers	27				
16.2.5. Multi-Strike	27				
16.2.6. Sub-Surface Strike	27				
16.2.7. EW/ECM (Electronic Warfare / Electronic Counter Measures)	27				
16.2.8. Vertical Take-Off and Landing (VTOL)	27				
16.3. Air Unit Modes	28				
16.3.1. Interception mode	28				
16.3.2. Offensive mode	28				
16.4. Air Unit Missions	28				
16.4.1. General Mission Prerequisites	28				
16.4.2. Raids	28				
16.4.3. Air Combat Missions	29				
16.4.3.1. EWDA Mission	29				
16.4.3.2. Air Ferry Mission	29				
16.4.3.3. Alert Air Units	29				
16.4.3.4. Airmobile/Paradrop transport by air	29				
16.4.3.5. Air-Air Interception	30				
16.4.3.6. CAP (Combat Air Patrol)	31				
16.4.3.7. Air-Naval Interception	31				
16.4.3.8. Air Superiority	32				
16.4.3.9. Escort	32				
16.4.3.10. Anti-Ship Strike (AS)	32				
16.4.3.11. Surface strike	32				
16.4.3.12. Close Air Support (CAS)	32				
16.4.3.13. Interdiction Strike	33				
16.4.3.14. Minelaying / Minesweeping	33				
16.4.3.15. Sub-Surface Strike (SS)	33				
16.4.3.16. Reconnaissance Air Mission	33				

16.5. Air-Air Combat	34	19.1. End of the Game	40	26.1. Long Range Bombers	44
16.5.1. Air-Air Combat with stand-off weapons (BVR)	34	19.2. Repair	40	26.2. Air-Air Interception	44
16.6. Air-Ground Combat	34	20. VICTORY CONDITIONS	40	26.3. Air Base operations	44
16.6.1. Precision Bombing	34	20.1. Auto victory	40	26.4. Patriot ABM	44
16.7. Air-Naval Combat	34	20.2. Victory point score	40	27. NAVAL WAR	44
16.8. Air Defense Networks	34	20.3. Victory level	40	27.1. Convoys	44
16.8.1. Air Defense Network Combat	35	20.4. Victory Points	40	28. SPECIAL FORCES	45
17. NAVAL WAR	35	20.4.1. Ruhr Area	40	28.1. Reconnaissance SF Mission	45
17.1. Naval Units	35	20.4.2. Bridgehead across the Rhine	40	28.2. SF Raids	46
17.1.1. Aircraft Carriers	35	20.4.3. Reaching the Channel	40	29. SUPPLY OF WP GROUND UNITS	46
17.1.1.1. CV and CVN	35	20.4.4. World Opinion	40	30. OPTIONAL RULES	46
17.1.1.2. CGH, CVH, LHD AND LHA	35	20.4.5. DEFCON Level	40	30.1. Bridges	46
17.1.1.3. Damage	35	20.4.6. Mining	40	30.2. Doctrine	46
17.1.2. Surface Action Groups (SAG)	36	20.4.7. Convoys	40	30.3. Expanded Strategic War	46
17.1.3. Submarines	36	20.4.8. Strategic Targets	40	30.4. Fallout and nuclear contamination	46
17.1.4. Anti-submarine warfare (ASW)	36	20.4.8.1. Strategic Target List:	40	30.5. Friendly fire	46
17.1.5. Anti-air warfare (AAW)	36	20.4.9. First Strike	40	30.6. Hardened Air Bases	46
17.2. Naval Unit Modes	36	20.4.10. SSBN (optional rule 30.12)	40	30.7. In-Flight Refueling	46
17.2.1. "At Sea" Mode	36	20.4.11. Norway - FEBA	40	30.8. Refugees	47
17.2.2. "In Port" Mode	36	21. STRATEGIC MAP	41	30.9. Single Sortie Strike Mission	47
17.3. Naval-Naval Combat	36	21.1. Map scale	41	30.10. Stay Behind - Wallmeister	47
17.3.1. Anti-Ship Missiles	36	21.2. Warsaw Pact Supply	41	30.11. Stealth	47
17.3.1.1. Missile Depletion	36	21.3. NATO Supply	41	30.12. SSBN - ballistic missile submarines	47
17.3.1.2. Missile replenishment	36	22. INTER-MAP ACTIONS	41	30.12.1. SSBN submarines Hiding	47
17.4. Naval-Naval Interception	37	22.1. Inter-Map movement	41	30.13. Variable Aircraft Speed	47
17.5. Naval-Ground Combat	37	22.2. Inter-Map Combat	41	30.14. Weather	47
17.6. Naval-Air Combat	37	23. NEUTRAL COUNTRIES	41	30.15. Wild Weasels	47
17.7. Mines	37	23.1. Sweden	42	30.16. Special NATO anti-tank units	47
17.7.1. Minelaying	37	23.2. Finland	42	30.17. EF-111A Raven and EA-6B Prowlers	48
17.7.2. Effects of Mines	37	23.3. Austria and Switzerland	42	30.18. HQ and LRMU detection	48
17.7.3. Minesweeping	37	24. DETECTION	42	30.19. Ground Launched Missile Stocks	48
17.8. Convoys	37	24.1. Ground-Air Detection	43	30.20. Civil shipping	48
17.9. Screening Force	38	24.1.1. GROUND-AIR DETECTION ON THE STRATMAP	43	30.21. Dr. Strangelove	48
17.10. Amphibious transport by sea into a coastal hex	38	24.2. Air-Air Detection	43	30.22. Damaged Capital Ships	48
18. NBC WARFARE	38	24.3. Air-Naval Detection	43	30.23. Cards	48
18.1. DEFCON Track	38	24.4. Naval-Air Detection	43	30.24. Damage Assessment	48
18.2. Nuclear Warfare	38	24.5. Naval-Naval Detection	43	31. SCENARIOS	49
18.2.1. Strategic Nuclear Attack	38	24.6. StratMap Detection and Ground-Air combat	44	32. GLOSSARY AND ABBREVIATIONS	50
18.2.2. Tactical Nuclear Attack	38	24.7. Inter-Map Detection	44	33. INDEX	53
18.2.3. Nuclear Contamination	39	25. NORWAY - FEBA	44		
18.2.4. Fallout	39	25.1. Victory Points	44		
18.3. Chemical Warfare	39	25.2. NATO supply	44		
19. END STAGE	39	26. AIR WAR	44		

© 2023

Red Strike is manufactured and distributed by VUCA Simulations, a brand of Bruncken & Gebhardt GmbH. All Rights Reserved.

DESIGNER & DEVELOPER

Yves Rettel

ART DIRECTOR

Patrick Gebhardt

GRAPHIC ARTISTS

Pablo Bazerque

Gustavo Chiesa

Peter Robichaud

SPECIAL CONTRIBUTORS

✪ Jim Falkus
 ✪ Guy Michael Benson
 ✪ Nicolas Michon
 ✪ Etienne Rignault
 ✪ John Rainey
 ✪ Jeff Newell
 ✪ Minshuo Chen
 ✪ Xavier Harduin
 ✪ Philippe Hemeury
 ✪ Hristos Kanistras
 ✪ Giorgos Papazoglou
 ✪ Treb Courie
 ✪ Jeff Martin

✪ Thierry Remacle
 ✪ Peter Rider
 ✪ Andrew Ralls
 ✪ Stuart Sheppard
 ✪ Per Fischer
 ✪ Roberto Cerutti
 ✪ Angus Clarke
 ✪ Paul MacGillivray
 ✪ Michael Reed
 ✪ Fred Schwarz
 ✪ Andy Doty

SPECIAL THANKS

TO THESE YOUTUBE

CHANNELS:

Big Board Gaming
 idjester
 Rough Swordsman Wargamer
 Moe's Game Table
 The Players Aid



You can find additional information about our games, and helpful materials on:

VUCASIMS.COM

It would be great if you would consider rating our games on boardgamegeek.com. This would help us tremendously.

STANDARD GAME RULES

1. INTRODUCTION

Red Strike is based on the games Gulf Strike and Aegean Strike and uses many of the same mechanics. Mark Herman designed the Strike games as detailed, complex simulations. Red Strike, like its predecessors, is not for the fainthearted.

The game comes with this Rule Book and the Scenario Book. The Rule Book covers the entire game system and the Scenario Book contains everything needed to set up the game.

1.1. Rules Organization

Throughout the rules, abbreviations and military terms are used. Their meanings can quickly be found by referring to the Glossary and Abbreviations section.

The game may be played with the Standard Rules which simplify some game mechanics and restrict gaming mostly to the Operational Map (OpMap) or the Advanced Rules which add more realism, scope and complexity.

At the end of some rules, you may find a reference, e.g. [17.7] *Mines*, to the location of an additional rule that provides more detail or is directly related in some other way.

- Standard Game general Rules sections 1-14
- Land Warfare Rule section 15
- Air Warfare Rule section 16
- Naval Warfare Rule section 17
- NBC-Warfare Rule section 18
- End of turn Rule section 19
- Victory conditions Rule section 20
- Advanced Rules sections 21-29
- Optional Rules section 30

Designer notes are also added to some rules to clarify their content, explain the intention behind their design, or simply provide background information.

1.2. Scale

The game covers operational aspects of warfare in Central Europe while also keeping an eye on the strategic situation around the world. Although Strategic Events are handled abstractly using cards, they can have a direct or indirect impact on the battlefield.

1.2.1. Map Scale

Each hex on the Operational Map (OpMap) equals 28 km. Each hex on the Strategic Map (StratMap) equals 280 km.

1.2.2. Time Scale

Each game turn (GT) represents 2 days of real time, subdivided into stages, phases and segments.

1.2.3. Unit Scale

Ground unit counters, representing combat troops, include Battalions, Regiments, Brigades and Divisions. Headquarters units represent commanders and their staff as well as support troops (logistics, etc.).

Regiments are the base unit size of the game, hence the term Regimental Equivalent (RE) is found throughout the rules. 1 Regiment = 1 RE.

BATTALION (BTN)

Size symbol: II

1 BTN = ½ RE for stacking and transport purposes.

BRIGADE/REGIMENT (BDE/RGT)

Size symbol: X (brigade)/ III (regiment)

1 brigade is equivalent to 1 regiment, or

1 BDE/RGT = 1 RE for stacking and transport purposes.

DIVISION (DIV)

Size symbol: XX

1 division is equivalent to 3 brigades or regiments, or

1 DIV = 3 RE

HEADQUARTERS (HQ)

Represent command & control structures at Division, Corps and Army/Front levels.

1 HQ = 1 RE

Air unit counters represent groups of between 10 and 60 aircraft or

even fewer for special mission aircraft like ECM or EWDA/AWACS aircraft.

Naval unit counters may be individual capital ships or groups of ships.

[10] *Stacking*

1.3. Dice

Throughout the game, ten-sided dice (abbrev. 1d10) are used. Treat a 0 result as a 10.

Hits by Missile units are determined by using a 1d100 (in fact 2d10): Roll two ten-sided dice simultaneously, one die represents single digits and the other (typically distinguished by color) represents units of ten. A roll of two zeroes indicates a result of 100 and a roll of "0" on the tens die and "9" on the ones die would be "09."

1.4. Maps

Red Strike uses two maps: The Operational Map (OpMap) and the Strategic Map (StratMap). Both maps are overlaid with a hexagonal grid and each hex is numbered. OpMap hexes are identified with a 4 digit number (1613) and StratMap hexes with 1 letter and a 2 digit number (E17).

1.4.1. Operational Map

The OpMap is divided into hexes of two sizes. The smaller hexes each represent an area 28 kilometres (15 nautical miles) across. The larger hexes represent an area 280 (150 nautical miles) kilometres across.

It shows the terrain of Central Europe, from Berlin to the shores of the English Channel and from the southern tip of Norway to the Alps.

Sea Zones on the OpMap are used for minelaying and minesweeping purposes. [17.7] *Mines*

Air Sectors are printed on the map for Air Defense Network (ADN) purposes. They do not restrict movement of air units. [16.8] *Air Defense Networks*

Terrain features, cities, roads, railroads and ground installations (airports, air bases, and ports) are printed on the map. *Terrain Effects Chart [TEC]*

1.4.1.1. Hex Control

Ownership, or control, of hexes on the OpMap is important for Supply, victory conditions and entry of reinforcements. At the start of play all land hexes east of the Inner-German Border or IGB are under Warsaw Pact (WP) control and all land hexes west of the Inner-German Border or IGB are under NATO control. The only exception to this rule is West Berlin. No sea hexes may be owned/controlled by either player.

Control of a hex is taken whenever either side moves one of its ground units into a hex controlled by the opposing side. Special forces units conducting raids do NOT take control of hexes.

Control markers are provided to mark hexes (rail, city, port...) of importance that have changed ownership.

1.4.1.2. Neutral Countries

There are portions of the following neutral countries on the maps: Sweden, Finland, Austria, Switzerland, Yugoslavia, and Ireland.

Units may never move into a hex belonging to a neutral country. If there is no other possible movement (in case of a retreat for example) the unit is considered interned (i.e. withdrawn from the map and lost for the remainder of the game).

In the Advanced Game Sweden may join NATO and Finland may join the WP. [23] *Neutral Countries*

1.4.2. Strategic Map

1.4.2.1. Holding Boxes

Their purpose is threefold:

- To hold units that are out of the geographic scope of the maps. Units in holding boxes may freely enter the StratMap and then continue onto the OpMap.
- To act as air bases from which long range bomber units may conduct missions.
- To provide a safe haven for ballistic missile submarines.

Blue holding boxes may only be entered by NATO units and red holding boxes only by WP units. No combat whatsoever may take place in a holding box.

1.5. Counters

Military units are represented by counters containing much of the information needed to play the game.

Several markers, representing Combat Formations, state of supply, hits, NBC attacks, etc., are also needed for game purposes.

Check the **Unit Counter Legend** for more detailed information on all counters.

1.6. Tracks and Tables

TRACKS:

Game-Turn Track: Indicates the current game-turn (GT) and 1st Chemical Attack.

Sequence of Play Track: Breakdown of GT, used to ease gameplay.

General Track:

- "Available Reconnaissance Air Missions"
- "Available Special Forces Missions"
- "Theatre Transport Capacity"
- "Combat Transport Capacity"
- "Railroad Capacity"

Combined World Opinion, Battles Won, Supply Points and Victory Points Track: World Opinion (WO) tilts in each side's favour and may generate victory points. Record Victory Points (VP) and the number of ground battles won by each side.

DEFCON Track: Keeps track of nuclear escalation.

Air/Naval Combat Resolution Track: Used to resolve combat in which any air or naval unit participates.

TABLES:

Ground Combat Results Table (GRT): Used to determine the outcome of ground combat.

Ground Combat Ratio Table (GCRT): Used to determine a DRM based on the force ratio between attacker vs defender. *Combat Resolution [15.5.4]*

Combat Formations Effects Table (CFET): A summary of all possible ground unit Combat Formations and their effect on combat and supply.

Missile Table: Information concerning missiles used in the game such as range, warheads and hit probability.

Repair and Hit Table: Summary of costs to repair air bases, air units and a target's Hit Capacity.

Combat Modifier Summary: Summary of combat modifiers.

Bombardment Modifier Summary: Used in air-ground bombardment missions.

Terrain Effects Chart (TEC): Table containing all terrain types featured on the OpMap, their influence on movement and combat, and any of their additional effects. Terrain featured on the StratMap is explained on the StratMap.

Plotting operational map (A4 format): Small version of the OpMap highlighting air bases and installations. Used for quick reference and planning.

Ranged Characteristics Summary (RCS): Used mainly in the Advanced Game. The RCS is a summary of detection and combat ranges for all units represented in the game. Both sides have a distinct RCS for their core nations and one RCS for their less technologically advanced allies and neutral countries.

Air Defense Network Hit Register: Lists all ADN assets belonging to both sides and tracks their current status. *[16.8] Air Defense Networks*

Victory Points Table: Lists victory conditions, objectives and awards (may be subject to special Scenario instructions).

Detection Tables: In the Standard Game, these tables are used for detection ranges of all types of units represented in the game.

Supply Point Cost: Summary of circumstances that require supply points (SP) to be expended.

Warsaw Pact Supply Lines: Number of SPs received per GT.

Recon Mission Success Table: Used to determine the outcome of reconnaissance missions (by air or special forces).

Recon Mission Casualty Table: Roll on this table to determine if the recon mission suffered casualties.

SF Raid Mission Success Table: Used to determine the outcome of raids by special forces.

SF Mission Casualty Table: Roll on this table to determine if the SF mission suffered casualties.

Airmobile/Paradrop Table: Used to determine if Combat Transport is successful.

Ground Combat Resolution Diagram: Player aid for ground combat, mainly to make sure modifiers are not forgotten.

Close Air Defense Systems: Quick reference containing DRMs that may be applicable during ground-air combat resolution.

Chemical Warfare Effect Table: Impact on combat resolution of using chemical weapons.

Tactical Withdrawal (TW): Roll 1d10 on this table to determine if TW is successful.

1.6.1. Components

Red Strike includes:

- 56-page Rule book
- 48-page Scenario book
- 1 Operational Map
- 1 Strategic Map
- 10 Scenario Maps (7 Exercise Scenario Maps and 3 Battle Scenario Maps)
- 2,006 Counters
- 2 Player aid booklets
- 82 Cards
- 2 ten-sided dice

1.7. Cards (optional)

The 82 cards are divided into two decks: One for NATO and the other for the WP. At the players' discretion, each card may either be played for the event it describes OR to receive the number of supply points it indicates. When a draw deck is empty, shuffle all discarded cards (except those permanently removed from play as indicated by the card) to create a new draw deck. *[30.23] Cards*

1.8. Rounding

If required to round decimals to whole numbers, when the fractional part is less than 0.5, round down. When the fractional part is 0.5 or higher, round up. All ranges are expressed in operational map (OpMap) hexes, round these values up or down to the next 10th. For example a range of 5 will become 10 which represents 1 StratMap hex.

Whenever more than one unit from a side participates in combat, first add all of their combat strengths together, halve the total, and then round off the result.

1.9. Standard and Advanced Game

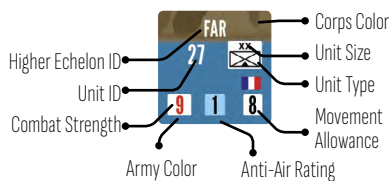
The Standard Game rules (Sections 1-20 in this book) contain all the meat and potatoes necessary to fully simulate WW3 in Central Europe.

The Advanced Game provides a more detailed simulation by making use of numerous additional rules (Sections 21-28).

COUNTER LEGEND

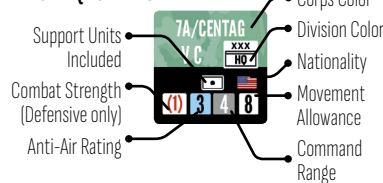
GROUND DIVISIONS

INFANTRY



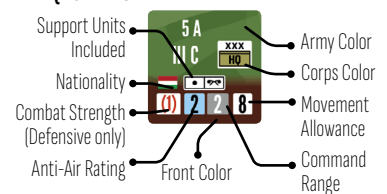
French Mountain Inf. Assault Unit
27th Alpine Division, part of FAR (Force d'Action Rapide) and under command of the BAOR.

NATO HQ UNITS



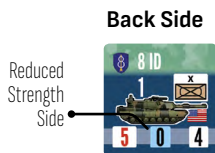
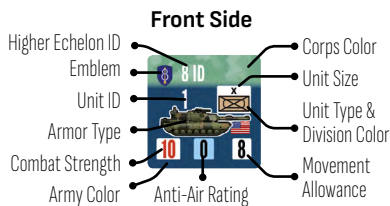
NATO HQ Unit
US V Corps under command of the 7th Army and part of CENTAG. This HQ gives artillery support.

WP HQ UNITS



WP HQ Unit
Hungarian 3rd Corps under command of the 5th Army and the Southern Front. This HQ gives artillery and NBC support.

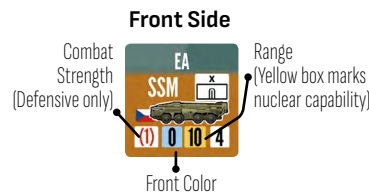
ARMORED



US Mechanized Assault Unit

1st mechanized Brigade of the 8th Infantry Division (Mechanized) equipped with M-1 Abrams tanks and part of V US Corps / 7th US Army.

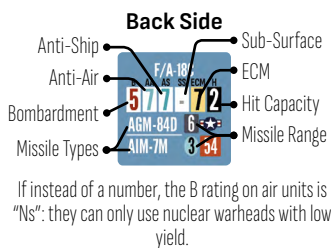
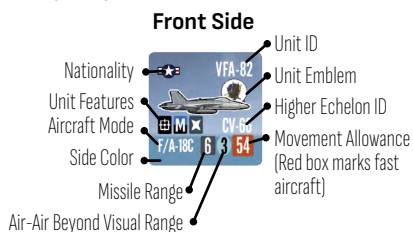
LONG RANGE MISSILE UNITS (LRMU)



Czech Support Unit

Long Range Missile Unit (LRMU) Surface-Surface Missile (SSM) Brigade attached to the Eastern Army (EA) and part of the Southwestern Front. The combat strength is in parenthesis as a reminder that it is used in defense only.

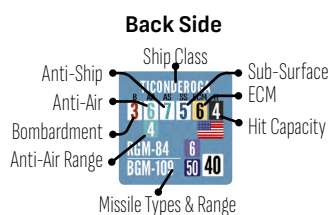
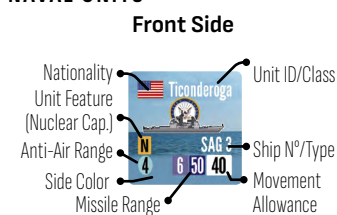
AIR UNITS



NATO Air Unit

VFA-82 Strike Fighter Squadron, known as the Marauders of the US Navy (higher echelon is the aircraft carrier CV-66) equipped with F/A-18C aircraft.

NAVAL UNITS



WP Naval Unit

US Surface Action Group #3 (SAG) of the Ticonderoga guided-missile cruiser class.

UNIT SYMBOLS

HO	HQ
Infantry	Infantry
Mechanized	Mechanized
Cavalry / Recce	Cavalry / Recce
Amphibious Cavalry	Amphibious Cavalry
Armored	Armored
Amphibious Armored	Amphibious Armored
Artillery	Artillery
Parachute	Parachute
Airborne	Airborne
Airmobile	Airmobile
Marines / Naval Inf.	Marines / Naval Inf.
SS Missile	SS Missile
Mountain Infantry	Mountain Infantry
Mountain Armored	Mountain Armored
Mountain Recce	Mountain Recce
Territorial Infantry	Territorial Infantry
Territorial Armored	Territorial Armored
T. Mountain Armored	T. Mountain Armored

FEATURE SYMBOLS

EW	Electronic Warfare & Countermeasures
EW	Early Warning Detection Aircraft
PB	Precision Bombing
N	Nuclear Capability
AS	Naval unit with multiple AS missile uses
M	Minelaying
MS	Minesweeping
MS	Minelaying+Minesweeping
VTOL	VTOL Aircraft
M	Multirole Aircraft
R	Refueling

HQ CAPABILITIES

A	Artillery
NBC	NBC
C/P	Crossing/Pontoon
P	Patriot

Anti-Air Rating: A numerical rating used in air-air and ground-air combat. [16.5] and [15.7]

Anti-Ship Rating: A numerical rating used by air and naval units in attacking naval surface units.

Bombardment Rating: A numerical rating used by air units on strike missions against anything except underway submarine units and by naval units firing their guns at surface naval units, ground units, or installations.

Combat Strength: A numerical rating used by ground forces for attack and defense in resolving ground-ground combat.

Defense Strength: A numerical rating used by ground Support units for defense only in resolving ground-ground combat when the support unit is unaccompanied by Assault units.

ECM (Electronic Counter-Measures) Rating: A numerical rating used by air and naval units in combat in attempts to counter the effects of enemy attacks. The

ECM Rating considers such items as electronic jamming and defensive maneuvering.

Hit Capacity: A numerical rating used by all units to reflect the amount of damage a unit can absorb. Hits on naval and air units represent actual loss of component vessels or aircraft, with resultant reduction of the remaining unit's effectiveness. Hits on ground units represent loss of personnel, equipment, and the subsequent loss of unit cohesion.

Minelaying Capability: An indication on certain air and naval units that the units are capable of laying mines.

Multirole aircraft: These air units have a good Anti-Air Rating and Bombardment (strike) Rating. [16.2.2]

Minesweeping Capability: An indication on certain air and naval units that the units are capable of sweeping (removing) mines.

Movement Point Allowance: A numerical rating indicating

how far a given unit may move each time it is eligible to move. *Movement* [11]

Command Range: A numerical rating found only on headquarters units that indicates the maximum allowed number of hexes between the headquarters and its subordinate units to be placed in reserve and get support.

Reserve Capacity: The maximum number of units the headquarters can place in reserve. This value is not included on the counters.

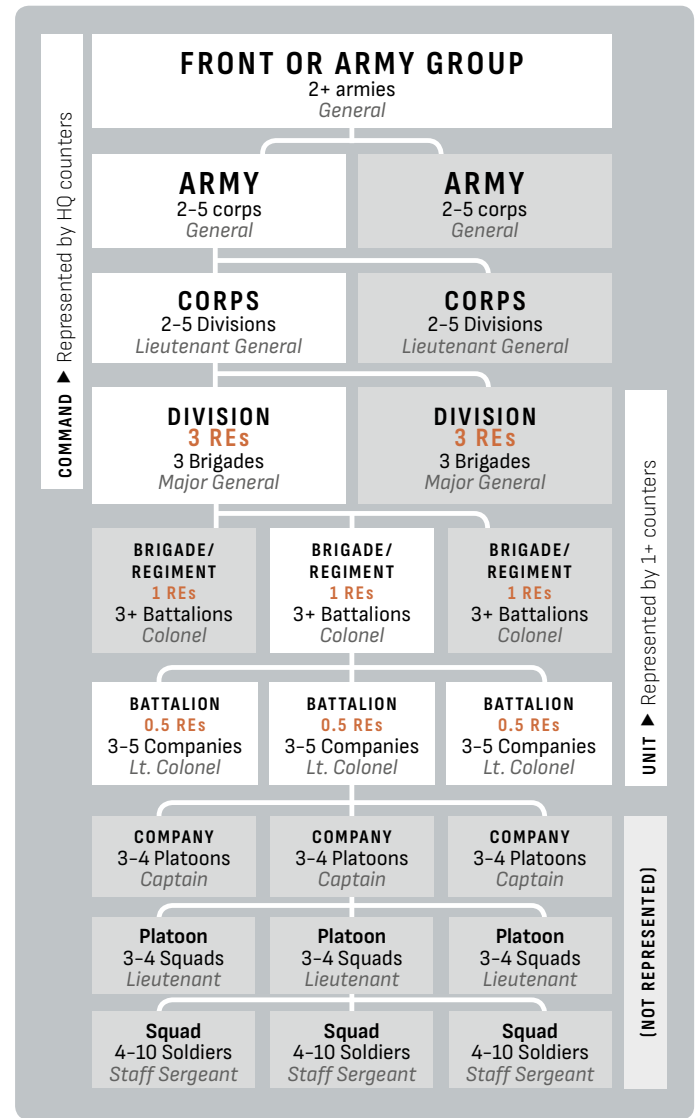
Sub-Surface Rating: A numerical rating used by air and naval surface units attacking submarines; used by submarines attacking any naval unit.

NATIONAL SYMBOLS

NATO Forces	National Flag	Air Force Roundel	Naval Ensign
Belgium (BE)			
Canada			
Denmark (DA)			
France (FR)			
Germany (GE)			
Great Britain (UK)			
Italy			
Luxembourg			
Netherlands (NL)			
Norway			
Spain			
Sweden			
USA (US)			

WP Forces	National Flag	Air Force Roundel	Naval Ensign
CSSR			
East Germany			
Hungary			
Poland			
USSR			

NATO COMMAND STRUCTURE



2. GENERAL CONCEPTS

2.1. Initiative

During a game turn (GT), one player will be the Initiative Player and the other player will be the Reaction Player. This will have a major influence on what each can do during a GT. Initiative is determined once per GT but may shift multiple times in the game based on the outcome of ground battles. [6.2] Initiative

2.1.1. Battles Won

After each ground-ground combat players record which side won the battle. This is needed for Initiative determination, which is done once per GT during the Initiative Determination Phase. [15.5.6] Battles Won

2.2. Command Hierarchy

Armed forces are organized into hierarchical structures. At each level, commanders and their staff ensure that large groups of soldiers can do their jobs by providing them with the needed instructions and resources like food, weapons, ammunition and intelligence (not necessarily in that order of priority though).

This command hierarchy is represented in the game by HQ units, ranking from those commanding army groups down to divisional HQs. Every unit is directly related to the HQ of its formation and indirectly to all higher-ranked HQs above that one.

These relationships are collectively called the "Chain of Command" and they may not be altered during the game.

Each unit needs supply to function properly (i.e. to maintain its degree of combat readiness or effectiveness) and it may also need combat support to fulfill its mission. HQ units provide both, but only to units directly or indirectly below them in their own chain of command and within their command range. In combat situations, the unit calling for support has to be in command range. [15.1.3] Headquarters

Note: Some independent units are not attached to any HQ. They may get support and supply from any friendly HQ in command range (example NATO AMF units).

2.2.1. Formations

A **formation** is defined as "two or more aircraft, ships, or units operating together under a commander".

The Great Soviet Encyclopedia emphasized its combined-arms nature: "Formations are those military organisations which are formed from different specialized Arms and Services troop units to create a balanced, combined combat force."

In other words, a formation is a composite military organization, such as a division, brigade, battalion, wing, etc., that includes a mixture of integrated and operationally attached sub-units and is usually combat-capable.

2.2.2. Units

A **unit** is a military organization, represented in the game by one counter.

2.2.3. Ground Unit Combat Formations

Ground units may choose between specific postures, which enhance their performance in ground-ground combat at the cost of supply points. [15.3] Ground Unit Combat Formations

2.3. Unit Modes

Ground, air, and naval units are assigned to a specific mode during the Administrative Stage. These modes determine what exactly they can do, when and how they can act.

Ground unit modes: Frontline / Reserve

Naval unit modes: In Port / At Sea

Air unit modes: Offensive / Interception

For example:

- Ground units in Reserve Mode may become active in specific Action Stages while Frontline Mode units may become active in other Action Stages.
- Air units in Interception Mode cannot initiate an air-ground combat mission.
- Submarine units "In Port" are automatically detected.

[15.2] Ground unit modes; [16.3] Air unit modes; [17.2] Naval unit modes

2.4. Fog of War

Enemy ground units and installations are always treated as detected but they may be reconnoitred to enhance bombardment effects. [16.4.3.16] *Reconnaissance Air Mission*, [28.1] *Special Forces Reconnaissance*.

Naval surface units and submarines in "In Port" mode are always considered detected. The opposing player may freely inspect all of the above.

Air units at an air base are considered undetected and may not be inspected by the other player except in case of a successful reconnaissance mission.

Naval units at sea and air units on an air mission, are considered undetected. They have an undetected marker to denote this. They must be detected to be attacked or intercepted. As soon as they have been detected, the opposing player may then inspect the unit or stack.

Exception: Once the Combat Phase has started, no enemy stacks may be inspected.

Designer's note: Arguably an air superiority mission (anti-air) could be futile, because ignored, by the other player. Players should feel free to house rule the fog of war.

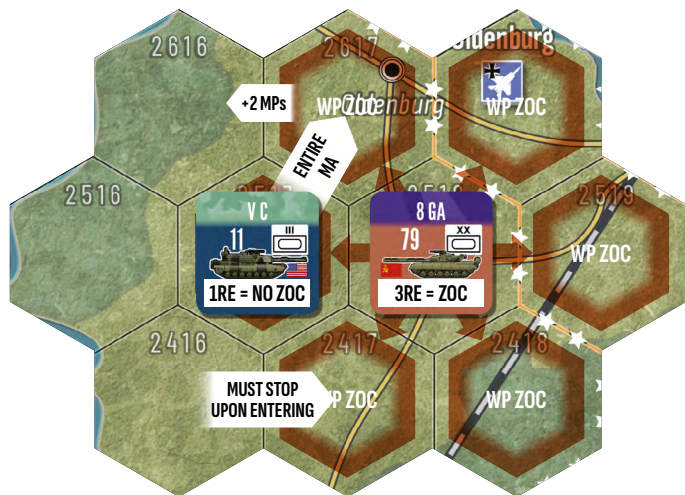
2.5. Interception

Interception can occur at any time during an Action Stage and is triggered by the movement of a detected enemy air or naval unit during the enemy player's segment. Enemy naval units can be intercepted by friendly air or naval units, while enemy air units can be intercepted only by friendly air units. Naval units attacked by air units may detect these and may return fire. Additionally, aircraft carrier (CV) and nuclear aircraft carrier (CVN) units possess a special intercept capability known as Combat Air Patrol (CAP).

Note: Detected air units may be attacked at any time by ground/naval-air defense, but that is not an interception.

2.6. Zones of Control (ZOC)

A ZOC is a zone of control exerted by a unit, or stack of ground assault units ([15.1.1.] *Assault Units*), of at least 3 REs into the surrounding six hexes. For enemy units this is called EZOC = Enemy Zone of Control. While no physical counter is present in these six hexes, elements of the unit(s) exerting the ZOC are imagined to have taken up positions in the hexes surrounding them. These hexes in a ZOC limit the mobility and supply of enemy units.



EZOCs and Movement

Units entering an EZOC must stop moving. Units starting the movement phase in an EZOC which have not yet moved may move directly into another EZOC and stop moving. Units may leave an EZOC at the cost of 2 additional Movement Points. A friendly unit in an EZOC hex does NOT negate EZOC effects on movement in that hex.

Exception: During the pre-GT1 movement ZOCs are not in effect!

EZOCs and Retreat

Retreating units must avoid entering an EZOC. If the only retreat path is through an EZOC hex(es) the unit takes 1 hit for each such hex. A friendly unit in an EZOC hex does NOT negate EZOC effects on retreat in that hex.

EZOCs and advance after combat

Advancing units do not stop their movement upon entering an EZOC.

EZOCs and Supply

Lines of Communication or Supply Lines may not be traced through an

empty EZOC hex. A friendly unit of any size in an EZOC hex negates EZOC effects on supply in that hex. [8.2] *Line of Supply*

ZOC and Terrain

ZOCs do not extend into impassable terrain or across impassable hex sides or across major rivers.

Exception: NATO units in West Berlin do not exert a ZOC.

3. SEQUENCE OF PLAY OUTLINE

The following annotated outline describes the progress of one Game-Turn of Red Strike. Each Scenario specifies how many Game-Turns must be played to complete a game, (unless the automatic victory conditions have been met before that). Players must perform all activities in strict accordance with the Sequence of Play.

4. SETUP INSTRUCTIONS

It is recommended, before setting up the game, to sort the counters by nation and by type (air, ground, naval) and then by formation hierarchy (color codes on top of the counters).

Then setup the unit counters and markers on both maps or holding boxes, according to the Order of Battle (OOB) tables for the Scenario you chose to play. To speed up play you might consider arranging the reinforcements before beginning to play.

There are 20 Scenarios. There are 10 small Exercise Scenarios to give players a basic understanding of the general concepts of air, ground and naval warfare, 6 medium sized Battle Scenarios and 4 large Campaign Scenarios. All Scenarios are playable with the Standard or Advanced Rules, players choice.

All Scenarios start on August 1st 1989 and end as per the victory conditions or at the end of Game Turn 15. The most important differences between the Scenarios are determined in the readiness of the two belligerents for war, and therefore how their units are set up at the start.

4.1. User guide for the setup list

Each Scenario will have a detailed setup list. Ignore overstacking rules during setup.

If instead of a hex and/or GT # the unit has the mention "special", it may only arrive due to events triggered by card play or by special Scenario rules.

Units with a setup hex identification are placed on the map; you do not commit to a mode at this time:

- OpMap if a 4 digit hex number
- StratMap if 1 letter followed by a 2 digit number

Whenever reference is made to "GT##" these units enter the game as per the reinforcement rules and are only playable from that turn on. [12] *Reinforcements*

Example: 24th US Division is marked "GT6-C3" which means it will enter play on GT 6 on Convoy marker #3. C stands for Convoy as per the [12.2] Reinforcements arriving by sea rule.

If the column reads "off-...", the unit is placed in the specific holding box and may only arrive on the map during an appropriate segment of a GT. Some units start the game off-map. These units may enter the operational map on the map edge corresponding to their holding box designation and on the GT indicated as per Scenario special rules..

Reminder: German Territorialheer units must roll a 1d10 to check if they will enter the game; the first possible arrival GT is preceded by the letter d. [12.3] *Mobilization*

Air units are placed on the air base display; you do not commit to a mode at this time.

Naval units are placed in the setup hex, "In Port" mode if the hex is a port.



4.2. Special Scenario Rules

Each Scenario may have some special rules. Mainly a pre-GT1 movement phase and/or GT1 restrictions or amplifiers. These special rules are few but very important; players should review the Scenario instructions carefully.

SEQUENCE OF PLAY OUTLINE

1. Strategic Stage (6)				2. Administrative Stage (7) (8)		
World Opinion (6.1)	Initiative Det. Phase (6.2)	Cards (6.3)	Assessing Reinforc. Phase (6.4)	Unit Assignment Phase (7.1)	Supply Phase (8.0)	Weather Phase (optional) (7.2)

First Action Stage Initiative Frontline Offensive (9.1)

First Movement Phase (9.1.1)				First Combat Phase (9.1.2)	
Roll for naval movement allowance.					
First Initiative Segment (9.1.1.1)		First Reaction Segment (9.1.1.2)			
1. INITIATIVE PLAYER		1. REACTION PLAYER		1. INITIATIVE PLAYER GROUND UNITS	
The Initiative Player's units may perform the following activities, as often as possible for eligible units and in any order:		The Reaction Player's units may perform the following activities, as often as possible for eligible units and in any order:		Initiative player declares ground-ground combat.	
GROUND UNITS	<ul style="list-style-type: none"> LRMU in Frontline mode may fire missiles Move if in Frontline mode Special Forces missions 	GROUND UNITS	<ul style="list-style-type: none"> LRMU in Reserve mode may fire missiles Move if in Reserve mode Special Forces missions 	2. REACTION PLAYER CAS	
AIR UNITS	<ul style="list-style-type: none"> Move if in Offensive mode Combat Air Patrol (CAP) Air Recce missions 	AIR UNITS	<ul style="list-style-type: none"> Move if in Offensive mode Combat Air Patrol (CAP) Air Recce missions 	Close Air Support (CAS)	
NAVAL UNITS	<ul style="list-style-type: none"> Move & Combat Defend 	NAVAL UNITS	<ul style="list-style-type: none"> Move & Combat Defend 	3. INITIATIVE PLAYER CAS	
2. REACTION PLAYER		2. INITIATIVE PLAYER		Close Air Support (CAS)	
The Reaction Player's units may perform the following activities, as often as possible for eligible units in response to the Initiative Player's moves.		The Initiative Player's units may perform the following activities, as often as possible for eligible units in response to the Reaction Player's moves.		4. COMBAT RESOLUTION	
AIR UNITS	<ul style="list-style-type: none"> Intercept if in Intercept mode Combat Air Patrol (CAP) 	AIR UNITS	<ul style="list-style-type: none"> Intercept if in Intercept mode Combat Air Patrol (CAP) 	After resolution he declares the next combat.	
NAVAL UNITS	<ul style="list-style-type: none"> Intercept Defend 	NAVAL UNITS	<ul style="list-style-type: none"> Intercept Defend 		

Second Action Stage Initiative Reserve Exploitation (9.2)

Second Movement Phase (9.2.1)				Second Combat Phase (9.2.2)	
Roll for naval movement allowance.					
Second Initiative Segment (9.2.1.1)		Second Reaction Segment (9.2.1.2)			
1. INITIATIVE PLAYER		1. REACTION PLAYER		1. INITIATIVE PLAYER GROUND UNITS	
The Initiative Player's units may perform the following activities, as often as possible for eligible units and in any order:		The Reaction Player's units may perform the following activities, as often as possible for eligible units and in any order:		Initiative player declares ground-ground combat.	
GROUND UNITS	<ul style="list-style-type: none"> LRMU in Reserve may fire missiles Move if in Reserve mode Special Forces missions 	GROUND UNITS	<ul style="list-style-type: none"> LRMU in Reserve mode may fire missiles Move if in Reserve mode Special Forces missions 	2. REACTION PLAYER CAS	
AIR UNITS	<ul style="list-style-type: none"> Move if in Offensive mode Combat Air Patrol (CAP) Air Recce missions 	AIR UNITS	<ul style="list-style-type: none"> Move if in Offensive mode Combat Air Patrol (CAP) Air Recce missions 	Close Air Support (CAS)	
NAVAL UNITS	<ul style="list-style-type: none"> Move & Combat Defend 	NAVAL UNITS	<ul style="list-style-type: none"> Move & Combat Defend 	3. INITIATIVE PLAYER CAS	
2. REACTION PLAYER		2. INITIATIVE PLAYER		Close Air Support (CAS)	
The Reaction Player's units may perform the following activities, as often as possible for eligible units in response to the Initiative Player's moves.		The Initiative Player's units may perform the following activities, as often as possible for eligible units in response to the Reaction Player's moves.		4. COMBAT RESOLUTION	
AIR UNITS	<ul style="list-style-type: none"> Intercept if in Intercept mode Combat Air Patrol (CAP) 	AIR UNITS	<ul style="list-style-type: none"> Intercept if in Intercept mode Combat Air Patrol (CAP) 	After resolution he declares the next combat.	
NAVAL UNITS	<ul style="list-style-type: none"> Intercept Defend 	NAVAL UNITS	<ul style="list-style-type: none"> Intercept Defend 		

Third Action Stage Reaction Player Counteroffensive (9.3)

Third Movement Phase (9.3.1)				Third Combat Phase (9.3.2)	
Roll for naval movement allowance.					
Third Reaction Segment (9.3.1.1)		Third Initiative Segment (9.3.1.2)			
1. REACTION PLAYER		1. INITIATIVE PLAYER		1. REACTION PLAYER GROUND UNITS	
The Reaction Player's units may perform the following activities, as often as possible for eligible units and in any order:		The Initiative Player's units may perform the following activities, as often as possible for eligible units and in any order:		Reaction player declares ground-ground combat.	
GROUND UNITS	<ul style="list-style-type: none"> Any LRMU may fire missiles Move any not yet moved Special Forces missions 	GROUND UNITS	<ul style="list-style-type: none"> LRMU in Reserve mode may fire missiles Move if in Reserve mode Special Forces missions 	2. INITIATIVE PLAYER CAS	
AIR UNITS	<ul style="list-style-type: none"> Move if in Offensive mode Combat Air Patrol (CAP) Air Recce missions 	AIR UNITS	<ul style="list-style-type: none"> Move if in Offensive mode Combat Air Patrol (CAP) Air Recce missions 	Close Air Support (CAS)	
NAVAL UNITS	<ul style="list-style-type: none"> Move & Combat Defend 	NAVAL UNITS	<ul style="list-style-type: none"> Move & Combat Defend 	3. REACTION PLAYER CAS	
2. INITIATIVE PLAYER		2. REACTION PLAYER		Close Air Support (CAS)	
The Initiative Player's units may perform the following activities, as often as possible for eligible units in response to the Reaction Player's moves.		The Reaction Player's units may perform the following activities, as often as possible for eligible units in response to the Initiative Player's moves.		4. COMBAT RESOLUTION	
AIR UNITS	<ul style="list-style-type: none"> Intercept if in Intercept mode Combat Air Patrol (CAP) 	AIR UNITS	<ul style="list-style-type: none"> Intercept if in Intercept mode Combat Air Patrol (CAP) 	After resolution he declares the next combat.	
NAVAL UNITS	<ul style="list-style-type: none"> Intercept Defend 	NAVAL UNITS	<ul style="list-style-type: none"> Intercept Defend 		

5. THE GAME TURN

A Game Turn (GT) in Red Strike represents roughly two days of operations. Each GT consists of several stages played in the following order: The Strategic Stage, the Administrative Stage, three Action Stages, and an End Stage. Each stage is divided into phases which may also be divided into segments.

Designer's note: Even though the three Action Stages are played sequentially, players should think of them as events that are occurring nearly simultaneously over a 48-hour period.

STRATEGIC STAGE [6]

World Opinion (WO) is checked and Victory Points (VPs) are awarded according to the actual level of WO.

Initiative Determination: Check the "Battles Won" balance. Whether Initiative changes or not, reset the Battles Won marker to zero.

Each player draws one card and decides whether to play it immediately as an event or for supply (adjust the supply level accordingly).

The arrival of Reinforcements may be affected by event card play, sunk convoys or interdiction of WP supply lines. Mobilization units are received and placed on the map. Reinforcements enter play during the Assessing Reinforcements Phase.

ADMINISTRATIVE STAGE [7]

Both players simultaneously assign their units to one of the two modes which will impart specific advantages and opportunities for action. Note: Modes and Combat Formations are two different game concepts.

During the Supply Phase, check the Supply status of all units, air bases, and ports. Place out of supply markers accordingly. Supply Points arrive in a supply pool each GT via cards played for Supply, convoys arriving in ports or the WP supply lines. [8] *Supply*

Missile replenishment of naval (and optionally LRMU) units is performed now.

THE ACTION STAGES [9]

There are three Action Stages each GT. Each of the Action Stages consists of a Movement Phase and a ground combat Phase.

During the first two Action Stages, the Initiative Player will do most of their movement and combat with the Reaction player having a limited ability to respond. This is flipped in the third Action Stage where the Reaction Player can initiate some movement and combat, with the Initiative Player having a limited ability to respond.

During each Movement Phase, all types of units may move, (ground, naval and air). **However, Ground and Naval units may only move once per GT and Air units may only move up to their sortie limit.** Different unit types may move in any order, thus enabling players to undertake joint land, sea and air operations.

All naval, most air and one type of ground combat (Repulse) ensues during the Movement Phases. Ground combat has a separate Combat Phase for resolution, (including air units on Close Air Support (CAS) missions).

The game system also allows for extensive reactions to enemy moves while they are in progress. When enemy air and naval units move -- if they are detected during that movement -- a player with properly postured forces (intercept mode) may launch air or naval units to intercept and attack air or naval units. Naval units have a limited interception capability, while ground units in Reserve mode may react to enemy movements.

Air units may move and attack during the combat phase to support ground units in declared ground combat situations or to intercept enemy air units on offensive missions.

After both players have had a chance to move their available units (only those in the proper modes may move), ground combat is resolved.

Players who fail to strike the proper balance between offensive and intercept/ Reserve modes will find their forces either vulnerable to enemy offensive strikes (too much offensive posture) or incapable of initiating offensive operations (too much intercept/reserve posture). Therefore, proper planning during the Unit Assignment Stage, based on accurate appraisal of the current situation, is the central concept for success throughout the entire Game-Turn.

END STAGE [19]

Several administrative actions are to be performed in the End Stage; victory conditions may end the game now.

6. STRATEGIC STAGE

In the Strategic Stage, VPs for World Opinion (WO) are recorded. It is essential to understand that VPs for WO are added constantly for each GT!

Determine Initiative.

Also in this stage, both players can take action against the enemy or put pressure on him by playing events on cards that influence the overall political or military situation.

6.1. World Opinion (WO)

Events influencing World Opinion include:

- Use of NBC-Weapons [18.2] *Nuclear Warfare*
- Development of hostilities world-wide [30.23] *Cards*
- Missile strikes on City hexes (full & partial): Move the WO marker one space in favor of the defending player

These events may happen due to playing cards or due to actions taken on the map(s).

World Opinion will shift in favour of one of the players depending on the action they have undertaken. Some actions will have a positive impact on World Opinion, others will have a negative impact.

Players should track these shifts on the World Opinion Track as soon as the actions occur.

When the WO marker has reached the number 3 position on the World Opinion Track of either NATO or the Warsaw Pact, that side will gain 1 VP every GT. If it reaches number 6 position on the World Opinion Track of either NATO or the Warsaw Pact, 2 VPs will be allotted to that side during the Strategic Stage. Regardless of any further shifts in their favour, the maximum VP gain is two per GT.

6.2. Initiative Determination

Use the "Initiative Player"-marker to show who is the Initiative Player for the current turn. The Initiative Player has the advantage of moving his units first and declaring ground combat in each of the first two Action Stages, whereas the Reaction Player has this privilege in the last Action Stage.

Scenario instructions designate which side has the Initiative on turn one of the game.

After turn one, the player who takes the Initiative for the current GT is determined by inspecting the position of the "Battles Won" marker during the Initiative Determination Phase [15.5.6]. If it is in the 0 space, the Initiative remains with the player who had it in the previous turn. If Initiative changes flip the "Initiative Player"-marker.

Always: Reset the "Battles Won" marker to the 0 space immediately after designating the Initiative player.

6.3. Assessing Reinforcements

Check the Scenario instructions or the Order of Battle (OOB) for reinforcements arriving.

As a result of card play, any adjustments to all kinds of reinforcements scheduled to enter play this GT are recorded and implemented.

- Ground units that have become available are now placed in their entry/setup hexes
- Air units are placed on a friendly air base (check reinforcement schedule) and considered as having used 1 sortie. If that air base is not available, the reinforcements may be placed on any other friendly air base operated by that units' nation.
- Units arriving on POMCUS sites are placed on the map according to the Scenario instructions; they may move on the GT of placement.

[12] *Reinforcements*

NOTE: Prepare reinforcements before the game starts to speed up game-play during the Action Stages.

7. ADMINISTRATIVE STAGE

In this stage, players:

- Assign units to modes.
- Check the Supply status of all units and installations. [8] Supply

7.1. Unit Assignment Phase

Both players simultaneously assign modes to all their air, naval and ground units.

7.1.1. Ground Unit Modes

Ground units can be in two different modes, either Frontline or Reserve mode. A ground unit's mode determines when it is eligible to spend MPs.

[15.2] Ground Unit Modes

7.1.2. Naval Unit Modes

Every naval unit in the game must always be assigned to either "In Port" or "At Sea" mode. For the most part, naval units will be "At Sea" throughout most of the game. "In Port" mode is normally reserved for replenishment, loading, and unloading of ground Combat units.

[17.2] Naval Unit Modes

7.1.3. Air Unit Modes

Every air unit (except EWDA and air units in CAP, EAB or FOB) must always be assigned to either Interception or Offensive mode. An air unit's mode, in conjunction with the unit's type, determines what missions the air unit is eligible to perform for the entire Game-Turn. [16.3] Air Unit Modes

Placement/movement of EWDA air units: During the Unit Assignment Phase the owner may place any of his EWDA air units into any hex he controls. These special units do not follow normal movement rules and are not subject to interception during their placement and no Supply Points are spent. [16.2.1] EWDA

Placement of air units on CAP mission: Check rule [16.4.3.6]

7.2. Weather

The weather has no impact on the game, except if called for by events played via a card or if using the optional Weather rule [30.15].

8. SUPPLY

Supply is an especially important factor in combat, in modern warfare maybe more than ever. The steady flow of supply determines the outcome of many battles, large and small scale. Therefore, each unit and installation must be supplied with ammunition, food, replacement parts, fuel, and other consumables to function properly.

There are two distinct concepts in this game: The supply state and the spending of supply.

Basically, each hex under friendly control is either "in" or "out" of supply. A hex must be In Supply to allow Supply Point expenditure for units or installations located in it.

Designer's note: Players must make choices about WHAT to do with their allotted number of Supply Points. The Supply Point Level will not allow a player to launch every aircraft, or to choose a deliberate assault or deliberate defense each time their units are involved in a ground combat.

8.1. Supply States

The supply state of each ground unit and installation is checked in the Supply Phase in the Administrative Stage by tracing a valid Line of Supply to a Supply Source. This check is done once per GT. Checking the Supply State does not cost Supply Points.

The supply state does not change under any circumstances until the next Supply Phase in the next GT.

Units and installations may be in one of three states:

- In Supply
- Out of Supply in 1 GT (OOS in 1GT)
- Out of Supply (OOS)

The normal state is "In Supply". Remove out of supply (OOS) and (OOS in 1GT) markers from a unit or installation to be found "In Supply" during a Supply Phase.

AIR UNIT SUPPLY

Air units are "In Supply" if the air base/airport/EAB or FOB they are currently occupying is "In Supply". Air units on CV/CVN/CVH/AMPH are always "In Supply". [16.1.1] Emergency Air base; [16.1.3] Forward Operating Base

NAVAL UNIT SUPPLY

Naval units are always considered "In Supply" but may need to replenish

their anti-ship missile stock. [17.3.1] Anti-Ship Missiles

For the turn in which they disembark, ground units transported on naval units are considered "In Supply". After that turn they must check for supply in the normal way.

WEST BERLIN SUPPLY

Standard supply rules are in effect, except that supply of West Berlin is checked for the first time on GT4.

8.2. Effects of Out of Supply (OOS)

Units and installations unable to trace a valid Line of Supply during the Supply Phase are marked "OOS in 1 GT". If a unit or installation is found out of supply for the first time, put an "OOS in 1GT" marker on the unit or installation. If a unit or installation is found to be out of supply for the second consecutive turn, flip the "OOS in 1 GT" marker to its "OOS" side.

The following effects of being OOS, (not OOS in 1GT), are in force for the duration of the GT until the next check in the Supply Phase of the next GT:

- Air bases, FOB, and airports may not launch any missions including CAS by adjacent helicopter units.
- Halve Movement Allowance.
- Halve Combat and Anti-Air Strength.
- Cannot enter any deliberate Combat Formation.
- Installations cannot be repaired.
- HQs can't give combat support.

Attacks with OOS units are not cancelled, but hasty or deliberate assault combat formations are not allowed. Combat Strength is halved. As combat formations are chosen by stack, a stack containing out and in supply units may only be in Advance to Contact Combat Formation.

8.3. Line of Supply

To be in supply a ground unit or installation must be able to trace a Line of Supply to a Supply Source. A LOS is a path of non-obstructed hexes from a unit or installation to a friendly Supply Source. The LOS may be of any length and does not take into account terrain except for prohibited terrain.

Units and installations unable to trace a Line of Supply are marked with an "Out of Supply in 1 GT" marker and are treated as "In Supply".

Units and installations unable to trace a Line of Supply and already marked with an "Out of Supply in 1 GT" marker are treated as "Out of Supply". Place an OOS marker on those units.

Obstructions are:

- Terrain prohibited for movement to ground units.
- Interdicted, nuclear attack, or nuclear contaminated marked hexes.
- Destroyed or civil unrest marked city or port hexes.
- Any hexes under enemy control.
- Enemy ZOC hexes (EZOC in a hex is negated for supply purposes (only!) if the hex is occupied by friendly units).

Exception: A Line of Supply may be traced from a unit on a coastal hex to a port along a maximum of 40 unmined sea zone hexes. This line may not pass through enemy units.

Designer's note: The tight all-weather road network in Western Europe (not exhaustively shown on the map) and 40 years of detailed planning allows for troops to be supplied nearly anywhere. However, Advanced Rules impose additional limitations on the WP, due to the fragility of their logistics (insufficient number of trucks, rigid organization....) [29] Supply of WP Ground Units

8.3.1. Warsaw Pact Lines Of Communication (Advanced Game Only)

The StratMap shows 4 Lines of Supply running East to West. Interdicting these hexes will slow down reinforcements coming from the USSR. [21.2] Warsaw Pact Supply

8.4. Supply Sources

There are two kinds of Supply Sources:

- Ports.
- Map edge supply hexes.

Supply sources must be operative; check below when they become inoperative.

PORTS

Ports are Supply Sources and strategic targets.

Some ports may replenish naval unit anti-ship missile stocks. [17.3.1.2] Missile Replenishment



RED STRIKE

A port becomes inoperative and ceases to be a Supply Source and may not be used for disembarking if:

- **Enemy controlled**
- **"Mined"**. A port is "mined" if the mine level of the adjacent sea zone is 5 or higher. Players may use Mined markers to mark those ports. [17.7.2] *Effects of Mines*
- **Permanently destroyed** by nuclear attack. Place a "Destroyed" marker on the hex, in addition to the "Nuclear Attack" marker. Any naval units "In Port" while the port is destroyed are also immediately destroyed and withdrawn from the map and game. [18.2] *Nuclear warfare*
- **Destroyed** if it has taken 8 hits it is considered destroyed for the rest of the game. Ports may not be repaired. Use Hit markers on the map to record # of hits. [20.4.8] *Strategic Targets*
For each non-nuclear attack hit a port takes, inflict 1 hit (owners' choice) on any naval unit "In Port" in the hex attacked.

MAP-EDGE SUPPLY HEXES

Hexes with this symbol are ultimate Supply Sources. They become "inoperative" if an enemy ground unit enters the hex. They become "operative" again immediately once the enemy unit no longer occupies the hex. These Supply Sources can never be destroyed.



LINE OF COMMUNICATION FOR WP

Check advanced rule [29] *Supply of WP Ground Units*

8.5. Supply Level

Each Scenario details the number of Supply Points (SPs) available initially to each side, representing the stockpiles in the battle area. The number of SPs is the starting Supply Level and is recorded on the General Track; check Scenario instructions. Supply is not dependent on nationality, there is only one level per side.

The Supply Level must be adjusted immediately for all actions requiring the expenditure of SPs and the arrival of supplies.

If the Supply Level is exhausted (SP = 0) during the Supply Phase, the following applies to the exhausted side:

- no deliberate or hasty combat formations may be entered
- no air missions may be launched
- naval and missile units may not be replenished
- no repairs may be undertaken.

In short: everything that needs Supply Points to be spent is impossible.

Important differences to individual effects of Out of Supply [8.2.]:

- Ground unit combat and anti-air strength is not halved
- Movement Allowance is not halved
- Combat support from HQ is allowed.

8.6. Supply Points (SPs)

Supply Points (SPs) constitute the Supply Level.

The number of SPs available to each side is defined in the Scenario description.



SPs are added each GT during the Supply Phase, as explained in the Special Scenario Rules and depending of the optional rule Cards [30.23] played or not (the differences are visible in the Supply Tables).

NATO receives supply during the Supply Phase for some non-interdicted friendly-controlled map edge supply hexes or operational ports and for each convoy "in Port" in continental Western Europe (check the NATO Supply Table for details). [17.8] *Convoys*

WP receives supply during the Supply Phase for each unbroken Line of Communication. (check the WP Supply Table for details). [21.2] *Warsaw Pact Supply*

Supply is used by spending SPs to execute air missions, participate in ground combat and to allocate repair and replenish resources.

The record keeping is done instantly on the General Track.

Naval units spend Supply Points when replenishing their missile stocks: 1 SP per missile shot. [17.3.1.2] *Missile Replenishment*

Action		# SPs	
Combat Formation	Hasty Assault	2	per unit
	Deliberate Assault	4	per unit
	Hasty Defense	2	per unit
	Deliberate Defense	4	per unit
Air Missions	Strike (incl. CAS)	Regular Range	2 per unit
		In-Flight Refueling (Opt. Rule 30.7)	NATO 4 WP 6 per unit
	Any other mission (incl. Air reconnaissance)	Regular Range	1 per unit
		In-Flight Refueling (Opt. Rule 30.7)	NATO 2 WP 3 per unit
Repair (per hit removed)	Air Bases and Airports	2	max 1 hit p/inst p/GT
	Air units	1	max 1 hit p/unit p/GT
Replenish	Naval units	1	per missile shot
	LRMU (Optional rule [30.19])	4	per unit

9. ACTION STAGES

There are 3 Action Stages (AS) in each GT. During these Action Stages players will conduct all of their movement and combat with their units. It is highly recommended to use the Action Stage Summary on the player's aid.

IMPORTANT NOTES:

- Ground units may move only a maximum of once per GT.
- Naval units may move only a maximum of once per GT. However, the number of naval units that each player may activate for movement each AS is determined by a die roll at the start of that AS. Therefore, players should anticipate that not all their naval units may move in a game turn and prioritise accordingly.
- Air units may move up to their sortie rate limit. This is generally 3 for NATO and 2 for Warsaw Pact [16.1.2] *Sortie Rate*
- Players should consult the Action Stage Summary carefully when deciding which mode to put their air and ground units into. However, the number of ground units that can be put into reserve mode is restricted by that sides Headquarter Capacity [15.1.3] *Headquarters*
- Most naval and air combat takes place during the movement phase, (exception Close Air Support (CAS)).
- Combat between naval and air units can only take place when at least one side has been detected [13] *Detection*. Detection of naval and air units can only happen as a result of movement
- A naval unit must expend movement points to initiate combat, but never to defend itself
- Ground Combat only takes place during the Ground Combat Phase
- Special forces operations and attacks by LMRU units only take place during the movement phase.

FLEXIBILITY:

The Action Stages are designed to reward players for using a combined arms approach. Although the available actions to a player during their segment (Initiative or Reaction) of the Movement Phase are listed in a certain order on the Action Stage Summary, in reality they can do them in any order they wish.

Example: Typically, a player may launch one air reconnaissance mission, followed by a missile attack and then one ground unit moves. The next action might be a strike air mission. However, any ground combat the player is eligible to perform will have to wait for the Ground Combat Phase.

INITIATIVE PLAYER VERSUS REACTION PLAYER:

Consulting the Action Stage Summary will show that the game turns are deliberately structured so that the initiative Player has an advantage over the Reaction Player during a game turn. For example, the Reaction Player is generally just responding to his opponents moves in the first two Action Stages and he can only declare ground combat in the third AS. Winning battles are the key to the Reaction Player becoming the Initiative Player [6.2] *Initiative*.

During the Combat Phases of each action stage, all combat situations among adjacent ground units are resolved. Ground combat can be supported in this phase by air units flying Close Air Support (CAS).

9.1. First Action Stage – Initiative Frontline Offensive

3. First Action Stage <i>Initiative Frontline Offensive (9.1)</i>		
First Movement Phase (9.1.1)		First Combat Phase (9.1.2)
First Initiative Segment (9.1.1.1)	First Reaction Segment (9.1.1.2)	
1. Initiative Player <i>Ground Units</i>	1. Reaction Player <i>Ground Units</i>	1. Initiative Player Ground U.
<i>Air Units</i>	<i>Air Units</i>	2. Reaction CAS
<i>Naval Units</i>	<i>Naval Units</i>	2a. Reaction Player
2. Reaction Player	2. Initiative Player	3. Initiative CAS
<i>Air Units</i>	<i>Air Units</i>	3a. Initiative Player
<i>Naval Units</i>	<i>Naval Units</i>	4. Combat Resolution

9.1.1. First Movement Phase

Each player rolls 1d10 and halves the result. This number indicates how many of that player's naval units may spend Movement Points in this Action Stage. The number is a total for all naval units under the player's control – not for each nationality he may control.

During this Phase (and the second and third Movement Phases), all actual movement takes place. A great deal of combat can be resolved as well. The only form of combat that can never occur in a Movement Phase is declared combat between ground units.

Designer's note: Repulse is not considered combat and is part of movement. [11.1.2]

9.1.1.1. First Initiative Segment

The **Initiative Player's** units may perform the following activities, as often as possible for eligible units and in any order.

- Any ground units in Frontline mode may spend movement points (MPs) and Missile units may fire missiles (up to their stock limit).
- Any air units assigned to Offensive mode may perform missions.

Note: Close Air Support is flown during the combat phase!

- Any air units that are based on CV or CVN (aircraft carrier) naval units, assigned to Interception mode may perform CAP.
- Any naval unit assigned to "At Sea" mode may spend MPs to move or initiate combat. [17.3.] *Naval-Naval Combat*
- Any naval units may defend themselves without spending MPs.

The **Reaction Player's** units may perform the following activities, as often as possible for eligible units in response to the **Initiative Player's** moves.

- Any air units assigned to Interception mode may perform Interception missions or Combat Air Patrol (CAP).
- Any naval units assigned to "At Sea" mode may attempt to intercept a detected enemy naval unit that spends MPs.
- Any naval units may defend themselves without spending MPs.

9.1.1.2. First Reaction Segment

The **Reaction Player's** units may perform the following activities, as often as possible for eligible units and in any order:

- Any ground units assigned to Reserve mode may spend MPs and Missile units may fire missiles (up to their stock limit)
- Any air units assigned to Offensive mode may perform missions.

Note: Close Air Support is flown during the combat phase!

- Any air units that are based on CV or CVN (aircraft carrier) naval units, assigned to Interception mode may perform CAP.
- Any naval units assigned to "At Sea" mode may spend MPs. It can only conduct combat against already detected enemy naval units.
- Any naval units may defend themselves without spending MPs.

The **Initiative Player's** units may perform the following activities, as often as possible for eligible units in response to the Reaction Player's moves.

- Any air units assigned to Interception mode may perform Interception missions or CAP.
- Any naval units assigned to "At Sea" mode may attempt to intercept a detected enemy naval unit that spends MPs.
- Any naval units may defend themselves without spending MPs.

9.1.2. First Combat Phase

During this phase, ground-ground combat will be resolved. The Initiative Player declares one combat at a time, players proceed to resolve the combat. Then the Initiative Player may declare the next combat. [15.5] *Ground-Ground Combat*

Procedure for ground-ground combat:

- Initiative Player declares combat.
- Reaction Player declares and executes Close Air Support (CAS) missions.
- Initiative Player declares and executes Close Air Support (CAS) missions.
- Ground-ground combat is resolved.

9.2. Second Action Stage – Initiative Reserve Exploitation

4. Second Action Stage <i>Initiative Reserve Exploitation (9.2)</i>		
Second Movement Phase (9.2.1)		Second Combat Phase (9.2.2)
Second Initiative Segment (9.2.1.1)	Second Reaction Segment (9.2.1.2)	
1. Initiative Player <i>Ground Units</i>	1. Reaction Player <i>Ground Units</i>	1. Initiative Player Ground U.
<i>Air Units</i>	<i>Air Units</i>	2. Reaction CAS
<i>Naval Units</i>	<i>Naval Units</i>	2a. Reaction Player
2. Reaction Player	2. Initiative Player	3. Initiative CAS
<i>Air Units</i>	<i>Air Units</i>	3a. Initiative Player
<i>Naval Units</i>	<i>Naval Units</i>	4. Combat Resolution

Differences to the First Action Stage are **highlighted**.

9.2.1. Second Movement Phase

Each player rolls 1d10 and halves the result. This number indicates how many of that player's naval units may spend Movement Points in this Action Stage. The number is a total for all naval units under the player's control – not for each nationality he may control.

9.2.1.1. Second Initiative Segment

The **Initiative Player's** units may perform the following activities, as often as possible for eligible units and in any order, subject to the rules governing the unit types and activities involved.

- Any ground units in **Reserve mode** may spend MPs and Missile units may fire missiles (up to their stock limit).

Note: Modes are not Combat Formations.

- Any air units assigned to Offensive mode may perform missions.

Note: Close Air Support is flown during the combat phase!

- Any air units that are based on CV or CVN (aircraft carrier) naval units, assigned to Interception mode may perform CAP.
- Any naval unit assigned to "At Sea" mode may spend MPs to move or initiate combat.

[17.3.] *Naval-Naval Combat*

- Any naval units may defend themselves without spending MPs.

The **Reaction Player's** units may perform the following activities, as often as possible for eligible units in response to the **Initiative Player's** moves.

- Any air units assigned to Interception mode may perform Interception missions or CAP.
- Any naval units assigned to "At Sea" mode may attempt to intercept a detected enemy naval unit that spends MPs.
- Any naval units may defend themselves without spending MPs.

9.2.1.2. Second Reaction Segment

The **Reaction Player's** units may perform the following activities, as often as possible for eligible units and in any order:

- Any ground units assigned to Reserve mode may spend MPs and Missile units may fire missiles (up to their stock limit).
- Any air units assigned to Offensive mode may perform missions.

Note: Close Air Support is flown during the combat phase!

- Any air units that are based on CV or CVN (aircraft carrier) naval units may perform CAP.

RED STRIKE

- Any naval units assigned to "At Sea" mode may spend MPs. It can only conduct combat against already detected enemy naval units.
- Any naval units may defend themselves without spending MPs.

The **Initiative Player's** units may perform the following activities, as often as possible for eligible units in response to the Reaction Player's moves.

- Any air units assigned to Interception mode may perform Interception missions or CAP.
- Any naval units assigned to "At Sea" mode may attempt to intercept a detected enemy naval unit that spends MPs.
- Any naval units may defend themselves without spending MPs.

9.2.2. Second Combat Phase

During this phase, ground-ground combat will be resolved. The Initiative Player declares one combat at a time, players proceed to resolve the combat. Then the Initiative Player may declare the next combat. [15.5] *Ground-Ground Combat*

Procedure for ground-ground combat:

- Initiative Player declares combat.
- Reaction Player declares and executes Close Air Support (CAS) missions.
- Initiative Player declares and executes Close Air Support (CAS) missions.
- Ground-ground combat is resolved.

9.3. Third Action Stage - Reaction Player Counteroffensive

5. Third Action Stage Reaction Player Counteroffensive (9.3)		
Third Movement Phase (9.3.1)		Third Combat Phase (9.3.2)
Third Reaction Segment (9.3.1.1)	Third Initiative Segment (9.3.1.2)	
1. Reaction Player Ground Units	1. Initiative Player Ground Units	1. Reaction Player Ground U.
Air Units	Air Units	2. Initiative CAS
Naval Units	Naval Units	2a. Initiative Player
2. Initiative Player Air Units	2. Reaction Player Air Units	3. Reaction CAS
Naval Units	Naval Units	3a. Reaction Player
		4. Combat Resolution

Differences to the Second Action Stage are **highlighted**.

9.3.1. Third Movement Phase

Each player rolls 1d10 and halves the result. This number indicates how many of that player's naval units may spend Movement Points in this Action Stage. The number is a total for all naval units under the player's control - not for each nationality he may control.

9.3.1.1. Third Reaction Segment

The **Reaction Player's** units may perform the following activities, as often as possible for eligible units and in any order.

- Any ground units in **Frontline mode** and **Reserve mode** units that did not yet move in the current GT may spend MPs and Missile units may fire missiles (up to their stock limit).
- Any air units assigned to Offensive mode may perform missions.
- Any air units that are based on CV or CVN (aircraft carrier) naval units, assigned to Interception mode may perform CAP.
- Any naval unit assigned to "At Sea" mode may spend MPs to move or initiate combat.

[17.3.] *Naval-Naval Combat*

- Any naval units may defend themselves without spending MPs.

The **Initiative Player's** units may perform the following activities, as often as possible for eligible units in response to the **Reaction Player's** moves.

- Any air units assigned to Interception mode may perform Interception missions or CAP.
- Any naval units assigned to "At Sea" mode may attempt to intercept a detected enemy naval unit that spends MPs.
- Any naval units may defend themselves without spending MPs.

9.3.1.2. Third Initiative Segment

The **Initiative Player's** units may perform the following activities, as often as possible for eligible units and in any order:

- Any ground units assigned to **Reserve mode** may spend MPs and Missile units may fire missiles (up to their stock limit).
- Any air units assigned to Offensive mode may perform missions.
- Any air units that are based on CV or CVN (aircraft carrier) naval units may perform CAP.
- Any naval units assigned to "At Sea" mode may spend MPs. It can only conduct combat against already detected enemy naval units.
- Any naval units may defend themselves without spending MPs.

The **Reaction Player's** units may perform the following activities, as often as possible for eligible units in response to the **Initiative Player's moves**.

- Any air units assigned to Interception mode may perform Interception missions or CAP.
- Any naval units assigned to "At Sea" mode may attempt to intercept a detected enemy naval unit that spends MPs.
- Any naval units may defend themselves without spending MPs.

9.3.2. Third Combat Phase

During this phase, ground-ground combat will be resolved. The **Reaction Player** declares one combat at a time, players proceed to resolve the combat. Then the Reaction Player may declare the next combat. [15.5] *Ground-Ground Combat*

Procedure for ground-ground combat:

- Reaction Player declares combat.
- Initiative Player declares and executes Close Air Support (CAS) missions.
- Reaction Player declares and executes Close Air Support (CAS) missions.
- Ground-ground combat is resolved.

10. STACKING

The term stacking refers to two or more counters/units occupying the same hex. Air and naval units of NATO and the WP may occupy the same hex, ground units may not.

10.1. Ground units

If there are more than 6 regimental equivalents (RE) in the hex, it is considered overstacked.

Exception: Deliberate Assault Combat Formation allows for 9 REs to stack in a single hex to participate in an attack (per hex in DA).

[1.2.3] Unit Scale

One regimental equivalent (RE) equals one brigade or regiment. A division is equivalent to 3 RE, HQ to 1 RE and battalion units are equivalent to 0.5 RE. [1.2.3] *Unit Scale*

Exception: French non-armored divisions are equivalent to a brigade (1 RE).

Ground units belonging to different chains of commands may stack but they cannot enter deliberate Combat Formations. [2.2] *Command hierarchy*
Overstacking is checked only during combat resolution after Combat Formations have been decided on. A stack to be found overstacked loses any hasty or deliberate Combat Formation and reverts to Advance to Contact formation.

In addition overstacked units do not participate in combat (Owner's choice which units are ignored) but do suffer any adverse combat results like retreat or hits. [15.3] *Ground Unit Combat Formations*

10.2. Air units:

Stacking while on a mission is limited to 6 active air units. VTOL and helicopter units while operating from a FOB or EAB are limited to 1 per FOBs or EAB in the hex. [16.1.3] *Forward Operating Base (FOB)*; [16.1.1] *Emergency Air Base*

10.3. Naval units

No limit per hex or sea zone.

11. MOVEMENT

Movement is the action whereby a unit is moved through the hexagonal grid on the map. There are two map scales in Red Strike, and when units transition from one map to the other, a special procedure is instituted based on the unit type (land, air or naval). [22] *Inter-Map Movement (Advanced Game)*

Naval and ground units may only move once during a GT.

Air units are limited by their sortie rate as to how many times per GT they may move their whole Movement Allowance (MA). The sortie rate indicates the number of times an air unit may take-off for a mission during a GT.

All units capable of moving have a Movement Allowance (MA). The MA is the number of movement points (MPs) available to a unit. The number of MPs to pay to enter a hex depends on cost of Terrain and modifiers as per the Terrain Effects Chart. Naval units also spend MPs to lay or sweep mines or initiate combat. [TEC]

11.1. Ground Unit Movement

Each ground unit has a MP allowance, expressed in Movement Points (MP), printed on its counter, bottom right. For every hex entered, the unit must pay the terrain cost indicated on the Terrain Effects Chart (TEC). [TEC]

Designer's note: Units moving on consecutive road or railroad hexes pay only 0.5 MP per hex and may ignore other terrain (rivers inclusive). Using rail tracks is NOT the same as railroad movement [11.1.1].

Check the TEC for all MP costs.

Ground units may move only once during a GT.

Note: Rotating the counters 90° after having moved is a proven method to mark these units. Pay attention to keep the Hit markers rotating with the unit counter they are attached to. During the End Phase it is less time consuming and fiddly to rotate those units not having moved as there are fewer of those.

A ground unit can spend its MPs during any Movement Phase appropriate to its mode and whether it belongs to the Initiative or Reaction Player. A unit must be able to pay all MP costs to leave or enter a hex.

No MPs may be saved for an upcoming segment or transferred between units.

For example, this unit has 4 movement points it can spend.



11.1.1. Railroad Movement

To move a ground unit by rail, the unit (or stack of units) must start the Movement Phase in a railroad hex. The player announces the units he wishes to move by rail. The unit or stack of units may then move an unlimited number of rail hexes on the OpMap (or 3 hexes on the StratMap). It must end its movement in a rail hex.

Railroad movement is prohibited into and through the following hexes:

- Hexes marked interdicted, nuked, or destroyed.
- Hexes occupied by enemy units.
- Hexes under enemy control.

No unit may ever enter any of these hexes while conducting rail movement; it must stop one hex short of it.

A unit may not spend MPs for any other purpose during a Movement Phase when it conducts railroad movement and it may not participate in ground-ground combat.

11.1.1.1. Railroad capacity

The railroad capacity is the maximum number of regimental equivalents (RE) each side may move via railroad movement per GT. One RE equals 1 regiment or brigade, HQ equals 1 RE and a battalion 0.5 RE.

The Scenario rules specify the railroad capacity per side.

Use the RR marker on the General Track to keep track of the railroad capacity. Every hit on a supply line hex on the StratMap and each destroyed or enemy controlled city or port on the OpMap reduces the railroad capacity of the owning player immediately and permanently by 1.

11.1.2. Repulse

Repulse is initiated by the active player, happens during movement and is not considered combat. Repulse reflects large units brushing aside smaller units. A Repulse may be attempted at no MP cost while entering or starting in a hex adjacent to an enemy unit. Compare the printed combat strength (taking into account terrain effects) of the units/stacks and calculate odds.

The active moving unit must have sufficient MPs available to enter the defender's hex without crossing prohibited hexsides.

If the odds are equal to or higher than 10:1 the repulse is automatically successful.

If the odds are between 6:1 and 9:1 inclusive, roll 1d10. On a roll of 1-5 the Repulse is successful.

Odds of less than 6:1 do not allow Repulse.

If the repulse is successful: Retreat the defending unit 1 hex, the moving unit continues its movement and pays the MP cost for the hex entered. It may then continue to move but may not initiate another repulse.

If the repulse is unsuccessful: The attacking unit stops its movement immediately.

Designer's note: Any form of retreat (repulse, retreat after combat, TW) does not imply losing the ability to move in a subsequent segment if otherwise eligible.

11.1.3. Interdiction

Hexes that have been successfully attacked by an interdiction strike are marked with an "Interdiction" marker. Interdiction strikes are successful if at least 1 hit is inflicted. [16.4.3.13] *Interdiction Strike* Multiple interdiction markers have no more effect than 1 marker.



Exception: In the Advanced Game it takes 5 hits to interdict a supply line hex on the StratMap. Use an interdicted marker and hit marker accordingly.

EFFECTS ON MOVEMENT:

OpMap: Add 2 extra MPs to the terrain cost to enter an interdicted hex for any ground unit.

Rail: Units moving by rail must stop moving 1 hex short of an interdicted hex.

EFFECTS ON RETREAT: A unit can retreat into an interdicted hex but must take 1 hit (the unit does not take a hit if it would destroy the unit).

EFFECTS ON SUPPLY: No supply line can be traced into or through an interdicted hex.

EFFECTS ON AIR BASES : Immediately : All air units lose 1 sortie. As no supply line can enter an interdicted hex, the air base will eventually become out of supply (refer to [8] Supply) and as such can't launch any air missions.

REMOVAL OF INTERDICTION MARKERS:

In the End Stage a HQ occupying an interdicted hex on the OpMap may remove the Interdiction marker by spending 2 SPs.

Interdiction markers on the StratMap may be repaired in the End Stage.

11.1.4. Nuclear attacks

Effects on units moving into or through the hex attacked or contaminated:

- Add 2 extra MPs to the terrain cost to enter
- Unit or stack takes 3 hits (distribute evenly, even if this means eliminating a unit)

The presence of NBC units or NBC support from an eligible HQ reduces hits to 1 hit but no change to additional MP cost.

[18.2.2] *Tactical Nuclear Attack*; [18.2.3] *Nuclear Contamination*; [18.2.4] *Fallout*



11.1.5. Danish Ferries

A maximum total of 2 REs can move between hexes 36.24 and 36.25 and 33.25 and 32.24 in a GT. The first time a WP unit enters either of these hexes all special ferry capability is permanently lost. Use a destroyed marker to indicate this.

11.1.6. Ijsselmeer Highway

Only NATO units can move directly from hex 26.11 to 26.10 or vice versa, and there is a cost of 2 MPs to cross the intervening hex side. The highway is considered destroyed once a WP unit has entered hex 26.11 or 26.10. No unit can move directly from one hex to the other for the remainder of the game. Use a destroyed marker to indicate this.

11.2. Air Unit Movement

Each air unit has a Movement Allowance expressed in Movement Points (MP) used for the whole round-trip, not simply a movement radius. The air unit can spend its entire MPs to move during any Action Stage appropriate to its mode and whether it belongs to the Initiative or Reaction Player, providing it meets all prerequisites for any mission it undertakes.

An air unit spends one MP for each OpMap hex it enters, each hex on the Strategic Map costs 10 MPs. However, when calculating their movement on the StratMap, players should apply the rounding method described in

RED STRIKE

1.8. Rounding, to the MPs on the unit's counter.

Example: A MA of 55 would translate into 6 hexes on the StratMap.

An air unit that has expended all its MPs and is not in a friendly air base or otherwise eligible hex is eliminated.

Air units are moved on their silhouette side and flipped to their Combat Rating side during combat resolution. The mission type determines which combat ratings may be used, therefore any air unit or stack of air units on a mission must always be accompanied by the appropriate mission marker put on top of the unit(s) or stack.

Note: A mixed stack of air units on a strike mission and escorted by air units on anti-air mission must have 2 mission markers and it must be clear which units are on which mission.

A player may sortie air units in offensive mode from one or more air bases (for the latter case, using the rule [16.4.2] Raids) and can move up to six air units as a stack. No other air units may sortie until friendly air units on a mission have concluded (not necessarily landed) their mission. A player may sortie air units in interception mode from one air base and can move up to six air units as a stack. An air unit may move once per Action Stage.

Exception: If one interceptor (unit or stack) has concluded its mission, another may be launched while the first interceptor is returning to its air base.

There can be no interception of an interception.

The number of times an air unit may move (initiate a mission) per GT is limited by the sortie rate. The sortie rate is different by side. As a rule of thumb NATO aircraft may operate 3 sorties per GT and WP aircraft 2.

[16.4.3.5] Air-Air Interception, [16.1.2] Sortie Rate

11.3. Naval Unit Movement

At the start of each Action Stage, each player rolls 1d10 and halves the result. This number indicates how many of that player's naval units may spend Movement Points in this Action Stage. The number is a total for all naval units under the player's control - not for each nationality he may control. Naval units may move only once during a GT.

Each naval unit has a Movement Allowance expressed in Movement Points (MP).

"In Port" naval units never move.

"At Sea" naval units can move during the owning player's Movement Segment or in the opponent's Movement Segment if performing naval interception.

Naval units move in hexes that contain any amount of sea terrain. They may never cross or enter a full land hex. Each open water hex entered on the Operational Map costs the unit 1 Movement Point, each coastal water hex on the OpMap costs 5 MPs and each hex entered on the Strategic Map costs 10 MPs. Some hexsides may not be crossed; these are called blocked hexsides. Refer to the Terrain Effects Chart.

Exception: Nord-Ostsee-Kanal [11.3.1]

Naval units that begin a Movement Phase in the same hex can be moved together, using the MP allowance of the slowest unit in the stack. However, each unit in the stack counts as 1 towards the player's limit.

A naval unit's movement may be interrupted by enemy naval or air interception. Note that a naval unit expends no MPs to participate in combat it did not initiate; it costs a naval unit no MPs to return fire if it is attacked.

[17.4] Naval-Naval Interception; [16.4.3.7] Air-Naval Interception

A naval unit moves by tracing a path of sea and/or coastal hexes, hex by hex, across the map, to a maximum distance allowed by its Movement Allowance printed on the counter.

Naval units are moved on their silhouette side and are flipped to their Combat Rating side only to conduct combat.

Note: Rotate counters to denote that the unit has moved for the Game Turn. Ensure that you rotate the markers with the unit counter they are attached to.

A naval unit also spends MPs to perform offensive combat functions, such as minelaying or minesweeping, Bombardment, AS (anti-ship missile) or Sub-Surface combat. Each and any of these functions costs ten MPs. Naval units may only conduct 1 offensive combat per GT. They may defend themselves as often as they are attacked. [17.3] Naval-Naval Combat

A naval unit (or stack) may spend MPs to move and fire in any order, until

its MP allowance is expended.

Naval units need not return to a port at the conclusion of their movement.

11.3.1. Nord-Ostsee-Kanal

NATO naval units may move to and from the North Sea to the Baltic Sea via this canal. MP cost is 2 per hex. Entry/Exit hexes are 3222 and 2920. Move through hexes 3122/3121/3020.

The first time a WP unit enters any of these hexes the canal is considered destroyed.

The canal may be interdicted. The canal is considered destroyed if any of its hexes takes the second hit.



11.4. Transport

During any eligible segment determined by the mode the unit to be transported is in, a player may launch a transport mission. Transport is the process of moving ground units from location A to location B.

This can be done by air or by sea and may be a simple relocation (Theatre Transport) or an offensive move (Combat Transport).

11.4.1. Theatre Transport

Theatre Transport allows players to move ground Combat units over an unlimited distance from an air base/airport or port to another friendly controlled air base/airport or port on the Operational Map. This move may not be intercepted.

Move the corresponding Theatre Transport marker 1 space towards 0 for each RE that has been moved.

The theatre transport capacity per GT is stated in the SSR. Reset the marker in the End Stage. Armor, armored cavalry, mechanized units, HQs and artillery units moved by theatre transport have their RE cost doubled.

The units must start the Movement Phase in an air base, airport, or port. Upon arriving they are considered moved for the GT.

11.4.2. Combat Transport

Combat Transport is an offensive move from an air base, airport, or port into any hex on the OpMap (even enemy controlled).

There are 2 kinds of Combat Transport:

- Amphibious transport by sea into a coastal hex [17.10]
- Airmobile/Paradrop transport by air [16.4.3.4]

Move the corresponding Combat Transport marker 1 space towards 0 for each RE that has been moved. Reset the "Available Combat Transport (GT)" marker during the End Stage, considering any casualties incurred.

The number of REs that may be moved per GT are limited per Special Scenario Rules (SSR).

For each hit a transport counter takes the respective number of REs that may be transported per GT is reduced by 1 for the rest of the game. Use the

Available Combat Transport (GAME) markers to keep track of this.

Armor, armored cavalry, mechanized units, HQs or artillery units moved by Combat Transport, have their RE cost doubled. Airmobile/Paradrop transport may be done with helicopters or aircraft (with their distinctive counters), but both use the same Available Combat Transport markers as that capability is treated as one. Any combination of transport by aircraft or helicopters is allowed.

Example: A mechanized division (3 REs) would use up 6 REs.

11.5. Movement in/out Holding Boxes on the StratMap

Naval and air units (not ground units!) may move from a StratMap edge hex into or out of a holding box of their own side: blue boxes for NATO and red boxes for the WP.

The eligible map edge hexes are identified by the same name as the holding box they are connected to.

Some holding boxes represent areas so far away that entering or leaving them costs movement points. This cost is mentioned on the holding box graphic.

Example: a NATO naval unit might use any of the hexes Q19 to Q24 to enter the Arctic Holding box by spending 30 MPs.

WP long range bombers in the East Holding box enter the StratMap in hex B24, C24 or D24.

12. REINFORCEMENTS

There are several ways reinforcements are received during a game. They may be mobilized in a city, arrive via air, sea or appear in a holding box, on an air base display, or a map edge hex, and are scheduled to become available on a pre-determined game turn.

The order of battle (OOB) or Scenario instructions list when and where reinforcements are brought into play. These schedules and availabilities are subject to variations due to events played on cards, deep interdiction strikes or sinking convoys.

If and when eligible, they are placed on the map (in a hex or holding box) or air base display during the Assessing Reinforcements Phase.

They may be delayed voluntarily and brought in during a later GT.

Exceptions: [12.2] Ground units arriving by sea. [12.3] Mobilization

12.1. POMCUS

POMCUS reinforcements are identified on the schedule with a P plus a 1 digit number where P stands for POMCUS site and the number for the specific site (there are 6). This means that a unit to enter on P1-GT5 enters the game on GT 5 on POMCUS site #1.

Units arriving on POMCUS sites may move their full MA in the GT they arrive.

Reinforcements scheduled to arrive on a destroyed POMCUS site are forfeited and permanently lost. *[14.4.1] Hits on POMCUS sites*

12.2. Reinforcements arriving by sea

Reinforcements arriving by sea are identified on the schedule with a C plus a 1 digit number where C stands for Convoy and the number of the specific Convoy.

The Convoy Schedule lists the GT and hex of arrival for the Standard Game. Units arriving in a port via Convoy may move their full MA in the GT they disembark. *Convoys [17.8]*

Units scheduled to arrive in destroyed or captured ports may arrive on the scheduled GT at any other functioning port.

Advanced Game: A unit to enter on GT3-C1 enters the game being transported by the Convoy counter #1. Entry is always the A hex row, the exact hex is determined by a 1d10, 1-2 is A1, 3-4 is A2, 5-6 is A3, 7-8 is A4, 9-10 is A5.

Example: 1d10=3 results in entry hex A2.

12.3. Mobilization

Mobilization reinforcements are new units levied or used to build up units (replacing the counter in play with the new upgraded counter). They are received and placed in the hex according to the setup instructions during the Assessing Reinforcements Phase in the Strategic Stage; they may move on the GT of placement. They may never appear in an enemy controlled hex and are permanently out of play if they can't enter on the GT they made a successful arrival die roll.

Territorial Units (TU) are the called-up reservist Combat units of the German Bundeswehr, called the "Territorialheer". These units are identified on the schedule with a d plus a number where d stands for die-roll and the number for the GT of arrival. On the game turn of arrival, the NATO player must roll 1d10 for each territorial unit:



- On a roll of 1-8 the unit is placed in the hex indicated on the schedule
- On a roll of 9-10 the unit is held back and may be re-entered on the next turn, and subsequent turns until the roll is successful.

12.4. Map edge and holding boxes

Reinforcements entering the map in a map edge hex or arriving from a holding box may use railroad movement if eligible. Otherwise, they may move normally on the GT of arrival. Units scheduled to arrive in an enemy controlled map edge hex may be delayed or enter the map in another map edge hex of the same compass direction.

12.5. Line of Communication (Advanced Game only)

WP units scheduled to arrive via specific Lines of Communication (LOC) (shown on the StratMap) arrive in the map edge hex on the OpMap, the first time during an Action Stage that will allow that player to move ground units. They may be delayed due to successful interdiction strikes on the StratMap by NATO. *[21.2] Warsaw Pact Supply Lines*

12.6. Special Reinforcements

These units may only be released due to events triggered by card play or by special Scenario rules.

Upon release they may enter the map in the designated entry hex or holding box in the Assessing Reinforcements Phase.

13. DETECTION

Each undetected unit on the map has an Undetected marker placed on it. The instant a unit is detected, the Undetected marker is removed. Any air or naval unit not covered by an Undetected marker is considered detected..

Each eligible unit may try to detect enemy units or stacks. A stack containing both surface and submarine units may make two attempts, one with each type of naval units. A stack of the same type of units is detected as a whole. Surface and submarine units stacked together need to be detected separately.

Example: An enemy hex is filled with multiple air and naval units. Following a successful detection of an air unit, all air units are considered detected, but another detection attempt is needed to detect the naval units too.

Air units at an air base are considered undetected and may not be inspected by the other player except in case of a successful reconnaissance mission.

Air units begin each mission undetected. Once detected, an air unit remains detected until it lands.

An undetected unit cannot be attacked in any way by an enemy unit, nor can it trigger an interception attempt.

13.1. Advanced Game detection

In the Advanced Game rules detection is much more detailed. Specific air and naval units have their own detection capabilities. *[24] Detection*

Note: Detection and Reconnaissance are two different game mechanics.

13.2. Standard Game detection

Three major cases apply to Standard Game detection: Always detected, automatic detection and detection based on a pre-determined probability.

Always detected

Ground units, installations, and EWDA air units are always considered detected.

Automatic Detection

Any naval unit with an "In Port" marker on it is automatically detected and becomes undetected on leaving "In Port" mode.

Any naval unit in a coastal hex that is also a city hex is automatically detected.

Any air or naval unit is automatically detected the instant that it uses any combat rating.

Exception: When units use stand-off weapons and are outside the detection range of any unit friendly to the attacked unit, they are not detected.

Air units are automatically detected when entering a fully operational Air Defense Network (ADN) sector.

Detection if no automatic detection

Detection capabilities are different for NATO and WP units and each type of detecting unit has a different capability regarding the unit to be detected and may do so only at a specified maximum range.

NATO Unit Type Attempting Detection	WP Unit Type To Be Detected					
	Air		Naval Surface		N. Submarine	
	Det. if equal to or less	Max det. range	Det. if equal to or less	Max det. range	Det. if equal to or less	Max det. range
Air Unit	5	2	5	5	—	—
EWDA Air Unit	7	10	8	10	—	—
Maritime Patrol Air Unit	—	—	6	5	5	2
Naval Surface	6	4	7	3	4	1
Submarine	—	—	6	2	4	1
Ground Unit	7°	0	—	—	—	—
ADN Inst.	[16.8]	—	—	—	—	—

°DRM+2 if air unit to be detected is a helicopter unit on CAS mission.

WP Unit Type Attempting Detection	NATO Unit Type To Be Detected					
	Air		Naval Surface		N. Submarine	
	Det. if equal to or less	Max det. range	Det. if equal to or less	Max det. range	Det. if equal to or less	Max det. range
Air Unit	4	2	5	5	—	—
EWDA Air Unit	5	8	6	8	—	—
Maritime Patrol Air Unit	—	—	5	5	5	2
Naval Surface	6	4	6	3	4	1
Submarine	—	—	6	2	3	1
Ground Unit	6°	0	—	—	—	—
ADN Inst.	[16.8]	—	—	—	—	—

°DRM+3 if air unit to be detected is a helicopter unit on CAS mission.

Detection Procedure

Every unit in a hex can attempt, individually, to detect an enemy unit or stack but detection attempts are allowed only once per detecting unit per undetected hex. An unlimited number of units from an unlimited number of hexes may perform a detection attempt on the same hex. Cross-reference the unit type that wants to detect an enemy unit with that unit's type and find a detection number (probability of detection). Roll 1d10. If the die roll is equal to or lower than the detection number, the detection attempt was successful.

A stack of units moving together triggers a detection attempt as a single unit.

To attempt to detect a unit, the unit to be detected must be within detection range.

A given unit may only perform a further detection attempt on the same target unit in the same GT after the target unit has spent 10 MP (includes mining missions for example), but a unit may always attempt to detect an enemy naval unit with which it shares a hex, **provided no previous detection** has been made at that range (and failed).

Naval units trying to detect naval units may do so only in a straight line through open water hexes. Trace a line of sight between the hex centers of both naval units.

Detection restrictions

Submarine detection

- Blocked by any intermittent full or partial (coastal) land hex and only in a straight line of hexes
- Only the following air units may attempt detection of submarines: NATO: P-3 Orion, Nimrod MR-2, S-3 Viking, Br.1050 Alizé, Br.1150 Atlantic, Lynx MK86, SH-3 Sea King, Lynx HAS2 WP: Mi-14, Ka-27, Ka-25, IL-38 May, TU-142

Naval surface detection

- Only the following air units may attempt detection of naval surface units: NATO: E-3A Sentry, E-2C Hawkeye, AEW2 Shackleton, P-3 Orion, Nimrod MR-2, S-3 Viking, Br.1050 Alizé, Br.1150 Atlantic, Lynx MK86, SH-3 Sea King, Lynx HAS2 WP: Tu-16K, IL-38, A-50

13.3. Lost track

A submarine unit that was previously detected is considered undetected once it is no longer within any enemy sub-surface Detection Range during the End Stage of the GT.

Place an Undetected marker on it.

14. COMBAT

Combat is resolved between Combat units that either share a hex, are in adjacent hexes or in range of the weapons system used as per the RCS (air & naval units), missile table (cruise missile) or range indicated on the unit counter (stand-off weapons, long range Missile units).

[RCS] Ranged Characteristics Summary; Missile Table; [15.1.4] Long Range Missile Units ; [16.5.1] Air-Air combat with stand-off weapons

Friendly ground units may never share a hex with enemy ground units. Air and naval units may share with any type of enemy units.

A detailed description of all possible forms of combat are covered in the rules concerning Ground, Naval and Air Combat. "Declared Combat" markers are provided as placeholders to use while players resolve the combat and perhaps remove the unit counters from the map for ease of play.

After Combat units take hits, show the new hit total by placing a corresponding Hit marker underneath it. The marker is rotated in such way, that the correct total number of hits is always shown on top.



Air bases, air units, and airports may be repaired. [19.2] Repair

14.1. Hits on Ground Units

The damage absorbed by a Combat unit is measured in terms of hits. A hit represents the loss of soldiers, material and additionally the loss of cohesion of the unit, simulating the disruptive quality of combat. Ground units are divided into four types of units: Assault, support, missile and HQ units.

14.1.1. Hits on Assault Units

The first hit inflicted on an assault ground unit in ground-ground combat flips the counter to the reduced-strength side, further hits are recorded with Hit markers. Units flipped to their reduced-strength sides stay on that side for the remainder of the game. Hits due to air-ground combat, naval-ground combat or missiles using HE warheads do not flip a ground unit, but they take their hits.

Designer's note: The first hit flipping the unit represents the disruptive quality of the baptism of fire and suffering the first major losses. In addition to that, experts of the period agreed that the first clashes in WW3 would have been highly chaotic with huge losses in men, material and cohesion.

If a unit currently has a strength of one and takes another Strength Point Loss, it is eliminated. Remove the unit counter from play.

Each hit on a ground unit reduces each of the unit's Ratings (but not its MA or missile and detection range) by one.

In the event that a unit had taken several hits from missile or air-ground combat before being flipped due to ground-ground combat, the unit is eliminated if the number of those hits exceeds its reduced combat strength.

Assault units must take all possible hits before a Support Unit may take hits.

Defending units may retreat 1 hex instead of taking 1 hit from ground-ground

Example: Rule 13. Detection (Standard game rules)



A West German submarine unit moves to within 1 hex of a Soviet submarine. Both are undetected.

The German submarine unit has a maximum Detection Range of 1 hex, and the NATO player declares a detection attempt.

NATO Unit Type Attempting Detection	WP Submarine To Be Detected	
	Detection if equal to or less	Max detection range
Submarine	4	1

He rolls 1d10, and the result is an 8. The detection number for a NATO submarine unit detecting a WP submarine is 4. To be successful the die roll must be equal to or less than this number. The Soviet sub is therefore not detected.

WP Unit Type Attempting Detection	NATO Submarine To Be Detected	
	Detection if equal to or less	Max detection range
Submarine	3	1

Now the Soviet player announces a detection attempt. He rolls one die, and the result is a 1. The detection number for a WP submarine unit detecting a NATO submarine unit is 3; the German submarine unit is therefore detected, and the Undetected marker is removed.

The Germans have been pinged.

The next detection attempt can only be made when both units occupy the same hex. The NATO player moves his sub into the hex where the WP sub is waiting for it. NATO player declares another detection attempt. He rolls one die, and the result is a 9, the Soviets are still not detected.

The Soviets may open fire and hits on the Germans will be applied immediately, before they can shoot back.

By using any combat rating, units are automatically detected. Remove the Undetected marker.

Exception: When units use stand-off weapons and are outside the detection range of any unit friendly to the attacked unit, they are not detected.

combat (max 1x). Ground units may take 1 hit instead of the mandatory retreat result. [15.6.1] *Retreat*

Attacking units may nullify 1 hit if they waive their right to advance after combat or if they forfeit Battle-hardened status. [15.4.1] *Battle-hardened (BH)*.

Note that when a stack of units takes one or more hits, all hits are distributed equally before any unit takes additional hits. Each hit / Strength Point Loss applied to a unit causes the ground unit's current combat strength to be reduced by one. Owner decides distribution of hits.

Exceptions: Tactical Nuclear Attack [18.2.2]; [16.6.1] Precision bombing; [14.1.2] Hits on Support and LRMU

[2.1.1] *Battles Won*

14.1.2. Hits on Support and Long Range Missile Units

These are destroyed on the first hit. They have no reduced-strength side. If stacked together, Assault units must take all possible hits before a Support or Long Range Missile unit takes hits.

Exception: Precision Bombing [16.6.1], Tactical Nuclear Attack [18.2.2]

14.1.3. Hits on HQ Units

HQ units are destroyed on their fourth hit. They have no reduced-strength side. If stacked together, Assault units must take all possible hits before a HQ unit takes hits.

Exception: Precision Bombing [16.6.1], Tactical Nuclear Attack [18.2.2]

14.2. Hits on Air Units

For air units, a hit basically reflects the loss of aircraft due to damage or outright destruction and disorganization of the unit. Each air unit can sustain a number of hits equal to its Hit Capacity before it is destroyed. Each hit on an air unit reduces each of the unit's Ratings (but not its MA, detection and missile ranges) by one. Once an air unit has taken a number of hits equal to its Hit Capacity, it is permanently eliminated. The instant an air unit suffers a hit, it immediately aborts its mission (except air unit on CAP mission on the OpMap). Those units in a stack that did not suffer a hit may continue their mission. Note that when a stack of air units takes one or more hits in ground-air or naval-air combat, all hits are distributed equally before any air unit takes additional hits (owner's choice).

Note: If the number of hits is lower than its hit capacity, the air unit still has chance to repair. However, if the number of hits equal to its hit capacity, the air unit has no chance to repair and is permanently eliminated.

14.3. Hits on Naval Units

For naval units, a hit basically reflects the reduced capabilities due to damage or loss of vessels. Each naval unit can sustain a number of hits equal to its Hit Capacity. Each hit on a naval unit reduces each of the unit's Ratings (but not its MA, missile or detection range) by one. Once a naval unit has taken a number of hits equal to its Hit Capacity, it is permanently eliminated. Note that when a stack of naval units is attacked, the attacker chooses which naval unit is the target of the attack.

Exception: [17.9] Screening Force. This rule overrules [16.6.1] Precision Bombing

For naval units carrying air units like CV/CVN/CVH etc.. refer to [14.4.2 *Hits on Air Bases*]

Exception: Precision Bombing [16.6.1]

14.4. Hits on Installations and Strategic Targets

The damage is measured in terms of hits.

Installations and strategic targets can be attacked with missiles or attacked by aircraft, naval units or special forces. Each target is eliminated after it has taken a certain number of hits. [20.4.8] *Strategic Targets*

14.4.1. Hits on POMCUS sites

The number of hits is shown with a Hit marker under the POMCUS marker. Once a POMCUS site receives four hits, remove the counter from the game. Apply the number of hits the POMCUS site has suffered to any arriving reinforcements. EACH unit will suffer this penalty. Do not flip ground units as would be normal with the first hit rule. [12.1] *POMCUS*

14.4.2. Hits on Air Bases

The number of hits is shown with a Hit marker on the air base display (info box). For each hit the air base, EAB (Emergency Air Base), or airport, receives, a hit is inflicted on an air unit based there, (that isn't airborne when the attack takes place). These hits must be distributed equally before any air unit takes additional hits (owner's choice).

Air units taking a hit do also lose 1 sortie. Units on CAP or interception mission are considered airborne and do not take hits. [16.1] *Air Base*

14.4.3. Hits on ADN installations

The number of hits is recorded on the ADN hit register. [16.8] *Air Defense Network*

Example: 14.4.2 Hits on Air Bases

An air base receives three Hits from Bombardment during the Game-Turn. Located at the air base at the time the damage was incurred were 1 MiG-21 and 1 MiG-23 air units. Two Hits would have to be apportioned to one air unit and one Hit to the other, at the owning player's choice. It does not matter if the air units are in either mode or in the info box.

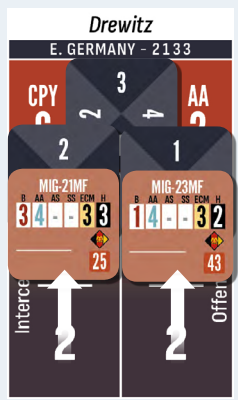


THE EAST-GERMAN AIR BASE DREWITZ HAS BEEN ATTACKED AND RECEIVED 3 HITS.

1. Put a hit marker on the info box to show the number of hits incurred. For each hit, reduce the air base capacity (CPY) and anti-air rating (AA) by one.

2. The same number of hits must be distributed equally between the air units on the air base display. In case of odd numbers, owners' choice.

The owning player checks the values of his air units and of course is not going to put a second hit on the MiG-23 unit because that would eliminate it as it has a Hit Capacity = 2 (white number in black box). Therefore, he assigns the Hit markers under the air units as shown. Additionally both air units lose 1 sortie, move the counters to the next lower sortie box.



Infantry Units

Infantry, Airborne, Airmobile

Essentially all other ground combat types in the game covering a wide spectrum of fighting troops, from small recon battalions with about 500 soldiers to the large infantry divisions with more than 10,000 soldiers.



15.1.2. Support units

Artillery, Anti-Air, NBC, Pontoon

Each type of Support unit has a distinctive and specialized function; all of which have the common goal of supporting operations by armored and infantry Assault units.

Support units have a defense strength (in brackets) rather than a Combat Strength; the defense strength is used only when a Support unit is alone or with only other Support units and defending in a declared combat situation. Add up the defense strength of Support units. All other modifiers apply normally.

Attacked Support units may not retreat, instead they are eliminated unless stacked with an assault unit. They then retreat with the assault unit.

15.1.2.1. Support units integrated in HQ units

Most Support units are not represented with counters but are integrated in the HQ counter as shown by the tactical unit symbols on the HQ counter. Every Combat unit of the same formation HQ may benefit from the support if in command range of its HQ.

15.1.2.2. Artillery

These may be towed field guns or self-propelled howitzers. Depending on the Combat Formations defending and attacking units adopt, they may get combat modifiers. [15.5.3.3] *Artillery support*



15.1.2.3. Air Defense (Anti-Air)

The types of air defense weapons vary from man-portable air-defense systems, from armored vehicles with rocket launchers or anti-air guns to anti-air missiles.

15.1.2.4. Pontoon and Amphibious

If stacked with these Support units or in command range of a HQ unit with pontoon capability, ground units pay lower river crossing penalties.

15.1.2.5. NBC

If in range of a HQ unit with NBC capability, hits due to nuclear warfare are reduced to 1 and column shifts due to chemical attacks limited to 1. [18] *NBC Warfare*

15.1.3. Headquarters

Headquarters (HQ) counters represent the organizational staff and troops of the command & control structure and are used for combat support purposes and putting Combat units in reserve.



[2.2] *Command hierarchy*

Divisions, Corps, Armies and Fronts are the higher echelon command units and are represented by HQ counters.

Command	Size	Size Symbol	Command Range in hexes	Reserve Mode Capacity (xREs)
NATO HQ	Army	XXXX	8	6
	Corps	XXX	4	3
	Division	XX	2	1
WP HQ	Front	XXXXX	8	6
	Army	XXXX	4	3
	Corps	XXX	2	1

HQs can place ground units in **Reserve mode**: Each HQ has a Reserve Capacity expressed in REs, according to its rank in the command hierarchy (see the table above). HQs may only put units of their own formation and those further down the chain of command in Reserve mode and only if the unit is in command range (see the table above) during the Unit Assignment Phase.

[15.2.2] *Reserve Mode*

HQs (even if themselves in Reserve mode) may provide **combat support** to ground units (even themselves) in the form of artillery, pontoon, anti-air or

15. GROUND WAR

15.1. Ground Unit types

The basic types of ground units represented in Red Strike are: Assault, support, long-range missile, and HQ units. Each of these types is subject to particular restrictions and rules for use. Ground units differ in size and troop quality.

Some unit counters may be flipped to their reduced-strength side, showing a brighter colored band behind the unit ratings.

Special Forces are dealt with in the Advanced Game Rules. [28.0] *Special Forces*

15.1.1. Assault Units

Used to capture and defend terrain.

Armored Units

Tank, Mechanized, Armored Cavalry / Reconnaissance

All unit counters with a tank silhouette are treated as Armored units.

Exception: The silhouettes on the long-range missile counters are not tanks and are not categorized as Armor.

An armored unit is specialized to engage in armored warfare. It will include military staff and tanks and other armored fighting vehicles as well as supporting vehicles.

These Combat units use main battle tanks (MBT) armored personnel carriers (APCs) or infantry fighting vehicles (IFVs) for transport and combat. Its vehicles provide a degree of protection from hostile fire and are fully tracked or are all-wheel drive vehicles for mobility across rough ground. Mechanized infantry can maintain rapid tactical movement.



NBC capabilities. Available support is shown by the respective tactical symbol or rating (anti-air) on the HQ counter. Any number of units can benefit from combat support, but they must be part of the same formation, or further down that HQ's chain of command, and only if the unit is in command range (see the table above) during the Combat Phase. In combat situations, the unit calling for support has to be in command range.

The same support from multiple HQs are NOT cumulative.

Headquarters are eliminated after their 4th hit and can never be reconstituted.

HQ may place themselves in Reserve mode and provide combat support to themselves.

Advanced Game only: WP HQs provide supply to ground combat units.

[15.3] Ground Unit Combat Formations; [15.5.3] Combat Modifiers [18] NBC Warfare; [29] Supply of WP units (Advanced Game)

Example 15.1.3 Headquarters

V US Corps HQ may put 3 units of the V Corps in reserve, if they are in command range, for example the 1st Brigade 4th Infantry Division (Mechanized) in hex 1022 because that division is part of V Corps as can be seen by the upper color band.

3rd Armored Division is part of US V Corps but its Division HQ may only place 1 unit of 3rd Armored Division in reserve mode, for example its 2nd Brigade in hex 1021 as shown by the "3AD" in the upper color band of the counter and the red colored NATO symbol on the HQ and combat unit counter.



15.1.4. Long Range Missile Units (LRMU)

This type of units may strike all kinds of targets and may conduct interdiction strikes too. Interdiction strikes are successful if at least 1 hit is inflicted. [11.1.3] Interdiction

LRMU units are infantry units.

Ground Missile units capable of surface strikes are SSM (Surface-Surface Missile) units.

SSM units may fire three times before being out of missiles. A unit without a marker has 3 available shots. After the first shot put an "Missile-1" marker beneath the Missile unit. Flip that counter to its "Missile-2" side if it is the second shot. After the third shot remove the LRMU unit from play. A unit may fire all its missiles in the same segment and against the same target.

Optional rule [30.19] Ground Launched Missile Stocks

According to the mode they are in, missile attacks are executed during any eligible Segment, before or after moving, up to the limit of their missile stock.

Example: Supposing WP has the Initiative, the Soviet 449th Missile Brigade in Frontline Mode may fire in the First Initiative Segment, whereas the German 350th Raketenartilleriebatallion in Reserve Mode may fire in the upcoming First Reaction Segment.

PROCEDURE:

1. Check if the target is in **range**. Each Missile unit has a range specified on the counter (black number in yellow box) and on the Missile Table. If the target is in range, a missile strike is conducted.
2. The **target type** is specified on the missile table.
3. The player declares the warhead type: High Explosive (HE), Chemical (CH) or Nuclear (Small, Medium or Massive). The unit must be eligible to use that warhead type as per the Missiles Table.



4. **Roll d100**. If the modified die roll is equal to or less than the Warhead's Hit Number then a hit occurs. Depending on the warhead type chosen, Combat units and strategic targets take hits or may be destroyed by nuclear attack. Cities do not take hits but are destroyed by a successful nuclear attack only.

Missile strikes against naval or ground units (including LRMU and HQs; excluding installations) that have not been reconnoitered suffer a +20 DRM on 2d10 roll. "Sure" hits are never rolled for. These are denoted by a tick symbol on the Missile Warhead & Hit Table.

Designer's note: Missing a city with a nuclear warhead seems unrealistic.

All missile strikes are precision bombing attacks, the attacker may choose the target in the hex who has to take the hits, this is an exception to the 14.1.2. Hits on Support and Long Range Missile Units rule. **(Remember: Reconnaissance and Detection are different game mechanics)**

Attacks against targets in City hexes have an impact on World Opinion, rule [6.1].

Designer's note: A missile launch is not a single rocket, but a massive salvo maybe extending over multiple hours (remember a GT = 48 hours). Stocks were not unlimited. Getting the right numbers = impossible. Some feedback from guys that were handling Hawk batteries: We would have had missiles for less than a week of sustained combat. And those were smaller missiles destined to be used "en masse".

[Missile Table]; [26.4] Patriot ABM

15.1.5. Cruise Missiles

Some ground, naval or air units are equipped with Cruise Missiles (CM). This is a special capability different from AS (anti-ship missile). These units may attack any detected and eligible target within the range of the cruise missile type as printed on the counter and found in the Missile Table. Do not use the AS or B rating; instead check the missile table for combat results. Cruise missiles may be launched any time during any of the active players Segments as they can be used to attack enemy installations and ground units or attack/intercept enemy naval units.

Exception: Use the AS rating even if attacking at long range (outside target hex) if firing the following missile types, their range is printed on the counter under the AS rating:

NATO: AGM-84D Harpoon, Sea Eagle, AM-39 Exocet, AS.34 Kormoran
WP: Rbs-15 Mk1

Combat procedure is the same as rule [15.1.4] Long Range Missile Units

All CM strikes are precision bombing attacks, the attacker may choose the target in the hex and the distribution of hits.

Exception: Escort [17.9]

[16.6.1] Precision Bombing

15.2. Ground Unit Modes

Ground units have two different modes they can be in: Frontline or Reserve.

Ground units are assigned to modes during the Unit Assignment Phase of every Game-Turn, and they remain, despite any combat or Supply results, in their assigned mode until the following Unit Assignment Phase. A ground unit's mode determines when it is eligible to spend MPs and declare combat. Units stacked together may be in different modes; consider all units under the Reserve marker as being in Reserve mode, those on top of the Reserve marker are in Frontline mode.

15.2.1. Frontline Mode

To place a ground unit in Frontline mode during a Unit Assignment Phase, simply remove the Reserve marker. There is no marker needed to designate Frontline mode.

A Frontline unit belonging to the Initiative Player may spend MPs only in the First Initiative Segment.

A Frontline unit belonging to the Reaction Player may spend MPs only in the Third Reaction Segment.

15.2.2. Reserve Mode

To place a ground unit in Reserve mode during a Unit Assignment Phase, place a Reserve marker on the unit or stack. For a unit to be assigned to Reserve mode it must be within command range of a higher ranked HQ of the same Formation during the Unit Assignment Phase up to the HQs' Reserve capacity.



If all HQ units of a Command are destroyed, no units of that Command can enter Reserve mode. [2.2] Command hierarchy, [15.1.3] Headquarters

A Reserve unit belonging to the Initiative Player may:

- Spend MPs only during the Second or Third Initiative Segments.

A Reserve unit belonging to the Reaction Player may:

- Spend MPs in any Reaction Segment.

Units revert to frontline mode the moment they declare ground combat even if the defender chooses tactical withdrawal.

15.3. Ground Unit Combat Formations

Each ground unit or stack of units must adopt a Combat Formation during ground-ground combat resolution. The default Combat Formation is Advance to Contact. [15.5] Ground-Ground Combat

Retreating and attacking units in advance after combat change into Advance to Contact formation.

All units in a stack must be in the same Combat Formation.

Stacks may not enter Deliberate Combat Formations if they contain:

- units from different formations.
 - units that are outside the command range of a HQ of their formation.
- The Combat Formations Effects Table [CFET] provides information on all costs and effects. The Combat Formation of a unit or stack of units impacts:
- Its Supply Point expenditure during combat. [8.5] Supply Points (SP)
 - The unit's Combat Strength (CS) multiple. [CFET]
 - The stacking limits (9 REs if DA)
 - Column shifts during combat resolution

Example: Let us suppose stack A and stack B are attacking. The Combat formation of A is DA, and B is HA. So the CS of stack A will x3, and the CS of stack B will x2. Player must pay 4 SP per unit in stack A and 2 SP per unit in stack B.

Formation	SP Cost (p/Unit)	Combat Effects		
		Supply points are spent preceding combat resolution		
Advance to Contact AC	0	CSx1	ATT artillery DRM +1	Unit may declare combat
Hasty Assault HA	2	CSx2	ATT artillery DRM +2	
Deliberate Assault (possible only if in command range of HQ) DA	4	CSx3 & 9 RE stacking	ATT artillery DRM +3	
Hasty Defense HD	2	←		Unit may not declare combat
Deliberate Defense (possible only if in command range of HQ) DD	4	←←		Unit may not declare combat or retreat, instead takes 1 additional hit (per stack)

15.3.1. AC = Advance to Contact

This is the default and standard Combat Formation using the printed combat strength.

Additionally if an attacking unit or stack is in range of a HQ with artillery support, apply +1 DRM during combat resolution. There is no artillery combat modifier for defending units in AC.

15.3.2. HA = Hasty Assault

Supply point cost of 2 per unit to enter this Combat Formation during ground-ground combat resolution.



Effect on ground-ground combat: CS multiplied x2.

Additionally if the unit or stack is in command range of a HQ from its own chain of command with artillery support, apply +2 DRM.

15.3.3. DA = Deliberate Assault

To enter DA, the Combat unit must be in command range of a HQ unit of their own chain of command.

Supply point cost of 4 per unit to enter this Combat Formation during ground-ground combat resolution.



Effect on ground-ground combat: CS multiplied x3.

Additionally if the unit or stack is in command range of a HQ from its own chain of command with artillery support, apply +3 DRM.

Deliberate Assault Combat Formation allows for 9 REs in a single hex to participate in an attack (per hex in DA).

15.3.4. HD = Hasty Defense

Supply point cost of 2 per unit to enter this Combat Formation during ground-ground combat resolution.



Effect on ground-ground combat: 1 column shift in favour of defender.

Additionally if the unit or stack is in command range of a HQ from its own chain of command with artillery support, apply 1 column shift to the left on the CRT.

15.3.5. DD = Deliberate Defense

To enter DD, the Combat unit must be in command range of a HQ unit of their own chain of command.

Supply point cost of 4 per unit to enter this Combat Formation during ground-ground combat resolution.



Effect on ground-ground combat: 2 column shifts in favour of defender.

Additionally if the unit or stack is in command range of a HQ from its own chain of command with artillery support, apply 1 column shift to the left on the CRT.

May not retreat due to combat results, must take one additional hit (per stack, not per unit) if retreat is called for by the CRT.

15.4. Ground Unit Troop Quality

Troop Quality has played an often-underrated part in warfare but it is important and the Battle-hardened rule reflects this by giving an advantage to those troops that fight well on the battlefield.

Battle-hardened: Units may gain and lose Battle-hardened status during play.

Regular: All units without a Battle-hardened marker.

15.4.1. Battle-hardened (BH)

Designer's note: In a war where not many (if any) units on both sides have ever seen combat, the morale boost of winning an engagement, the experience (both on tactical and leadership level) and cohesion won can be decisive. I want to emphasize the importance of the human factor in combat. Units may use the same equipment but behave differently.

By winning a ground-ground battle, all involved victorious ground units gain battle-hardened status (BH).

Battle-hardened status is awarded per stack. Only ground units may gain BH status. Show gained battle-hardened status immediately with the BH marker.



Whenever the composition of a stack is altered (any Combat unit voluntarily or involuntarily leaving or entering the stack by movement, retreat or being destroyed) BH status is lost for the stack. Remove the BH marker.

BH ground units have the benefit of 1 column shift in their favour. There is only 1 shift, even if more than one attacking stack is BH.

BH ground units may forfeit Battle-hardened status instead of taking 1 hit.

IMPORTANT NOTE: It is NOT possible to lose and gain BH status in the same combat! That means that a unit exchanging its BH status to cancel a hit does not get back BH status, even if it won the battle.

[15.5.6] Battles Won

If more than one battle-hardened unit participates in an attack and the attacker suffers a hit result converted into forfeiting BH status; all units involved in the attack lose their BH status. It is not a 1 by 1 conversion!

15.4.2. Regular

Regular units are the professional or conscripted units that have undergone thorough training and have experienced months or even years of teamwork. They know their companion soldiers, how to handle their weapons and are mentally and physically prepared to go to war.

These are the standard units on which the rules are built. Regular units may become Battle-hardened by winning battles.

15.5. Ground-Ground Combat

The attacking player declares one attack by putting declared combat markers on the defender's hex and the hex or hexes from where the battle will take place. Attacking units can occupy more than one hex but defending units may only occupy one hex. A hex may be attacked only once and units may only defend or attack once per Combat Phase.



Once declared, a combat situation must be resolved before the attacking player may declare the next combat.

Guideline for ground-ground combat resolution:

1. Ensure all ground-ground combat prerequisites are met.
2. Both players make decisions which they then share.
3. Determine combat resolution modifiers.
4. Resolve combat, ensuring all proper modifiers to the combat are used.
5. Combat results are implemented.
6. Advance after combat.
7. End of the ground-ground combat.

If the combat occurred during the First Combat Phase, and the attacking unit is adjacent to the defending unit again in the Second Combat Phase, the attacking unit may again declare an attack on the same defending unit(s) along with any other friendly Combat units adjacent to the enemy unit(s).

15.5.1. Prerequisites

15.5.1.1. Action Stage

Attacking is always voluntary, and only the attacking player can declare a combat.

During the First and Second Action Stages, the Initiative Player is the attacker, and the Reaction Player is the defender. During the Third Action Stage, the Reaction Player is the attacker, and the Initiative Player is the defender.

15.5.1.2. Adjacency

Ground-ground combat can occur only when enemy ground units occupy hexes adjacent to one another and the hexside terrain in-between would not prohibit the attacker from entering the defender's hex.



Ex: Attack is not possible between these hexes

15.5.1.3. Supply

Combat can only be declared by units in supply. Those attacker's units that have been found to be out of supply (OOS) during the Supply Phase of the current turn and are marked accordingly may not participate in the declared combat. [8] Supply

Being out of supply has the following effects on defending AND attacking units:

- Hasty or deliberate combat formations are not allowed
- Combat Strength is halved
- HQ can't give combat support

15.5.1.4. Mode

In the first Combat Phase only units of the Initiative player and in Frontline mode may declare combat.

In the second Combat Phase any units of the Initiative player may declare combat.

In the third Combat Phase any units of the Reaction player may declare combat.

15.5.2. Decisions

15.5.2.1. Tactical Withdrawal (TW)

Tactical Withdrawal (TW) is initiated by the non-active player. TW can be declared in the assault segment, after a combat has been declared and before choosing Combat Formations.

Roll 1d10 for the unit or stack initiating TW. Check the TW table by cross-referencing the type of attacking units with the defending units.

If a defending stack contains infantry and armor, the defender has a choice: 1) use the defender infantry row, or 2) use his armor to screen, in which case use the Armor row and suffer one hit on any of his armored units.

If an attacking stack contains infantry and armor, use the attacker armor column. For this rule and for the defending units only, treat HQ, LRMU and

Support units armor if their MA >7 and infantry if their MA ≤7.

If the attempt of TW is not successful, all units stay in place and the declared combat will be resolved.

Units performing TW may move up to 2 hexes (not MPs) away, this move may not end adjacent to the hex occupied by the enemy unit that triggered the TW and may not enter any EZOCs. Units performing TW may never enter any hex or cross a hexside that they are prohibited to enter during normal movement.

The active player must move the attacking unit into the now vacant hex. If the retreating units moved back two hexes, the attacking unit may follow them into the first hex they retreated in to. He may not declare another combat until the next eligible Combat Phase.

Tactical Withdrawal		Attacker	
		Armor	Infantry
Defender	Armor	1-5	1-9
	Infantry	1	1-5
1d10 DR to successfully retreat			

15.5.2.2. Combat Formations

1. Both players secretly choose the Combat Formation of each concerned stack by placing the appropriate marker on the hex(es), showing only the generic side.

2. Both players simultaneously reveal the marker(s) indicating their choice.

3. Both players pay supply points for combat supply corresponding to the Combat Formation they chose. Units unable to pay the supply point cost due to a low supply level, are treated as being in Advance to Contact Combat Formation. Check the Combat Formations Effects Table for the number of supply points to be spent by both attacker and defender. The supply point cost is per unit, not per hex.

Attacking ground units in Hasty or Deliberate assault Combat Formations multiply their combat strength according to the Combat Formation chosen. Artillery support may give additional DRMs.

Defending ground units in Hasty or Deliberate defensive Combat Formations apply column shifts according to the Combat Formation chosen. Artillery support may give additional column shifts.

[15.3] Ground Unit Combat formations, [CFET]

15.5.2.3. Close Air Support (CAS)

Both players declare and execute CAS air missions against attacking or defending units of the declared combat. In the first and second combat phase the reaction player declares and executes CAS missions before the Initiative Player does. In the third combat phase Initiative Player goes first.

15.5.2.4. NBC warfare

Players may declare use of chemical or nuclear weapons.

[18.2] Nuclear Warfare; [18.3] Chemical Warfare

15.5.3. Combat Modifiers

15.5.3.1. Supply

Those defending units that have been marked out of supply (OOS) during the Supply Phase suffer the following effects:

- Combat Strength halved (this does not mean that it is flipped to its reduced-strength side, its current Combat Strength is halved (if more than one unit, first sum then round) during the attacker/defender ratio calculation.
- May not enter hasty or deliberate defense Combat Formation.

[8] Supply

15.5.3.2. Terrain

Terrain may give Combat Strength multipliers or column shifts. Only terrain in the defender's hex (or hexsides between attacker and defender) is relevant. If multiple terrain types are in the hex, the prevalent terrain type is to be used. If it is not clear, the defender may choose which one will be applied to maximize defense.

If a modifier to the combat would apply for hex terrain and hexside terrain, only one type may be chosen by the defender, not both. Hexsides are always those between the defender's and attacker's hex and may only be used if ALL attacks are crossing the same type of hexside terrain. [TEC]

15.5.3.3. Artillery support

DEFENDER: If at least one artillery unit is present in the defender's hex or artillery support is available from a HQ (in command range) or a naval unit with a bombardment (B) capability apply:

- One column shift to the left on the Combat Ratio Table for units or stacks in Hasty Defense Combat Formation.
- One column shift to the left on the Combat Ratio Table for units or stacks in Deliberate Defense Combat Formation.

ATTACKER: If at least one artillery unit is present in any of the attacker's hexes or artillery support is available from a HQ (in command range and from its own chain of command) or a naval unit with a bombardment (B) capability, apply:

- +1 DRM if any attacking units or stacks are in Advance to Contact Combat Formation.
- +2 DRM if all attacking units or stacks are in Hasty or Deliberate Assault Combat Formation.
- +3 DRM if all attacking units or stacks are in Deliberate Assault Combat Formation.

Attacking units/stacks in combat formation			
DA	HA	AC	DRM
YES	NONE	NONE	+3
YES OR NONE	YES	NONE	+2
YES OR NONE	YES OR NONE	YES	+1

Example: Let us suppose stack A and stack B are attacking. The Combat formation of A is DA, and B is HA. The artillery DRM will be +2.

Do not multiply these modifiers if more than one artillery support may be available.

Designer's note: The command range for artillery support from HQ is representing the dispatching and organizing of artillery units/batteries and not the range of specific guns. That means the unit to be supported has to be in command range, not the unit in the incoming hex.

15.5.3.4. Close Air Support (CAS)

If the **defender** achieved a successful CAS strike against any of the attackers' hexes apply a 1-column shift to the left on the Combat Ratio Table.

If the **attacker** achieved a successful close air support (CAS) strike against the defending hex apply +3 DRM.

Use the CAS marker as a reminder of the successful CAS. Additional successful CAS strikes inflict hits instead. As for all air-ground combat, hits do not flip the ground unit.

[16.4.3.12] Close Air Support

15.5.3.5. Troop Quality

A one column shift is applied in favour of any participating Battle-hardened troops. One Battle-hardened unit is enough to get the shift (maximum one shift!). Should both sides have Battle-hardened troops, no effect. [15.4.1] Battle-hardened

15.5.4. Combat resolution

Determine the combat strength (CS) of all units involved in the declared combat, applying **combat strength modifiers**.

Compare the attacker's and defender's CS: Divide the attacker's CS by the defender's CS to get a ratio. Round this ratio as per the Rounding Rule.

Example: So a 15-6 combat becomes a 3-1. $15/6 = 2.5$, rounded up to 3.

Once the **initial combat resolution column** has been determined on the ground combat ratio table (GCRT) (the real one, so the initial ratio could be well over 10-1!), **various column shift modifiers** are considered. All shifts are cumulative. After all shifts have been applied, the final combat resolution column arrived at is used to determine a DRM applied to the 1d10 roll on the CRT. If the final column would be higher than 10-1, use the 10-1 column and the 1-4 column if it would be less than 1-4.

Roll 1d10, applying die roll modifiers. Cross-reference the modified die roll on the combat results table (CRT) with the attacker and defender columns to find the result of the combat.

15.5.5. Results

Modified 1d10	ATT		Extra hits		DEF		Extra hits ≥5 REs
			≥ 5 REs	≥ 9 REs			
1	2	R	+1	+1	0	-	-
2	2	R	+1	+1	0	-	-

The result of the combat is expressed as number of hits and/or a retreat on the attacker / defender. "R" results always concern all units on that side involved in the combat. Troop density of ≥5 or ≥9 REs (total sum of all involved hexes per side) may result in additional hits.

Example: A 1d10 of 1 or 2 results in the attacker taking 2 hits in total and a mandatory retreat of 1 hex for each involved unit. If the attackers have between 5 and 9 REs; apply 1 more hit and if more than 8 REs attacked add another hit for a total of 4 hits.

15.5.5.1. Hits

Apply hits according to rule [14.1.] Hits on Ground Units

15.5.6. Battles Won

Battles (ground-ground combats only) are lost by the side who suffers the most hits. Hits transformed into retreats do count! In case of equal number of hits, the marker is not moved. Draws are not counted for initiative purposes. Use the Battles Won marker to record the result of each battle, move the marker one field per battle won. Reset the marker to zero at the end of each Initiative Determination Phase.

15.5.7. Clean-up

- Remove CAS, declared combat, and Combat Formation markers.
- Units in Reserve mode lose that status and revert to Frontline mode.
- Add Battle-hardened status markers to units/stacks that won the ground battle. [15.4.1] Battle-hardened.

15.6. Movement after ground combat resolution

Designer's note: Any form of retreat (repulse, retreat after combat, TW) does not imply losing the ability to move in a subsequent segment if otherwise eligible.

15.6.1. Retreat

The CRT may call for a mandatory retreat. Mandatory retreat ("R" result on the CRT): ALL Units retreat 1 hex and must avoid entering an EZOC. If the only retreat path is through an EZOC hex(es) the unit takes 1 hit for each such hex (a stack of units also takes only 1 hit). Defending units retreating may not end their retreat adjacent to any of the attacking units. If the only retreat hex is adjacent to an attacking hex the defender takes 1 hit.

Attacking units retreating may not end their retreat in or adjacent to the battle hex.

A unit ends its retreat in Advance to Contact Combat Formation.

A unit in Deliberate Defense Combat Formation can never retreat due to combat results, instead it takes an additional hit if retreat is called for by the CRT.

A unit can retreat into an interdicted hex at the cost of 1 additional hit (remove the Interdiction marker) but no further..

CONVERSION OF HITS INTO RETREATS: Defending units/stacks taking 1 or more hits in ground-ground combat may retreat 1 hex instead of taking 1 hit. Further hits have to be taken. A stack can retreat a maximum of 2 hexes. ALL defending units retreat and must avoid entering an EZOC. If the only retreat path is through an EZOC hex(es) the unit takes 1 hit for each such hex (a stack of units also takes only 1 hit). These hits do still count for Battles won calculation [15.5.6].

1 HIT → ALL UNITS 1 R (MAX 2 HEXES)

CONVERSION OF RETREAT INTO HITS: Defending and attacking stacks called to retreat may instead take a hit; each unit in the stack takes one hit! This hit counts for Battles won calculation [15.5.6].

1R → 1 HIT P/UNIT

Retreating stacks may split up.

No unit may retreat into any hex which it would normally be prohibited to enter (terrain, neutral countries, etc.). Units unable to comply are eliminated instead.

A Support unit may not retreat if it is instead eliminated if not stacked with an assault unit.

A unit may retreat off the map, but it is considered eliminated for all game purposes.

Once a defending unit/stack has retreated, attacking units may follow according to the procedure for advance after combat.

Units retreating into a hex occupied by friendly troops do not participate in defense if this hex subsequently comes under attack and may have to take hits and must retreat with the defending units if called for on the CRT.

If the attacker retreats, there is no advance after combat!

Exception: If the combat is an amphibious landing, no hits may be converted into retreat and retreats may not be converted into hits. 17.10. Amphibious transport by sea into a coastal hex

15.6.2. Advance after combat

If the defending hex is vacant after the combat resolution, attacking units or stacks immediately revert to Advance to Contact Combat Formation and may advance into that hex or to any hex of the retreating units retreat path, ignoring enemy ZOC. The attacker can nullify a hit by refraining from advancing after combat.

15.7. Ground-Air Combat

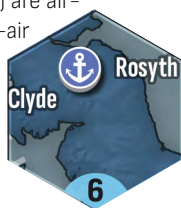
Whenever an air mission unit or stack is detected while **moving to** its target hex and it is within combat range of any enemy unit(s) or installation (not necessarily the target of the air mission) with an Anti-Air Rating, the owning player may fire at the air mission with any or all eligible units or installations for each hex the air unit moves. Air units that suffer a hit immediately abort their mission, the other air units of the mission continue their mission.

Exception: ADN installations may attack air missions in their detection range once only, not once per hex.

If friendly air units (other than helicopter units on FOB) are air-borne in the same hex as the enemy air units, no ground-air combat may take place.

The anti-air combat rating is in the blue rectangle on the unit counters. On the StratMap the anti-air rating is in the pale blue symbol on the lower part of the hex.

The range can be found on the RCS.



In the target hex, two distinct situations may arise:

15.7.1. The air unit was detected

a) ...before it entered the target hex:

Ground-air combat may be initiated before any air-ground attack. Apply hits to air units before conducting air-ground combat. If there is more than one unit capable of ground-air combat, each unit fires individually.

Air units that suffer a hit, immediately abort their mission, unaborted air units conduct the air mission.

b) ...after having entered the target hex:

Air-ground and ground-air combat happen "simultaneously", hits to air units do not influence combat ratings and no units abort their mission due to hits.

15.7.2. The air unit was undetected

If the air unit has not been detected air-ground combat is executed and hits applied. Air units are automatically detected after having completed their attacks and subject to ground-air combat.

15.7.3. Ground-Air Combat Procedure

Ground-Air combats are resolved one after the other, each ground unit with an anti-air rating and within combat range may fire once per hex the DETECTED air mission moves into. The player owning the ground unit rolls one die; if the roll is equal to or less than the unit's Anti-Air Rating, the Target marker is placed on the Air/Naval Combat Resolution Track in the space representing the difference between the die roll and the Anti-Air Rating. Remember: *Close Air Defense DRM* [15.7.4]

The player owning the air unit or stack immediately rolls 1d10; if the roll is less than the highest ECM Rating of any air unit in the stack, the Target Marker is moved toward zero on the Air/Naval Combat Resolution Track. Move the marker a number of spaces corresponding to the difference between the die roll and the ECM Rating.

The result of the attack, expressed in hits on the air unit or stack is read from the box above which the marker ends. If the marker moves past the zero space on the Track, there is no effect.

When a stack of air units suffers a specified number of hits, those hits are equally distributed, not inflicted on each unit. The air unit owner distributes hits. When hits are shared among air units in a hex, no air unit can be given a second hit until each of the units has taken one hit. Air units taking hits abort their current air mission at the end of the ground-air combat resolution.

Ground-air combat expends no Supply Points and can occur once for each ground unit for each hex the detected air unit enters.

Units with anti-air ratings of 0 may conduct ground-air combat exclusively against air units targeting them directly. [15.7.4] *Close Air Defense Systems*

Example: 15.7 Ground-air Combat



SITREP

A detected Soviet air unit enters the hex of the 3rd Armored Division HQ in order to launch a strike against it.

As the Soviet air unit has been detected before it enters the hex, the ground-air combat is resolved before it can complete its mission. The 3rd Armored Division HQ has an anti-air rating of **3**.

The NATO player rolls 1d10. If they roll equal to or less than the HQ's anti-air rating, they place the Target marker on the Air/Naval Combat Track on the relevant space. However, a -2 DRM is applied to the die roll because US units have the benefit of US Close Air Defense [15.7.4] *Close Air Defense Systems*.

Air / Naval Target											
0 Hit	1 Hit	1 Hit	1 Hit	2 Hits	2 Hits	2 Hits	3 Hits	3 Hits	3 Hits	4 Hits	4 Hits
< 0	0 Equal	1 Less	1 Hit Air/Naval Target	3 Less	4 Less	5 Less	6 Less	7 Less	8 Less	9 Less	>10 Less

The NATO player rolls a 3, which is modified by the -2DRM to a 1. They place the target marker on the 2 less space as the modified roll is 2 less than their anti-air rating. Looking at the row above the 2 less space for the number of hits that can be applied, (the bottom row is just for ground-ground combat), they see they have potentially scored one hit.

However, before any hits are resolved all air units may take evasive action using their ECM rating. For this Tu-22M3 aircraft, the ECM is 6. The Soviet player must roll a 1d10 roll to check if the air unit escapes the anti-air guns and missiles. The target marker will be moved to the left a number of spaces equal to the difference between their 1d10 roll and their ECM rating.

The Soviet player rolls a 4 which will move the target marker 2 spaces to the left as it is 2 less than the Tu-22M3's ECM rating. This means the air unit will still take 1 hit. The air unit must now abort its mission. Assuming the 1d10 would have been 3, (3 less than its ECM rating), the target marker would be shifted three spaces which means the Soviet air unit would have taken 0 hits and could have continued with its strike mission.



15.7.4. Close Air Defense Systems

In order to take into account different close air defense capabilities of ground units and ADN installations and air bases targeted by a strike air mission (Bombardment or CAS), use the following DRM in the resolution of the ground-air combat:

- **Netherlands** -3 DRM
- **US, French and West German units** -2 DRM
- **Belgium** -1 DRM
- **All WP** -1 DRM

Exception: Ground-Air combat against bomber role aircraft do not get this DRM. Consult the detailed aircraft tables in the Player Aids booklet to identify bombers.

Designer's note: Consider the printed ground-air combat rating as capability versus medium and high altitude air units flying over the ground units or installations. The DRM's listed above come into play when the lowest layer of air defense systems are used, like shoulder launched anti-air missiles.

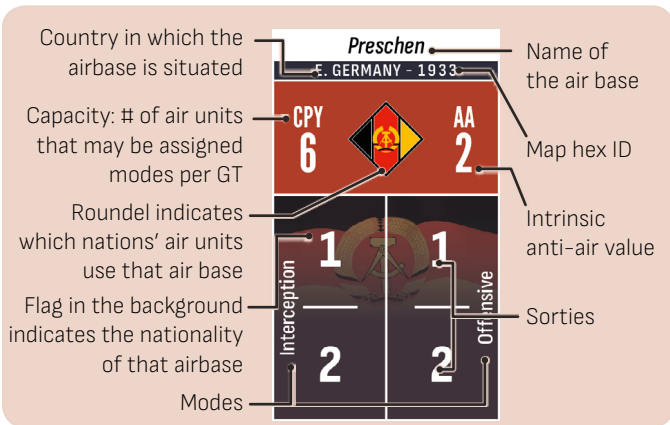
16. AIR WAR

16.1. Air Base (AB)

To launch air missions, an air base must be in Supply (checked during the Supply Phase).

Up to 6 air units may participate in a single mission, even if missions are launched from more than 1 air base [16.4.2] Raids.

All air bases have an anti-air (AA) defense value printed in the info box on the air base display. *Remember: Close Air Defense [15.7.4].* The number of air units that may be assigned modes per GT or initiate missions is limited by the air base capacity (CPY). 1 air unit per CPY point.



Deduct 1 from the capacity and anti-air value for every hit sustained on the air base. Use Hit markers on the info box of the air base display to show number of hits.

Use the info box of the air base display to park air units that:

- Players choose not to use
- That are not eligible to undertake air missions because they are exceeding air base capacity or the air base is out of supply
- Have no sorties left

For each hit on an air base, emergency air base, or airport, also inflict 1 hit to any air unit on the ground at the air base. Distribute equally in case of more than 1 hit, owner's choice. Air units taking a hit do also lose 1 sortie. Air units (even those hit) may stay on the respective mode tracks of the air base as long as it is "operative". An air base is "inoperative" once it has accumulated hits equal to its capacity, and each hit reduces this capacity. Air bases can take more hits than their capacity. "Inoperative" air bases cannot be used to land or sortie from until repaired.

❖ *Optional Rule [30.6] "Hardened Air bases"*

Air bases, emergency air bases, and airports can be permanently destroyed by use of nuclear weapons: put a destroyed marker on the AB display. Air units on the air base display are eliminated and withdrawn from the game. Attacks with chemical weapons reduce the sortie rate by one for the current game turn and score hits. Multiple chemical attacks have no cumulative effects on the sortie rate.

Air bases captured by enemy forces immediately cease to be operational for either player for all ensuing game turns. Air units on an air base being captured may be repositioned to any friendly air base in range but will have 0 sorties left after this forced movement.

All aircraft carriers act as air bases. [17.1.1.] Aircraft Carriers

[19.2] Repair

16.1.1. Emergency Air Base (EAB)

NATO and WP air forces prepared emergency air bases or airfields throughout Europe to ensure air operations could go on even after the loss of some air bases. These EAB included specially built stretches of German Autobahns. The countertermix provides EAB counters which may be deployed anytime during the GT. They may only be placed on Road or Airport hexes, West of the IGB for NATO and East of the IGB for WP. Any placed EAB may not be moved again in the game. Air units stationed on EABs are placed on the map on the respective EAB. EAB are permanently destroyed after taking the third hit and any air unit with it.

For each hit on an emergency air base inflict 1 hit to any air unit on the ground at the air base. Distribute equally in case of more than 1 hit, owner's choice.

Capacity: 1

Sortie rate: 1

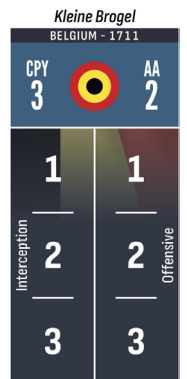
The one and only air unit that will use an EAB does not have to choose a mode during the Unit Assignment Phase, it may choose upon initiating a mission. Flip the EAB marker to its backside after the first and last sortie for the GT; NMC=non-mission capable. During the End Stage it will be flipped and eligible for launching one air mission during the next GT.

Designer's note: For those seeking more historical accuracy, use the hex number printed on the EAB counters.

16.1.2. Sortie Rate

The number of times an air unit may move per GT is the sortie rate. The numbered sortie boxes on the air base display are used to show the remaining sorties for an air unit by placing the unit in the appropriate box. Air units with 0 sorties remaining are put on the info box.

The sortie rate is different for NATO and WP. As a rule of thumb, NATO air units have 3 sorties per GT and WP air units 2. The sortie rate is reduced for the current GT if an air base was successfully attacked with chemicals. Move air units accordingly. Air units on EAB of FOB have 1 sortie per GT.



Example: 16.1.2 Sortie Rate

A Belgian air unit with 3 sorties finds itself on the sortie box #3 and it starts a mission.

On its return it has spent 1 sortie and "lands" in the sortie box #2.

1 The 23rd Squadron of the Royal Belgian Air Force has been assigned to interception mode and has not yet moved this game-turn, it has 3 sorties left.

2 The Squadron has scrambled on an interception mission, the "Air Mission Start" marker is put on the air base as a reminder.

3 The air unit returns to the same air base it took off from, stays in the mode to which it was assigned for the GT and is put in the sortie space 2. Now it has 2 sorties left. The air mission start marker is removed.

An air unit may move once per Action Stage, using 1 sortie.

To keep track, rearrange the air units as follows:

At the beginning of AS 2 => displace air units in sortie box 3 to box 2.

At the beginning of AS 3 => displace air units in sortie box 2 to box 1.

To be precise:

During AS 1, all eligible NATO units in sortie box 3 and all eligible WP units in sortie box 2 may move.

During AS 2, all eligible NATO units in sortie box 2 and all eligible WP units in sortie boxes 2 or 1 (who have not yet moved in AS 2) may move.

During AS 3, all eligible NATO units in sortie box 1 and all eligible WP units in sortie box 1 may move.

16.1.3. Forward Operating Base (FOB)

Vertical Take Off and Landing (VTOL) and helicopter units (only) may use FOBs instead of a regular air base (AB) or emergency air base (EAB) because of their capability to operate without runways. Any friendly ground unit may function as FOB.

Capacity: 1

Sortie rate: 1

VTOL and helicopter units:

- Stacking limit per FOB is 1, except during setup.
- Units based on a FOB do not have to choose a mode during the Unit Assignment Phase.
- May only stack with units from their formation.
- Air units operating from a FOB may initiate one special CAS mission per Combat Phase. This does not count against their 1 available sortie. This Close Air Support (CAS) mission can be in attack or defence. If in attack, it can only be into a hex adjacent to the air unit's FOB, where there is a declared ground combat. If in defence, it must be used to defend the hex occupied by the FOB.
- Air units initiating any other air mission than CAS have used their one sortie per GT. Use the NMC (non-mission capable) markers to show this status.

Whenever the only ground unit in the hex which is currently used as a FOB moves, you must move the air unit with the ground unit.

In retreat situations the air unit must stay stacked with the retreating ground unit.

In case the ground unit is destroyed while being used as a FOB, the air unit is also destroyed. Hits on ground units functioning as FOB do NOT translate into hits on air units. This is different to all other kinds of air bases.

[16.2.8] VTOL air units

16.1.4. Airport (AP)

Civil airports may be used by air units. These units stay on the map. In the next Segment where the owning player is active, the unit may fly to a friendly AB, no other air mission allowed. That air unit is out of sorties for the GT.

Use the NMC (non-mission capable) markers to show this status.

For each hit on an airport inflict 1 hit to any air unit on the ground at the air base. Distribute equally in case of more than 1 hit, owner's choice.

Capacity: 1

If the hex is entered by enemy ground units, the air unit is destroyed.

16.2. Air Units

Most aircraft represented in the game are combat aircraft. Some specialised air units like Early Warning Detection Aircraft (EWDA/ AWACS) and Electronic Warfare and Electronic Counter Measure (EW/ECM) units are included, as are VTOL aircraft and helicopter units.

16.2.1. EWDA/AWACS

Early Warning Detection Aircraft / Airborne Early Warning and Control System

EWDA/AWACS air units increase the detection capability substantially. It is through the proper positioning of EWDA units that control of a side's air space is achieved. These aircraft are designed to detect aircraft, ships and missiles at long ranges and perform command and control of the battlespace in an air engagement by directing fighter and attack aircraft strikes. Each counter represents about 3 aircraft.

They are always detected, always airborne and do not have to be assigned a mode.

During the Unit Assignment Phase they are placed on the map and/or



may be moved to any other hex on the map (without tracing a flight path). 1 hit is enough to permanently destroy them. They may not be repaired. The counter mix is the strict limit.

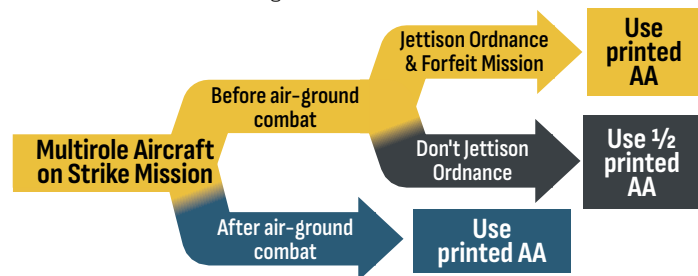
NATO E-3A EWDA (only) air units impact NATO air-to-air combat in a range of 10 hexes from the E3A unit as follows:

- 1 DRM to the NATO air unit air attack die roll;
- 1 DRM to the NATO air unit ECM defensive die roll.

Design note: NATO AWACS were much more capable than their WP counterparts and significantly improved the situation awareness of NATO planes.

16.2.2. Multirole aircraft

These air units have a good Anti-Air Rating and Bombardment (strike) Rating, although examination of the individual air unit types will indicate that one Rating is greater than the other. These units are characterized by flexibility. When co-located at the same air base, they create a varied and unpredictable threat for the other side to counter. Multirole (MR) air units on a Strike mission may jettison the air-ground ordnance. If that is done, it may not continue its strike mission but may conduct air-air combat only. If the multirole air unit does not jettison its air-ground ordnance, it may conduct air-air combat with half its AA rating and continue its strike mission if not aborted.



16.2.3. Interceptors - Fighters

These air units are predominantly air-to-air capable with an extremely limited bombardment capability or none at all.

16.2.4. Surface Strike - Bombers

The major use of these air units is surface strike (ground or surface naval), as might be expected with their substantial Bombardment Ratings. Some of these units have a secondary but poor air-to-air capability. Attack helicopters (AH-1, Mi-24) have a limited range, which requires them to be based near their targets, eventually closer to the frontline on a FOB.

16.2.5. Multi-Strike

These are multi-capable strike air units characterized by good Bombardment and/or Anti-Ship Missile Ratings. Some have long-range strike capability.

16.2.6. Sub-Surface Strike

These units can detect and attack submarines, they have a Sub combat rating (SS). The Ka-25, S-3 and SH-3 are usually based on aircraft carriers, whereas the P-3 is a long-range land-based asset. Both the P-3 and S-3 also have an anti-ship missile capability.

16.2.7. EW/ECM (Electronic Warfare / Electronic Counter Measures)

The EA-6 and EF-111 are electronic countermeasures (ECM) air units. When stacked with other air units, their high ECM Rating can be used for the benefit of the entire stack.

❖ *Optional rule is recommended for higher realism: [30.17] EF-111A Raven and EA-6B Prowlers*



16.2.8. Vertical Take-Off and Landing (VTOL)

A vertical take-off and landing (VTOL) aircraft is one that can hover, take off, and land vertically and **includes fixed-wing aircraft, and helicopters**. Some VTOL aircraft can operate in other modes as well, such as CTOL (Conventional Take-off and Landing), STOL (Short Take-Off and Landing), and/or STOVL (Short Take-Off and Vertical Landing) mode. For game purposes, all are treated as one class. VTOL units may operate from any friendly air base on the air base display, able to generate 2 or 3 sorties just as fixed-wing air units may do.



Special ability: VTOL units may also use FOB as per rule [16.1.3.] *Forward Operating Base*.

RED STRIKE

These units may also land in a clear hex void of ground units under the following limitations: The clear hex must be friendly controlled and “in Supply”. If no such hex is in range, the unit is eliminated. The only possible movement in the next segment is return to a friendly air base. Treat those units as having used up all possible sorties for the entire GT.

Special abilities of helicopter air units:

- Due to their extreme low-flying capability, helicopter units are never automatically detected by ADN, and detecting units suffer from a DRM.

NATO Unit Attempting Detection +2 DRM

WP unit attempting detection +3 DRM

16.3. Air Unit Modes

An air unit’s mode, in conjunction with the unit’s type, determines what missions the air unit is eligible to perform for the entire Game-Turn. Every air unit (except EWDA and units on a FOB or EAB) must always be assigned to either Interception or Offensive mode to be able to perform missions. Air units on an air base display with no mode assigned may not start any kind of mission.

Air units are assigned to modes during the Unit Assignment Phase of every GT; at no other time during the current GT may the mode be switched. To place an air unit in Interception or Offensive mode place the air unit counter on the Air Base display on the Interception or Offensive Track in the box with the highest sortie number. During the Unit Assignment Phase a player may also assign eligible air units from an air base or an aircraft carrier on a CAP mission by placing it —without tracing a flight path— in any hex (called its AO-hex) on the OpMap.

There is no limit to how many air units may stack but the capacity (CPY) of an AB is the maximum number of air units that may be assigned to modes, ergo undertake missions.

NOTE: Modes are attributed during the Unit Assignment Phase. Missions are planned and executed during the Action Stages (except CAP missions on the OpMap [16.4.3.6]).

16.3.1. Interception mode

PURPOSE: Intercept enemy air or naval units and prevent them from executing their mission.

An air unit in Interception mode may only perform interception or CAP missions.

Air units assigned to Interception move during the enemy Movement Segment and during the enemy Close Air Support air mission.

Interceptors must take off from the same air base and must move as a stack, except for air units that must abort. Stacking limit per mission is 6 air units. The raids rule is not applicable to interception missions; interceptors may only take off from 1 air base.

To undertake an Interception mission, the enemy unit to be intercepted must be a detected air or naval unit. The target unit may be on its way to or from its current mission target.

Interceptors may be detected by any eligible unit or installation.

In the ensuing air-air combat, failure to detect the interceptors results in hits being applied to the intercepted force first and take effect immediately before any further air-air combat resolution.

Note that, unlike other missions, an interception mission is considered concluded once the unit has finished its combat, not once it lands. This rule allows other interceptions to be launched at the same target before the previous interception units have returned to base. Interception missions may not be intercepted.

16.3.2. Offensive mode

PURPOSE: Execute air missions to inflict damage on enemy installations, ground, naval, and air units.

An air unit in Offensive mode may perform any mission (for which it is otherwise eligible), except Interception and CAP.

16.4. Air Unit Missions

Generally, an air mission begins with air units taking off from an air base, tracing a flightpath across the hexagonal grid, execute a specific mission against a given target and then trace a flightpath back to land at the air base they took off from.

Detected air units in range of enemy units with ground-air combat rating may be fired upon in each hex they move into, on the flightpath to and from their mission target hex.

Exception: ADN ground-air combat only one attack per mission, not per hex.

Example: On the outbound flight the air unit may be automatically detected by the enemy ADN and attacked by ground-air ADN combat. It might also be attacked by ground units if it overflies enemy ground units.

Depending on an air unit’s mode and type, the unit may be eligible for any of several available missions:

Anti-Air (Interception or Offensive)

The Anti-Air mission’s primary purpose is the destruction of enemy air units by attempting to lure enemy interceptors into air combat situations or to escort a strike mission.



Strike (Interception or Offensive)

Strike missions entail the release of air-to-surface ordnance against various ground and naval targets.



Early Warning Detection

EWDA (Early Warning and Detection Aircraft) units provide long-range detection capabilities to improve interception radii. [16.4.3.17]

Air Ferry

Repositioning of air units. [16.4.3.2]

Reconnaissance

By reconnoitering targets, these missions multiply the effectiveness of surface and missile strikes on that target. Reconnaissance missions are abstractly modeled by points and tracks. They are not conducted by air units proper. [16.4.3.16]



Combat Transport

Combat Transport is an air mission projecting airmobile or paratroop capable ground units to any eligible hexes on the OpMap. Combat transport missions are abstractly modeled by points and tracks. They are not conducted by air units proper. [16.4.3.4]

Designer’s note: Check out the flow charts in the player aids.

16.4.1. General Mission Prerequisites

To perform any mission, an air unit must meet the following requirements:

Mode: An air unit must always be in the mode appropriate to the mission type. [16.3] Air Unit Modes

Sortie Rate: Each air force in the game has a Sortie Rate, which limits the number of missions an air unit of that air force can undertake in a single Game-Turn. No air unit may undertake a mission in excess of its Sortie Rate. [16.1.2] Sortie Rate

Supply: Air units must always begin a mission from a supplied hex (AB, Airport, FOB, EAB) of the same side and spend Supply Points per mission depending on the mission:

- Strike missions: 2 SPs per air unit
- All other missions: 1 SP per air unit

[8] Supply

Exception: Air units taking off from aircraft carrier units or on EWDA air missions do not spend SPs.

Appropriate Segment: An air unit can undertake a mission only in the segment(s) designated per the Action Stages rule.

16.4.2. Raids

Air missions generated with air units from 2 (maximum!) take-off hexes are called raids. To plan a raid the player designates the form-up point/recovery point with the appropriate marker. The form-up point should be as close as possible to one but not inside one of the take-off hexes. The recovery point is the same hex as the form-up point, flipping the form-up point marker will show the recovery point symbol.

- The standard air unit movement, detection and combat rules are in effect during each of the way points.
- The stack may not split up voluntarily.
- Move the air units as a stack with the appropriate air mission marker(s).
- A maximum of 6 air units may stack in a mission, not 6 per air base.

1st way point: All participating air units must meet and group in the form-up point hex. They move from their originating hex to the form-up

point and may be detected and/or intercepted individually until reaching the form-up point.

2nd way point: From the form-up point they keep moving to the target hex as one stack. Flip the form-up point marker after the air units have left the hex.

Execute the air mission.

3rd way point: After the air mission is concluded, the air units are moved as a stack to the recovery point, where the raid recovers.

4th way point: At the recovery point the constituent units break off and move to the air base they started from.

16.4.3. Air Combat Missions

Air combat missions are either **ANTI-AIR** or **STRIKE** missions and must be executed in **Interception** or **Offensive mode**.

PROCEDURE: Place an appropriate mission marker with its generic undetected side showing on top of the air unit or stack. This is to hide from the opponent the type of mission and air units involved and signal that the air mission is undetected.

Once the unit or stack gets detected flip the mission marker to its detected side.

An air unit on an Anti-Air mission has an Anti-Air Mission marker placed on top of it. Regardless of its actual ratings, the unit is treated as if it has no Bombardment (B), Anti-Ship missile (AS), or Sub-Surface (SS) Rating until it lands again at an air base.

An air unit on a Strike mission has a Strike Mission marker placed on top of it. Regardless of its actual ratings, the unit is treated as if it has no Anti-Air Rating until it lands again at an air base.

*Exception: **Multirole** (M) An exception to these restrictions applies to those designated as multirole air unit [16.2.2], which have much greater flexibility.*

Whenever an air mission unit or stack, is detected **while moving to or from its target hex** and it is within combat range of any enemy unit (not necessarily the target of the air mission) with an Anti-Air Rating, the owning player may fire at the air mission.

In the target hex ground-air combat may happen before or after the strike, check rule [15.7] *Ground-Air Combat*

"Start of mission" markers are provided to help players remember from which air base the air units took off. These markers should be placed on the air base on the map and on the sortie box on the air base display the air mission took off.

16.4.3.1. EWDA Mission

Any Early Warning Detection Aircraft (EWDA) unit is eligible to perform an EWDA mission. They can be identified as such by the EWDA indicator on the counter.



The general purpose of an EWDA mission is to maintain a long-term, airborne capability for the detection of enemy air and naval units. EWDA air units and EWDA missions are somewhat anomalous in the context of the overall game system. Whereas other units represent actual squadrons of aircraft, the EWDA unit represents an abstract capability. Moreover, while other air missions require that an air unit departs an air base, performs a mission, and returns, the EWDA mission can last for the duration of the game, irrespective of Sortie Rates. For these reasons, the rules for the use of EWDA units vary from those governing the use of other air units.

PROCEDURE: Each Scenario specifies available EWDA units for NATO and WP. Each available EWDA unit may be placed on the Map during the unit assignment phase by the owning player in any hex, where it is considered to be airborne.

EWDA mission specifications:

- No supply point cost.
- Never land or take-off from an air base.
- Always detected.
- No combat values, but may be attacked and eliminated.
- Do not need to be assigned to one of the two air unit modes.
- Never move within the map during an Action Stage, meaning they cannot be intercepted.
- May be re-positioned from one hex to another during the Unit Assignment Phase.

- E-2C Hawkeye EWDA air units are placed in the same hex as the carrier they took off from and move with it.

Escorts can never be assigned to fly with EWDA units, although interceptors can be launched to stop enemy air units from attacking the EWDA unit.

Exception: An E-2 unit that is in the same hex as its US aircraft carrier may be moved with the carrier, but it may not be intercepted. If the E-2 leaves the carrier's hex, it may no longer move with the carrier, until it has been re-positioned — during a Unit Assignment Phase — over the carrier. As long as the E-2 is in the same hex as the aircraft carrier, it cannot be forced to land. If the aircraft carrier is sunk, the E-2 is permanently removed from play.

16.4.3.2. Air Ferry Mission

PURPOSE: Any air unit may perform a ferry mission in any eligible player segment. The purpose of a ferry mission is to reposition the air unit to another friendly operational air base in range of the air unit.

PREREQUISITE: Air units may may not have their sorties reduced by any means (moving, chemical attack...) before initiating an Air Ferry mission.

PROCEDURE: The player wanting to reposition an air unit announces the ferry mission and traces a flight path on the map from the actual air base to the destination air base where it has to be put in the info box, signaling that it has used up its sorties and may not initiate any other mission this GT. The enemy player may intercept or undertake ground-air combat if eligible. This repositioning costs 1 Supply Point.

16.4.3.3. Alert Air Units

MISSION: ALERT

MODE: INTERCEPTION or OFFENSIVE

Whenever a detected enemy air unit enters the hex of a friendly air base (AB), air units on the AB display may be alerted, up to the capacity of the AB. If the attacking air mission is undetected, no friendly air units may alert.

Fighters only may now engage in air-air combat. Alerted air units have their anti-air rating halved.

Alerted air units don't take hits from strikes against their AB.

Air units having no sorties left may not be alerted.

Alerted air units have spent 1 sortie. No SP are spent.

If the capacity of the air base is reduced by the strike mission any alerted airborne air units in excess of the new capacity must land at another air base, complying with rule *Air Base Operations* [26.3] and in range.

16.4.3.4. Airmobile/Paradrop transport by air

During any eligible segment determined by the mode the unit to be transported is in, a player may launch a Combat Transport Mission, an Airmobile/Paradrop Transport by stating whether it is made using helicopters or transport aircraft. [11.4.2] *Combat Transport*

Eligible ground units: Airborne, Airmobile, Mountain, Paratroop, or Marine ground units that have not yet moved in the current game turn and are in a valid starting hex.



Trace a flight path to the unit's destination hex using the airmobile/paradrop transport marker.

Eligible destination hexes: clear, woods, city, rough or wooded rough. Check the DRM modifiers in the table below.

Follow detection and ground-air combat rules by enemy units or enemy installations with ground-air combat capability.

Transported ground units take 1 hit (and are flipped to their reduced side if not already there) for each hit inflicted on the transport aircraft or helicopters. Move the marker for available transports in the game for that player, 1 space towards 0.

Transport aircraft or helicopters have no defensive ECM rating.

Note: *Players may wish to use the raids rule to escort the transport with an anti-air mission.* [16.4.2] *Raids*

Transport helicopters

Valid starting hexes for helicopter transport are any clear or rough hexes or functioning air bases or airports. The movement allowance is 10 OpHexes. This move may be detected, and ground-air combat may be undertaken. A detected transport helicopter may be intercepted.



RED STRIKE

Transport aircraft

Valid starting hexes for air transport are functioning air bases or airports. The flight path may be of unlimited length. This move may be detected, and ground-air combat may be undertaken. A detected transport aircraft may be intercepted.

Immediately after the transport (either helicopter or aircraft) has arrived at the destination hex, roll 1d10 per ground unit. The DRM are cumulative.



Die Roll (1d10)	Result
≤1-5	Successful. Place unit in hex.
6-8	Successful. Gain one Hit. Place unit in hex.
≥9	Unit Eliminated
Die Roll Modifiers	
-1	if unit transported by helicopters
-1	If unit drops in clear
+1	if unit drops in rough, woods, city
+2	If unit drops in wooded rough
+1	if destination hex in EZOC

After being transported, the ground units may spend half of their normal MP allowance.

No airmobile or paradrop transport is allowed into interdicted or enemy occupied hexes.

INTERCEPTION MODE

16.4.3.5. Air-Air Interception

MISSION: ANTI-AIR

PURPOSE: Air-Air Interception is used to attack enemy air units that are engaged on Offensive missions. Intercepting Interception missions is not possible.

SPECIAL PREREQUISITES: The enemy unit to be intercepted must be a detected enemy air unit, which has moved at least one hex during the current Action Stage. Putting the units or air mission markers in the take-off hex is considered moving for detection purposes.

PROCEDURE: The player attempting to intercept announces his intention, indicates the target of his attempt, and places the Anti-Air Mission marker on top of the intercepting unit or stack of units, on its undetected side. Follow these steps immediately upon the announcement:

- Place the intercepting air units with an undetected air mission marker on the take-off hex. This is considered moving for detection purposes.
- The mission air units move two hexes (OpMap) or 1 hex (StratMap) and stop moving.
- The interceptors move two hexes (OpMap) or 1 hex (StratMap).
- The air mission moves two hexes (OpMap) or 1 hex (StratMap).

This alternating movement proceeds until either or both interceptors and or mission air units are in air-air combat range (if available, in range of their respective stand-off weapons [16.5.1] *Air-Air Combat with stand-off weapons*) and may initiate air-air combat (the interceptors must have been detected for the intercepted units to be able to initiate combat.). Combat is not mandatory, and players may choose to continue moving their units. The last opportunity for air-air combat occurs when both units/stacks enter the same hex.

Mission air units are allowed to move to their target hex by a more indirect route to try and evade their interceptors or simply return to their air base/s without completing the mission. If the intercepting air units end up returning to their base without having intercepted the enemy air units, they still count as having used up one sortie.

[16.5] *Air-Air Combat*; [30.13] *Variable aircraft speed (optional)*

Air-Air Interception Combat Procedure

If air-air interception is triggered by enemy air units on a Strike mission entering the interceptor's air base or carrier hex without having been detected, the following chain of events occur. Firstly, the enemy strike air units may conduct their air-ground/surface combat with the results of that being applied. Then all eligible ground-air or naval-air fire due to the automatic detection of air units after executing strike missions takes place. Lastly, any eligible interceptor planes on the air base can intercept the air mission.

If the interceptors have already taken off and the offensive enemy units enter the hex they occupy, air-air combat occurs immediately before any mission can continue.

Once opposing air units are in the same hex or in combat range, air-air combat may occur. The sequencing of air-air combat depends on three factors: What type of air mission is intercepted? Is it escorted? Have the interceptors been detected?

The intercepted air units are on **Anti-Air Mission**:

- A. They have **detected** the interceptors; then a simultaneous air-air combat takes place, with all units returning to their air bases at its conclusion, the mission and the interception are considered finished.
- B. They have **not detected** the interceptors: The interceptors conduct air-air combat. After the combat results have been applied, mission air units conduct air-air combat against the interceptors. After the combat, all units return to their air bases the mission and the interception are considered finished.

The intercepted air units are on a **Strike Mission with escorts**:

- A. They have **detected** the interceptors; then a simultaneous air-air combat takes place between interceptors and escort air units. If the number of interceptor units exceeds the number of escort units (and only then!), the owning player may individually allocate his excess interceptor units to either participate in attacking the escorts or bypass the screen of escorts and attack other mission air units. No air unit may do both. After the combat interceptors' mission is then considered finished. Unaborted offensive mission units may continue their mission.
- B. They have **not detected** the interceptors; the interceptors conduct air-air combat against escort air units. If the number of interceptor units exceeds the number of escort units (and only then!), the owning player may individually allocate his excess interceptor units to either participate in attacking the escorts or bypass the screen of escorts and attack other mission air units. No air unit may do both. After the combat results have been applied, escort air units conduct air-air combat against the interceptors. After the combat the interceptors' mission is considered finished. Unaborted offensive mission units may continue their mission.

It is a **Strike Mission without escorts**:

Normally, strike mission air units may not shoot back at the interceptors. The interceptors effectively get a "free shot". The exception is multirole air units which may use ½ of their anti-air combat rating or the full rating. Check rule [16.2.2] *Multirole Air Units*.

- A. They have **detected** the interceptors; then a simultaneous air-air combat takes place between interceptors and any multirole strike air units that wish to participate. Interceptors that are not engaged in simultaneous air-air combat by multirole strike air units, may attack other strike air units present in the hex. Once all these combats have been resolved, the interceptors' mission is then considered finished. Unaborted offensive mission units that have not jettisoned their air-ground ordnance may continue their mission.
- B. They have **not detected** the interceptors; the interceptors conduct air-air combat against any strike air units they wish to. After the combat results have been applied, any surviving multirole strike air units may conduct air-air combat against the interceptors. Once all these combats have been resolved, the interceptors' mission is then considered finished. Unaborted offensive mission units that have not jettisoned their air-ground ordnance may continue their mission.

Important note: *Multirole air units on strike mission jettisoning their ordnance and switching to anti-air mission may NOT continue their mission!* [16.2.2] *Multirole Air Units*

Post-Interception Procedure

After combat, the interceptors and aborted air units (those who have taken at least one hit) return to air bases, with any unaffected mission air units continuing their mission. All air units use the appropriate alternating movement as before air-air combat. The interceptor mission is considered concluded at this time (although the air units have not necessarily landed) and new interception attempts can be initiated, meaning other interceptors may take-off.

Note: *If the interceptors used stand-off weapons the interceptor mission is NOT concluded, but they may not use stand-off weapons again in this same mission.*

If interceptors returning from a mission arrive at their air base simultaneously with enemy air units on a Strike mission aimed at the interceptor's air base, the interceptors are considered to still be in the air (take no hits from Bombardment of the air base).

16.4.3.6. CAP (Combat Air Patrol)

MISSION: ANTI-AIR or STRIKE

PURPOSE: The general purpose of CAP is to protect a specific area or asset from hostile forces.

CAP is a very specific type of interception mission. It differs from a normal interception because, although it reduces the range at which an air unit can intercept and how many units can intercept, it is still able to respond more effectively to enemy air or naval threats.

Rules concerning CAP missions on both maps.

- Detected air or naval unit(s) can be intercepted by an in range, eligible air unit on a CAP mission with the appropriate Combat Rating; anti-air (AA) against air units, anti-ship (AS) against surface naval units; anti-submarine (SS) against submarines.
- No CAP mission can move to intercept enemy units while another CAP mission is unresolved.
- An air unit can only perform CAP against an enemy unit/s once during its movement/mission. It cannot intercept it twice.
- CAP missions are limited to one air unit.
- CAP missions may not be intercepted.
- CAP missions from an aircraft carrier (or an AO-hex originating from an aircraft carrier) do not cost any supply points. Nor do they count towards the limit of CAP allowed on OpMap.

Optional rule [30.7]: Paying the in-flight refueling supply points extends the CAP range by 1 hex on the StratMap and to 20 hexes on the OpMap.

CAP Procedure on both maps

- A player initiates a CAP mission by placing an eligible air unit within CAP range -- without tracing a flight path -- directly into the hex from which it wishes to attack the enemy unit/s it is intercepting.
- Each enemy unit that is eligible may make one attempt to detect the unit performing CAP. This is not limited to the hex that is being intercepted.
- If the detection is successful, the CAP unit can be engaged by any enemy unit that is able to do so. This is resolved simultaneously with the attack of the unit undertaking its CAP mission.
- If they are unsuccessful, the CAP unit makes its attack first. It will then automatically become detected and may be engaged by any enemy unit that is able to do so.
- If the enemy unit/s moves again (whether they have aborted or not), another air unit on CAP mission may intercept this unit/s.

If the CAP mission uses a BVR for its first attack

Players use the same procedure as described above, apart from the last bullet point. If the CAP unit uses stand-off weapons that are outside the detection range of any enemy unit, they are not automatically detected. After the BVR attack has been made, the air unit on the CAP mission may then enter the hex of the enemy unit/s it wishes to intercept to perform another engagement. If it does so, this provides enemy units with a final opportunity to detect it. If the detection is successful, the CAP unit can be engaged by any enemy unit that is able to do so. This is resolved simultaneously with the attack of the unit undertaking its CAP mission. If they are unsuccessful, the CAP unit makes its attack first. **It will then automatically become detected and may be engaged by any enemy unit that is able to do so.**

Regardless of whether the unit on the CAP mission used its BVR or not, if it enters a hex that already contains units of both sides, the CAP mission in the hex is fully resolved first, (both friendly and hostile fire).

Post-CAP Procedure: (CAP mission resolved)

- OpMap: CAP air unit flies back to its AO-hex.
- StratMap: It is placed back (not flown) onto the air base display in a space indicating that a sortie has occurred.

16.4.3.6.1. Combat Air Patrol (CAP) on the StratMap

There are important differences between how CAP works on the strategic map (StratMap) when compared to the operational map (OpMap).

Air Units eligible to undertake CAP:

- Mode: Must be in Interception Mode
- Sorties: Must have at least one sortie remaining
- Hits: Cannot have any hits

To perform CAP a detected enemy air or naval unit must be within CAP range. CAP range is:

- 2 StratHexes from a US aircraft carrier or air base

- 1 StratHex if any other nation.

16.4.3.6.2. Combat Air Patrol (CAP) on the OpMap

CAP missions on the OpMap are handled differently to those on the StratMap. To perform CAP on the OpMap, air units must be assigned an Area of Operations (AO).

Area of Operations (AO):

During the Unit Assignment Phase a player may assign eligible air units from an air base or an aircraft carrier on a CAP mission by placing it -- without tracing a flight path -- in any hex (called its AO-hex) on the OpMap. This AO-hex must be outside the range of any operational enemy ADN installations (even if only partially operational) and within 10 hexes of the aircraft carrier or air base it originated from. This can be the hex containing the aircraft carrier or air base! The air unit cannot have any hits on it, during the Unit Assignment Phase, (it does not lose the ability to do CAP if it gains hits during the GT and stays in its AO-hex).

Important: Each air unit assigned to perform a CAP mission from an AO-hex originating from an air base costs 9 SPs for the WP and 6 SPs for NATO. This is a one-off payment for the GT and is paid upon assignment. No SP cost for CAP from carriers. A maximum of 5 NATO and 3 WP air units may be assigned to CAP missions from AO-hexes originating at air bases. Each carrier may initiate 1 CAP.

Rules concerning the use of CAP from AO-hexes:

- No more than one unit may be in each AO-hex.
- CAP markers must be used to indicate from which air base the air unit took off and to hide the air unit in its AO-hex with the undetected side of the marker.
- Once detected, the air unit remains detected for the rest of the GT. Flip the CAP marker to show its detected side and keep it in the AO-hex.
- CAP mission air units may move out of their AO-hex and intercept any detected enemy air unit(s), but the distance may not exceed 4 hexes, (counted from the AO-hex). Move units as during air-air interception.
- During the End Stage of a GT, players must remove CAP mission markers from the AO-hexes and place the air units back on their aircraft carrier/air base.

As an important exception to the normal sortie rate, there is no limit to the number of CAP interceptions an air unit may perform from an AO-hex during its CAP mission. Hence the very high supply cost. However, players should remember they can only perform CAP with one air unit. It can only be against an enemy unit/s once during that units' movement/mission.

Effect of an AO-hex being attacked or overrun:

- Hits by nuclear or chemical weapons on an AO hex are ignored by units there on CAP as the hex location of the CAP unit is only an abstract positioning which in reality are flights of squadrons shifting their presence over a pre-designated area of patrol.
- Likewise, the AO hex being overrun does not affect units on a CAP mission.

Designer's note: During playtesting it became apparent that too often the normal interception rules did not permit an interception and thus left the forward ground units unprotected. Given the NATO doctrine, this was unrealistic. Thanks to my play testers, the existing CAP rule was rewritten to reflect CAP and AO (Area of Operations) in the most comprehensible way. Although the rules around CAP add some complexity and counters, I am convinced it completes the air war system. The WP doctrine was heavily reliant on mobile SAM (S-75 and S-12, which were designated by NATO as the SA-2 and SA-6) instead of large fighter cover, but it did not exclude achieving local air superiority where their ground troops were achieving a breakthrough.

16.4.3.7. Air-Naval Interception

MISSION: STRIKE

PURPOSE: Air-Naval Interception is used to attack enemy naval units during the enemy player's portion of a Movement Phase.

SPECIAL PREREQUISITES: The enemy unit to be intercepted must be a detected enemy naval unit, which has just moved at least one hex during the current Action Stage.

PROCEDURE: Once all the prerequisites have been met, the player announces which enemy naval unit they are targeting and place a Strike Mission marker on top of their intercepting unit(s).

The enemy naval unit immediately ceases its movement in the hex it occupies upon the announcement of the interception attempt. The intercepting player traces a flight path to the target with his air unit(s) to within their AS or SS (if the target is an "At sea" submarine), or Cruise Missile range (whichever the intercepting player will use) of the targeted naval unit. It must then attack the target naval unit and then return to the air base from which it started the mission.

If the intercepting air units were detected prior to their attack, the naval unit or stack in the target hex may initiate naval-air combat. Apply combat results of both combats (naval-air and air-naval) simultaneously.

If the interception air unit/stack was not detected before launching their attack, they will be automatically detected at the conclusion of the attack and may be attacked by the naval units in the target hex after the results of air-naval combat have been applied. [17.6] *Naval-Air Combat*

Intercepted naval units may continue to move after the interception, even if they have taken hits, and may be intercepted again in the next hex they move into.

OFFENSIVE MODE

16.4.3.8. Air Superiority

MISSION: ANTI-AIR

PURPOSE: The objective of an Air Superiority mission is to establish air dominance and to prevent the enemy from conducting any effective offensive or defensive air operations. Air Superiority missions are typically carried out by fighter aircraft equipped with air-to-air weapons and advanced sensors and avionics. These aircraft are designed and optimized for air combat.

PROCEDURE:

Place an Anti-Air Mission marker with the air unit and trace a flight path. Regardless of its actual ratings, the unit is treated as if it has no Bombardment, Anti-Ship missile (AS), or Sub-Surface Rating until it lands again at an air base.

16.4.3.9. Escort

MISSION: ANTI-AIR

PURPOSE: The general purpose of an Escort mission is to keep enemy interceptors from destroying friendly strike air units.

SPECIAL PREREQUISITES: The escorting unit must accompany at least one air unit that is on a mission other than an anti-air mission.

PROCEDURE: Place an Anti-Air Mission marker on top of the air unit and trace a flight path together with any other air unit that is not on an anti-air mission.

An Escort unit may never leave the hex occupied by the unit it is escorting unless the Escort is itself destroyed or forced to abort.

All Escort units in a hex must be attacked before an interceptor can attack an escorted unit. Excess interceptors may attack the escorted air unit(s).

Regardless of its actual ratings, the escorting unit is treated as if it has no Bombardment, Anti-Ship missile (AS), or Sub-Surface Rating until it lands again at an air base.

[16.4.3.5] *Air-Air Interception*; [16.4.2] *Raids*

16.4.3.10. Anti-Ship Strike (AS)

MISSION: STRIKE

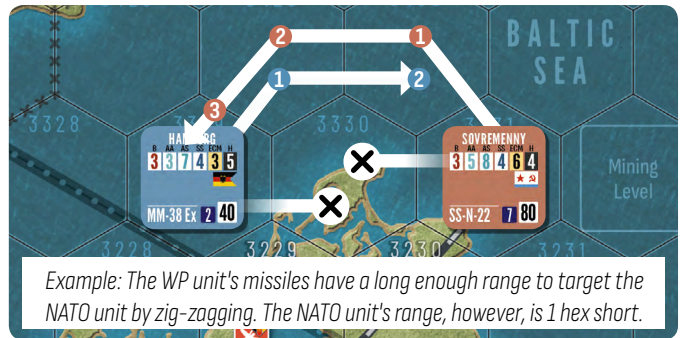
PURPOSE: The general purpose of an AS is to destroy or damage enemy naval surface units, including convoy units.

SPECIAL PREREQUISITES: Target must be detected and in range.

PROCEDURE: Place a Strike Mission marker with the striking air unit and trace a flight path to the target. If the unit reaches (or is in range of) the target hex, the owning player reveals the Strike Mission marker and may attack any single enemy surface naval unit (within limits of rule [17.9] *Screening Force*), or convoy present. The results of the strike are determined according to the procedure for air-naval combat.

Air units capable of launching missiles at long range do not have to enter the target hex and do not use their AS rating. Instead, the owning

player should consult the counter or missile table to find the range of these missiles and use the missile table for the combat resolution. The trajectory of long-range anti-ship missiles must never enter a coastal water or land hex but can zigzag if their range allows it.



If the unit enters the target hex to make its attack, then it should use its AS Rating. It does not use the missile table for combat resolution. [RCS] See also [17.9] *Screening Force*

EXAMPLE: The Soviet Tu-22M2 carries the AS-4 anti-ship missile. The air unit may attack naval units at a range of 14 operational hexes and would then use the missile table for the combat resolution. This shows a 57% probability of hitting the target with a HE warhead. If the air unit entered the hex of the naval unit it may use its AS rating of 9, raising the probability of a hit to 90%. The Soviets would probably hit or even sink the naval unit but take the risk of being shot down at close quarters.



16.4.3.11. Surface strike

MISSION: STRIKE

PURPOSE: The general purpose of a Surface Strike mission is to destroy or damage enemy units or installations by bombing the target hex.

PROCEDURE: Place a Strike Mission marker on top of the striking air unit and trace a flight path to the target. If the unit reaches (or is in range of) the target hex, the owning player reveals the Strike Mission marker and may attack any enemy installation, ground unit, or detected naval surface unit present in the target hex. The results of the strike are determined according to the procedure for air-ground or air-naval combat.

Air units capable of launching missiles at long range do not have to enter the target hex and do not use their B rating. Instead, the owning player should consult the counter or missile table to find the range of these missiles and use the missile table for the combat resolution.

If the unit enters the target hex to make its attack, then it should use its B Rating. It does not use the missile table for combat resolution.

[16.7] *Air-Naval Combat*; [15.1.5] *Cruise Missiles*

Refer also to the Bombardment Modifier Table.

16.4.3.12. Close Air Support (CAS)

MISSION: STRIKE

WHEN: Close Air Support in Combat Phase

PURPOSE: The purpose of a Close Air Support mission is to support friendly ground units adjacent to enemy ground units, in defense and attack. Multiple CAS missions from different air bases or FOBs may be flown sequentially against the same hex(es) until a successful CAS mission has been flown. No further air strikes may be flown after that.

PROCEDURE: Place a Strike Mission marker on top of the striking air unit and trace a flight path to the target. If the unit reaches (or is in range of) the target hex, the owning player reveals the Strike Mission marker and may attack any ground unit present in the target hex. The results of the strike are determined according to the procedure for air-ground combat.

Air units capable of launching missiles at long range do not have to enter the target hex and do not use their B rating. Instead, the owning player should consult the counter or missile table to find the range of these missiles and use the missile table for the combat resolution.

If the unit enters the target hex to make its attack, then it should use its B Rating. It does not use the missile table for combat resolution.

Use "CAS" markers to visualize a successful Close Air Support mission. Successful = according to the Air/Naval Resolution Track the attack would have resulted in at least one hit on a ground Combat unit. However, this hit is virtual and NOT inflicted on any unit present in the hex. The CAS marker makes for a combat modifier in the ensuing ground-ground combat resolution. Additional hits beyond the first are inflicted any ground unit/s in the target hex. Only one CAS marker is ever placed in a hex.

Refer also to the Bombardment Modifier Table.

[16.6] Air-Ground Combat

16.4.3.13. Interdiction Strike

MISSION: STRIKE

PURPOSE: The general purpose of an Interdiction Strike mission is to interdict enemy routes of advance, cut supply, reinforcements, or retreat.

PROCEDURE: Place a Strike Mission marker on top of the air unit and trace a flight path to the target. If the unit reaches (or is in range of) the target hex, the owning player reveals the Strike Mission marker and may attack the hex in order to interdict it. The results of the strike are determined according to the procedure for air-ground combat.

Air units capable of launching missiles at long range do not have to enter the target hex and do not use their Bombardment (B) rating. Instead, the owning player should consult the counter or missile table to find the range of these missiles and use the missile table for the combat resolution.

If the unit enters the target hex to make its attack, then it should use its B Rating. It does not use the missile table for combat resolution.

Use "Interdiction" markers to visualize a successful interdiction mission. Successful = according to the Air/Naval Resolution Track the attack would have resulted in at least one hit on a ground Combat unit. However, this hit is virtual and NOT inflicted on any unit present in the hex. Additional hits beyond the first are ignored. Multiple interdiction markers have no more effect than 1 marker. The effects of successful interdiction are described in [11.1.3.] Interdiction.

Refer also to the Bombardment Modifier Table.

[11.1.3] Interdiction

INTERDICTION EXAMPLE:

A US F-15 flies to Operational Hex 1625 on a Strike mission with the intention of interdicting a hex. When the F-15 arrives at the hex, it is intercepted by an enemy MiG-23 air unit. If the MiG-23 in the ensuing air-air combat inflicts a hit on the F-15, then the F-15 automatically aborts the Strike mission and fails to interdict the hex. If the MiG-23 fails to inflict a hit on the F-15, then the die is rolled; if the die roll is equal to or less than the F-15's Bombardment Rating, the F-15 interdicts the hex and an "Interdiction" Marker is placed in it. If the die roll is greater than the Bombardment Rating, then no marker is placed. Regardless of the result, at the conclusion of the die roll resolution, the F-15's Strike mission is concluded, and it must fly back to its air base.

16.4.3.14. Minelaying / Minesweeping

MISSION: STRIKE

PURPOSE: The purpose of Minelaying is to attack surface naval units through mine attacks. Minesweeping removes mines. [17.7] Mines

SPECIAL PREREQUISITES: Only eligible units carrying one or a combination of mine symbols:



PROCEDURE: Place a Strike Mission marker on top of the air unit and trace a flight path to any hex in the sea zone that is to be mined or swept. If the unit penetrates to the sea zone, the owning player reveals the Strike Mission marker and may lay down or remove one level of mines in the sea zone. Cost: +10 MPs (Added to MP cost)

16.4.3.15. Sub-Surface Strike (SS)

MISSION: STRIKE

PURPOSE: The general purpose of a Sub-Surface Strike mission is to destroy or damage enemy submarine units. Also called anti-submarine warfare (ASW).

PROCEDURE: Place a Strike Mission marker on top of the air unit and trace a flight path to the target. If the unit reaches (or is in range of) the target hex, the owning player reveals the Strike Mission marker and may attack a single detected submarine unit. The results of the strike are determined according to the procedure for air-naval combat.

Air units capable of launching anti-submarine missiles at long range do not have to enter the target hex and do not use their SS rating. Instead, the owning player should consult the counter or missile table to find the range of these missiles and use the missile table for the combat resolution.

If the unit enters the target hex to make its attack, then it should use its SS Rating. The exception is if the submarine is "In port", in which case the air unit uses its AS rating. Either way, it does not use the missile table for combat resolution.

16.4.3.16. Reconnaissance Air Mission

Air reconnaissance missions are handled abstractly, without any air unit counters being moved.

PURPOSE: Reconnaissance is crucial for boosting the effectiveness of strikes against enemy units and installations. Even ground units and installations which are always treated as detected. Reconnoitering the target before a CAS mission or bombardment, doubles the B rating of a surface strike and cancels the negative DRM for missile strikes against some non-reconnoitred targets. Additionally the exact contents of the reconnoitred hex must be disclosed.

During Offensive mode Movement Phases, a player may initiate any number of reconnaissance air missions, up to the number he has at his disposal per GT.

Check Scenario instructions to see how many missions each side has available per GT. Players should record the completion of every mission by moving the "Available Recce (GT)" marker 1 space towards O.

PROCEDURE:

It's a 5-step process:

1. Designate the target of the reconnaissance air mission (ground/ detected naval units or installations can be the target). Undetected naval units cannot be targeted for reconnaissance.
2. Move the "Available Recce (GT)" marker 1 space towards O on the general track. Spend 1 SP.
3. Roll 1d10 to find out if the mission is successful:

Terrain	Target Type					
	LRMU, Submarine u.		HQ, Assault units, ADN Inst., Naval Surface units, EAB		POMCUS, Air Base, Airport, Other Inst., Interdiction	
	WP Spotter	NATO Spotter	WP Spotter	NATO Spotter	WP Spotter	NATO Spotter
Clear/ Rough / Swamp						
Mountains / Coastal	3	4	4	5	9	9
Water / Town						
Woods / W. Rough /						
W. Mountain / Open	2	3	3	4	7	8
Water / City						
Roll 1d10: if equal to or lower ► Success: put reconnoitred marker on unit						

4. Mark any ground target with a "Recon" marker immediately after the successful reconnaissance die roll.

Important: Immediately remove the "Recon" marker from ground units that move from the hex in which reconnaissance took place.

5. Roll 1d10 to determine whether there were casualties: On a roll of 10 there has been a substantial number of aircraft downed or damaged. For each casualty, move "Available Recce (GAME)" to indicate one reconnaissance air mission is permanently lost.

Die Roll Modifiers:

- Target hex in Fully operational ADN: +2
- Limited operational ADN: +1
- Ground-Air rating of the target: +½ AA rating.

Reset the "Available Recce (GT)" marker during the End Stage, reducing it for any casualties incurred. Over the game players will find their reconnaissance resources dwindling down.

16.5. Air-Air Combat

Whenever opposing air units are in air combat range (check the RCS) and at least one of them is detected, air-air combat can be initiated with air units using their Anti-Air ratings (AA), each air unit attacking separately. If air-air combat is resolved on the StratMap and both units occupy the same hex; use the printed AA rating on the counters, not the BVR combat ratings.

Step 1: Allocation

The interceptor player allocates his air units to target units (escorts first).

Step 2: Anti-Air

The firing player rolls 1d10 for each firing air unit. If the result is equal to or less than the firing unit's Anti-Air Rating, the Target Marker is placed on the Air/Naval Combat Resolution Track in the box corresponding to the difference between the die roll and the Anti-Air Rating. Anti-air against "Low maneuvering or low speed aircraft": -1 DRM.

Step 3: ECM

The other player rolls 1d10:

If the die roll is less than the highest ECM Rating among all of his air units in the hex, the Target Marker is moved toward zero on the Air/Naval Combat Resolution Track a number of spaces equal to the difference between the die roll and the ECM Rating. The air units suffer the number of hits in which the marker is located. If the marker moves past the zero space on the Track, there is no effect.

If the die roll is equal or greater than the highest ECM Rating among the air units, then the marker stays in the box where it has been put in Step 1, and the air units suffer the number of hits in which the marker is located.

Designer's note: EW air units included in the game operating with any air mission have a high ECM rating to portray their enhanced jamming capabilities.

[16.2.7] EW/ECM air units

Step 4: Combat results

The result of the attack, expressed as hits on the air units, is read from the blue box above which the marker ends.

If the combat is simultaneous, all units complete their air-air combat before either result is applied.

If combat is not simultaneous (only one side has detected the other), then after the undetected air units have fired and hits have been applied, they are automatically detected, and eligible air units may now retaliate with air-air combat. However, any modifiers to their ratings due to hits just received are applied, as the combat is not simultaneous.

Reminder: NATO E-3A EWDA units impact air-air combat.

[16.2.1] EWDA, [16.4.3.5] Air-Air Interception

16.5.1. Air-Air Combat with stand-off weapons (BVR)

Some air units are capable of initiating air-air combat at a range of 1 or more operational map hexes (shown on the [RCS] chart):

Strat Hex R.	0					1											
	Op Hex R.	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
F-14 (AIM-54 Phoenix)	Air	•	6	5	5	4	4	3									

Using stand-off weapons works exactly like air-to-air combat, using the value in the column for the appropriate range (including the target hex) as anti-air rating. Obviously, combat is only simultaneous if the target also has stand-off AA weapons and both sides are detected.

After the completion of the BVR combat, all air units have spent their long range anti-air missiles. Mark these air units with the respective marker. If not aborted these air units may continue their mission and conduct air-air combat with their AA rating whenever they share a hex with a detected enemy air unit.

Note: There is only 1 air unit (F-14) capable of BVR air-air combat at 1 StratHex range.

16.6. Air-Ground Combat

Whenever an air unit with a Bombardment Rating (B) on a Strike mission is in the same hex as a ground unit or installation, the air unit may attack the ground unit. If more than one air unit attacks, each attack separately.

The bombing player rolls one die for each bombing air unit. If the result is equal to or less than the firing unit's Bombardment Rating, the Target

marker is placed on the Air/Naval Combat Resolution Track in the box corresponding to the difference between the die roll and the Bombardment Rating. The result of the combat is expressed in hits on the ground unit on the green row below the box where the "Target" marker is.

[Air/Naval Combat Resolution Track]

Any air units taking hits prior to their attack, possibly by ground-air combat in the target hex, immediately abort their mission without conducting air-ground combat.

Hits on ground unit stacks are distributed at owner's choice, also check [14.1] Hits on Ground Units.

Exception: if the target hex has been reconnoitered, treat the air-ground combat the same way as [16.6.1] Precision bombing.

Exception: [16.6.1] Precision Bombing

The following circumstances modify the die roll of an air strike (all modifiers are cumulative):

- +2 when attacking a target in any type of mountain terrain.
- +1 when attacking a target in a city (full and partial), woods or wooded rough hex.
- Bombardment rating doubled if target has a Recon marker on it.

Eligible air units may also conduct air-ground combat by launching cruise missiles. [15.1.5] Cruise Missiles, [15.1.4] Long Range Missile Units, [15.7] Ground-Air Combat, [16.4.3.16] Reconnaissance Air Mission

16.6.1. Precision Bombing

If eligible (B) air units conduct a successful strike mission, the attacking player may choose the target to take hits. No restrictions apply and these hits may destroy the unit.

All missile and cruise-missile strikes (initiated by air, ground, or naval units) attacks are precision bombing attacks at long range. [15.1.3] Cruise Missiles; [15.1.4] LRMU.



16.7. Air-Naval Combat

Whenever an air unit on a strike mission is in the same hex as a detected enemy surface naval unit or "In Port" submarine unit, the air unit may attack using its Anti-Ship Rating (AS).

If in the same hex as a detected "At Sea" submarine unit, it may attack using its Sub-Surface Rating (SS).

The firing player rolls one die; if the result is equal to or less than the firing unit's Combat Rating (whichever is being used), the Target marker is placed on the Air/Naval Combat Resolution Track in the box corresponding to the difference between the roll and the Combat Rating.

The other player immediately rolls one die; if the roll is less than the ECM Rating of the target naval unit, the Target marker is moved toward zero on the Air/Naval Combat Resolution Track a number of spaces equal to the difference between the die roll and the ECM Rating. If the marker is moved past the zero space on the Track, there is no effect.

Note: An "In Port" submarine unit has no electronic counter measures (ECM), ignore the ECM rating on the counter.

The result of the combat is expressed in hits on the naval unit on the blue row above the box where the "Target" marker is.

Eligible air units may also conduct air-naval combat by launching cruise missiles. [15.1.5] Cruise Missiles

16.8. Air Defense Networks

Both, NATO, and WP relied on a network of early warning, command and control systems, radar installations and Surface-to-Air (SAM) Missile units. The Air Defense Network (ADN) facilitates detection and can initiate ground-air attacks.

Installations

ADN on the Operational Map is composed of the following installations, represented by counters:

- CRP/CRC/RP (Control and Reporting Points or Centers).
- SOC (Sector Operations Center).
- Sector HQ.

These installations may each take a maximum of 4 hits. They are permanently destroyed with their 4th hit, remove the counter from the map. Hits in excess of 4 do not count towards the air-sector total. Record hits on the Air Defense Hit Register.

Any ADN installation in a hex that is entered by enemy ground troops (not Special Forces on Special Operations) is considered destroyed for the rest of the game. Record hits for the air sector accordingly.

ADN installations on the **StratMap** have no sector boundaries and are not represented on the Air Defense Hit Register, instead use hit markers on the map. As long as such an installation has not taken 3 hits it is fully operational, with 3 hits it is limited and the 4th hit destroys the installation. Maximum range for detection of air units is 1 StratHex.

Sectors

Air sectors are grouped ADN installations. NATO air space is divided into 5 sectors (AFNORTH, 4 ATAF, 2 ATAF, UK and France), WP air space into 3 sectors (LVD 3, LVD 1 and CSSR). The air sector boundaries are printed on the map.

A sector may be fully operational, limited operational or out of service based on the number of hits accumulated on their assets and installations.

Fully operational: All enemy air units entering an ADN sector (subsequent if already inside one) are automatically detected. Upon automatic detection immediately resolve 1 ground-air combat as specified in rule [16.8.1] *Air Defense Network Combat*

Limited operational: An ADN sector is limited operational once its installations have taken a number of hits, as found on the ADN hit register. No automatic detection. [13] *Detection (standard)* After successful detection resolve 1 ground-air combat as specified in rule [16.8.1] *Air Defense Network Combat*

Out of service: An ADN sector is out of service once its installations have taken a number of hits, as found on the ADN hit register. No automatic detection and no ADN ground-air combat.

Damaged Air Defense Network installations cannot be repaired.

Example: CRC Visselhövede has taken four hits, it is destroyed. Brokzetel has taken one hit.

2 ATAF (AA 5)		Limited if 8 hits (AA 4)	<input type="checkbox"/>	
		Out of service if 12 hits	<input type="checkbox"/>	
Installation	Location	Hex	Hit Roster	Destroyed
CRC	Visselhövede	2621	☒☒☒☒	☒
SOC	Brokzetel	2816	☒☐☐☐	☐
SOC	Uedem	2012	☐☐☐☐	☐
CRC	Erndtebrück	1718	☐☐☐☐	☐

16.8.1. Air Defense Network Combat

Immediately after detection via ADN and if it is in range of an ADN installation, the air unit undergoes ground-air combat as per [15.7.3] *Ground-Air Combat Procedure* using the following anti-air ratings:

Sector fully operational:

NATO ADN anti-air rating 5 (range 6 OpHex and 0 Strat hex)

WP ADN anti-air rating 4 (range 6 OpHex and 0 Strat hex)

Note: Exceptionally, in this case, 6 OpHex is not rounded up to 1 StratHex!

Sector limited operational:

NATO ADN anti-air rating 4 (range 5 OpHex and 0 Strat hex)

WP ADN anti-air rating 3 (range 5 OpHex and 0 Strat hex)

These ratings are also printed on the counters, don't forget to flip the ADN installation counters when the sector they belong to become limited operational.

Air units may only be attacked once by each ADN installation in range in each air-sector upon entering that sector. Air units criss-crossing between sectors are liable to be fired upon multiple times.

Exceptions: Helicopter units are not automatically detected and are not attacked by ADN. [16.2.9] Helicopter units

Designer's note: These automatic ground-air attacks are the abstraction of the anti-air missile attacks.

Note: If using the StratMap, check out rules [24.6] and [24.7].

17. NAVAL WAR

The naval rules in Red Strike distinguish between the many characteristics of the US carriers, Soviet missile cruisers, and potent submarines.

Some capital ships are identified with their name, official hull symbols, and numbers. For example CVN-65 is the nuclear-powered US aircraft carrier "Enterprise". Most naval unit counters represent multiple ships of mixed types and classes.

Naval units have no need of Supply or LOC. They require no Supply Points and they spend none; instead they spend MPs for offensive combat actions.

The OpMap is divided into sea zones, these are relevant only in mine warfare.

17.1. Naval Units

Naval units have varying capabilities based on their type. The unit types in Red Strike are grouped into surface or submarine naval units:

Surface naval units

- Aircraft Carriers
- Surface Action Groups (SAG)
- Convoys (NATO only)
- Anti-submarine warfare (ASW)
- Anti-air warfare (AAW)

Submarine naval units

- Attack submarines
- Ballistic missile submarines (SSBN)

Each of these types is subject to restrictions and rules for use.

17.1.1. Aircraft Carriers

All aircraft carriers act as air bases but require no Supply Points to sortie air units. All of them have their own dedicated air base displays.

Carriers come in two sizes: Large (CV, CVN) and small (CGH, LHA, CVH). The CV, CVN type is a large, tail hook aircraft carrier, whereas the CGH, CVH, and LHA are small, vertical take-off and landing (VTOL) platforms.

[16.2.8] *Vertical Take-Off and Landing (VTOL)*

Designer's note: Carriers are most vulnerable to anti-ship missiles, which can be launched from outside their air intercept range. A way to prevent this is to keep carriers outside of hostile air unit range or to create a screen of EWDA units ahead of the carrier to give earlier detection and allow for interception. Keep some Tomcats on CAP!

17.1.1.1. CV and CVN

Large carriers are characterized by the ability to launch more air units and the ability to project Combat Air Patrol (CAP) mission.

These are naval units that function as floating air bases, abiding to all air base rules.

Exception: When a carrier takes its first hit, the unit's sortie generation rate is reduced by 1. Upon the second hit, the sortie generation rate is reduced by 2. Additional hits do not reduce the Sortie Rate.

Air units are identified by the hull number of the carrier they are allocated to.

Carrier air units are capable of CAP, and if in Interception mode they may perform this mission. [16] *Air War*; [16.3.1] *Interception mode*; [16.4.3.6] *CAP (Combat Air Patrol)*



17.1.1.2. CGH, CVH, LHD AND LHA

These carriers have a limited capacity (check air displays).

Only air units that are helicopters, AV-8B, or Yak-36 (38) units may land on or sortie from these types of units.

[16.2.8] *Vertical Take-Off and Landing (VTOL)*

17.1.1.3. Damage

Each hit on aircraft carriers also inflicts one hit on aircraft unit presently on the naval unit.

Example: An aircraft carrier takes three hits. There are two air units based on the carrier. The owning player must distribute hits equally between the air units and has the choice of giving the third hit to an air unit of his choice.

Air units on a mission (CAP for example) do not take hits if their carrier takes hits.

If a carrier is sunk, air units that are airborne can land on another carrier. These air units can also land at friendly air bases, subject to all rules governing land-based air units.

[14.2.] *Hits on Air Units*

17.1.2. Surface Action Groups (SAG)

While carriers are technically surface combatants (in addition to their other attributes), CGN, DD, FAC and other pure surface combatant units are more properly designated as surface action units. For gaming purposes they are grouped in Surface Action Groups (SAG). SAGs have varying Bombardment, Anti-Air, Anti-Ship Missile, Minelaying, Minesweeping, and Sub-Surface capabilities. The ship class on the counter represents the flag ship or the predominant class of ships in the SAG, but not exclusively.

Designer's note: For simplicity and flexibility all units regrouping surface ships are called "Surface Action Groups". "Carrier Battle Group" was the correct navy term for those ships protecting carriers.

17.1.3. Submarines

The primary purpose of submarine units is to inflict as much damage as possible on enemy naval units, or at least to threaten such damage.

SSBN submarine units are carrying nuclear ballistic missiles. As such they do normally not participate in combat, but they are one of the prime targets because they carry the SLBMs that could strike ones' homeland with a very limited early warning period.

An "At Sea" submarine can be attacked only by enemy units using their Sub-Surface Rating and if it is detected.

An "In Port" submarine unit is considered to be a surface unit for detection purposes.

An "In port" submarine unit has no electronic counter measures (ECM); ignore the ECM rating on the counter.

An "In Port" submarine may not use its anti-submarine combat ratings.

17.1.4. Anti-submarine warfare (ASW)

An anti-submarine warfare ship is a naval vessel specifically designed and equipped to detect, track, and counter underwater threats, such as submarines, using various advanced sensors and weapons systems.

17.1.5. Anti-air warfare (AAW)

An anti-air warfare ship is a naval vessel specifically designed to defend against and engage airborne threats, such as enemy aircraft, missiles, and drones.

17.2. Naval Unit Modes

Every naval unit in the game must always be assigned, during the Unit Assignment Phase, to either "In Port" or "At Sea" mode. For most of the game, naval units will be "At Sea". "In Port" mode is normally reserved for replenishment and unloading. [17.8] Convoys

17.2.1. "At Sea" Mode

Any naval unit may be placed in "At Sea" mode. To place a naval unit in "At Sea" mode, simply remove the "In Port" marker during the Unit Assignment Phase and place an undetected marker on the unit or stack that just left port. There is no marker needed to designate this mode.

17.2.2. "In Port" Mode

Any naval unit may be placed "In Port". To place a naval unit "in port" during the Unit Assignment Phase, simply place an "In Port" marker on the unit, which must be in a friendly and operative port hex. An "In Port" naval unit can never spend MPs. A submarine unit that is "In Port" is considered a surface unit for all purposes. Any naval unit with an "In Port" marker on it is automatically detected. A naval unit must be in "In Port" mode to replenish SSMs, and to unload ground units from convoys. [17.8] Convoys

Note that at any time enemy ground units of any kind enter a port hex, any friendly naval units that are "In Port" are instantly put in "At Sea" mode at no cost of any kind.

17.3. Naval-Naval Combat

Naval-naval combat can occur during any Movement Phase. A naval unit that is eligible to initiate naval combat, may do so by expending 10 movement points. No Supply Points are spent. It may fire at any detected enemy naval unit within range and designates the targeted naval unit. Check the anti-ship or anti-submarine combat range of naval units on the counters and the missile table.

Naval units may only conduct 1 offensive combat per GT. They may defend themselves as often as they are attacked.

Naval units of the non-active player may fire only at detected enemy naval units that have fired at it or during naval-naval interception.

[17.9] Screening Force

PROCEDURE: If both units have detected one another, results will be applied simultaneously.

If only one unit has detected the other, first resolve naval-naval combat and apply hits before the attacked naval unit may fire back.

If the attack is directed at a stack, the attacking player designates the targeted naval unit.

The firing player declares which rating is being used to attack, then rolls 1d10. If the result is equal to or less than the rating being used to attack, the Target Marker is placed on the Air/Naval Combat Resolution Track in the box corresponding to the difference between the die roll and the Combat Rating being used.

COMBAT RATINGS		
Attacker Unit	vs. Defender Unit	Combat rating
Sub or Surface	vs. "At Sea" submarine	SS
Submarine	vs. surface	SS or AS (player's choice)
Surface	vs. surface	AS or B (player's choice)
Surface	vs. "In Port" naval	B

The other player immediately rolls one die. If the roll is less than the unit's ECM Rating, the Target marker is moved toward zero on the Air/Naval Combat Resolution Track a number of spaces equal to the difference between the die roll and the ECM Rating. If the marker moves past the zero space on the Track, there is no effect. The result of the attack, expressed in hits on the naval unit, is read from the top row over the box in which the marker ends.

If the combat is simultaneous, both units complete their attacks before either result is applied. Each hit on a naval unit reduces each of the unit's Ratings (but not its MP allowance, detection or combat range) by one. Note that only a naval unit initiating combat spends MPs to use its Rating.

A submarine cannot attack a naval unit with their SS rating if they are separated by a full land hex or a coastal hex side.

17.3.1. Anti-Ship Missiles

By using its Anti-Ship (AS) combat rating, a unit uses its Anti-Ship Missiles. Although they require no Supply Points, naval units do have limited numbers of missiles.



The combat range of the missiles can be found on the counter and on the Missile Table. The range is expressed in OpMap hexes. The trajectory of long-range anti-ship missiles must never pass over a coastal or land hex but can use a more indirect route over sea hexes, if their range allows it.

17.3.1.1. Missile Depletion

Each time a naval unit uses its AS Rating (by firing anti-ship missiles); the unit's supply of missiles is reduced by one.

Most naval units have 2 shots/fires: Place an AS-1 marker on the unit when it fires for the first time and flip the marker to its "-2" side after the second fire.



The following naval units have a larger stock of missiles, giving them 8 shots:



USSR: SAG 1, SAG 4 and SAG 5

USA: BB Wisconsin, CGN South Carolina, CGN Virginia

These units are marked with an icon (M) to distinguish them from the others. Whenever such a unit uses its AS rating, change the orientation of the special missile marker to show the number of available shots. When all missiles have been used, it may not use its AS Rating until replenished.

17.3.1.2. Missile replenishment

A naval unit may replenish its AS capacity completely during the Supply Phase, if it is "In Port" mode by spending 1 SP per missile shot replenished. A naval unit may not replenish beyond its original capacity.

The replenishment capability of any port is permanently eliminated if the port is destroyed.

[8.2.3] Ports

17.4. Naval-Naval Interception

When a detected enemy naval unit enters a hex (detected naval units must move before they can be intercepted), an interception can be announced with one friendly naval unit or stack.

Follow these steps immediately upon the announcement:

The intercepted naval unit(s) stop moving.

Two situations are possible:

1. The intercepting naval unit(s) are undetected:
The interceptors move two OpHexes or 1 StratHex.
They stay undetected?
The interceptors move two OpHexes or 1 StratHex.
Until they are in Naval-Naval Combat range and attack the intercepted units.
2. The intercepting naval unit(s) are detected (before or after having started the interception move):
The interceptors move two OpHexes or 1 StratHex
The intercepted units move two OpHexes or 1 StratHex

This alternating movement proceeds until either or both naval units are in naval-naval combat range and may initiate naval-naval combat (the interceptor must have been detected for the intercepted units to be able to initiate combat.).

This is not mandatory and players may choose to continue moving their units. The last opportunity for naval-naval combat occurs when both units/stacks enter the same hex. Evasive actions are allowed.

At the conclusion of the naval-naval combat, the interception is concluded: All involved naval units stop moving and are considered moved for the Game Turn (MA spent!). Even if the intercepting naval unit did not move but did use any combat rating, it is considered to have moved.

Remember: One movement per GT per naval unit.

17.5. Naval-Ground Combat

Naval-ground combat can occur during any Movement Phase.

A naval unit may attack enemy units or installations in any hex in range by expending 10 MPs.

It may use its bombardment (B) combat rating, (essentially cannon fire), with range limited to same and one hex away and only once per GT.

The procedure is identical to air-ground combat. [16.6] Air-Ground Combat

Eligible naval units may also conduct naval-ground combat by launching cruise missiles. [15.1.5] Cruise Missiles

Naval units with a bombardment (B) capability may give artillery support [15.5.3.3.] in same hex and 1 hex range.

During a given Phase, an individual ground unit may take no more than 1 hit due to naval-ground combat and no ground unit can be eliminated due to naval-ground combat. Ground units are not flipped to their reduced side by naval-ground combat hits.

17.6. Naval-Air Combat

Naval-air combat can occur during any Movement Phase. The procedure is identical to that for ground-air combat. All procedures for combat calculation are the same. [15.7] Ground-Air Combat

17.7. Mines

◆ Minelaying 🚩 Minesweeper 🚩 Minelaying/Minesweeper

Both players can lay mines with eligible naval or air units in any sea zone on the Operational Map (only) to impede naval movement through any hex in that sea zone or to "mine" a port (the port ceases to be a Supply source in that case).

Mines can be swept by eligible naval or air units, for example an MCM naval unit or helicopter unit.

Minesweeper and Minelaying/Minesweeper naval units have a special ECM Rating of 7 to deter the effects of a mine attack.

17.7.1. Minelaying

Both players can lay mines while moving eligible air or naval units into any hex of a sea zone on the Operational Map.

A naval unit with minelaying capability can place one level of mines per sea zone per Game-Turn, at a cost of 10 MPs per sea zone mined.

An air unit in Offensive mode with minelaying capability can place one

level of mines in one sea zone per sortie.

The maximum mine level in a sea zone is 8. Use the Hit markers to record the mine level in each sea zone by placing a hit marker in the "mining level" box of the respective sea zone.

WP receives VPs for mining the Channel Sea Zone. [20.4.6] Channel mining

17.7.2. Effects of Mines

Mines do not know friend from foe. Any naval unit is attacked once per mined sea zone, in the first hex entered in that zone, not per hex moved in that zone.

Any naval unit spending MPs in a mined sea zone must immediately roll 1d10, taking the mine level of the sea zone as an Attack Strength. If the result is equal to or less than the mine level the Target Marker is placed on the Air/Naval Combat Resolution Track in the box corresponding to the difference between the die roll and the mine level. Read the number of inflicted hits in the upper blue row.

Do not use the naval unit's ECM to reduce the effect.

Exception: Units with the minesweeping symbol use a generic ECM of 7 to counter mine attacks.

Ports in a sea zone with a mine level of 5 or more are considered "mined"; they cease to be a Supply Source until the mining level drops below 5. Mark these ports on the map with a "Mined" marker. [8.2.3] Ports

17.7.3. Minesweeping

Mines can be swept by an eligible naval or air unit that moves through any hex of the mined sea zone.

Any eligible naval can sweep one level of mines per sea zone per Game-Turn, at a cost of 10 MPs. A naval minesweeping unit must still undergo a minefield attack but is considered to have an ECM Rating of 7 which is used in such attacks.

Any eligible air unit can sweep one level of mines per sea zone per Sortie.

MINES EXAMPLE 1 :

A Soviet SSN naval unit enters a sea zone with mine level 0 (if the mine level had been 1 or more, the Soviet SSN would have been attacked upon entering the sea zone). The SSN spends ten MPs and declares it is laying mines. A Hit marker is placed on the Map in the "mining level" box to denote that the sea zone has one level of mines present. If the sea zone already had a level of mines present, then this action would increase the level by 1. Note, however, that the mine level may never exceed 8. Any naval unit (friendly or enemy) that enters any sea zone that has a hit Marker is attacked upon entry. A unit is attacked only once upon each entry into the sea zone of the Hit marker. If the unit enters a second hex within the sea zone, it will not suffer another mine attack until it has exited the sea zone and re-entered.

MINES EXAMPLE 2 :

The East German MCM unit enters a mined sea zone and is immediately attacked by the current Mine Level, except that it can use a special ECM Rating of 7 to deter the effects of the attack. If the unit survives the attack, it may spend ten MPs to remove one Mine Level; reduce the hit marker to reflect the reduced Mine Level. The MCM may reduce the Mine Level by 1 each GT that it sweeps.

17.8. Convoys

A convoy is a group of cargo ships, moving together for mutual support and protection. A convoy is destined to bring supplies and reinforcement combat units from the USA and Canada to Europe.

The Convoy Table gives detailed instructions on each convoy:

- GT of entry on the OpMap
- Entry zones to use
- Combat unit(s) transported
- Port of destination (name and OpHex)
- # of Supply Points delivered

While moving a Convoy it may be intercepted by WP naval and air units or attacked by mines.

On arrival at its port of destination, wait for the next GT Unit Assignment Phase, change the mode to "In Port" and disembark the ground units in the next NATO Assessing Reinforcements Phase and increase the Supply Level in the next Supply Phase. The ground units may use their full MA. The convoy marker is withdrawn from the map.

Important: The number of Supply Points received via convoy is different if the optional Cards rule is used or not. The "NATO Supply via Convoy" table therefore has two distinct parts.

Combat units being transported suffer 1 hit for each hit on their Convoy. Flip ground units on taking their first hit. Reduce the number of SPs delivered by 33% of the original total for each hit on the Convoy (convoys have a hit capacity of 3).

If a Convoy is eliminated, the Combat units and SPs it carried are also eliminated.

The objective for the NATO player is to protect these convoys and bring their cargo to their port of destination.

The objective for the WP player is to sink these convoys before they reach Europe.

If a destination port is mined or destroyed, the convoy may move to the closest operational port instead.

After placing the Convoy marker in the entry hex it is considered « moved » and may not move further in the GT of placement. As this move happens outside the Action Stages it does not count towards the number of naval units NATO is allowed to move.

17.9. Screening Force

To enhance their protection naval units (aircraft carriers, convoys etc.) may be escorted by stacking them with Surface Action Groups (SAG) and moving them as a stack.

If attacked, use the highest ECM value of any surface naval unit in the stack. Apply a -1 DRM per SAG.

SAG units must take the first hit of a missile or cruise missile attack on such a stack (this is an exception to the cruise missile rule). [15.1.5.] *Cruise missiles*

Further Hits are distributed as per rule [14.3] *Hits on Naval Units*

17.10. Amphibious transport by sea into a coastal hex

The unit to be transported must begin the mission in a hex with a functioning port and not have moved in the current game turn.

The unit to be transported must either be an Amphibious or Marine unit.

During a Movement Phase where the ground unit would be eligible to move, a player may launch an Amphibious Transport mission by moving the Amphibious Combat Transport marker a path of all-sea or coastal hexes to the unit's destination coastal hex (a coastal hex is any hex with mixed sea and land terrain) or an all-sea hex adjacent to the destination hex if the latter one is occupied by enemy ground units. The movement allowance is 30 OpHexes or 3 StratHexes and counts as a naval move. [11.3] *Naval Unit Movement*

If detected, this move may be intercepted (treat the marker as a surface naval unit). Amphibious Combat Transport have no defensive ECM rating but function as a HQ. Escort by naval units is allowed. [17.9] *Screening Force*

Transported ground units take 1 hit for each hit inflicted on the amphibious transport.

If the disembarkation hex is:

- A clear hex and not occupied by an enemy ground unit: The landing unit is automatically considered to be ashore and may immediately spend half of their normal MP allowance to move.
- Not a clear hex and not occupied by an enemy ground unit: The landing unit is automatically considered to be ashore and may disembark but not move.
- Occupied by an enemy ground unit: The landing unit declares combat and attacks the enemy unit(s) in the following Combat Segment. If the Combat Transport Marker is stacked with a SAG, apply a +3 DRM to the ensuing ground-ground combat.

If any defending unit suffers one or more hits, it must retreat at least one hex and the landing unit (provided it has survived the combat) enters the disembarkation coastal hex.

If the landing unit inflicts no hits on the defending unit(s), the landing unit is returned to the port it departed from.

Any hits inflicted on the ground unit attempting to land are doubled in ground-ground combat. [11.4.2] *Combat Transport*

18. NBC WARFARE

NBC is the abbreviation for Nuclear, Biological and Chemical warfare. Only Nuclear and Chemical warfare are utilized in the game.

Strategic Nuclear War: refers to the use of nuclear weapons as a part of military strategy. Possible targets in such a scenario typically include military bases, command centers, industrial complexes, and densely populated cities. It has an indirect impact on what happens in Central Europe: Delays or cancels supply or reinforcements.

Tactical Nuclear Warfare refers to the use of nuclear weapons in a limited and localized manner, typically on the battlefield, with the objective of achieving tactical military objectives.

Tactical nuclear weapons are generally smaller in size and yield than strategic nuclear weapons. They may be delivered by a variety of means, including artillery shells, short-range missiles, or gravity bombs dropped by aircraft.

Designer's note: Tactical nuclear warheads range between 0.01 and 500 kilotons. These warheads would have been used in large quantities.

18.1. DEFCON Track

How far the global situation has degraded towards nuclear holocaust is shown on the DEFCON Track. Each time a player takes actions that move the marker toward DEFCON 1, the opponent gains VPs. The DEFCON level is influenced by use of nuclear weapons (move immediately 1 space towards DEFCON 1 when a nuclear attack takes place, but only once per GT) and developing hostilities around the world (play of certain events on cards).

Whenever the DEFCON level reaches 1, the war, the world and the game ends with a nuclear holocaust, 35,000 nuclear warheads are unleashed, human civilization is reset to "start" and Earth is facing nuclear winter. The player who triggered DEFCON 1 loses, but nobody wins.

Designer's note: DEFCON 1 means outbreak of a total nuclear war and ends the game... with Roger Waters' words: "two suns in the sunset, could be the human race is run", Song: "Two suns in the sunset" on the Pink Floyd album "The Final Cut".

18.2. Nuclear Warfare

Nuclear War is treated on two levels, tactical or strategic. Whatever level of nuclear attack, the following effects should be consulted:

EFFECTS ON WORLD OPINION (WO): Once per GT, immediately after the execution of a nuclear attack (on maps or through play of cards) shift the WO marker 1 space for small, 2 spaces for medium or 3 spaces for massive nuclear strikes, in favor of the opponent (one per strike).

Example: 1 small and 1 massive nuclear attack move the WO marker 4 spaces. [6.1] World Opinion

EFFECTS ON DEFCON: Move the marker immediately one space towards 1 each time (NOT per strike) nuclear attacks have been conducted in the current GT (maximum one space per GT).

EFFECTS ON VICTORY POINTS:

A) The **first** use of nuclear weapons results in a one-time VP award of 15 points to the opposing player.

b) DEFCON 3 and 2 will generate 5 VPs for the attacked side.

PREREQUISITE: Both players may only make nuclear strikes if they got the permission to do so by their political leaders. Retaliation is automatically authorized.

Permission for first strike in the game is authorized by rolling 2d10 once at any moment in a GT. On a roll of 11 (two rolls of "1") the player has the authorization to use nuclear weapons at will for the remainder of the game. Special Scenario rules may allow players to check authorization in the pre-GT1 process.

18.2.1. Strategic Nuclear Attack

WHEN: During the Strategic Stage of the GT.

HOW: Play of an event on a card for nuclear attack.

All nuclear attacks played via a card are considered Massive in scale.

18.2.2. Tactical Nuclear Attack

WHEN: After prerequisites are met a player may decide to execute nuclear attacks on any of the two maps during any Action Stages.

HOW: The player wishing to use tactical nuclear weapons may declare a

nuclear attack initiated by any eligible air or naval unit or any ground unit (small magnitude only!).

Nuclear attacks by air units follow the normal surface strike procedure until the bomb is dropped or missile launched.

The attacker declares the magnitude: Small (+-50 kT), medium (+-500 kT) or massive (>1 MT). Check the Missile Table for availability of nuclear warheads and the possible magnitude for a given missile.

Place a "Nuclear Attack" marker on the hex attacked with nuclear weapons, all effects are immediate!

ELIGIBLE UNITS: All ground, air and naval units that carry nuclear capable missiles (check Missile Table) may use nuclear warheads instead of conventional warheads. In addition all ground units getting artillery support may declare using nuclear artillery shells (small magnitude).

EFFECTS:

Effects on units in the hex attacked: According to the magnitude (small, medium, or massive), the successful attack results in 4, 7 or 10 hits inflicted on the unit/stack. When a stack of units takes one or more hits, all hits are distributed equally before any unit takes additional hits (owner's choice).

Effects on Air Bases: Move all air units to the info box, they have 0 sorties left this GT. Reduce sortie rate by 1 if NBC unit or support present or in range.

Effects on units moving into or through the hex attacked:

- Add 2 extra MPs to the terrain cost to enter (ground units only).
- Unit or stack takes 3 hits (distribute equally even if this means eliminating a unit)

The presence of NBC units or NBC support from an eligible HQ reduces hits to 1 hit (no change to additional MP cost)

Effects on city hexes, ports and sonobuoys: Cities, sonobuoys and ports are destroyed by any size of nuclear attack. Place a "Destroyed" marker on the hex in addition to the "Nuclear Attack" marker. The "Destroyed" marker remains in the city or port hex until the end of the game. Destroyed ports and cities cease to be supply sources and ports may not conduct missile replenishment.

18.2.3. Nuclear Contamination

During the End Stage of the GT in which the "Nuclear Attack" marker was placed, it is flipped to its "Nuclear Contamination" side.

Effects on units moving into or through the hex:

- Add 2 extra MPs to the terrain cost to enter
- Unit or stack takes 3 hits (distribute evenly even if this means eliminating a unit)

The presence of NBC units or NBC support from an eligible HQ reduces hits to 1 hit.

18.2.4. Fallout

Nuclear fallout is a term used to describe the radioactive particles and dust that are produced when a nuclear weapon is detonated. These particles are highly radioactive and can spread over long distances, carried by wind and weather patterns, and contaminate the environment with hazardous levels of radiation.



For each "Nuclear Contamination" marker throw 1d10 to determine wind direction. Consult the wind-rose and move the marker in the hex corresponding to the wind direction.

Die rolls of 7-10 result are "no wind" rolls, the marker does not move. Rotate all markers 90° after the wind direction roll.

If the contamination marker is moved to a hex with:

- Ground or naval units: Inflict 3 hits. NBC units or support reduce hits to 1.
- An air base: Move all air units to the info box, they have 0 sorties left this GT. Reduce sortie rate by one if NBC unit or support present or in range.

During the End Stage, remove all "Nuclear Contamination" markers already rotated to 180°, limiting the fallout effects of a given nuclear attack to 3 game turns.

18.3. Chemical Warfare

Chemical warfare can only be declared by Soviet Units for the first time in the game. The US may use chemical warfare as automatic retaliation.

PURPOSE: A chemical warfare attack affects combat resolution during the Combat Phase in which it is declared.

PREREQUISITE: There are two ways to use chemical warfare:

- Soviet or US units (only!) can launch chemical attacks (but other friendly units may participate in the assault) by simply declaring the use of chemicals during ground-ground combat resolution.
- Missile attacks, the missiles must be capable of chemical attacks (check the missile table) and refer to rule [15.1.4] LRMU.

PROCEDURE: When a player decides to launch their first chemical attack they must announce this attack during the ground combat resolution. He then places the 1st Chemical Attack marker on the Game-Turn Track to permanently record the first turn of chemical weapons use. Each combat in which chemicals are used is resolved by shifts to the right on the Ground Combat Ratio Table. The number of column shifts varies according to the number of Game-Turns that have elapsed since the first use of chemicals, as follows:



GT's SINCE FIRST USE	COLUMNS SHIFTED
0-2	5
3-5	3
6+	1

The presence of an NBC unit or NBC support from a HQ in the attacked hex cancels 1 column shift.

A Soviet unit making a chemical attack automatically takes one mandatory hit immediately upon declaring the chemical attack (before the attack is resolved); this simulates the effects of chemical suit fatigue. This hit does NOT flip the unit if it is the first hit taken. If more than one Soviet unit is involved in declaring chemical use, only one unit takes the mandatory hit. No Soviet unit may launch a chemical attack if the mandatory hit would eliminate the unit.

Effects on Air Bases: Move all air units to the info box, they have 0 sorties left this GT. Instead reduce sortie rate by 1 if NBC unit or support present or in range. Multiple chemical attacks have no further impact.

Effect on World Opinion:

Move the World Opinion marker three steps towards the side of the attacked player. This is a one-time effect, 1 per player per game.

❖ *Optional Rule "Doctrines", NATO units never use Chemical Warfare. [30.3]*

19. END STAGE

- End of the game? [19.1] *End of the game*
- Check [20] *Victory Conditions*
- Repair air units, air bases and airports. [19.2] *Repair*
- Whatever method players used to mark that units have moved, they need to undo so that they are no longer marked moved.
- Flip air units on FOB and EAB markers to their front side. **Instead of flipping the air unit counter, you may also use the back of the EAB counter.**
- Reset air units on air base displays on the highest numbered sortie space up to the maximum number of air units allowed (air base capacity), take into account that air base capacities may be limited by hits. **Note: You do not commit your air units to Interception or Offensive mode at this time.**
- Check for Fallout. Do this before flipping "Nuclear Attack" markers. [18.2.4] *Fallout*
- Flip "Nuclear Attack" markers to their "Nuclear Contamination" side. [18.2.3] *Nuclear Contamination*
- Roll 2d10 for nuclear weapons release and political authorization [18.2.] *Nuclear Warfare*
- Reset the following markers:
 - "Theatre Transport REs / GT" markers to the starting position as stated in the SSR. [11.4.1.] *Theatre Transport*
 - "Av. Amph. Combat Transport (GT)" [11.4.2.1]
 - "Av. Air/Para Combat Transport (GT)" [11.4.2.2]

RED STRIKE

- “Available Recce (GT)” markers.
[16.4.3.16.] *Reconnaissance Air Mission*
- “Railroad Capacity” markers [11.1.1] *Railroad Movement*

11. Remove Interdiction markers: A HQ occupying an interdicted hex on the OpMap may remove the Interdiction marker by spending 2 SPs. [11.1.3] *Interdiction*

12. Remove CAP markers and return air units on CAP to their air base. [16.4.3.6] *CAP (Combat Air Patrol)*

ADVANCED GAME ONLY:

- Check the number of hits on the FEBA marker and move it accordingly on the FEBA path. [25] *NORWAY – FEBA*
- Place an Undetected marker on a naval unit that is no longer within any enemy surface or sub-surface Detection Range.
- Submarines in the detection range of enemy unit(s) may become undetected. [24] *Detection*
- Repair Lines of Communication (LOC). [19.2] *Repair*
- Reset “Available Special Forces (GT)” markers. [28.2] *SF Raids*

OPTIONAL RULES:

- Check for Fallout and nuclear contamination [30.4]
- First remove “Refugees” markers on their backside. Then move the remaining “Refugees” markers one hex west (priority on road or rail hex, WP player decides) and flip them to backside. [30.8] *Refugees*
- SSBN submarines may go into hiding [30.12]
- Replenish ground LRMU by spending 4 SPs per unit. [30.19]

19.1. End of the Game

As per [20.1] *Auto victory* or as per Scenario instructions after the End Stage of the last GT.

19.2. Repair

During the End Stage of the GT both players may repair:

- **Airports and air bases:** 1 hit for the cost of 2 Supply Points per hit. Maximum 1 hit may be repaired per GT per airport or air base.
- **Air units:** Spend 1 SP to remove 1 hit. Maximum 1 hit may be repaired per GT per unit. Air units that have undergone repair (reducing their hits by 1) during the End Stage must be placed on the info box of their air base and stay there until the next GT. They may not participate in any kind of mission in the game turn following the repair.
- Strategic Targets, ground and naval units, and ADN installations **may not be repaired.**
- Optional rule [30.19]: Replenish ground LRMU by spending 4 SPs per unit.
- WP Lines of Communication (LOC) on the StratMap: 2 SPs per hit. Maximum 1 hit may be repaired per GT per LOC.

Use the correctly numbered Hit marker or change its orientation to reflect the current number of hits.

20. VICTORY CONDITIONS

Check for Victory in the End Stage of every GT, except for auto victory happening instantaneously during a GT.

20.1. Auto victory

There are 2 ways to obtain auto victory:

- 1 side pushes the DEFCON to 1 or 5 [18.1] *DEFCON Track*
- WP units reaching the Channel [20.4.3] *Reaching the Channel*

20.2. Victory point score

If no auto victory condition puts an end to the game, check the victory point score during the End Stage of the last GT. The side with the higher score has won.

20.3. Victory level

Depending on the difference between the victory point score of both players, the winning player has won a dominant, strategic, tactical or marginal victory. Check the SSR for details.

20.4. Victory Points

To keep track of the Victory Points (VPs), the respective VP-marker is moved on the Victory Points Track.

20.4.1. Ruhr Area

All 8 Ruhr hexes are controlled by WP. Worth 26 VPs, or else 3 VPs per hex controlled.

20.4.2. Bridgehead across the Rhine

Achieved if at least 12 REs of ground units are on the west side of the Rhine. Worth 6 VPs, any hex qualifies.

20.4.3. Reaching the Channel

Achieved if a contiguous and valid overland supply line (any length) can be traced from any coastal hex under WP control and adjacent to the Channel Sea Zone to any WP country hex. Automatic strategic victory.

20.4.4. World Opinion

World Opinion Track [6.1] *World Opinion*

20.4.5. DEFCON Level

DEFCON Track.

VP award to the player who has been attacked with nukes. [18.1] *DEFCON Track*

20.4.6. Mining

The WP receives VPs equal to the level of mines laid in any Sea Zone, except the Baltic Sea Zone. These VPs are recorded while laying mines and stay even if the mine level is reduced during the game.

EXAMPLE: WP unit A increases the mine level from 2 to 3 in the Channel, so WP player gets 1 additional VP. Then, WP player uses unit B to mine in the Channel, increasing the mine level from 3 to 4, so WP player gets another VP. Gained VPs for Mining are permanent.

20.4.7. Convoys

WP player destroys convoys transporting Combat units to reinforce NATO in Europe. 5 VPs per convoy sunk. [17.8] *Convoys*

20.4.8. Strategic Targets

Strategic targets can be captured by ground units and attacked by Special Forces, naval units, missiles, or aircraft. Each strategic target is eliminated after it has taken a certain number of hits.

Strategic targets may be printed on the map (cities & ports), or counters placed on the map (oil terminal, oil rig, nuclear facility) as per Scenario instructions.

Whenever a strategic target is captured players score victory points.

20.4.8.1. Strategic Target List:

Number of victory points if controlled by enemy forces:



PORT: Destroyed on 8 hits.
10 VPs if controlled by opponent.
(on map graphical presentation).



OIL TERMINAL: Destroyed on 4 hits.
5 VPs if controlled by opponent.
(on map counter).



NUCLEAR FACILITY: Destroyed on 1 hit.
1 VPs if controlled by opponent.
(on map counter).



OIL RIG: Destroyed on 1 hit.
1 VPs if controlled by opponent.
(on map counter).



CITY (any size): Destroyed upon nuclear attack only.
1 VPs if controlled by opponent.
(on map graphical presentation).

20.4.9. First Strike

Following the first nuclear attack of the game, the attacked side gains a one-time award of 15 VPs.

20.4.10. SSBN (optional rule 30.12)

Each NATO SSBN that reaches the Arctic holding box and goes into hiding counts for 2 VPs.

Each WP SSBN that reaches the WESTLANT area on the StratMap and goes into hiding counts for 2 VPs.

[30.12] SSBN

20.4.11. Norway – FEBA

Each hex the FEBA marker moves southwards gives the WP player 1 permanent VP.

ADVANCED GAME RULES

21. STRATEGIC MAP

The **Strategic Map** (StratMap) stretches from Halifax on the east coast of Canada to Leningrad and from northern Spain to North Cape in Norway.

Hexes on the StratMap are referred to as Strategic Hexes. The small hexes on the OpMap are referred to as Operational Hexes, and the large hexes on the OpMap are referred to as Strategic Grid Hexes. Each Strategic Grid hex (10 operational hexes) corresponds to a hex on the Strategic Map.

The Strategic Map represents an area that encompasses – and far exceeds – the area depicted on the OpMap. The Transitional Hexes indicated on the terrain key for the StratMap define the borders of the OpMap area. The Transitional Hexes correspond to those Strategic Grid Hexes that appear only partially on the OpMap. Throughout the game, naval and air units may have occasion to move from the StratMap to the OpMap, and vice versa. All movement between the two maps occurs in the Transitional Hexes. [22] *Inter-Map Actions*

Units and installations in an OpHex that is on the hexsides of two Strategic Hexes are considered present in both Strategic Hexes.



CRC Visselhövede is considered present on both Strategic Hexes

21.1. Map scale

Each hex on the Strategic Map represents an area 280 km across.

21.2. Warsaw Pact Supply

The StratMap shows 4 Lines of Communication (LOC) running East to West. Interdicting these hexes will slow down reinforcements coming from the USSR.

A steady and increasing flow of supplies is reaching the front in Central Europe via the 4 Lines of Communication.

This supply, once arriving, is NOT restricted by Front and is added to the Supply Level of the WP.

Check out the SSR to know the exact amount of supply received per GT.

Important: Using the optional Cards rule has a fundamental impact on the supply level received per GT and therefore the instructions cite both.

These LOC may be broken by interdicting at least one hex of the respective



line. Interdicting a hex on the StratMap works the same way as on the OpMap except that it takes 5 hits to interdict a StratHex. [16.4.3.13] *Interdiction strike* [15.1.4] *Long Range Missile Units* [11.1.3] *Interdiction*

Breaking a LOC has the immediate effect of delaying all future reinforcements scheduled to use the respective line by 1 GT for each interdicted hex and cancelling any supply to be received via this LOC for the rest of the game unless repaired in the End Stage.

Note: Reinforcements using these supply lines do not physically move on the StratMap.

21.3. NATO Supply

Depending on the Scenario played, NATO receives SPs for convoys arriving in port. The Scenario briefing defines the number of SPs received per GT, if any.

If a Convoy is sunk, the SPs it carried are lost.

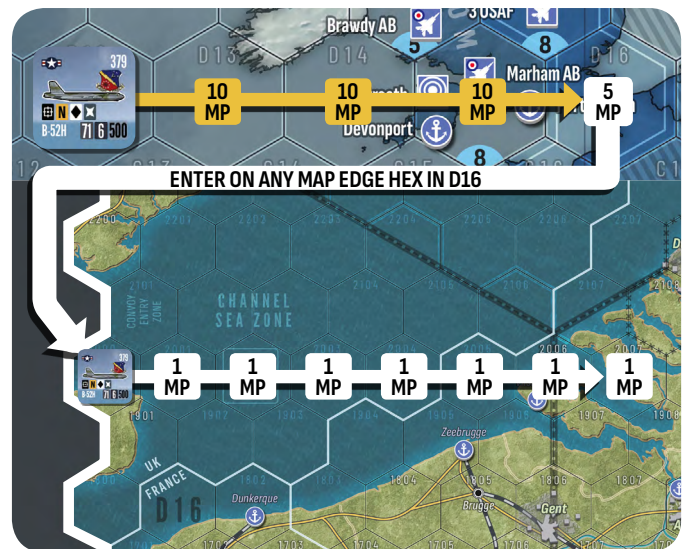
22. INTER-MAP ACTIONS

22.1. Inter-Map movement

Ground units may never move on the Strategic Map.

An air or naval unit on the Strategic Map spends 10 MPs to move from Strategic Hex to Strategic Hex and 10 MPs from Strategic Hex to a Transitional Hex and vice versa.

An air or naval unit must exit a Transitional Hex and enter any OpMap edge Hex (within the corresponding Strategic Hex Grid) by spending 5 MPs – or exit a map edge Operational Hex and enter a Transitional Hex (corresponding to the Strategic Grid Hex it is exiting) by spending 5 MPs.



22.2. Inter-Map Combat

Whenever a naval or air attack extends from a map edge Operational Hex into a Transitional Hex, or from a Transitional hex into a map edge Operational Hex, the distance represented in passing between scales is considered to be 5 Operational hexes.

Round ranges from OpHex to StratHex per the [1.8] *Rounding Rule*. Examples: 84=8 85=9 86=9

Designer's Note: Inter-map movement and combat is much easier to understand if this section is read while looking at the Strategic Map.

23. NEUTRAL COUNTRIES

On both maps there are parts of neutral nations.

Ground units may never move into a hex of neutral countries even after a neutral country enters the game. If there is no other possible movement (in case of retreat for example) the unit is considered interned in the respective country and effectively withdrawn from the map and lost for the rest of the game.

Air units may enter (violate) the air space of a neutral country. In this case neutral countries do NOT automatically join the non-violating side; instead they may defend their airspace by intercepting the intruders. The non-violating side takes control of neutral countries air force. Only the Swedish Air Force is represented in the game.

RED STRIKE

Sweden and Finland may enter the game through play of the respective event on a card (joining NATO or WP) or if their air space is violated (not joining any side, see rules for specific countries).

23.1. Sweden

Upon entering the game through play of the card event, start to use Swedish air units. Sweden is controlled by the NATO player as if it was part of NATO. No ground units may enter Swedish territory, air units may.

23.2. Finland

Upon entering the game through play of the card event, start to use the air base display "Finland". There are no Finnish air or ground units (in the game). Treat the Finnish air bases as Soviet air bases.

23.3. Austria and Switzerland

Austria and Switzerland stay neutral throughout the game.

24. DETECTION

This rule introduces much more detail than the Standard Game Rule.

The biggest changes are the use of different detection capabilities for air or naval units represented in the game.

This rule makes the use of the Ranged Characteristics Summary (RCS) mandatory. **While reading this chapter and looking at the examples it contains, it is strongly recommended that players refer to the RCS charts. It will make the job of understanding the detection rules in the Advanced Game much easier.** Units are categorized by country, type (surface naval, submarine, ground or air) and model (aircraft only). Furthermore each have differing capabilities and probabilities based on what they are trying to detect.

Note: Players may wish to use this rule as a replacement for the Standard Game rule while playing the Standard Game otherwise. [13] Detection.

Each undetected air or naval unit on the map has an Undetected marker placed on it. The instant a unit is detected, the Undetected marker is removed.

Any air or naval unit not covered by an Undetected marker is considered detected.

Air units at an air base are considered undetected and may not be inspected by the other player except in case of a successful reconnaissance mission.

Air units begin each mission undetected. Once detected, an air unit remains detected until it lands. The type of mission (strike or anti-air) is revealed upon detection.

A naval unit that was previously detected is considered undetected once it is no longer within any enemy surface or sub-surface Detection Range during the End Stage of the GT. Place an Undetected marker on it.

Submarines in the detection range of enemy unit(s) may become undetected during the End Stage. Roll 1d10 once for each submarine in the detection range of enemy unit(s) and compare the result to the ECM value of the submarine. If the result is equal to or lower than the ECM, the sub becomes undetected.

An undetected air or naval unit cannot be attacked in any way by an enemy unit, nor can it trigger an interception attempt.

Note: Detection and Reconnaissance are two different game mechanics.

Three major cases may be distinguished: Always detected, automatic detection and detection based on a pre-determined probability.

Always detected

Ground units, installations and EWDA (AWACS) air units are always considered detected.

Automatic Detection

Any naval unit with an "In Port" marker on it is automatically detected.

Any air or naval unit is automatically detected the instant that it uses any combat rating.

Air units are automatically detected when entering a fully operational Air Defense Network (ADN) sector.

Exception: When units use stand-off weapons and are outside the detection range of any unit friendly to the attacked unit, they are not detected.

Detection, if no automatic detection

Each type of unit (and model in the case of some air units) or installation has a different detection capability. Their detection capability is based on the probability that they will detect various type of enemy units at different ranges. To determine this, players will need to cross reference

the type of friendly unit or installation attempting the detection with the type of enemy unit and the range that enemy unit is that. That will give them a number between 1-9 on the RCS that they must roll equal to or less than in order to successfully detect the enemy unit.

If air unit to be detected is a helicopter unit on CAS mission apply the following DRM on the detection die roll:

+2 DRM if helicopter unit is WP

+3 DRM if helicopter unit is NATO

Detection - who and when

In theory, any friendly unit/installation can attempt to detect an enemy unit. However, there are three restrictions that players should be aware of.

Firstly, the type of enemy unit that a friendly unit/installation can detect is limited. For example, submarines cannot detect aircraft while at sea. Players should consult the RCS to see which types of enemy unit their friendly unit/installation can attempt to detect.

Secondly, because of their limited detection ranges, most friendly units/installations either won't be able to attempt a detection or will only get one or two attempts at most. The longest detection range for any friendly unit in the game will only be 2 Strat Hexes!

Thirdly, the number of detection attempts they are allowed to make, is only one for each Strat Hex the enemy unit/s enter. This means that, even for a unit with the longest detection range, the most they could possibly get would be one attempt at range 2, one attempt at range 1 and final attempt at range 0, (for a maximum of three attempts).

Working out **when a friendly unit can make each attempt** to detect an enemy unit is very straightforward on the StratMap because it will be moving from Strat Hex to Strat Hex. It's a bit more difficult on the OpMap. Players should measure the range in Operational hexes but then convert that into Strat Hexes using the following method:

- Any Op Hex between 16-25 Op Hexes = range of 2 Strat Hexes
- Any Op Hex between 6-15 Op Hexes = range of 1 Strat Hex
- Any Op Hex between 1-5 Op Hexes = range of 0 Strat Hexes.
- 0 Op Hexes = Special

Strat Hex R.	0					1					2															
Op Hex R.	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Air	9	9	9	9	9	9	8	8	8	7	7	7	5	5	4	4	3	3	2	2	2					
Surface	9	9	9	9	9	9	9	9	8	8	8	7	7	6	6	5	5	4	4	4						

Special: On the OpMap friendly units get a final opportunity to detect enemy unit/s at 0 OpMap hexes as well as the three range Strat Hex ranges, (for a maximum of four attempts - one more than on the Strat Map).

TO SUMMARIZE

StratMap - Each eligible friendly unit, may make 1 detection attempt per Strat Hex range from 2-0, (three attempts will be the maximum possible).

OpMap - Each eligible friendly unit may make 1 detection attempt per Strat Hex range from 2-0, plus 1 final attempt at 0 Op Hex range, (four attempts will be the maximum possible).

Important: Exactly when the friendly unit targets the enemy for detection during each opportunity they have will be down to the judgement of the player. Generally, they will want to do it at the Op Hex range they have the best chance of success, which will be at Op Hex ranges of 16, 6 and 1. However, other factors may come into play.

HOW TO:

- Determine which friendly unit (type and model) is trying to detect which enemy unit (type).
 - On the RCS, find the row corresponding to the unit trying to detect and the unit to be detected.
 - Find the column (Strat Hex R or Op Hex R) with the number of hexes between both units (inclusive the targets' hex).
 - Cross-reference the row and column: The number found is the probability of detection at that range.
 - Roll 1d10, if equal to or lower than probability number the detection attempt is successful, remove the undetected marker
- For detections on the StratMap, use the number in the colored box.

A stack of the same type of units is detected as a whole. Surface and submarine type units stacked together need to be detected separately.

Example: An enemy hex is filled with multiple air and naval units. Following a successful detection of an air unit, all air units are considered detected, but

another detection attempt is needed to detect the naval units too.

A unit can attempt detection while it is moving, giving it the possibility to detect an interceptor.

There is no Supply Point or MP cost to use detection capability, and a unit can use its detection capability at any time during any game turn segment.

To attempt to detect a unit, the unit to be detected must be within detection range.

A unit may always attempt to detect an enemy unit with which it shares a hex **provided no previous detection** has been made at that range (same hex, and failed by that same unit).

Sonobuoys in the Northern Atlantic: The network of sonobuoys NATO used are represented on the strategic map (the famous GIUK gap). They may only be destroyed by nuclear attack and are used for sub detection. The likelihood of a WP submarine unit NOT being detected is 5%: Roll 2d10 whenever a WP submarine unit enters a hex with a sonobuoy and if the sum of 2d10 = 6 they remain undetected (equals a 5% probability).

Designer's note: *Waiting before trying detection enhances detection probability but means time lost for intercepting the intruding enemy unit. Player's decision.*

EXAMPLE: A US Surface Naval Unit is going to be attacked by an undetected enemy air unit on the OpMap. The NATO player looks at the Air Detection capability of a US surface naval unit (surface action or carrier unit), by referring to the Surface Naval Unit/US portion of the Ranged Characteristics Summary.

On the row labelled Detection there are three options - Surface, Sub and Air. Since it is an enemy air unit, he consults the Air row. The enemy air unit starts 10 Op Hexes away, which is beyond the detection range of the US Surface Naval Unit, (shown by the fact there is no number under the 10 Op Hex range). However, when it is 9 hexes away, it could be detected but it would require the roll of a 1 or less. The NATO player knows he has one attempt between 6-9 hexes, (Strat Hex range 1) but at range 6 he would only need a 3 or less so decides to wait until the enemy air unit is 6 hexes away. At 6 hexes he rolls a 4 which means he has failed. At range 5 hexes, the NATO player will get another opportunity but will need a 4 or less. He decides to hold his nerve and only make his second detection attempt at 1 hex away (still Strat Hex range 0). He needs an 8 or less but somehow rolls a 9. The enemy air unit enters the hex containing his US Surface Naval Unit. As it is the OpMap, this gives him one last chance to detect it. He can only fail on a 10, but he rolls a 6 and the enemy air unit is detected. For simplicity, this example only has the US Surface Naval Unit attempting to detect the enemy air unit. In a real game it is possible that other friendly units could have been attempting to detect it too.

24.1. Ground-Air Detection

A friendly ground unit or installation may attempt to detect any air unit that is airborne within the friendly unit's Air Detection Range. The player announces the attempt immediately as the enemy air unit enters the hex in which the attempt is to take place (whether it is moved from an air base display on the map or from another map hex). Refer to the Ranged Characteristics Summary (RCS) and roll 1d10. If the die roll is equal to or less than the number indicated for the detecting unit at the given range, the enemy air unit is detected, and the Undetected marker is removed. This condition persists until the air unit lands or is destroyed.

❖ *Optional Rule "Stealth" [30.11]*

EXAMPLE: A Soviet air unit flies to within 1 Hex of a US Headquarters unit, which has a Detection Range of 1 Hex, and the US player announces a detection attempt. He rolls one die, and the result is 5. The number indicated on the Ranged Characteristics Summary for a US Headquarters unit detecting an enemy air unit at a range of 1 Hex is 7; the Soviet air unit is therefore detected, and the Undetected marker is removed.

24.1.1. GROUND-AIR DETECTION ON THE STRATMAP

StratMap hexes with an ADN symbol have a detection probability of 3 into adjacent hexes and 5 in their own hex.

24.2. Air-Air Detection

A friendly airborne air unit may attempt to detect any airborne air unit that is within its Air Detection Range. Players announce the attempt immediately as either unit enters a hex. Refer to the RCS and roll 1d10. If the die roll is equal to or less than the number indicated for the detecting unit type at the given range, the air unit is detected, and the Undetected marker is removed. This condition persists until the air unit lands or is destroyed.

❖ *Optional Rule "Stealth" [30.11]*

EXAMPLE: A Soviet air unit flies to within 20 Hexes of a NATO E-3A (EWDA), which has a Detection Range of 20 Hexes, and the NATO player announces a detection attempt. He rolls one die, and the result is 7. The number indicated on the Ranged Characteristics Summary for an E-3A detecting an enemy air unit at a range of 20 Hexes is 2; the Soviet air unit is therefore not detected. The Soviet air unit continues its movement, flying to within 15 Hexes of the same E-3A. The NATO player announces another detection attempt. He rolls one die, and the result is 3. The number indicated on the Ranged Characteristics Summary for an E-3A detecting an enemy air unit at a range of 15 is 4; the Soviet air unit is therefore detected, and the Undetected marker is removed.

24.3. Air-Naval Detection

A friendly airborne air unit may attempt to detect any enemy surface or submarine naval unit that is within its Surface or Sub-Surface Detection Range. The friendly player announces the attempt immediately as either unit enters a hex. Refer to the RCS and roll 1d10. If the die roll is equal to or less than the number indicated for the detecting unit at the given range, the naval unit is detected, and the Undetected marker is removed.

EXAMPLE: A French Br1150 Atlantic air unit flies to within 2 Hexes of a Soviet submarine. The air unit has a Detection Range of 2 hexes, and the player declares a detection attempt. He rolls one die, and the result is 1. The number indicated on the Ranged Characteristics Summary for a Br1150 air unit detecting an enemy submarine at a 2-hex range is 2; the Soviet sub is therefore detected, and the Undetected marker is removed.

24.4. Naval-Air Detection

A friendly naval unit may attempt to detect any airborne enemy air unit that is within its Air Detection Range. The friendly player announces the attempt immediately as either unit enters a hex. Refer to the RCS and roll 1d10. If the die roll is equal to or less than the number indicated for the detecting unit type at the given range, the air unit is detected, and the Undetected marker is removed. This condition persists until the enemy air unit lands or is destroyed.

❖ *Optional Rule "Stealth" [30.11]*

EXAMPLE: A US F-15 air unit flies to within 9 Hexes of a Soviet naval surface unit. The Soviet unit has a Detection Range of 9 hexes, and the Soviet player announces a detection attempt. He rolls one die, and the result is 6. The number indicated on the Ranged Characteristics Summary for a Soviet surface unit detecting an enemy air unit at a 9-hex range is 1; the F-15 air unit is therefore not detected. The F-15 air unit continues its movement, flying to within 5 hexes of the same Soviet naval unit, which places the F-15 within a new Detection range. The Soviet player announces another detection attempt. He rolls one die, and the result is 4. The number indicated on the Ranged Characteristics Summary for a Soviet naval surface unit detecting an enemy air unit at a 5-hex range is 4; the F-15 is therefore detected, and the Undetected marker is removed.

24.5. Naval-Naval Detection

A friendly naval unit (a stack containing both surface and submarine units may make two attempts, one with each type of naval units) may attempt to detect an enemy naval unit (submarine or surface) that is within its Surface or Sub-Surface Detection Range. Both players may declare and resolve detection attempts simultaneously. Refer to the Ranged Characteristics Summary and roll one die. If the die roll is equal to or less than the number indicated, the enemy naval unit is detected, and the

Undetected marker is removed.

EXAMPLE: A US submarine unit moves to within 2 Hexes of a Soviet submarine unit. The US submarine unit has a Detection Range of 2 hexes, and the US player declares a detection attempt. He rolls one die, and the result is an 8. The number indicated on the Ranged Characteristics Summary for a US submarine unit detecting an enemy submarine unit at a 2-hex range is 1; the Soviet unit is therefore not detected.

The Soviet player announces a detection attempt. He rolls one die, and the result is a 1. The number indicated on the Ranged Characteristics Summary for a Soviet submarine unit detecting an enemy submarine unit at a 2-hex range is 1; the US submarine unit is therefore detected, and the Undetected marker is removed. The next detection attempt by the US submarine may only happen if both share the same hex or after the Soviet submarine initiated combat and the combat results have been applied to the US submarine having been successfully ambushed in this example.

24.6. StratMap Detection and Ground-Air combat

NATO operates an Air Defense Network with radars positioned on the shores of the North Atlantic. These may make one detection attempt at 1 StratHex range and one at 0 StratMap hex range (same hex), per movement phase.

Air units entering a Line of Communication (LOC) hex are automatically detected. All LOC hexes in the USSR have an anti-air value printed on the map. Ground-air combat will be resolved as per rule [15.7] *Ground-Air Combat*.



24.7. Inter-Map Detection

Whenever a detection attempt extends from a map edge Operational Hex into a Transitional Hex, or from a Transitional Hex into a map edge Operational Hex, the distance represented by the transition is considered to equal 5 Operational Hexes.

EXAMPLE: A US E-2 EWDA, airborne over its carrier in Strategic Hex D15 wishes to detect an enemy air unit in Operational Hex 1800. The maximum air detection range of the E-2 (according to the RCS) is 15 Operational Hexes. The E-2 counts the range to Operational Hex 3919 as follows: 10 MPs to Transitional Hex D16 and 5 MPs into Operational Hex 1800 for a total of 15 hexes.

25. NORWAY – FEBA

Use the FEBA-path printed on the StratMap.

Place the FEBA marker on the Soviet-Norwegian border (hex P23). During the End Stage of each Game-Turn, if the number of hits inflicted by either WP or NATO is 5 more than their opponent, the FEBA marker is moved. South towards I17 if it was the WP that achieved it and North towards P23 if it was NATO.

The FEBA marker may be attacked by both players with missile, air or naval units. Use Hit markers for each player. The first time the FEBA marker enters a hex with an air or naval base, that base is considered destroyed for the rest of the game, (regardless of what happens with the FEBA marker subsequently).

During the End Stage of any GT in which the FEBA marker is in the last hex of the FEBA-path (the city of Bergen), Norway capitulates. Withdraw all Norwegian units from the game maps.

Remember: No ground units may ever be put on the StratMap.

25.1. Victory Points

Each hex the FEBA marker moves southwards gives the WP player 1 permanent VP.

25.2. NATO supply

Each hex the FEBA marker moves southwards reduces the NATO supply level by 5 SPs.

26. AIR WAR

26.1. Long Range Bombers

US B-1 and B-52 bombers and Soviet Tu-16, Tu-160, Tu-142, Tu-22 and Tu-95 bombers may be deployed respectively in the USA or Soviet Union's East holding boxes.

They may start an air mission in an off map holding box and enter the StratMap from any western (USA units) or eastern (USSR units) edge hex by spending 10 MPs. They may enter the OpMap using the inter-map movement rule. They may execute air missions on the StratMap or on the OpMap.

Long range bombers based in a holding box are restricted to one sortie per GT; those based at any friendly air base are treated as all other air units and may make more than one sortie. While tracing their flight path, these units may be intercepted. They can also be attacked by ADN and ground-air combat.

26.2. Air-Air Interception

Air units entering an enemy air sector (OpMap only) may only be intercepted by air units based at an air base in that same sector, except if the moving air units are in the detection range of an enemy EWDA (AWACS) air unit. The moving units do not have to be detected by the EWDA unit, the automatic detection of one air sector is enough.

Designer's note: AWACS units coordinate the air defense of multiple sectors in this case.

26.3. Air Base operations

Air units must always launch and end missions from and on eligible air bases. Eligible air bases are those operated by their own nation.

Each air base has a nationality: The country in which it is geographically situated. This country is represented by its flag in the background of the sortie number boxes.

Each air base is operated by one nation: This is represented by that nation's roundel in the info box of the air base display.

Example: Ramstein Air base is in Germany but run by the US Air Force. US air units (only) may use that air base to initiate a mission or to end it there.

Exception: If no eligible air base is in range, air units may end their mission on any air base under friendly control, but suffer the following penalties:

- No sorties left in the current GT
- Only 1 sortie for any GT they start from a non-eligible air base

26.4. Patriot ABM

The Patriot ABM system is a ground-based air defense system developed to detect, track, and intercept incoming ballistic missiles and aircraft threats.

The following ground units have Patriot systems:

- 1st US ArmDiv HQ
- 3rd US InfDiv HQ
- 3rd US ArmDiv HQ
- 5th German Pz Div HQ

Any unit of the above formation benefits from the Patriot capability if in command range of its HQ, just as any other form of support.

The following air base has the Patriot system:

Spangahlem/Bitburg Air Base hex.

If the hex they occupy is attacked by a missile, roll 1d10 before the missile strike procedure is conducted. If the die roll is:

- 1-7 the missile strike was eliminated and no damage caused
- 8-10 proceed with the missile strike procedure

26.5. Variable Aircraft Speed

During the intercept procedure, both sides alternate moving their air units equal distances. When using this optional rule, the distance an air unit travels when an intercept is initiated is dependent on the types of air units involved. A stack of aircraft moves at the speed of the slowest air unit.

There are 3 classes of units:

CLASS 1:

Air units with their MA as black numbers in a gray box. These are slow aircraft and/or with low maneuverability. BVR air-air combat against these units gets a -1 DRM.



Example: Rule 26.1 Long Range Bombers (Advanced Game)



SITREP

Strong Soviet reinforcements are on their way to feed into the large-scale offensive launched by WP forces.

Every WP Front (group of combat units) has its own supply line used abstractly by reinforcements before entering the OpMap.

Each hex of these supply lines may be interdicted, delaying every future reinforcement by 1 GT per interdicted hex.

THE MISSION

CONUS (Continental USA) based B-52 bombers strike the Supply Line in Poland (hex E20) to delay these reinforcements. The B-52s are in the USA holding box on the StratMap.



These air strikes are different:

- No air base display
- 1 sortie per GT
- May move on the StratMap

NATO player places the 379th Bombardment Wing in hex E0 (any western map-edge hex can be chosen) by spending 10 MPs and traces a flight path to hex E20 (210 MPs out of 500 MA) flying over F19. As usual for Strike Air Missions 2 Supply Points must be paid per air unit.

Note: If the B-52s had been detected over the Atlantic by WP naval units, they could have been intercepted by air or naval units.

Upon entering F19 the WP player attempts detection. He uses the "other units" row and must roll 5 or less. 1d10=6, no detection.

Ground Units		Op Hex R.	0	1	2	3
Detection	HQ, Air Base, Airport	Air	7	5		
Combat	Limited ADN Installations on OpMap	Air	5	4	3	2

The bombers enter target hex E20 (AA=6), which is a supply line hex and means an automatic successful detection.

Now ground-air combat takes place: 1d10=4, 2 less than the AA rating of 6.

Air / Naval Target		0 Hit	1 Hit	1 Hit	1 Hit	2 Hits	2 Hits	2 Hits
< 0	0 Equal	1 Less	Air/Naval Target	3 Less	4 Less	5 Less		

NATO rolls his ECM 1d10=4. ECM 7 - 4 = 3. Moving the hit marker 3 spaces left is enough to avoid a hit.

The first B-52s empty their bellies with an impressive B (bombardment) rating of 9: 1d10 = 1 which is a 2 hit result, the following B-52s hit the target as much and as such interdict the hex successfully.

Mark the hex with an interdicted marker and remember that all future WP reinforcements for the WF (Western Front) are delayed by 1 GT (Note: 1 GT per interdicted hex) and no more supply over this line of supply until the hex is repaired.

Trace a flight path back to any air base display or any Western map-edge hex in range to conclude the mission.

In F19 the bombers undergo ground-air combat. The anti-air rating (AA) of the hex is 4. Resolve attack by 1d10 = 8, no harm done to the BUFFs.

Note: The range of these air units is impressive, but not unlimited!

CLASS 2:

All other air units

CLASS 3:

F-14, F-15, F-16, F-18, F-111, F-117, B-2, Tornado, MiG-23, MiG-27, MiG-25, MiG-29, MiG-31, Su-15, Su-24, Su-27.

All class 3 air unit counters have their MA as white numbers in a red box.

If the intercepting air units are in the same class as the slowest air unit in the enemy air mission, then the standard interception procedure is followed.

If the air units are in a higher numbered class (not per class!) then the enemy air units move 10 Operational Hexes or 1 Strategic Hex as their first movement. The normal interception procedure is followed after this special movement.

27. NAVAL WAR

27.1. Convoys

This advanced rule is essentially the same as the basic rule [17.8] *Convoys*, but adds the strategic map and movement of convoys through the North Atlantic to the game.

Convoys represented with "Convoy" naval counters are moved on the strategic map from North America to Europe. Each is transporting Combat units and/or supply.

Scenario instructions give detailed instructions on each convoy:



- GT of departure in the West-Atlantic and a range of entry hexes (roll 1d10 for the exact entry hex)
- Combat unit(s) transported
- Port of destination (name and StratMap Hex)
- # of Supply Points delivered

28. SPECIAL FORCES

Special forces (SF) missions are handled abstractly, without any unit counters being moved, except the "Available SF (GT)" and "Available SF (Game)" markers on the General Track.

The scenario instructions specify the number of special forces missions each side may use per GT. Players record every mission by moving the "Available SF (GT)" marker 1 space towards 0. Move the "Available SF (Game)" marker 1 space towards 0 for each casualty. This marker is the limit of available missions in the following GT.

During any friendly Movement Segment, a player may initiate any number of SF missions, up to the number he has at his disposal.

28.1. Reconnaissance SF Mission

Reconnaissance is crucial to strike enemy ground units and installations even though these are always treated as detected and may be the target of a strike mission. Reconnoitering the target before the actual surface strike doubles the effectiveness by doubling the bombardment rating of the surface strike and cancels the negative DRM for missile strikes against non-reconnoitered targets.


It's a 4-step process:

RED STRIKE

- Designate the target of the reconnaissance special forces mission (only ground unit/stack or installation can be the target, not the entire hex)
- Roll 1d10 to find out if the mission is successful:

Terrain	Target Type					
	LRMU, Submarine u.		HQ, Assault u., ADN Inst., Naval Surface u.		POMCUS, Air Base, Airport, Other Inst., Interdiction	
	WP	NATO	WP	NATO	WP	NATO
Clear/ Rough/ Swamp/ Mountains/ Coastal Water/ Town	3	4	4	5	9	9
Woods/ Wooded Rough/ Wooded Mountain / Open Water/City	2	3	3	4	7	8
Roll 1d10: if equal to or lower ► Success: put reconnoitred marker on unit						

- Roll 1d10 to find out about casualties: If 1d10 higher or equal than 7, the special forces unit has not survived. For each casualty, the number of available SF reconnaissance missions permanently reduced by 1 for the rest of the game. Move the "Available SF (Game)" marker 1 space to the left on the General Track to denote this.

Special Forces Recon Mission Casualties	1d10
Roll 1d10 / DRM per mission: 1 casualty if DR	≥7
Number of available special forces missions permanently reduced by 1 for rest of game for each casualty. "Available SF (Game)" marker is reduced by 1.	

- Mark any target with a "Recon" marker immediately after the successful detection die roll.
Reset the "Available SF (GT)" marker during the End Stage, considering any casualties incurred. Over time the SF resources will dwindle down.


28.2. SF Raids

SF Raids never gain control of a hex. The purpose of raids is to inflict damage on any of the following targets (exclusively):

- LRMU [15.1.4] Long Range Missile Units
- HQ
- ADN installation
- Air base

It is the same process as for reconnaissance SF missions except a different success and casualty table:

Target Type			
LRMU	HQ	ADN Inst.	Air Base & Other Inst.
2	3	5	7
Roll 1d10: If equal to or lower ► Success: inflict 1 hit. If target has been reconnoitred: 2 hits.			

Special Forces Raids Mission Casualties	1d10
Roll 1d10 per mission: 1 casualty if DR	≥4
Number of available special forces missions permanently reduced by 1 for rest of game for each casualty. "Available SF (Game)" marker is reduced by 1.	

29. SUPPLY OF WP GROUND UNITS

A more realistic supply rule for WP ground units only.

To be in supply, a WP ground unit must trace a supply line of 4 hexes to its direct HQ (Army or Corps), which then must trace a supply line of 8 hexes to a Front HQ, which, itself, must trace a Line of Supply of any length to a hex connected by a road or railroad to a supply source.

Obstructions are:

- Impassable terrain, prohibited for movement (except via road).
- Interdicted, nuclear attack, nuclear contaminated marked hexes.
- Destroyed or civil unrest marked city or port hexes.
- Any hexes under enemy control or in an EZOC void of friendly units.

Exception: A supply line may be traced from a unit on a coastal hex to a port along a path of max. 40 un-mined sea zone hexes. This line may not pass through the detection range of enemy naval units.

[2.2] Command hierarchy

30. OPTIONAL RULES

30.1. Bridges

A bridge is considered destroyed if any of the two hexes adjacent is interdicted. No railroad or road movement across destroyed bridges. Mark destroyed bridges with a destroyed marker. Bridges may not be repaired.

30.2. Doctrine

These optional rules are only applicable to a specific side. They reflect the different military doctrines of the belligerents.

WP

No retreat

KGB units would have taken position immediately behind the regular ground combat troops. They would have shot anyone retreating. Retreat was not an option for WP commanders, not even for tactical reasons. WP units may NOT use rule [15.5.2] Tactical Withdrawal, nor may they transform hits into retreats [15.6.1].

At WP player's choosing, WP air units may press on their air mission even after taking a hit.

CAS

WP doctrine allows substantial combat air support to ground troops **only** if a definite breakthrough has occurred, or any other considerable advantage is achieved. In contrast to NATO doctrine that would have used airpower to achieve a breakthrough. To reflect this in the game the WP player places "breakthrough" markers on the advancing WP unit whenever a NATO unit retreats or withdraws. Only WP units with "breakthrough" markers may call in close air support in attack situations. Remove "breakthrough" markers at the end of the ground-ground combat resolution, except when the unit advanced at least one hex after the combat, then it retains its breakthrough marker and as such will stay eligible for CAS.

Echelon

Second Echelon: A WP unit or units which began the combat phase adjacent to an attacking unit but not adjacent to the defending unit, can be used as a second echelon. Any such units can advance after combat as if they had participated in the attack. Second echelon units abide by normal advance after combat rules with these exceptions: Two hexes are added to the distance it can advance after combat and the first hex it enters must be a hex from which a friendly unit attacked.

Assault from March

Assault ground units at full strength and attacking in "Advance to contact" or "Hasty Assault" Combat Formation have a 1 column shift to their advantage. However, if the attacker suffers at least 1 hit, add 1 further hit to it.

NATO

Chemical warfare

No use of chemicals. No chemical warfare allowed, not as first strike or even retaliation.

AirLand Battle

Double hits inflicted by NATO ground units on WP units if successful CAS mission and armored unit (with a tank silhouette) took part in ground-ground combat when attacking.

30.3. Expanded Strategic War

Use in conjunction with optional rule [30.23] Cards. Each player draws 5 cards and keeps 3 cards during Setup.

A player may choose to play more than one card in one GT, but if he does so, he will still only be dealt one new card after having played his cards.

30.4. Fallout and nuclear contamination

During the End Stage, throw 1d10 per nuclear contamination marker to determine wind direction and consequently the fallout bearing. Consult the wind-rose and add a contamination marker in the hex corresponding to the wind direction adjacent to the lastly placed contamination marker. Die rolls of 7-10 result are treated as "5" rolls because westerly winds prevail.

Note: In contrast to rule [18.2.4.] Fallout where contamination markers are moved, here new markers are added. Once contaminated, a hex will stay contaminated.

30.5. Friendly fire

Ground-air combat can occur in a hex if friendly air units are airborne in

the hex but hits on friendly aircraft may happen.


To resolve roll 1d10 after the ground-air combat resolution. If NATO ground units conducted ground air-combat and the die roll is 1 or 2, inflict one hit on NATO air-units instead on WP units. If WP ground units conducted ground-air combat and the die-roll is 1, 2 or 3, inflict half of all hits to WP air-units instead of NATO units. Hits are to be suffered first by those units with the lowest ECM rating, owners choice if ECM ratings are the same.

30.6. Hardened Air Bases

All air bases (not FOBs or EABs or airports) are considered hardened with extensive bunkers and shelters. It takes two hits to generate one actual hit on the air base, fractions are lost.

30.7. In-Flight Refueling

The range of an aircraft is based on how much fuel it carries and how fast it consumes that fuel. Use of this rule extends that range.

All eligible air units (marked with ) may have their regular movement allowance doubled when performing missions by expending extra SPs. NATO missions cost twice and WP missions cost three times the normal mission SP cost. A strike mission would thus cost 4 SPs to NATO and 6 SPs to the WP.

30.8. Refugees

Upon entering any adjacent hex to full or partial city hex the WP player may place a "Refugees" marker on the hex opposite to the entry hex.

Treat hexes marked with "Refugees" markers as interdicted hexes for movement purposes for NATO.



Move refugee markers west, one hex per End Stage. Remove the "Refugees" marker when they would be moved the third time. To remember this, flip the marker on its back during the first GT End Stage.

Designer's note: Refugees could have had an impact on NATO mobility when thousands of Germans would clog the streets with their cars to evade the oncoming Soviets.

30.9. Single Sortie Strike Mission

US air units may launch single sortie strike missions. All of their combat ratings are halved but launching a single air unit on a Strike mission is making it harder to be detected. When a detection attempt is made against the air unit, divide the Detection Probabilities of the unit attempting the detection by 2. Any hits inflicted by air defense units or by fixed Air Defense Network are halved.

30.10. Stay Behind - Wallmeister

NATO had elaborated a plan to halt or slow down the advance of the WP troops. A whole underground army (the official term was "stay-behind") was created that had two missions:

- Destroy infrastructure to stop or slow enemy troops.
- Guerilla warfare behind enemy lines.

Together with the "delay-zone" established along the inter-German border this might have proven critical for the blitzkrieg-like war the Soviets intended to wage.

West Germany had a great number of mines and other obstacles prepared in order to slow down a communist thrust. These so-called "Sperranlagen" would have been activated by "Wallmeister" units, pioneer troops of the Territorialheer (reserve army). Most of these contingency plans have only emerged after the downfall of the Communist East Bloc.

PROCEDURE: During any one Administrative Phase (NATO players choice), the NATO player receives 10 special "Wallmeister" markers numbered 1-10, which he can freely place in NATO countries in order to hinder WP troops. After the placement the WP player rolls 1d10 three times and removes the "Wallmeister" marker corresponding to the die roll. If the die roll is an already removed marker, do not reroll. The opportunity to remove a marker is lost. If all the markers are on the map, no new markers may be placed. The counter-mix is the limit.

The effects of the "Wallmeister" markers are the same as normal Interdiction markers but apply only to WP units. "Wallmeister" markers will never be removed.

30.11. Stealth

The US F-117 is a stealth aircraft. The WP may only attempt to detect a stealth aircraft when it flies through a hex containing a unit with a detection capability. Whenever any unit attempts to make a detection against these air units their detection die roll is doubled. In addition, these aircraft are never automatically detected.



All combat related ground-air and air-air die rolls against these air units are doubled.

30.12. SSBN - ballistic missile submarines

NATO and WP ballistic missile submarines (SSBN) may gain victory points if they are deployed close to the heartland of the enemy and by doing so considerably shorten the early warning period of the enemy in case of a nuclear strike.

30.12.1. SSBN submarines Hiding

SSBN submarine units may go into hiding during the End Stage of a GT if they are out of the detection range of any enemy unit. Remove the submarine unit counter permanently from the game and adjust the VP marker accordingly. [20.4.10] SSBN

Each NATO SSBN that reach the Arctic holding box and go into hiding count for two VPs.

Each WP SSBN that reach the WESTLANT area on the StratMap and go into hiding count for two VPs.

30.13. Weather

Weather is determined in the Administrative Stage.

Roll 2d10; if the combined sum of the roll is 2, there is bad weather. On all other results it is good weather. Do not roll for weather again after one bad weather turn has happened. Only one bad weather turn per game.

Effects of Weather

Good Weather has no effect on game play, this is the standard situation.

Bad weather has the following effects:

- Halve movement rates
- Halve combat strengths
- Halve Detection range
- Halve range of stand-off weapons
- Checking enemy unit stacks is not allowed
- Impossible to launch amphibious/airborne assaults
- Halve HQ command range
- WP aircraft all lose one sortie (inferior all weather capability).
- Bad weather conditions force air units to stay low or fly at reduced speed and offer ground units more opportunities to down aircraft: Raise all ground-air ratings by 2.

Designer's note: Historically, the weather in August and September 1989 in Central Europe was good and would not have had any influence on combat. Except perhaps for the hurricane over North Germany from August 26 to 28.

30.14. Wild Weasels

Anti-Radiation Missiles

A Wild Weasel is an aircraft specially equipped with radar seeking missiles and tasked with destroying the radars and SAM installations of enemy air defense systems. The task of a Wild Weasel aircraft is to bait enemy anti-aircraft defenses into targeting it with their radars, whereupon the radar waves are traced back to their source allowing the Weasel or its teammates to precisely target it for destruction.

Wild Weasel air units attacking ADN installations or HQs have hits inflicted on these targets doubled.



30.15. Special NATO anti-tank units

NATO had some airborne anti-tank units, designed to support friendly forces by inserting specialized company sized ATGM teams at the crucial spot.

Immediately after the WP player has declared a combat, the NATO player announces ATGM combat support (like combat support by HQs) and spends

RED STRIKE

1 combat air transport point to abstractly move an ATGM team from their parent units' hex to the defending hex, up to 5 hexes away. The parent units capable of doing this are the German 25., 26. and 27. Luftlandebrigaden and the French 1er Régiment d'Infanterie.

These units give a combat strength modifier in defense (only). To find out how much, roll 1d10. On a result of 1 to 5 the CS = +1, on a result of 6 to 10 the CS = +2. These units (in fact their parent unit as no counter is physically moved) must take the first hit if the stack they support suffers a hit result.

As long as there are combat air transport points available there is no limit to how many times each of the parent units may commit this support in defense.

30.16. EF-111A Raven and EA-6B Prowlers

The ALQ-99 tactical jamming system fitted to the EF-111 and EA-6B Prowlers is designed to jam several enemy long-range radars simultaneously, from orbit lines over friendly territory, and to do so for long periods.

There are two ways to use the EF-111 Raven and EA6B Prowlers:

Stand-off and Close-in jamming

Place the counters during the Unit Assignment Phase anywhere on the Operational Map in friendly owned hexes and spend 2 SPs. They are not required to return to an air base. They may be moved during the Unit Assignment Phase simply by placing the counter in another hex.

For any ground-air attacks made versus friendly air units in a 10-hex radius use the ECM value of the EF-111A counter instead of their own. ADN ground-air attack die roll is modified -3.

Jamming Escort

Place the counter with any friendly air unit stack on an offensive air mission and spend 2 SPs.

The counter is not counted for stacking purposes. The very high ECM rating of these units is giving a considerable advantage when rolling for ECM during combat resolution. These units are the last to take any hits.

Jamming Escort is most useful for missions deep into enemy territory.

30.17. HQ and LRMU detection

HQ and LRMU are considered undetected until detected by a reconnaissance mission or if an enemy ground unit moves adjacent to the unit.

30.18. Ground Launched Missile Stocks

Instead of limiting the LRMU ground units to 3 shots in the entire game (rule [15.1.4], proceed as follows:

LRMUs are limited to 1 shot per GT. Mark the unit out of missiles immediately after the shot resolution.

LRMUs may be replenished during the End Stage by expending 4 SPs per removed out of missiles marker.

In the next GT the LRMU may shoot again.

LRMUs may be replenished as often as there are SPs available.

30.19. Civil shipping

Military operations at sea would have been complicated in the first days by civilian navigation, anti-ship missiles would have come off course or even attacked civilian ships that happened to be in the flight path.

Apply +1 DRM on AS combat on GT1.

30.20. Dr. Strangelove

During the Unit Assignment Stage, each player rolls 2d10. If the result is 2 a high ranked officer unleashes nukes without authorization of the government.

NATO: in the upcoming first action stage at least 1 B-52 strike must be executed with nukes.

WP: in the upcoming first action stage at least 1 missile strike must be executed with nukes.

30.21. Damaged Capital Ships

Capital ships have their MA reduced by 50% after the second hit.

30.22. Cards

There are two distinct card decks in the game: one for the NATO player and one for the Warsaw Pact player.

Each card contains two elements: A description of an event and a number indicating how many supply points are added to the Supply Level.

In the Cards Phase of each game-turn (GT) each player draws two cards,

reads the information they contain, and decides which of the two will be played for its event and which will be played to gain Supply Points (SPs).

Both cards have to be played in the GT they are drawn.

First, both players reveal simultaneously the cards that are played for Supply and then move the Supply Level markers accordingly. Raise the Supply Level by the number of SPs shown on the card. Never remove cards from the deck if played for SPs.

Second, both reveal simultaneously the cards that are played for the event. Events take effect immediately and the Initiative Player plays his event first. VPs, WO, DEFCON and other tracks are adjusted immediately; the game may end now if DEFCON reaches 1 which could happen due to an event played! [18.1] DEFCON Track

Events have a direct or indirect effect on the war depicted in the operational part of the game. Possible effects:

- Reduce enemy Supply Level (immediately)
- Reinforcements and withdrawals

When the draw deck is exhausted, shuffle the played cards and use them as the new draw deck.

Important: Some cards played as events may be used only once and are then removed from the game. These cards are noted accordingly on the face of the card.

All cards give the players a choice of 2 options on how to play a card, execute an EVENT or get SUPPLY.

Some cards **if played for the event** are removed from play, they may happen only once.

REMOVE FROM DECK AFTER PLAYING

EVENT

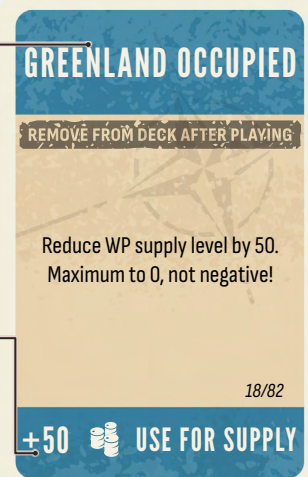
Short description of the event.

One time event.

If played, the Soviets will suffer a one-time reduction of supply.

SUPPLY

If the player decides to play the card for supply he immediately adds 50 Supply Points to his Supply Level.



30.23. Damage Assessment

"Damage Assessment is the timely and accurate estimate of damage resulting from the application of military force, against a predetermined objective. Mission Assessment addresses the effectiveness of operations for tasked or apportioned missions."

Contrary to the real world, players know exactly and immediately how successful their air missions or missile strikes are. Use the following procedure to raise the level of realism of air-ground combat against ground installations (NOT ground or naval units):

The defender rolls for damage inflicted by enemy air/missile strikes and implements hits in secret. He must of course immediately apply the consequences of hits; for example the reducing of air base capacity or ground-air combat value of his ADN.

The attacker wishing to know if and how much damage an enemy installation has taken may launch a recce mission. If successful, the owning player must disclose the number of hits.

Designers note: This rule asks for a high level of trust and that is why it is an optional rule.

31. SCENARIOS

10 small sized "Exercise Scenarios": Very small solitaire Scenarios taking 15-60 minutes to play. These are intended as learning Scenarios of the basic concepts.

6 medium sized "Battle Scenarios": 2-player Scenarios using the full rule set but limited map space or even specific maps and number of counters. Playable in a 16-45 hours or so.

4 large sized "Campaign Scenarios": 2-player or teams: The whole enchilada. All of the Scenarios start on August 1st 1989 and end as per the Victory conditions or at the end of GT 15. The differences of the Scenarios reside in the ready status of the belligerents.

"99 RED BALLOONS" SCENARIO 1 is a surprise attack of the WP on NATO on 1st August. No major preparations have been made on both sides of the Iron Curtain.

Supply levels at start: NATO 500 SP; WP 500 SP

"WE DIDN'T START THE FIRE" SCENARIO 2 is based on short period of rising tensions which lead to war.

Supply levels at start: NATO 1000 SP; WP 1000 SP

"LAND OF CONFUSION" SCENARIO 3 is war breaking out after a prolonged mobilization phase in which diplomatic efforts are undertaken to avoid the war, in vain.

Supply levels at start: NATO 1500 SP; WP 1500 SP

"TWO TRIBES" SCENARIO 4 A prolonged period of sabre rattling and mobilization undermines diplomatic efforts and leads to "continuation of politics by other means".

This time NATO attacks to free the oppressed populations of Eastern Europe.

Supply levels at start: NATO 1500 SP; WP 1500 SP

The table below summarizes the different mobilization (M+) dates and corresponding GT. Hostilities start on August 1st in each Scenario, what varies is the preparation time for both sides reflected in more supplies at hand and different setup positions.

		99 RED BALLOONS		WE DIDN'T START THE FIRE		LAND OF CONFUSION		TWO TRIBES	
		NATO MOB.	WP MOB.	NATO MOB.	WP MOB.	NATO MOB.	WP MOB.	NATO MOB.	WP MOB.
JUL 8							M+0		M+0
JUL 12							M+1		M+1
JUL 18					M+0	M+0	M+5	M+0	M+5
JUL 22					M+1	M+1	M+6	M+1	M+6
JUL 28			M+0	M+0	M+5	M+5	M+10	M+5	M+10
JUL 30	Game Turn	M+0	M+4	M+9	M+14	M+19	M+24	M+19	M+24
AUG 1	1 GT	M+1	M+5	M+10	M+15	M+20	M+25	M+20	M+25
AUG 2		M+2	M+6	M+11	M+16	M+21	M+26	M+21	M+26
AUG 3	2 GT	M+3	M+7	M+12	M+17	M+22	M+27	M+22	M+27
AUG 4		M+4	M+8	M+13	M+18	M+23	M+28	M+23	M+28
AUG 5	3 GT	M+5	M+9	M+14	M+19	M+24	M+29	M+24	M+29
AUG 6		M+6	M+10	M+15	M+20	M+25	M+30	M+25	M+30
AUG 7	4 GT	M+7	M+11	M+16	M+21	M+26	M+31	M+26	M+31
AUG 8		M+8	M+12	M+17	M+22	M+27	M+32	M+27	M+32
AUG 9	5 GT	M+9	M+13	M+18	M+23	M+28	M+33	M+28	M+33
AUG 10		M+10	M+14	M+19	M+24	M+29	M+34	M+29	M+34
AUG 11	6 GT	M+11	M+15	M+20	M+25	M+30	M+35	M+30	M+35
AUG 12		M+12	M+16	M+21	M+26	M+31	M+36	M+31	M+36
AUG 13	7 GT	M+13	M+17	M+22	M+27	M+32	M+37	M+32	M+37
AUG 14		M+14	M+18	M+23	M+28	M+33	M+38	M+33	M+38
AUG 15	8 GT	M+15	M+19	M+24	M+29	M+34	M+39	M+34	M+39
AUG 16		M+16	M+20	M+25	M+30	M+35	M+40	M+35	M+40
AUG 17	9 GT	M+17	M+21	M+26	M+31	M+36	M+41	M+36	M+41
AUG 18		M+18	M+22	M+27	M+32	M+37	M+42	M+37	M+42
AUG 19	10 GT	M+19	M+23	M+28	M+33	M+38	M+43	M+38	M+43
AUG 20		M+20	M+24	M+29	M+34	M+39	M+44	M+39	M+44
AUG 21	11 GT	M+21	M+25	M+30	M+35	M+40	M+45	M+40	M+45
AUG 22		M+22	M+26	M+31	M+36	M+41	M+46	M+41	M+46
AUG 23	12 GT	M+23	M+27	M+32	M+37	M+42	M+47	M+42	M+47
AUG 24		M+24	M+28	M+33	M+38	M+43	M+48	M+43	M+48
AUG 25	13 GT	M+25	M+29	M+34	M+39	M+44	M+49	M+44	M+49
AUG 26		M+26	M+30	M+35	M+40	M+45	M+50	M+45	M+50
AUG 27	14 GT	M+27	M+31	M+36	M+41	M+46	M+51	M+46	M+51
AUG 28		M+28	M+32	M+37	M+42	M+47	M+52	M+47	M+52
AUG 29	15 GT	M+29	M+33	M+38	M+43	M+48	M+53	M+48	M+53
AUG 30		M+30	M+34	M+39	M+44	M+49	M+54	M+49	M+54

32. GLOSSARY AND ABBREVIATIONS

AA: Anti-air rating of an air base.

ABM: An anti-ballistic missile (ABM) is a surface-to-air missile designed to counter ballistic missiles (missile defense).

ADN: Air Defense Network.

AFCENT: Allied Forces Central Europe.

AFNORTH: Allied Forces Northern Europe.

AFSOUTH: Allied Forces Southern Europe.

Air Superiority: An Air Superiority mission is a military operation aimed at achieving control over a particular airspace or region by neutralizing or defeating enemy air forces. The objective of an Air Superiority mission is to establish air dominance and to prevent the enemy from conducting any effective offensive or defensive air operations.

Air Superiority missions are typically carried out by fighter aircraft equipped with air-to-air weapons and advanced sensors and avionics. These aircraft are designed and optimized for air combat, which involves engaging enemy aircraft and denying them access to the airspace. The tactics used in Air Superiority missions include dogfighting, intercepting enemy aircraft, and providing cover for friendly aircraft and ground forces.

Air Superiority is a critical element in modern warfare, as control of the airspace is essential for conducting effective offensive and defensive operations. In addition to fighter aircraft, Air Superiority missions may also involve other assets such as ground-based air defense systems, airborne early warning and control aircraft, and air-to-air refueling tankers.

AMF: Allied Mobile Force, was a small NATO quick reaction force, headquartered at Heidelberg, Germany, The land component of the force, consisting of a brigade-sized formation of about 5,000 personnel, was composed of units from 14 NATO states.

Anti-Radiation Missile and High-speed Anti-Radiation Missile (ARM and HARM): Air-to-surface tactical missile designed to home in on electronic transmissions associated with surface-to-air missile radar systems. Most ARM designs to date have been intended for use against ground-based radars but air-to-air systems do exist.

AO: In U.S. armed forces parlance, an area of operations (AO) is an operational area defined by the force commander for land, air, and naval forces conduct of combat and non-combat activities.

Armored units: Check rule 15.1.1.

AS: Action Stage.

AS: Anti-ship missile rating, firing ship-to-ship missiles.

ASMR: Range of anti-ship missile combat.

ATAF: Allied Tactical Air Force.

ATT: Attacker.

Bde: Brigade = regiment. 1 RE

Blockade: Ports are under "Blockade" if the appropriate Card is played. [8.3] Ports

Mined: If a port is in a naval-zone with a mine-level of 5 or more it is considered mined. [8.3] Ports, [17.7] Mines

Bn: Battalion ½ RE.

BRD = FRG: Bundesrepublik Deutschland, Federal Republic of Germany, West Germany.

BVR: Beyond Visual Range (see also Stand-off weapons)

CAP: CAP stands for Combat Air Patrol, which is a type of military air operation that involves deploying fighter aircraft to protect a specific area or asset from hostile forces. The primary objective of a CAP mission is to establish air superiority and to deny the enemy the ability to conduct effective offensive or defensive air operations. During a CAP mission, one or more fighter aircraft will be on airborne standby to respond to potential threats. These aircraft may patrol a specific area or fly in a predetermined pattern to ensure maximum coverage of the protected asset or airspace. The fighter aircraft may engage enemy aircraft if detected, or they may simply fly to deter potential threats from approaching the protected area.

Cards: Influence Supply, Reinforcements and World Opinion.

CENTAG: The Central Army Group (CENTAG) was a NATO military formation comprising four Army Corps (II German, III German, V US, and VII US) comprising troops from Canada, West Germany, and the United States. CENTAG was NATO's forward defense in the southern half of the Federal Republic of Germany (FRG).

CINCCENT: Commander-In-Chief Central, Commander of the territory between Denmark and Switzerland.

CFET: Combat Formations Effects Table

CM: A cruise missile is a guided missile used against terrestrial targets, that remains in the atmosphere and flies the major portion of its flight path at approximately constant speed. Cruise missiles are designed to deliver a large warhead over long distances with high precision. Modern cruise missiles can travel at supersonic or high subsonic speeds, are self-navigating, and are able to fly on a non-ballistic, extremely low-altitude trajectory.

COL: Column shift in combat resolution

CONUS: Continental USA

Combat Formations: Ground units must choose between different Combat Formations adapted to certain missions.

CPY: Capacity of an air base to launch air strikes = number of unit counters that may be assigned to an air mode (offensive and interception).

CRC: Control and Reporting Centre.

CRT: Combat Results Table.

CS: Combat Strength

CTOL: A conventional take-off and landing (CTOL), is the process whereby conventional aircraft (such as passenger aircraft) take off and land, involving the use of runways.

Damage Assessment: Battle Damage Assessment (BDA). BDA is the timely and accurate estimate of damage resulting from the application of military force, either lethal or non lethal, against a predetermined objective. Battle damage assessment can be applied to the employment of all types of weapon systems (air, ground, naval, space, IW, and special forces) throughout the range of

military operations. BDA is primarily an Intelligence responsibility with required inputs and coordination from Operations. Battle damage assessment is composed of physical damage assessment, functional damage assessment, and target system assessment. BDA is the study of damage on a single target or set of targets. It is used for target study and target system analyses, reconstitution estimates, weaponeering, database updates, and for deciding restrikes. The BDA process answers the following questions:

Did the weapons impact the target as planned?

Did the weapons achieve the desired results and fulfill the objectives, and therefore purpose, of the attack?

How long will it take enemy forces to repair damage and regain functionality?

Can and will the enemy compensate for the actual damage through substitution?

Are restrikes necessary to inflict additional damage, to delay recovery efforts, or attack targets not successfully struck?

What are the collateral effects on the target system as a whole, or on other target systems?

DEF: Defender.

DEFCON: The defense readiness condition (DEFCON) is a measure of the activation and readiness level of the United States Armed Forces. It describes progressive postures for use between the Joint Chiefs of Staff and the commanders of unified commands. DEFCONs are matched to the situations of military severity. Standard peacetime protocol is DEFCON 5, descending in increasingly severe situations. DEFCON 1 represents expectation of actual imminent attack and has never been known to have been declared.

DEFCON 5 This is the condition used to designate normal peacetime military readiness. An upgrade in military preparedness is typically made by the Joint Chiefs of Staff and announced by the United States Secretary of Defense.

DEFCON 4 This refers to normal, increased intelligence and the heightening of national security measures.

DEFCON 3 This refers to an increase to force readiness above normal. Radio call signs used by American forces change to currently classified call signs.

DEFCON 2 This refers to a further increase in force readiness just below maximum readiness. The most notable time it was declared was during the Cuban Missile Crisis, although the declaration was limited to Strategic Air Command. It is not certain how many times this level of readiness has been reached.

DEFCON 1 This refers to maximum readiness. It is not certain whether this has ever been used, but it is reserved for imminent or ongoing attack on US military forces or US territory by a foreign military power. At this point, nuclear weapons would be authorized.

Div: Division.

Escort (air): In an air strike mission, an escort is a military aircraft that accompanies and provides protection to a group of other aircraft (usually bombers or other strike aircraft) during the mission. The escort's primary mission is to defend the strike group against potential threats from enemy

fighters or ground-based air defense systems. The escort aircraft typically have air-to-air weapons and advanced sensors and avionics to detect and engage enemy threats. They may also have other capabilities such as electronic warfare and jamming to disrupt enemy radar and communication systems. The escort aircraft are usually designed and optimized for air combat, and they fly in close proximity to the strike group to provide protection.

The escort's presence can deter potential attacks on the strike group, or engage and neutralize enemy fighters that try to engage the strike group. The escort may also provide additional support such as target designation and acquisition, or provide suppression of enemy air defenses (SEAD) by attacking and destroying ground-based air defense systems.

Overall, the escort's mission is to ensure that the strike group can reach and successfully complete its mission without being significantly impeded or destroyed by enemy threats.

EAB: Emergency air base; A highway strip, road runway or road base is a section of a highway, motorway or other form of public road that is specially built to act as a runway for (mostly) military aircraft and to serve as an auxiliary military air base. These runways allow military aircraft to continue operating even if their regular air bases, some of the most vulnerable targets in any war, are degraded or destroyed.

EW: Electronic warfare (EW) is any action involving the use of the electromagnetic spectrum (EM spectrum) or directed energy to control the spectrum, attack an enemy, or impede enemy assaults. The purpose of electronic warfare is to deny the opponent the advantage of, and ensure friendly unimpeded access to, the EM spectrum. EW can be applied from air, sea, land, and/or space by manned and unmanned systems, and can target humans, communication, radar, or other assets (military and civilian).

EWECM: Electronic Warfare and Electronic Counter Measure. See EW and EWDA.

EWDA: Early Warning Detection Aircraft. AWACS and other specialized aircraft.

FEBA: Forward Edge of Battle Area, term that designates the forward-most friendly maritime or land forces on the battlefield at a given point in time during an armed conflict. In Red Strike a FEBA marker is used to abstract combat in Norway.

Fallout: Is the residual radiation hazard from a nuclear explosion, so named because it "falls out" of the atmosphere into which it is spread during the explosion. It commonly refers to the radioactive dust created when a nuclear weapon explodes. This radioactive dust, consisting of hot particles, is a kind of radioactive contamination. It can lead to the contamination of the food chain. Blast injuries and thermal burns from the use of nuclear weapons for military action in many cases will far outnumber radiation injuries. However, radiation effects are considerably more complex and varied than are blast or thermal effects and are subject to considerable misunderstanding.

The closer to ground an atomic bomb is detonated, the more dust and debris is thrown into the air, resulting in greater amounts of local fallout. From a tactical standpoint, this has the disadvantage of

hindering any occupation/invasion efforts until the fallout clears, but more directly, the impact with the ground severely limits the destructive force of the bomb. For these reasons, ground bursts are not usually considered tactically advantageous, with the exception of hardened underground targets such as missile silos or command centres, however "salting" enemy territory with a fallout-heavy atomic burst can be used to deny ill-equipped civilians/military personnel access to a contaminated area. Source: Wikipedia

Flexible response

Flexible response was a defense strategy implemented by John F. Kennedy in 1961 to address the Kennedy administration's scepticism of Dwight Eisenhower's New Look and its policy of Massive Retaliation. Flexible response calls for mutual deterrence at strategic, tactical, and conventional levels, giving the United States the capability to respond to aggression across the spectrum of warfare, not limited only to nuclear arms.

- Attack political will of Allies
- Attack political will of US/USSR
- Terrorize population
- Elect a "host" regime
- Assassinations
- Purges

FOB: A forward operating base (FOB) is any secured forward operational level military position, commonly a military base which is used to support strategic goals and tactical objectives. A FOB may or may not contain an airfield, hospital, machine shop or other logistical facilities.

FRG: Federal Republic of Germany, West Germany, member of NATO.

DDR = GDR: German Democratic Republic, East-Germany, member of the Warsaw Pact.

Infantry units: Check rule 15.1.1.

Initiative: The player having Initiative has some advantages during the GT.

GIUK gap is an area in the northern Atlantic Ocean that forms a naval choke point. Its name is an acronym for Greenland, Iceland and the United Kingdom, the gap being the open ocean between these three landmasses.

IGB: Inner-German Border, Iron Curtain between the BRD and the DDR.

Jamming (tactical) "There are three basic roles of the EF-111. The first is what we call "stand-off jamming", orbiting quite high up and jamming from well over friendly territory beyond the reach of the enemy air defenses. Using these tactics, we would jam the enemy long range early-warning radars to screen the movement of friendly aircraft in our area.

The second role is "close-in jamming", where we would be much closer to the enemy radars but still over friendly territory. The jamming power we put into the enemy radars increases the nearer we are to them, so we would use this tactic if we needed to hit their sets with a lot of power.

In this case we would be close to the friendly aircraft we were screening, though not in formation with them. We would fly as low as possible, just high enough to beam our jamming into the enemy radars.

The third role is jamming escort', providing jamming protection for forces making deep

penetration attacks an heavily defended targets. It was for this role that the F-111 was chosen over other types for conversion for the electronic combat aircraft role: It is the only aircraft in the US Air Force inventory with the performance and the range to accompany any other NATO tactical aircraft to and from its target."

Source: Air Battle Central Europe, Alfred Price

KGB: Komitet Gosudarstvennoy Bezopasnosti, was the main security agency for the Soviet Union. It was carrying out internal security, intelligence and secret police functions.

Mode: Units can be in different modes. Modes determine which missions a unit can undertake (if at all) and penalties or advantages gained or lost in movement or combat.

MSC: Military Sealift Command, operates cargo ships to bring US military units from the USA to Europe. In Red Strike represented by Convoy counters.

NATO: North Atlantic Treaty Organization.

NBC-Weapons: Nuclear, biological, and chemical weapons.

NORTHAG: The Northern Army Group (NORTHAG) was a NATO military formation destined to defend the northern half of the FRG, comprising four Western European Army Corps: I Dutch Corps, I German Corps, I British Corps, I Belgian Corps.

Nuclear Facility: A strategic target in Red Strike. A nuclear power plant is a thermal power station in which the heat source is a nuclear reactor.

Oil Rig: A strategic target in Red Strike. Also called oil platform, offshore platform, or offshore drilling rig is a large structure with facilities for well drilling to explore, extract, store and process petroleum and natural gas that lies in rock formations beneath the seabed.

Oil Terminal: A strategic target in Red Strike. It is an industrial facility for the storage of oil, petroleum and petrochemical products.

Order of Battle: A listing of military units, often with equipment, location, and other relevant information. In its modern use the order of battle signifies the identification, command structure, strength, and disposition of personnel, equipment, and units of an armed force during field operations. Various abbreviations are in use, including OOB, O/B, or OB, while ORBAT remains the most common.

POMCUS sites. (Pre-positioned Overseas Material Configured in Unit Sets). Six US Divisions should have been shipped to Western Europe in case of hostilities, in 10 days. To allow this rapid build-up, the whole standard equipment of a heavy division was pre-positioned on sites in Europe. Only the soldiers were missing.

RE: Regimental equivalent. 1 RE=1 regiment or brigade.

Reg: Regiment. [1.2.3] Unit size

RP: Reporting Post.

SACEUR: Supreme Allied Commander Europe.

SACLANT: Supreme Allied Commander Atlantic.

SAG: Surface Action Group. Combination of multiple surface ships.

SOC: Sector Command.

SOUTHAG: Army Group to be created in the

RED STRIKE

event of war.

SP: Supply Points.

SSBN: "SSBN are submarines capable of deploying submarine-launched ballistic missiles (SLBMs) with nuclear warheads. The primary mission of the SSBN is nuclear deterrence. The mission profile of a ballistic missile submarine concentrates on remaining undetected, rather than aggressively pursuing other vessels.

Ballistic missile submarines are designed for stealth to avoid detection at all costs, and that makes nuclear power, allowing almost the entire patrol to be conducted submerged, very important. They also use many sound-reducing design features, carefully designed propulsion systems, and machinery mounted on vibration-damping mounts. The invisibility and mobility of SSBNs offer a reliable means of deterrence against an attack (by maintaining the threat of a second strike), as well as a potential surprise first strike capability." Source: Wikipedia.

SSM: Surface-surface or ship-ship missiles.

SSN: An SSN is a nuclear-powered general-purpose attack submarine. SSN is the US Navy hull classification symbol for such vessels; the SS denotes a submarine, and the N denotes nuclear power.

Stand-off weapons: Standoff weapons are missiles or bombs which may be launched at a distance sufficient to allow attacking personnel to evade defensive fire from the target area. The name is derived from their ability to engage the target while standing off outside the range at which the defenders are likely to engage the attacker. BVR (Beyond Visual Range) is another term used.

STOL: A short take-off and landing (STOL) aircraft has short runway requirements for take-off and landing. Most STOL aircraft can land either on- or off-airport. Typical off-airport landing areas include snow or ice (using skis), fields or gravel riverbanks (often using special fat, low-pressure tundra tires), and water (using floats): These areas are often extremely short and obstructed by tall trees or hills.

STOVL: A short take-off and vertical landing aircraft (STOVL aircraft) is a fixed-wing aircraft that is able to take off from a short runway (or take off vertically if it does not have a heavy payload) and land vertically (i.e. with no runway). The formal NATO definition (since 1991) is: A Short Take-Off and Vertical Landing aircraft is a fixed-wing aircraft capable of clearing a 15 m (50 ft) obstacle within 450 m (1,500 ft) of commencing take-off run, and capable of landing vertically. On aircraft carriers, non-catapult-assisted, fixed-wing short take-offs are accomplished with the use of thrust vectoring, which may also be used in conjunction with a runway "ski-jump". Use of STOVL tends to allow aircraft to carry a larger payload compared to vertical take-off and landing (VTOL), while still only requiring a short runway. The most famous examples are the Hawker Siddeley Harrier and the Sea Harrier. Although technically VTOL aircraft, they are operationally STOVL aircraft due to the extra weight carried at take-off for fuel and armaments. The same is true of the F-35B Lightning II, which demonstrated VTOL capability in test flights but is operationally a STOVL.

Tactical Nuclear Weapon: A tactical nuclear weapon is a nuclear weapon that is designed to be used on a battlefield in military situations, mostly with friendly forces in proximity and perhaps even on contested friendly territory.

Tactical nuclear weapons include gravity bombs, short-range missiles, artillery shells, land mines, depth charges, and torpedoes which are equipped with nuclear warheads. Also in this category are nuclear armed ground-based or shipborne surface-to-air missiles (SAMs) and air-to-air missiles.

There is no exact definition of the "tactical" category in terms of range or yield of the nuclear weapon. The yield of tactical nuclear weapons is generally lower than that of strategic nuclear weapons. Modern tactical nuclear warheads have yields up to the tens of kilotons, or potentially hundreds.

TW: Tactical Withdrawal (also known as deep defense or elastic defense) is a military strategy that seeks to delay rather than prevent the advance of an attacker, buying time and causing additional casualties by yielding space. Rather than defeating an attacker with a single, strong defensive line, defense in depth relies on the tendency of an attack to lose momentum over time or as it covers a larger area. A defender can thus yield lightly defended territory in an effort to stress an attacker's logistics or spread out a numerically superior attacking force.

TEC: Terrain Effects Chart.

TO: Theatre of Operations.

TU: Territorial Units.

TVD: Theatre of Operations, WP nomenclature.

Unrest: Civil unrest can be declared in some cities by either side, if playing the appropriate Card. Hexes marked with "Civil unrest" cease to be supply sources and Lines of Communication or Supply Lines may not be traced through such hexes.

VP: Victory Points.

VTOL: Vertical take-off and landing aircraft. Can hover, take off and land vertically.

WMD: Weapons of Mass Destruction.

WO: World Opinion.

WP: Warsaw Pact.

US HULL CLASSIFICATION SYMBOLS

CV, CVN, CGH, LHA, CVH

CV	Aircraft Carrier
CVN	Aircraft Carrier, Nuclear
CVH	Aircraft Carrier, Helicopter
CGH	Guided Missile Cruiser with an assigned Helicopter
LHA	Amphibious Assault Ship

BB, CA, CG, CGN, DD, FAC, FF, MCM

BB	Battleship
CA	Heavy Cruiser
CG	Guided Missile Cruiser
CGN	Guided Missile Cruiser, Nuclear
DD	Destroyer
FAC	Fast Attack Craft
FF	Frigate
MCM	Mine Countermeasures Ship

SS, SSN, SSGN, SSBN

SS	Attack Submarine
----	------------------

SSN	Attack Submarine, Nuclear
SSGN	Attack Submarine, Guided Missile, Nuclear
SSBN	Submarine, Ballistic Missile, Nuclear

SOVIET AIR UNIT ABBREVIATIONS

IAP	Fighter Aviation Regiment
IAP-PVO	indicates the regiment was part of the Air Defence Forces before 1998, and is air defence dedicated.
IAP-VVS	indicates that a regiment was part of the Air Force before 1998, and, in most cases, they are regiments tasked with attaining tactical air supremacy.
BAP	Bomber Aviation Regiment
RAP	Reconnaissance Aviation Regiment
(O)SAP	(Independent) Mixed Aviation Regiment (also sometimes translated as Composite Aviation Regiment)
UAP	Training Aviation Regiment
UVP	Training Helicopter Regiment
TsBPIPLS	Centre for Combat Training and Flight Personnel Training
APIB	Fighter-Bomber Aviation Regiment
APON	Aviation Regiment for Special Purposes
IBAP	Instructor Bomber Aviation Regiment
IISAP	Research Instructor Composite Aviation Regiment
IVTAP	Instructor Military Transport Aviation Regiment
OAPSZ	Independent Air Regiment of Tanker Aircraft
OIAP	Independent Fighter Regiment
OTBVP	Independent Transport-Combat Helicopter Regiment
OSAP	Independent Composite Air Regiment
OTBVP	Independent Transport-Combat Helicopter Regiment
OVP	Independent Helicopter Regiment
OVP BU	Independent Helicopter Regiment for Battle Control
OVTAP	Independent Military Transport Air Regiment
TBAP	Heavy Bomber Aviation Regiment
VTAP	Military Transport Aviation Regiment
MRAP	Naval Missile-Carrying Aviation Regiment
PLAPPD	Long Range ASW Aviation Regiment
KIAP	Carrierborne Fighter Aviation Regiment
REB	Electronic Warfare (EW) Aviation Squadron
OREP	Electronic Warfare (EW) Aviation Regiment
ODRAP	Independent Long Range Reconnaissance Aviation Regiment

ORAE	Independent Reconnaissance Aviation Squadron
OAETR	Independent Tactical Reconnaissance Aviation Regiment
ODRAO	Independent Long Range Reconnaissance Aviation Squadron
OKPLVP	Independent Shipborne ASW Helicopter Regiment

P	Regiment
B	Squadron
V	Helicopter
O	Independent (the Russian word can be translated as either "Independent", "Seperate" or (rarely) "Detached"; it designates a unit which is directly subordinate to a formation commander without an intermediate echelon)

OTHER ACRONYMS INCLUDE:

AB	Air base
ABON	Air base for Special purposes
ABSDRLO	Air Base of Long-range Radiolocation Detection Aircraft (AEW)
AG	Air group
BRS	Aircraft Reserve Base
BRV	Helicopter Reserve Base
CBPiBP	Centre for Combat Training and Combat Application
CBPiPLS	Centre for Combat Training and Flight Personnel Training
DPVO	Division of the PVO
HQ	Headquarters
KPVO	Corps of PVO (Air Defence Forces)[5]
SAD	Composite Aviation Division
VVS	literally 'Military Air Forces,' the Russian term for the Russian Air Force
VTAD	Military Transport Aviation Division
UCBP	Training Center for Combat Application
VA	Air Army

33. INDEX

ACTION STAGES	12
ADMINISTRATIVE STAGE	11
Unit Assignment Phase	11
ADN	
ADN Installations	34
Air Defense Network Combat	35
Air Defense Networks	34
Air sectors	35
Hits on ADN installations	19
ADVANCE AFTER COMBAT	25
EZOCs and advance after combat	8
ADVANCE TO CONTACT	22
AIR BASES	26
Air Base Capacity	26
Air Base operations (advanced)	44
Airport (AP)	27
Anti-air (AA) defense value	26
Emergency Air Base (EAB)	26
Forward Operating Base (FOB)	27
Hardened Air Bases (optional)	46
Hits on Air Bases	19
Repair - Airports and air bases	40
Sortie Rate	26
AIR DEFENSE	
Air Defense (Anti-Air) by Support Units	20
Air Defense Network Combat	35
Air Defense Networks	34
Anti-air warfare (AAW) (Naval-Air Combat)	36
Close Air Defense Systems	26
Ground-Air Combat	25
Naval-Air Combat	37
AIR FERRY	28, 29
AIR MISSIONS	28
Air Ferry	28, 29
Air Superiority	32
Air-Air Interception	30
Airmobile/Paradrop	29
Air-Naval Interception	31
Alert	29
Anti-Air (Air-Air Combat)	28
Anti-Ship Strike (AS)	32
CAP (Combat Air Patrol)	31
Close Air Support (CAS)	32
Combat Transport	28
Escort	32
EWDA	29
Interdiction Strike	33
Minelaying / Minesweeping	33
Raids	28
Reconnaissance Air	33
Single Sortie Strike Mission (optional)	47
Strike	28
Sub-Surface Strike (SS)	33
Surface strike	32
AIR SECTORS	35
AIR SUPERIORITY	32
AIR UNIT MODES	28
Interception mode	28
Offensive mode	28
AIR UNITS	27
EWDA/AWACS	27
Helicopters	27
Interceptors - Fighters	27
Multirole aircraft	27
Multi-Strike	27
Repair - Air units	40
Sub-Surface Strike Sub-Surface Strike	27
Surface Strike - Bombers	27
VTOL and helicopter units	27
AIR WAR	26
Air Base (AB)	26
Air Combat Missions	29
Air Defense Networks	34

Air Missions	28
Air Unit Modes	11, 28
Air Unit Movement	15
Air Unit Supply	11
Air Units	27
Air units - Stacking	14
Air-Air Combat	34
Air-Ground Combat	34
Air-Naval Combat	34
Hits on Air Units	19
Raids	28
AIR-AIR COMBAT	34
Air-Air Combat with stand-off	34
AIR-AIR INTERCEPTION	30
Variable Aircraft Speed (optional)	47
AIR-AIR INTERCEPTION (ADVANCED)	44
AIRCRAFT CARRIERS	35
AIR-GROUND COMBAT	34
Precision Bombing	34
Wild Weasels (optional)	47
AIRMOBILE/PARADROP	29
AIR-NAVAL COMBAT	34
AIR-NAVAL INTERCEPTION	31
AIRPORT (AP)	27
ALERT AIR UNITS	29
AMPHIBIOUS TRANSPORT	38
ANTI-AIR (AIR-AIR COMBAT)	28
ANTI-SHIP MISSILES	36
ANTI-SHIP STRIKE (AS) AIR-NAVAL COMBAT	32
ANTI-SUBMARINE WARFARE (ASW)	36
ARMORED UNITS	20
ARTILLERY	20, 24
ASSAULT UNITS	20
Armored Units	20
Infantry Units	20
AT SEA MODE (NAVAL)	36
AUSTRIA	42
BATTLE-HARDENED (BH)	22, 24
BATTLES WON	7, 24
BRIDGES (OPTIONAL)	46
CAP (COMBAT AIR PATROL)	31
CARDS (OPTIONAL)	5, 48
Expanded Strategic War (optional)	46
CGH, CVH, LHD AND LHA	35
CHEMICAL WARFARE	39
Effect on World Opinion	39
Effects on Air Bases	39
CIVIL SHIPPING (OPTIONAL)	48
CLOSE AIR DEFENSE SYSTEMS	26
CLOSE AIR SUPPORT (CAS)	23, 24, 32
COMBAT	18
Air-Air Combat	34
Air-Ground Combat	34
Air-Naval Combat	34
Ground-Air Combat	25
Ground-Ground Combat	23
Inter-Map Combat	41
Mines	37
Naval-Air Combat	37
Naval-Ground Combat	37
Naval-Naval Combat	36
COMBAT AIR PATROL (CAP) ON THE OP MAP	31
COMBAT AIR PATROL (CAP) ON THE STRATMAP	31
COMBAT TRANSPORT	16, 28
Airmobile/Paradrop transport by air	29
Amphibious transport by sea	38
COMMAND	7, 20
CONVERSION OF HITS INTO RETREATS	24

RED STRIKE

CONVERSION OF RETREAT INTO HITS	24	Ground Unit Movement	15	Refugees (optional)	47
CONVOYS	37	Ground Unit Troop Quality	22	INTER-MAP COMBAT	41
Convoys (advanced)	44	Ground Unit Types	20	JETTISON AIR-GROUND ORDNANCE	27
Reinforcements arriving by sea	17	Ground units - Stacking	14	LINE OF SUPPLY	SEE SUPPLY
COUNTERS	5	Ground-Ground Combat	23	LINES OF COMMUNICATION	17
Counter Legend	6	Hits on Ground Units	18	Lines Of Communication	11
CRUISE MISSILES	21	GROUND-AIR COMBAT	25	Repair - Lines of Communication	40
CV AND CVN	35	Friendly fire (optional)	46	LONG RANGE BOMBERS (OPTIONAL)	44
DAMAGE ASSESSMENT (OPTIONAL)	48	Ground-Air Combat Procedure	25	LONG RANGE MISSILE UNITS (LRMU)	21
DAMAGED CAPITAL SHIPS (OPTIONAL)	48	GROUND-GROUND COMBAT	23	LOST TRACK (OF SUBMARINES)	18
DEFCON TRACK	38	Advance after combat	25	MAP	41
DELIBERATE ASSAULT	22	Artillery support	24	Danish Ferries	15
DELIBERATE DEFENSE	22	Battle-hardened (BH)	22	Hex Control	4
DETECTION	17	Battles Won	24	Holding Boxes	4
Advanced Game detection	17	Close Air Support (CAS)	23, 24	Ijsselmeer Highway	15
Always detected	18, 42	Combat Formations	23	Map edge and holding boxes	17
Automatic Detection	18, 42	Combat Modifiers	23	Map-Edge Supply Hexes	12
Detection if no automatic detection	18	Conversion of hits into retreats	24	Maps	4
Detection of HQ and LRMU units (optional)	48	Conversion of retreat into hits	24	Neutral Countries	4
Detection, if no automatic detection	42	Ground-Ground Combat resolution	24	Nord-Ostsee-Kanal	16
Ground-Air Detection on the StratMap	43	NBC warfare in Ground-Ground Combat	23	Operational Map	4
Standard Game detection	18	Retreat	24	Ports	11
Stealth (optional)	47	Tactical Withdrawal (TW)	23	Scale	4
DETECTION - ADVANCED GAME	42	GROUND-GROUND COMBAT RESOLUTION		Strategic Map	4
DICE	4	Hits on Assault Units	18	Terrain	23
DOCTRINE (OPTIONAL)	46	Hits on HQ Units	19	MINES	37
DR. STRANGELOVE (OPTIONAL)	48	Hits on Support and Long Range	19	Effects of Mines	37
EARLY WARNING DETECTION	28	Missile Units	19	Minelaying	37
EWDA Mission	29	HARDENED AIR BASES (OPTIONAL)	46	Minelaying/Minesweeping by air units	33
ECM	34	HASTY ASSAULT	22	Minesweeping	37
EF-111A Raven and EA-6B Prowlers (optional)	48	HASTY DEFENSE	22	MISSILES	
EMERGENCY AIR BASE (EAB)	26	HEADQUARTERS	20	Anti-Ship Missiles	36
END STAGE	39	Headquarters	4	Cruise Missiles	21
ENEMY ZONE OF CONTROL	8	HELICOPTERS	27	Ground Launched Missile Stocks (optional)	48
ESCORP (AIR MISSION)	32	Transport helicopters	29	Long Range Missile Units (LRMU)	21
EWDA/AWACS	27	HEX CONTROL	4	Missile Depletion	36
EWDA Mission	29	HIDING SSBN (OPTIONAL)	47	Missile replenishment	36
NATO E-3A EWDA impact on air-to-air combat	27	HITS		MOBILIZATION	17
EXPANDED STRATEGIC WAR (OPTIONAL)	46	Hits on ADN installations	19	MODES	
FALLOUT	39	Hits on Air Bases	19	Air Unit Modes	11
FALLOUT AND NUCLEAR CONTAMINATION (OPTIONAL)	46	Hits on Air Units	19	Ground Unit Modes	11, 21
FINLAND	42	Hits on Assault Units	18	Naval Unit Modes	11, 36
FOG OF WAR	8	Hits on Ground Units	18	MOVEMENT	15
FORM-UP POINT	28	Hits on HQ Units	19	Air Unit Movement	15
FORWARD OPERATING BASE (FOB)	27	Hits on Installations and Strategic Targets	19	Bridges (optional)	46
FRIENDLY FIRE (OPTIONAL)	46	Hits on Naval Units	19	Combat Transport	16
FRONTLINE MODE (GROUND)	21	Hits on POMCUS sites	19	Danish Ferries	15
GAME TURN	10	Hits on Support and Long Range	19	EZOCs and Movement	8
GROUND UNIT AND INST. SUPPLY	SEE SUPPLY STATES	Missile Units	19	Ground Unit Movement	15
GROUND UNIT COMBAT FORMATIONS	22	HITS ON NAVAL UNITS		Ijsselmeer Highway	15
AC = Advance to Contact	22	Damage	35	In-Flight Refueling (optional)	46
Combat Formations in Ground-Ground Combat	23	Damaged Capital Ships (optional)	48	Interdiction	15
DA = Deliberate Assault	22	HOLDING BOXES	4	Inter-Map movement	41
DD = Deliberate Defense	22	Map edge and holding boxes	17	Naval Unit Movement	16
HA = Hasty Assault	22	Movement in/out Holding Boxes	17	Nord-Ostsee-Kanal	16
HD = Hasty Defense	22	IJSSELMEER HIGHWAY	15	Nuclear attacks – effects on movement	15
GROUND UNIT MODES	21	IN PORT MODE (NAVAL)	36	Railroad Movement	15
Frontline Mode	21	INFANTRY UNITS	20	Repulse	15
Reserve Mode	22	IN-FLIGHT REFUELING (OPTIONAL)	46	Theatre Transport	16
GROUND UNIT TYPES		INITIATIVE	7	MOVEMENT IN/OUT HOLDING BOXES ON THE STRATMAP	17
Assault Units	20	Initiative Determination - Strategic Stage	10	MULTIROLE AIRCRAFT	27
Support units	20	Initiative player versus Reaction player	12	Jettison air-ground ordnance	27
GROUND WAR	20	INTERCEPTION	8	MULTI-STRIKE	27
Ground Unit Combat Formations	7	Air-Air Interception	30	NATO E-3A EWDA IMPACT ON AIR-TO-AIR COMBAT	27
Ground Unit Modes	11	Air-Air Interception (advanced)	44	NATO SUPPLY	41
		Air-Naval Interception	31	Norway - FEBA	44
		CAP (Combat Air Patrol)	31	NAVAL UNIT MODES	36
		Naval-Naval Interception	37	At Sea Mode	36
		INTERCEPTION MODE (AIR)	28	In Port Mode	36
		INTERCEPTORS - FIGHTERS	27	NAVAL UNITS	35
		INTERDICTION	15	Aircraft Carriers	35
		Interdiction Strike	33		

Anti-air warfare (AAW)	36	REFUGEEES (OPTIONAL)	47	Naval Unit Supply	11
Anti-submarine warfare (ASW)	36	REGIMENTAL EQUIVALENT	4	Out of Supply in 1 GT	11
Submarines	36	REINFORCEMENTS	17	SUPPLY COST OF AIR MISSIONS	28
Surface Action Groups (SAG)	36	Convoys	37	Supply in Ground Combat	23
NAVAL WAR		Map edge and holding boxes	17	Supply Level	12
Civil shipping (optional)	48	Mobilization	17	Supply of WP Ground units (advanced)	46
Convoys	37	POMCUS	17	Supply Points (SPs)	12
Hits on Naval Units	19	Reinforcements arriving by sea	17	Supply Sources	11
Mines	37	Special Reinforcements	17	Supply States	11
Naval Unit Modes	11	Warsaw Pact Supply & Reinforcements	41	Warsaw Pact Supply	41
Naval Unit Movement	16	REPAIR	40	West Berlin Supply	11
Naval Unit Supply	11	REPULSE	15	SUPPORT UNITS	20
Naval units - Stacking	14	RESERVE MODE (GROUND)	20, 22	SURFACE ACTION GROUPS (SAG)	36
Nord-Ostsee-Kanal	16	RETREAT	24	SURFACE NAVAL UNITS	35
Screening Force	38	EZOCs and Retreat	8	Naval surface detection restrictions	18
NAVAL-AIR COMBAT	37	Interdiction effects on retreat	15	SURFACE STRIKE - BOMBERS	27
NAVAL-GROUND COMBAT	37	ROUNDING	5	SURFACE STRIKE (AIR MISSION)	32
NAVAL-NAVAL COMBAT	36	RULES		SWEDEN	42
Anti-Ship Missiles	36	Advanced Game Rules	41	SWITZERLAND	42
Missile Depletion	36	Rules Organization	4	TACTICAL NUCLEAR WARFARE	38
Missile replenishment	36	Standard and Advanced Game	5	TACTICAL WITHDRAWAL (TW)	23
NAVAL-NAVAL INTERCEPTION	37	Standard Game Rules	4	TERRAIN	23
NBC SUPPORT UNIT	20	SCALE	4, 41	THEATRE TRANSPORT	16
NBC WARFARE	38	Infantry Units	20	TRACKS AND TABLES	5
Chemical Warfare	39	Map Scale	4	TRANSPORT	16
DEFCON Track	38	Time Scale	4	Combat Transport	16
Nuclear Warfare	38	Unit Scale	4	Railroad Movement	15
NEUTRAL COUNTRIES	4, 41	SCREENING FORCE	38	Theatre Transport	16
NORD-OSTSEE-KANAL	16	SEQUENCE OF PLAY	8	TROOP QUALITY	22, SEE BATTLE-HARDENED (BH)
NORWAY - FEBA	44	SOP - Outline	9	UNIT ASSIGNMENT PHASE	11
NUCLEAR ATTACKS	15	SETUP		UNIT MODES	7
NUCLEAR CONTAMINATION	39	SETUP INSTRUCTIONS	8	UNIT SCALE	4
NUCLEAR WARFARE	38	User guide for the setup list	8	VARIABLE AIRCRAFT SPEED (OPTIONAL)	47
Dr. Strangelove (optional)	48	SINGLE SORTIE STRIKE MISSION (OPTIONAL)	47	VERTICAL TAKE-OFF AND LANDING	27
Effects on Air Bases	39	SORTIE RATE	26	VICTORY CONDITIONS	40
Effects on city hexes, ports and sonobuoys	39	SPECIAL FORCES	45	Auto victory	40
Effects on ground unit movement	39	Raids	46	Victory level	40
Effects on units in the hex attacked	39	Reconnaissance Mission	45	Victory point score	40
Fallout	39	SPECIAL NATO ANTI-TANK UNITS (OPTIONAL)	47	Victory Points	40
Fallout and nuclear contamination (optional)	46	SPECIAL SCENARIO RULES	8	VICTORY POINTS	40
NBC support	20	Special Reinforcements	8	Bridgehead across the Rhine	40
NBC warfare in Ground-Ground Combat	23	SSBN - BALLISTIC MISSILE SUBMARINES (OPTIONAL)	47	Convoys	40
Nuclear attacks - effects on movement	15	STACKING	14	DEFCON Level	40
Nuclear Contamination	39	Air Raids	28	First Nuclear Strike	40
OFFENSIVE MODE (AIR)	28	Air Unit Modes	28	Mining	40
OPERATIONAL MAP	4	Air units	14	Norway - FEBA	40, 44
OPTIONAL RULES	46	Ground units	14	Reaching the Channel	40
OUT OF SUPPLY (OOS)	11	Naval units	14	Ruhr Area	40
OUT OF SUPPLY IN 1 GT	11	STAY BEHIND - WALLMEISTER (OPTIONAL)	47	SSBN (optional rule)	40
PATRIOT ABM	44	STEALTH (OPTIONAL)	47	Strategic Targets	40
POMCUS	17	STRATEGIC MAP	4, 41	World Opinion	40
Hits on POMCUS sites	19	STRATEGIC NUCLEAR WAR	38	VTOL AND HELICOPTER UNITS	27
POMCUS	10	STRATEGIC STAGE	10	WARSAW PACT SUPPLY	41
PONTOON AND AMPHIBIOUS SUPPORT UNIT	20	STRATEGIC TARGETS	40	Lines Of Communication	11
PORTS	11	Repair - Strategic Targets	40	Supply of WP Ground units (advanced)	46
PRECISION BOMBING	34	STRIKE (AIR)	28	WEATHER (OPTIONAL)	47
Wild Weasels (optional)	47	SUBMARINES	35, 36	WEST BERLIN SUPPLY	11
RAIDS (AIR)	28	Detection restrictions Submarine detection	18	WILD WEASELS (OPTIONAL)	47
Form-up point hex	28	Lost track	18	WORLD OPINION (WO)	10
Recovery point	29	SUB-SURFACE STRIKE (SS) (AIR-NAVAL)	27, 33	ZONES OF CONTROL (ZOC)	8
Stacking limit	28	SUPPLY	11		
RAIDS (SPECIAL FORCES)	46	Air Unit Supply	11		
RAILROAD MOVEMENT	15	Convoys	37		
RE	SEE REGIMENTAL EQUIVALENT	Effects of Out of Supply (OOS)	11		
REACTION		EZOCs and Supply	8		
Initiative player versus Reaction player	12	Ground unit and installation Supply	11		
RECONNAISSANCE AIR MISSION	28, 33	Line of Supply	11		
RECONNAISSANCE SPECIAL FORCES MISSION	45	Map-Edge Supply Hexes	12		
RECOVERY POINT	29	NATO Supply	41		



VUCA
SIMULATIONS

© 2023

Red Strike is manufactured and distributed by VUCA Simulations,
a brand of Bruncken & Gebhardt GmbH. All Rights Reserved.

You can find additional information about our games, and helpful materials on: vucasims.com