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## RULEBOOK

### [1.4.1.1] HEX CONTROL

#### Change from :

Control of a hex is taken whenever either side moves one of its ground units into a hex controlled by the opposing side.

#### To

Control of a hex is taken whenever either side moves one of its ground units into a hex controlled by the opposing side and a valid line of supply can be traced by the moving ground units.

### [2.4] FOG OF WAR

#### Change the second paragraph :

« Air units on an air base display and submarines in "In Port" mode are also always considered detected. The opposing player may freely inspect all of the above. »

#### To

« 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. »

### [2.6] ZONES OF CONTROL

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

### [8.2] OUT OF SUPPLY EFFECTS (SEE ALSO [15.5.3.1])

As combat formations are chosen by stack, a stack containing out and in supply units may only be in Advance to Contact Combat Formation.

#### Change From:

Cannot enter any deliberate Combat Formation.

#### To:

Cannot enter hasty or deliberate Combat Formation.

### [11.1.3] INTERDICTION

#### 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: (see also [19])

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

### [11.2] AIR UNIT MOVEMENT (SEE ALSO [16.1.2])

Last sentence before the exception box: ...up to 6 (not 3) air units.

An air unit may move once per Action Stage.

### [15.1.3] HEADQUARTERS

#### ADD

HQ don't give anti-air support, their anti-air rating is used only when enemy aircraft fly over their own hex or attack the HQ.

The Command Range extends only into "controlled" hexes. [1.4.1.1] Hex Control

WP HQ that have not moved out of their set-up hexes are immune to any form of SF Raid, Missile, or Air Strike.

HQ may not be destroyed by missile strikes or Special Forces Raids, but they may take hits from these.

After the third hit a HQ may not give any form of support to their subordinate formations.

HQ may be partially or fully repaired by spending 10 SPs per hit in the End Stage.

### DESTROYED HQ (SUB-POINT TO RULE 15.1.3)

Players can choose between 3 options. This choice may be different for

#### each destroyed HQ, owners choice:

**Option A:** Place the destroyed HQ on the GT track 4 spaces in the future (for example a HQ destroyed in GT 2 is put on the GT track on GT 6. During the Assessing reinforcements phase, move the HQ to any friendly controlled hex.

**Option B:** During the End Stage a HQ may be rebuilt at a cost of 40 SPs.

**Option C:** A destroyed HQ may be reconstituted in the next Assessing reinforcements phase by eliminating another HQ of the same size and nationality.

### DELETE RULE [15.5.1.3] SUPPLY => RULE OBSOLETE

### [15.5.3.1] SUPPLY

#### Change from:

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.

#### To

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

- Hasty or Deliberate combat formations are not allowed
- Combat Strength is halved
- HQ can't give combat support if they are out of supply

### [15.5.3.3] ARTILLERY SUPPORT

#### Change:

"Two column shifts to the left on the Combat Ratio Table for units or stacks in Deliberate Defense Combat Formation."

#### To :

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

### [15.7.4] CLOSE AIR DEFENSE SYSTEMS

*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.*

### [16.1] AIR BASE (AB)

#### Change:

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.

#### To

**Attacks with chemical weapons:** 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.

### [16.1.2] SORTIE RATE (SEE ALSO [11.2])

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

### [16.2.6] SUB-SURFACE STRIKE

The second sentence should be « ...whereas the P-3 and Tu-142 are long range land-based assets. »

### [16.3.1] INTERCEPTION MODE

Air-Air interception missions may not be intercepted.

Air-Naval interception missions may be intercepted.

### [16.4.3.6] CAP (COMBAT AIR PATROL)

In the section « If the CAP mission uses BVR for its first attack » the last sentence of the first paragraph should read: "It will then automatically become detected and may be engaged by any enemy unit that is able to do so. »

### [16.4.3.7] AIR-NAVAL INTERCEPTION

#### Changed from:

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.

#### To

If the intercepting air units were detected prior to their attack, they may be subject to anti-air combat by any eligible enemy units and be intercepted by enemy air units in Interception mode, or by CAP. In the target hex apply combat results of both combats (naval-air and air-naval) simultaneously.

**Example:** If an aircraft carrier with CAP moves, and the enemy launches air-naval interception, the CV's CAP (or other fighters in Interception mode) can intercept the air-naval interception. This is the only exception to the general rule that no interception can be intercepted.

## [16.8] AIR DEFENSE NETWORKS

### Sector fully operational:

NATO ADN anti-air rating 5 (range 6 OpHex and 0 Strat hex)

WP ADN anti-air rating 4 (range 5 OpHex and 0 Strat hex)

### Sector limited operational:

NATO ADN anti-air rating 4 (range 6 OpHex and 0 Strat hex)

WP ADN anti-air rating 3 (range 5 OpHex and 0 Strat hex)

## [17.3] NAVAL-NAVAL COMBAT

- Delete the following part of the 4th sentence : « , which has to be part of the Screening force if there is one »
- In the procedure delete « , which has to be part of the Screening force. »

**Last sentence:** Replace "blocked" with "coastal" hexes.

## [17.8] CONVOYS

### Add at the end of the rule :

If a destination port is mined or destroyed, the convoy may move to the closest operational port instead.

If the WP takes control of a port while a convoy is « in port », all units and supplies carried by that convoy are eliminated.

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.

## [19] END STAGE

**Bullet point 5:** instead of flipping the air unit counter, you may also use the back of the EAB counter.

### Add :

11. Remove Interdiction markers: A HQ occupying an interdicted hex on the Op-Map 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)*

## [19.2] REPAIR OF AIR UNITS

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.

## [26.1] LONG RANGE BOMBERS

### Change from :

"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."

### To:

"US B-1 and B-52 bombers and Soviet Tu-16, Tu-160, Tu-142, Tu-22 and Tu-95 bombers may not re-base, they have to operate from their assigned air bases or holding boxes throughout the whole game."

### The first sentence of the second paragraph should read as follows :

If they start an air mission in an off map holding box they enter the Strat-Map in designated Western (USA units) or Eastern (USSR units) map edge.

## [26.5] VARIABLE AIRCRAFT SPEED (FORMER OPTIONAL RULE 30.13)

The first sentence after the listing of Class 3 air units should refer to Class 3, not Class 2. Class 2 air units have their MA printed as white numbers in a red box. Only the interceptors get a jump start.

This rule does NOT apply to interceptions performed by CAP units under 16.4.3.6 CAP.

### Change from:

Class 2:

All other air units

### To:

Class 2:

Class 2 air units have their MA printed as black numbers in a white box.

## [28.1] RECONNAISSANCE SF MISSION

### Add:

Reconnaissance Missions: Unlimited range

## [28.2] SF RAIDS

### Add:

Raid Missions: Range of 10 hexes from any friendly supplied assault ground unit.

SF may inflict hits on, but can't eliminate HQ, installations or assault ground units. They may eliminate LRMU ground units.

### SF on HQ (sub-point to rule [28.2])

If HQ stacked with a ground assault unit the Raid Success die roll is modified by +1 and the Casualty die roll by +1.

# OPTIONAL RULES

## [30.6] HARDENED AIR BASES

### Add

*Exception: PGM attacks. PGM attacks are NOT concerned.*

**Delete:** ", fractions are lost."

## [30.10] STAY BEHIND – WALLMEISTER

### Add at the end of the rule:

Codename "Joker": Whenever a WP ground unit enters a Wallmeister hex, the NATO player may decide on executing Zebra package. That means detonating a small nuclear mine in that hex, without having to wait for an authorization as is the case for other nuclear attacks. For effects check out rule [18] NBC Warfare.

# SCENARIO BOOK

## E6 – NORTH SEA

**Setup:** 3 Air Recon points missing for WP/Force Red

**Special Scenario rules:** The F-16 have the same detection capabilities as the Br.1050 Alizé.

## ALL BATTLE SCENARIOS

- DEFCON marker should be set up at 5 and not 0.
- The number of CAP is limited to 2 for NATO and 1 for the WP.
- Only ground and helicopter units may move in the pre-GT1 movement phase
- **Supply Source hexes :** each map-edge hex with a road or railroad exiting the map is a supply source hex. East map-edge hexes for the WP. West and South map-edge hexes for NATO.

## B3 – NORTH GERMAN PLAINS

### • Set up :

- Add the Soviet Western Front HQ to the set up, in hex 2231
- HQ Netherlands 1st Corps + 105th Brigade set up in hex 2213, not in 2211
- Naval units that don't start the game in a port hex are set up "at sea" and undetected.
- **Air base displays** : East German Sperenberg AB : do not use this air base.
  - You have to use the air base displays for those air bases that did not fit on the map.
- **SSR** :
  - B3.4. NATO units in West-Berlin do not exert a ZOC.
- **Reinforcements** : those to enter in hex 2211 enter in hex 2213

### Guideline to setup air units:

#### NATO

#### Use the air base displays:

- OpMap Sheet 3
- StratMap Sheet 3

Use Wattisham air base as replacement for Wildenrath.

Use Marham air base as replacement for RNAS Portland in hex D17 for the UK Air 829/815.

Air units stationed on the off-map air base displays enter the OpMap as follows:

- COLTISHALL and LAKENHEATH: any hex between 2011 and 3011 (inclusive) having spent 20 MPs.
- WILDENRATH: any hex between 2011 and 2016 (inclusive).

#### WP

#### Use the air base display:

- StratMap Sheet 1

Air units stationed on the off-map air base displays enter the OpMap as follows:

- BALTIC MD / BALTIC FLEET: any hex between 3430 and 3432 or 3333 and 2632 (inclusive) having spent 25 MPs
- EAST: any hex between 3432 and 2032 (inclusive) having spent 45 MPs.

## B4 – BAVARIAN OPTION

### Setup:

- West German unit to set up in 0530 should be 0629.

### B4.3 VICTORY CONDITIONS

#### Change from:

- Warsaw Pact must control Munich **and** Augsburg during the end stage of any GT to immediately win the scenario.

#### To:

- Warsaw Pact must control Munich **and** Augsburg during the end stage of any GT and trace a valid supply line to immediately win the scenario.

## ALL CAMPAIGN SCENARIOS

- Installations are not pictured on the setup displays, but all should be setup. Their setup hexes are printed on the counters.
- NATO Air Reconnaissance Missions are received on GT 2, 3, and 4. Not on GT 1, 2, and 3.
- WP Air Reconnaissance Missions are received on GT 2 and 3. Not on GT 1 and 2.

### Determination of the number of naval movement in the Campaign scenarios

#### Each AS:

- 1) Roll 1d10. The result is the number of naval units that may move on the StratMap in that AS.
- 2) Roll 1d10. The result divided by 2 is the number of naval units that may move on the OpMap in that AS.

## B1 – BATTLE SCENARIO FULDA GAP – GROUND PLAY-THROUGH

### First Combat Phase on page 39

Change last sentence on p.39 left column :

« Remember : Check effects of out of supply [8.2]. Supply state is checked in the Supply Phase, not now! »

## Reaction CAS

East-German detection roll against the US helos.

### Change from :

A 1d10 of 6 or less ?

#### To

A 1d10 of 2 (normally detection at 5 or lower, but vs helos a +3DRM is added) or less ?

### Change from:

Combat Formations:

- Defender: Deliberate Defense → 2 column shifts left

#### To:

Combat Formations:

- Defender: Deliberate Defense → 1 column shifts left

### Change from:

The initial combat ratio is 7-1 but the defender gets a total of 3 column shifts to the left, to the 4-1 ratio giving the attacker another +3 DRM, for a total of +9 DRM.

1d10 = WP rolls a 8, add 9 for a final dr of 17.

The combat result is 4R for the defender and 0 for the attacker.

#### To:

The initial combat ratio is 7-1 but the defender gets a total of 2 column shifts to the left, to the 5-1 ratio giving the attacker another +4 DRM, for a total of +10 DRM.

1d10 = WP rolls a 7, add 10 for a final dr of 17.

The combat result is 4R for the defender and 0 for the attacker.

**Q:** In the ground-attack example from the scenario book, at the very end, it seems that the victorious attackers advanced after combat, even though the defender had chosen Deliberate Defense and had taken an extra hit as a penalty for doing so. **A:** Indeed, the illustration shows what it shouldn't! The text is correct though, NO retreat and no advance after combat.

In the B1 Fulda gap Ground Play-through example, the artillery support for the 8th GA HQ is listed as +3 but only one of the attacking units is in Deliberate Assault (DA). According to 15.5.3.3 the +3 obtains only if all attacking units are in DA. The modifier for attacker artillery should have been +1 since some of the attackers were in Advance to Contact.

## RULES EXAMPLES IN THE SCENARIO BOOK

### [15.1.4] LRMU

In Step 4 of the targeted armored brigade the strike success is mentioning 2 hits. That should only be 1 hit.

### [15.4.1] BATTLE HARDENED

Multiple attacking hexes

#### Change from :

The WP player could choose to lose the 3 BH markers instead of taking the three hits or any combination of markers lost and hits taken.

#### To:

The WP player could choose to lose the 3 BH markers or take the three hits, which would have to be distributed evenly between the three stacks.

Be aware that losing the BH status will only cancel 1 hit though! The other two would have to be taken. The player could choose to waive advance after combat to cancel the second hit. The 3rd hit I'm afraid, he has to take.

### [15.5] GROUND-GROUND COMBAT

The step-by-step table mentions "Cancel Attack" if the Attacker is OOS. That should be CSx0,5. Delete the very last bullet point « Retreat one hex and take no hit ».

### [15.6.1] RETREAT

#### Case 1:

#### Attacker

Change option B to: Waive the right to advance after combat (if the defender has retreated) and cancel the hit.

**Case 2:**  
**Attacker**  
**Delete option C**

### [16.4.3.5] AIR-AIR INTERCEPTION

Step 4 and 5 are inverted

### [17.3] NAVAL-NAVAL COMBAT IN STANDARD GAME

#### AIR-NAVAL INTERCEPTION

##### Prerequisites

##### Change from :

Putting the "Air Mission Start" marker on the air base display and the 1 MFG counter on the OpMap in the hex of the naval unit without tracing a flight path. The East Germans get one detection attempt: 1d10 = 6, which is good enough to detect the MFG.

##### To :

Putting the "Air Mission Start" marker on the air base display and the 1 MFG counter on the OpMap in the hex of the air base. From there the air unit traces a flight path to the targeted naval unit. If the intercepting air units were detected prior to their attack, they may be subject to anti-air combat by any eligible enemy units. In this example the air unit is only detected on entering the target hex.

## SETUP DISPLAYS

### E6 – NORTH SEA

Setup: 3 Air Recon points missing for WP/Force Red

### B2 – BERLIN BLOCKADE

#### WP Setup

Ignore the GDR artillery units "40" called for setup in 2331 and 2430. These units are not in the counter mix anymore.

### B3 – NORTH GERMAN PLAINS

#### Set up:

- Add the Soviet Western Front HQ to the set up, in hex 2231
- HQ Netherlands 1st Corps + 105th Brigade set up in hex 2213, not in 2211
- Naval units that don't start the game in a port hex are set up "at sea" and undetected.
- Reinforcements: those to enter in hex 2211 enter in hex 2213

### B4 – BAVARIAN OPTION

#### NATO Setup:

West German unit to set up in 0530 should be 0629.

#### ALL CAMPAIGN SETUPS

Setup all installations of both sides in the hexes printed on the respective counters.

Setup of the FEBA marker in hex P23.

Add these units to the setup in Keflavik, Iceland:

1x E-3A Sentry EWDA/AWACS

Any 1x US TFS F-15C/D

### C1 – 99 RED BALLOONS

The following US units should set up from the start and not as reinforcements in GT3 :

US 8ID (V Corps)

US 3ID (VII Corps)

US 2 ACR (VII Corps)

### C2 – WE DIDN'T START THE FIRE

#### NATO Setup & Reinforcements sheet 3/4

The 1st and 2nd Brigade of the US 82nd Airborne Division arrive at any air base or airport, not on Convoy 3

#### NATO Setup & Reinforcements sheet 4/4

GT 20 should be GT 10

GT 21 should be GT 11

### C3/C4 – LAND OF CONFUSION / TWO TRIBES

#### NATO Setup & Reinforcements 4/4

GT 17 should be GT 7

#### WP Setup & Reinforcements 2/3

Polish 2 CAA has both the B category of 2 MRD and the A category listed for set up. Use only the "A" rated counter, discard the "B" rated counter.

#### WP Setup & Reinforcements 3/3

WP submarine units show that they set up in the Arctic Holding Box, they should be set up in the Bastion Holding Box.

### C1/C2/C3/C4 – GENERAL SHARED SETUP

#### WP Setup 3/3

Three WP submarine units show that they set up in the Arctic Holding Box, they should be set up in the Bastion Holding Box.

WP Air General Setup refers to AB "Olomouc" instead of "Group 4".

## AIR BASE DISPLAYS

- USS Enterprise should have a capacity of 9, not 1.
- Spereberg air base in East Germany is NOT to be used, hence it's not on the map.

## PLAYER AIDS

### [15.5] GROUND COMBAT

In the State of Supply column for the attacker: attack is not cancelled, but combat strength is halved and hasty or deliberate formations are not allowed. HQ can't give support.

#### CONVOY TABLE

Replace destination port hexes E19 with E18 and E17 with D17.

2109 Rotterdam should be 2008.

Convoy #5 appears twice, but there is only 1 counter. Use any other convoy counter for the second #5. Don't simply combine into one convoy, that makes too big a target. Keep them separated, adding a zest of fog of war.

#### MISSILE WARHEAD & HIT TABLE

WP missiles

- SS-N-14 Silex should have two ranges in OpHexes: 2 for anti-sub and 3 for anti-ship

### SPECIAL FORCES RAIDS MISSION CASUALTIES

#### Change from:

Roll 1d10 per mission: 1 casualty if DR ≥ 6

#### To:

Roll 1d10 per mission: 1 casualty if DR ≥ 4

#### AIRMOBILE/PARADROP TABLE

#### Change from:

6-9 to 6-8 and

≥ 10 to ≥ 9

#### RCS

#### Detection

CHANGE "MiG-29 – Fulcrum C" to "MiG-29"

ADD MiG-23MF to MiG-23MLD

### NATO AND WP AIRCRAFT TABLES

















Ignore the Hits column. Hits are mainly presenting the number of aircraft but also organizational issues and thus may vary from unit to unit flying the same aircraft model.

MiG-29 → change MA to 42

Su-27 → change to "fast", MA to 100 and ECM+1

MiG-23MF → AA range "2" and R-24 missile

## [11.4] TRANSPORT

	THEATRE TRANSPORT [11.4.1]	COMBAT TRANSPORT [11.4.2]			
		AMPHIBIOUS TRANSPORT [17.10]	AIRMOBILE/PARADROP [16.4.3.4]		
			HELICOPTERS	AIRCRAFT	
<b>Eligible units (not moved):</b>	Any Ground units	Amphibious, Marine	Airborne, Airmobile, Mountain, Paratroop, Marine		
<b>From:</b>	Air base, Airport, Port	Port	Air base, Airport, Clear, Rough	Air base, Airport	
<b>To:</b>	Friendly controlled air base, Airport, Port	Coastal (any)	Clear, Woods, City, Rough, Wooded Rough		
<b>Distance:</b>	Unlimited	MA: 30	MA: 10	Unlimited	
<b>Movement after arrival:</b>	0 MA	Free of enemy units: Clear= ½ MA, Other= 0 MA	Half of the printed MA		
<b>Interception and Anti-air</b>	None possible	Yes, air and naval.	Yes, air, ground and naval		
<b>Markers used:</b>	<p>Use these markers on the General Track to show availability as instructed in the Scenario Setup.</p>   <p>Av. RE Theatre Tr. Av. RE Theatre Tr.</p>	<b>Limit per GT:</b>   <p>Av. Amph. C. Tr. Av. Amph. C. Tr.</p>	<b>Limit per GT:</b>   <p>Av. A/P Combat Tr. Av. A/P Combat Tr.</p>		
		<b>Limit per GAME:</b>   <p>Av. Amph. C. Tr. Av. Amph. C. Tr.</p>	<b>Limit per GAME:</b>   <p>Av. A/P Combat Tr. Av. A/P Combat Tr.</p>		
		<b>Use these for the movement on the map</b>   <p>Amph. Combat Tr. Amph. Combat Tr.</p>	<b>Use these for the movement on the map</b>     <p>A/P Combat Tr. A/P Combat Tr. A/P Combat Tr. A/P Combat Tr.</p>		

## Ground Combat [15.5]

Step	Defender	Attacker
1 <b>STATE OF SUPPLY [8.1]</b> (as checked in the Supply Phase)	If OOS ▼ CSx0,5	If OOS ▼ CSx0,5. No HA/DA. No HQ support
2 <b>TACTICAL WITHDRAWAL [15.5.2.1]</b> DEF decides		
3 <b>COMBAT FORMATIONS [15.5.2.2]</b> Both players secretly decide the combat formation of the involved units. Supply point cost per unit: Hasty 2 SPs, Deliberate 4 SPs.	HD DD ← ←←	HA DA CSx2 CSx3
4 <b>TERRAIN [TEC] [15.5.3.2]</b> DEF decides	Variable	Variable
5 <b>INITIAL COMBAT RATIO</b> ATT CS divided by DEF CS		
6 <b>CAS [16.4.3.12] [16.2.9]</b> Both players may launch CAS missions	←	DRM +3
7 <b>NBC WARFARE [18]</b> Any eligible player may declare NBC warfare		Chem= Variable
8 <b>BATTLE HARDENED</b>	←	→
9 <b>ARTILLERY SUPPORT [15.5.3.3]</b>	AC HD DD 0 ← ←	AC HA DA +1 +2 +3
10 <b>RESULTS</b> Roll 1d10, apply all DRM and read the results in the Combat Results Table [CRT]		
11 <b>APPLY RESULTS</b> DEF first, then ATT		

## Convoy Process

STEP 1	STEP 2	STEP 3	STEP 4	STEP 5
Arrives on map	Arrives in port of destination	Change mode to "In Port"	Disembark ground units and raise supply level	Ground units may move their full MA
GT X-?	GT X	GT X+1	GT X+2	