

WARSAW PACT

RULES OF PLAY INTRODUCTION

WARSAW PACT is an Army/Corps level game simulating a hypothetical or potential war in Europe between the Warsaw Pact forces (the Russians and their "satellites") and the NATO forces. There is no intention to make any political statement or judgement of the forces involved.

The game is unique and unusual in that it is intentionally designed with the published Soviet concepts and doctrine as its basis. That is to say, the game follows more the Soviet theory of what the actual war will be like than it does the Western theory. The game poses the problems that the Pact will face and provides the resources the Pact feels that it will have. The Players are expected to utilize the available resources to accomplish the intended objectives of both sides.

COURSE OF PLAY

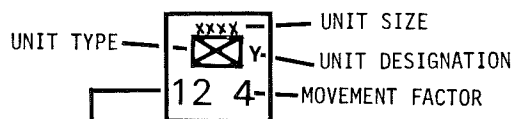
WARSAW PACT is a two Player game. Each Player will maneuver his units and execute with them attacks against Enemy units with the intention of accomplishing the Victory Conditions and thus winning the game. To move from one hex to another a unit expends movement points which are dependent on the type of terrain. Combat is resolved by comparing the combat strength of the units involved and expressing this as a ratio which is compared with a random number generated by a die roll to determine the outcome of the battle and the effect of the battle.

The Warsaw Pact Forces include the following countries: USSR, Bulgaria, Rumania, Hungary, Czechoslovakia, Poland, and East Germany. Yugoslavia and Albania are neutrals and join the other side if invaded by either of the Players. Yugoslavia will eventually join the Pact except in Yugoslav Civil War Scenarios.

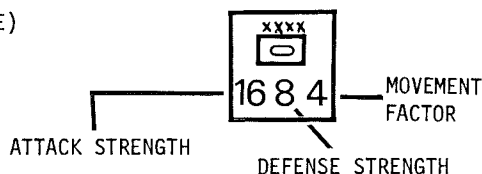
The NATO forces include those of the US, UK, France, West Germany, Netherlands, Belgium, Denmark, Greece and Turkey.

One Player maneuvers the Russian and Warsaw Pact units and is designated the RWP Player. The other maneuvers the NATO units and is designated the NATO Player.

UNIT TYPES



COMBAT STRENGTH
(ATTACK AND DEFENSE)



Combat Strength--The basic strength of the unit on attack or defense.

Attack Strength--The basic strength of the unit on attack only.

Defense Strength--The basic strength of the unit on the defensive only (Some units, because of their organization have a separate factor for attack and defense to more truly represent their capabilities).

Movement Factor--The basic number of hexes a unit may enter on a given Movement Phase. Units may only enter adjacent hexes and the distance moved may be affected by terrain or supply considerations or the presence of Enemy units.

UNIT TYPE DESIGNATIONS

ARMOR OR TANK MECHANIZED

INFANTRY MARINE

AIRBORNE ARMORED CAV

UNIT SIZE DESIGNATION

REGIMENT III DIVISION XX CORPS XXX ARMY XXXX

NATIONAL DESIGNATION

US United States
UK Great Britain
DN Denmark
F France
NL Netherlands
GK Greek
S Swiss

BL Belgium
I Italian
B Bulgarian
RM Rumanian
Y Yugoslavia
WG West German
AS Austrian

CZ Czechoslovak
H Hungarian
AL Albanian
P Polish
T Turkey
EG East German
CN Canadian

Russian units are unmarked, but easy to tell. There are so many of them, you know.

GAME EQUIPMENT

The game map is 17x28 and depicts the area in Europe where a war such as the one described in this game could be expected to take place. The area extends roughly from Denmark to Paris to Naples to Istanbul. A hex grid is superimposed on the map to regulate position and movement of units. Players may wish to secure the map to the table with masking tape or to cover it with rigid plexiglass before playing.

Players are provided with a Terrain Effects Chart, a Combat Results Table, and a Turn Record and Supply Track to assist in the play of the game. Their use is explained in the appropriate rules section.

The differently colored playing pieces represent the units which could become involved in such a conflict. They may be referred to as units, unit counters, or counters. The units are printed on both sides. The reverse side of the unit shows it at a reduced strength.

All units represent land units. Each includes designations for its type, size, strength, movement ability and national composition.

NOTES ON THE UNITS

Unit counters are representative of the expected war time organization of the forces involved. The peace time house-keeping establishments are not, in some cases, how the units will be committed to action, as many are at low manpower levels or incomplete, with units held deeper in the zone of the interior intended to round them out.

In the case of non-Russian Warsaw Pact units, the unit type designations (Armor, Mechanized, Infantry) are more a reflection of the political reliability than the actual unit composition. This is averaged out over the entire Army and worked into the Revolt Tables. In certain situations a certain percentage of a given army is expected to go rotten, and is thus assigned the lower reliability levels.

Soviet, British, West German, and US units are, more or less, the unit type shown on the counter. The weak US Armored Cavalry units have but one function in the game and in reality: to delay the Russians by 48 hours while taking 95% casualties.

The forces of the other NATO countries are assigned type designations in keeping with their actual equipment, however this also closely parallels their political reliability.

SEQUENCE OF PLAY

WARSAW PACT is played in turns, each of which is divided into two Player-Turns (one each for the Russian-Warsaw Pact (RWP) Player and the NATO Player.) Each of these is subdivided into various Phases. The RWP Player moves first in each turn.

RWP PLAYER-TURN

(1) REINFORCEMENT PHASE: The RWP Player checks the Scenario notes to determine if any Reinforcements are due to him on the current turn. If so, they are added to the map in accordance with the rules. At this time the RWP

Player adds any additional Supply Points to his accumulated total.

(2) PRIMARY MOVEMENT PHASE: Within the limits of the Movement rules, the RWP Player may move his units on the game map. NATO units may not move or be moved.

(3) COMBAT PHASE: The RWP Player now conducts his attacks within the limits of the rules. Note that the RWP Supply Segment is conducted during the Combat Phase.

(4) SECOND MOVEMENT PHASE: The RWP Player may now move all of his units a second time within the limits of the Movement rules.

NATO PLAYER-TURN

(1) REINFORCEMENT PHASE: The NATO Player consults the Scenario notes and, if due new units or Replacements, adds them to the board at this time.

(2) PRIMARY MOVEMENT PHASE: The NATO Player now moves his units within the limits of the rules. RWP units may not move or be moved.

(3) COMBAT PHASE: The NATO Player now conducts combat within the limits of the rules.

(4) SECOND MOVEMENT PHASE: The NATO Player now moves all of his units a second time within the limits of the rules on Movement.

The "TURN" counter is now advanced one turn on the Turn Record and Supply Track and play continues. When all of the turns allowed in the Scenario have been played, the game is over and Victory Conditions are determined.

MOVEMENT

During each Movement Phase of each Player-Turn, the Phasing Player may move any or all of his units up to the limit of the units Movement Allowance. This is expressed in Movement Points. The cost to enter a hex varies with the terrain in the hex (see Terrain Effects Chart). Units are moved by tracing a path of movement through the hex grid. During each Movement Phase, only the Phasing Player's units are moved. A unit's Movement may also be affected by the Supply rules or Enemy Zones of Control. The effects of terrain are cumulative and a unit may not enter a given hex if it lacks the necessary Movement Points to do so. Units may never enter hexes containing Enemy units. Units may never cross all sea hexsides (except special crossing points or during Amphibious Movement). A unit's movement may also be affected by a country's status as a neutral or other special rules limiting movement.

Units which are in Enemy Zones of Control may not voluntarily leave them. Units which begin a Movement Phase in an Enemy Zone of Control may not move at all in that Movement Phase. This represents the movement ability and firepower of the modern battlefield, where it is expected to be impossible to disengage from Enemy contact.

Airborne units have the ability to move up to 8 hexes (NOT Movement Points) by expending 1 Movement Point. During this movement they may ignore all terrain effects. During this time, they may not enter ANY Enemy Zones of Control. The unit may still use its second Movement Point to move normally before or after using this special movement. Airborne units may only use this special movement in the FIRST Movement Phase of a given Player-Turn. This special movement also requires the expenditure of an additional Supply Point (for the RWP Player only).

There is no provision for units to be moved or redeployed by naval movement. Units which arrive by reinforcements may have, in the actual instance, moved by air or naval movement, but the Players have no capability to move units by these methods themselves. Units are scheduled to arrive when and where they are because of certain unalterable factors, such as equipment stockpiles or that portions of the units are already present. There is no provision, for example, for American units to be deployed into Turkey. This is because Soviet naval activity will most likely prevent this during the period covered by the game, and that no stockpiles of equipment exist.

The RWP Player has a limited ability to exit units off of the map. If the RWP Player can exit one unit from the map from hex 0301 he receives credit for the capture of one city. This causes the collapse of Denmark. Actually, the city for which credit is being given is a subjective allowance for the occupation of all of Denmark.

The Russians can gain credit for another city (Antwerp) by exiting a unit from the map from hex 0113. In both cases a supply path to the exit hex must be maintained at the end of the game. Units which exit the map in this manner may never reenter the map and need not be provided with Supply Points.

To exit the map, the unit must pay the cost of an imaginary clear terrain hex, and is then removed.

ZONES OF CONTROL

The six hexes immediately surrounding a hex constitute the Zone of Control (ZOC) of any units in that hex. ZOC's do not cross all sea hexsides nor do they cross over the borders into or out of neutral countries. Upon entering an Enemy ZOC, a unit must immediately stop and move no further in that Movement Phase.

A unit may never retreat into an Enemy ZOC unless it is already occupied by another Friendly unit (also see Stacking rules). A unit Supply path may not be traced through an Enemy ZOC unless the Enemy ZOC is occupied by a Friendly unit or its Zone of Control. That is, Friendly ZOC's NEGATE Enemy ZOC's for supply purposes (only). In the Basic Scenarios, attacking is mandatory. That is, EVERY Friendly unit in an Enemy ZOC MUST attack an ENEMY unit and EVERY Enemy unit in a Friendly ZOC MUST be attacked. A unit need not attack every unit it is adjacent to, however, the above conditions MUST be met.

COMBAT

Combat occurs between adjacent opposing units during the Combat Phase of each Player-Turn. The Phasing Player is the attacker and the other Player is the Defender, regardless of their strategic positions.

Total the Attack Strength Points of all Attacking units and compare it to the total Defense Strength Points of all defending units. State this comparison as a ratio between Attacker and Defender. Round off all fractions in favor of the Defender to correspond to the simplified odds found on the Combat Results Table. A die is rolled and the result is read on the Combat Results Table. The result is applied immediately. An Enemy occupied hex may be attacked by as many units as can be placed in the six adjacent hexes. No unit may attack more than once per Combat Phase and no unit may be attacked more than once per Combat Phase. All units in a hex under attack must be attacked in a single strength. All units in a hex that contains attacking units need not participate in that particular attack. A unit or units may attack more than one adjacent Enemy-occupied hex in a single combat. Combat strengths (Attack and Defense strengths) may be modified at any given point in the game by supply considerations.

All units which are in an enemy ZOC at the beginning of a Combat Phase must attack, and all enemy units which are in Friendly ZOC's at the beginning of the combat phase must be attacked. The conditions of this rule MUST be met.

Units in Cities are not obligated to attack adjacent Enemy units.

When an attack by RWP units eliminates a unit or forces it to retreat, the hex MUST be immediately occupied by two (if more than one participated) RWP units, one of which must be the largest unit involved in the attack. This reflects the tendency of Russian units to keep pushing in a straight line and to try to maintain contact with units even at the cost of their ability to maneuver.

STACKING

Either Player may stack up to 2 units of any type in any given hex. All units in a hex under attack must be attacked. Units stacked together cannot be attacked separately. Greek units and Turkish units may never be stacked together in the same hex nor may they combine in attacks against Enemy units.

Certain units in the game have a limited ability to break down (create several units from one larger unit) and build up (create a single unit from several smaller units). To break down, a unit must be in supply (undepleted). A unit may only break down at the beginning of any Friendly Movement Phase. If the break-down results in overstacking, the overstacking must be corrected by the end of the Movement Phase. The units resulting from breaking down must be of the same nationality as the original unit.

Only units which had previously broken down may build up (recombine). To do this, they must be in supply and be stacked together at the end of any Friendly Move - ment Phase (units may be temporarily overstacked before recombining). Only the following units may break down and/or build up.

RUSSIAN: One 16-12-4 = Three 5-4-4.

One 10-4 = Two 5-4-4.

U.S.: One 12-6 (Mechanized) = Two 6-6

BRITISH: One 12-6 = Two 6-6

Building up and breaking down is subject to the limitations of the number of counters provided in the game.

Most of the units in this game have Battlegroups (depleted units) printed on the back side of the counters. This represents the unit in a depleted state. A unit may become a Battlegroup as the result of combat or, in the case of RWP units, as a result of lack of supply.

A unit which has a battlegroup printed on the back side is not removed from the map when destroyed. Instead, it is flipped upside down and becomes a Battlegroup. When a unit is destroyed on a "Defender Eliminated" result on the Combat Results Table (CRT) it becomes a Battlegroup and must retreat one hex. If the resulting Battlegroup cannot retreat due to the presence of Enemy units or their ZOC's, it need not retreat but remains where it is as a Battlegroup. Units destroyed on an "Exchange" result on the CRT are reduced to Battlegroups but need not retreat. Units destroyed because of the inability to retreat (due to the presence of Enemy units or their ZOC's) on a "Retreat" result on the CRT are reduced to Battlegroups but do not retreat. The resulting Battlegroup remains in the original hex.

RWP units may also be depleted (reduced to Battlegroups) due to a lack of supply. Each RWP unit which, in a given Game-Turn, is not allocated at least one Supply Point, automatically reduces to a depleted state. Such units remain in a depleted state until and unless they are resupplied.

SUPPLY

Supply affects a unit's ability to engage in Combat by changing its basic (printed) Attack or Defense Combat Strengths. The effect of supply on movement is reflected in the differences in Movement Allowances of a given unit and its battlegroup. Each Player's supply rules will be presented in detail as they differ a great deal. The NATO supply rules are more or less conventional and will be familiar to most Players. However, the RWP supply rules reflect the peculiar system of supply used by the Soviet forces and are different from any system previously presented.

NATO SUPPLY

To be in supply, a given NATO unit must be able to trace a chain of hexes not through neutral countries or across all-sea hexsides free of Enemy units and their ZOC's (though Friendly units and the ZOC's of Friendly units negate Enemy ZOC's for supply purposes) either to a City hex of the same country as the unit in question or to a Friendly map edge. The NATO Player may trace to any map edge of Italy, France, Belgium, Netherlands, Denmark, Turkey or Greece. Turkish units may not trace to a Greek map edge and Greek units may not trace to a Turkish map edge. A NATO unit which cannot trace a supply path has its factors for Attack and Defense cut in half (retain fractions) and its Movement Factor cut in half (drop fractions) for the period which it is out of supply. For NATO units, supply for movement is determined at the beginning of the Movement Phase and supply for combat is determined at the instant of combat. NATO units are never reduced to Battlegroups as a result of being unsupplied.

RWP SUPPLY

To be in supply, RWP units must be able to trace a supply path and also must be allocated Supply Points. Before a unit may be allocated Supply Points on a given turn, it must be able to trace a path of hexes not through neutral countries or across all-sea hexsides clear of En-

emy units or their ZOC's (Friendly units and the ZOC's of Friendly units negate Enemy ZOC's for supply purposes) to a map edge. RWP units trace this line of hexes to any map edge of Poland, USSR, Rumania or Bulgaria.

At the beginning of each turn, the RWP Player determines from the Turn Record and Supply Track (TR+S Track) the number of Supply Points available on this turn. The RWP Player adds this number of Supply Points to the number (if any) that were left over from last turn. The number of Supply Points available at any given time is kept track of on the TR+S track. For instance, if the RWP has 47 Supply Points (SP) available, the "SUPPLY X 10" marker would be placed on "4" and the "SUPPLY" marker would be placed on "7". If 25 1/2 SP were available, the "SUPPLY" X 10" marker would be placed on "2" and the "SUPPLY 1/2" marker would be placed on "5". Supply points are accumulated from turn to turn. Any Supply Points not used on a given turn may be used in the future.

The small numbers on the Turn Record and Supply Track are the amount of Soviet supplies added that turn. The Turn Record Track is used for keeping track of the turn and Soviet supply level. Some Players may wish to keep track of this on a separate sheet of paper.

The RWP Supply Segment is integrated with the Combat Phase. This is primarily to ease the burden of calculations on the Player. When ready to begin the Combat Phase, the RWP Player may indicate the attacks he wishes to conduct in any order he desires, with the hope of creating the most favorable conditions for later attacks. However, it is strongly recommended that he conduct his attacks generally along the front from left to right. This will help to insure that attacks are not forgotten.

As he indicates each attack, the RWP Player also indicates each of his units involved in that attack and the Supply Points allocated to each of them. He reduces his supply total by that amount. Note that, for total realism, supplies should be allocated and attacks indicated for the entire front before any are conducted, but as the given RWP units may be allocated up to four factors of supply, the record keeping would be impossible.

Supply Points are allocated during the Combat Phase of each RWP Player-Turn. When a unit is allocated Supply Points to place that unit in a particular state of supply that unit remains in supply until the beginning of the next RWP Combat Phase. RWP supply is determined in the Supply Segment of the RWP Player-Turn.

Supply Points serve four purposes in the game:

1. Supply Points may be allocated to "rebuild" a depleted unit.
2. Supply Points may be allocated to prevent a full strength unit from depleting into a Battlegroup.
3. Supply Points may be allocated to increase the Attack factor of a unit.
4. Supply Points may be allocated to allow Airborne units to engage in Special movement.

The Supply Point costs are as follows:

1. To "rebuild" a depleted unit costs 1 SP (2 for Russian Tank units). It requires another SP to keep the same unit from depleting the same turn.
2. To prevent a full strength unit from depleting costs 1 Supply Point.
3. To Double the Attack factor of a unit costs 2 SP.
4. To Triple the Attack factor of a unit costs 3 SP.
5. To Quadruple the Attack factor of a unit costs 4 SP.
6. To allow an Airborne unit to engage in Special movement costs 1 Supply Point.

These costs are NOT cumulative. For instance, to Triple the Attack factor of a full strength Russian unit requires the expenditure of a TOTAL (adjusted for distance) of 3 Supply Points. To rebuild a Russian Battlegroup and Quadruple its Attack factor on the same turn requires the expenditure of a TOTAL (adjusted for distance) of 5 Supply Points. (The 4 SP expended to Quadruple the Attack factor fulfills the requirement of preventing the unit from depleting.)

As the RWP units move farther away from their supply sources, the cost to supply these units becomes greater.

The additional distance in this case is measured from the "East-West Border". To be allocated Supply Points, RWP units still must be able to trace to a map edge, however, in determining the distance the supply path is measured only to the EW Border. The distance is measured by counting MOVEMENT POINTS in the INTERVENING hexes between the unit in question and the EW Border. The hex the unit is in and the hex on the opposite side (from the RWP unit) of the EW Border are not counted. This rule only applies to RWP units which are on the West side of the EW Border.

The following gives the costs:

DISTANCE	SUPPLY POINTS USED
1-4 MP	1
5-8 MP	1½
9-12 MP	2
13-16 MP	2½
17-20 MP	3
21-24 MP	3½
25-28 MP	4
28+ MP	NOT ALLOWED

The chart is used as follows: DISTANCE is the number of Movement Points in the intervening hexes as explained above. SP USED is the number of Supply Points which must be expended on a unit that distance away from the EW Border in order to provide 1 "regular" Supply Point. Example: The RWP Player wishes to Quadruple the Attack factor of a full strength Russian unit which is 15 Movement Points from the EW Border. To supply this unit normally would require 4 Supply Points. However, at that distance, it requires 2½ times as many SP to supply the unit in the same manner. Therefore, the RWP Player would have to expend 10 Supply Points.

Defense factors of RWP units are only indirectly (through the use of Battlegroups) affected by the allocation of Supply Points. Defense factors are never increased (Doubled, Tripled, or Quadrupled) by Supply Points. Defense factors may be reduced, but only because of the difference in Defense factors of a full strength unit and its Battlegroup.

The East-West Border mentioned elsewhere in the rule folder is the border between communist and non-communist countries. It limits the deployment of forces and determines the length of RWP supply paths.

So long as Yugoslavia is neutral, the RWP units may not trace supply to or through it. If it joins NATO, of course, supply can never be traced to it for RWP units. If and when Yugoslavia joins the Pact, supply can be traced through Yugoslavia, with the Yugoslavian border determining the length of the supply path.

For the Scenarios in which war does not begin at the start of the game, NATO forces must remain in NATO countries, and RWP forces in RWP countries until war begins.

CITIES

City hexes play a major role in the game. They influence Victory (see Victory Conditions) and they affect combat. City hexes have an intrinsic Defense Strength of 3 Strength Points. This may not be used to attack, only to defend. When a City hex is occupied by Enemy units, it loses its intrinsic defense. It may regain its intrinsic defense if it is later left unoccupied after having once been occupied by Enemy units. The intrinsic defense of a City hex does not use Supply Points and is never considered out of supply. The intrinsic defense may be used alone or added to Friendly units stacked in the City hex. If a City hex is occupied by Friendly units and the City hex and Friendly units are attacked, the attacking units may occupy the City hex if the Friendly units are destroyed or forced to retreat out of the City hex. However, the intrinsic defense is not lost unless the hex is actually occupied by the Enemy unit(s).

If a City hex is not occupied by Friendly units and is attacked, a result of "DR", "EX", or "DE" will allow the attacking units to advance into the City hex. However, the intrinsic defense is not lost unless the City hex is actually occupied by Enemy unit(s). The intrinsic defense of a City hex does not have a ZOC nor does it count against stacking limitations. In order to prevent a captured City hex from regaining its intrinsic defense, it must be occupied by unit(s) of the Player which captured the City hex only at the END of each Movement Phase.

COLLAPSE

At a given point in a game, a country may be forced to "collapse". With the following exceptions, a country is considered collapsed if all of its City hexes are occupied by Enemy units. The exceptions are:

1. Italy is considered collapsed if 4 Italian City hexes are occupied by Enemy units.
2. France is considered collapsed if the Paris City hex is occupied by Enemy units.
3. For Netherlands and Denmark, either of these countries collapse if all of their units are completely destroyed. Any country on the map (excepting the USSR, Great Britain and the U.S.) may collapse. If a Warsaw Pact country collapses, it "Revolts" (see Revolt rules). If any NATO or neutral country (except West Germany) collapses, the following rules apply:

1. The units of the collapsed nation disappear (are removed from the map) at the end of their next Player-Turn (unless a City hex of the country has been recaptured by Friendly units).

2. The collapsed country may NOT receive any Reinforcements or Replacements for the remainder of the game, EVEN IF a City hex is recaptured later in the game by Friendly units.

If West Germany collapses, its units are NOT removed from the map. However, it still may not receive Reinforcements or Replacements for the remainder of the game (even if a City hex is recaptured).

COUNTRIES

Many of the countries involved in the game require special rules that only apply to that country or a few countries. These special rules are covered below.

YUGOSLAVIA

These rules on Yugoslavia are only "general" rules. They may be changed or modified by the various Scenarios.

Yugoslavia starts the game as a neutral country. At the beginning of any Game-Turn in which the RWP Player holds 3 City hexes more than when the game began, the RWP gains limited control over Yugoslavian units (however, Yugoslavia is still considered neutral). In this case, the RWP Player may maneuver Yugoslavian units WITHIN Yugoslavia. These units may NOT attack and their ZOC's do not extend across the borders.

At the beginning of each turn in which the RWP Player holds 3 or more City hexes in excess of the number he started the game with, he may roll a die in an attempt to have Yugoslavia enter the war on the side of the RWP Player. The following chart is used:

CITY HEXES HELD	SUCCESSFUL DIE ROLL
3	1
4	1-2
5	1-3
6	1-4
7	1-5
8	1-6

CITY HEXES HELD refers to the number of City hexes held as explained above. SUCCESSFUL DIE ROLL refers to the die roll necessary to trigger Yugoslavian intervention on the RWP side.

Yugoslavia may also enter the war as a result of being invaded. If invaded by units of one Player, Yugoslavia automatically joins the side of the other Player. Also, if Yugoslavia is still neutral at the beginning of the first turn after West Germany collapses, Yugoslavia automatically joins the side of the RWP Player.

If Yugoslavia enters the war on the side of the RWP Player, Yugoslavian units are moved and may engage in combat in the RWP Player-Turn of each Game-Turn. However, Yugoslavian units may NEVER be moved more than TWO hexes outside of Yugoslavia. Also, no more than TWO non-Yugoslavian RWP units may be in Yugoslavia at the end of any RWP Movement Phase. If this occurs, excess units are eliminated. If an RWP ally, Yugoslavian units trace supply in the same manner as NATO units, however, they trace to a Yugoslavian City hex. They may not trace to a map edge. They are not required to and may not use RWP Supply points, nor may they have their Attack factors increased by them.

If Yugoslavia is invaded by either Player (if still neutral), Yugoslavia declares a "guerilla" war. In this case, at the end of the Player-Turn in which the invasion takes place, all mountain hexes of Yugoslavia are treated as Yugoslavian "units" with 2 Defense Strength Points and no movement. Their Defense Strength is not doubled because of being in the mountains. These "units" are always considered to be in supply, however, these "units" may NEVER attack. They can be temporarily eliminated on a result of an attack against them of "DR", "EX", or "DE". These "units" do have a ZOC. However, this ZOC does not force adjacent Enemy units to attack. If eliminated, a "unit" may be ignored for Second Movement of that Player-Turn. These "units" revert to normal status if left unoccupied by Enemy units after having once been occupied.

If Yugoslavia becomes a NATO ally, it traces supply as do NATO units. In this case, no more than TWO NATO units (non-Yugoslavian) may be in Yugoslavia at the end of any NATO Movement Phase (excess are eliminated).

Yugoslavia may NEVER collapse. Yugoslavian mountain hex "units" do not count against stacking limitations. AUSTRIA

Austria is initially neutral. Austria may not be invaded by the NATO Player. Austria joins NATO if invaded by the RWP Player. Austria automatically collapses at the end of the first turn after West Germany has collapsed. However, Austria may collapse through invasion (regardless of what happens to W. Germany). Austrian units may never leave Austria. If Austria joins NATO, its units are supplied in the same manner as other NATO units. SWITZERLAND

Switzerland is considered neutral and may not be invaded by NATO. If invaded by RWP Player, it joins NATO. Swiss units may never leave Switzerland, may ignore "Retreat" results on the Combat Results Table, and are always considered to be in supply.

ALBANIA

Albania is neutral in every Scenario. Albanian units may never leave Albania. If invaded by either Player, it joins the other side. Albanian units are supplied by tracing a supply path to an Albanian City hex.

CZECHOSLOVAKIA

Czech units may never move more than TWO hexes out of Czechoslovakia. If forced farther than this by combat, they are eliminated.

EAST GERMANY

On turn 1, Berlin is presumed to be occupied by a NATO unit (there is no counter) with a ZOC. It must not (and may not) be attacked, however, it is presumed to surrender at the end of the First NATO Player-Turn.

Berlin does not count for Victory Conditions.

BULGARIA

Bulgarian units may only move in the same areas as Greek units and Turkish units may move.

DENMARK

The Danish unit may never move more than ONE hex out of Denmark except in the 1968 Scenario in which they may move no more than FOUR hexes out of Denmark. If forced farther outside of Denmark by combat, it is eliminated.

ITALY

Italian units may not enter France until turn 6.

TURKEY

Turkish units may never stack with Greek units, nor may they engage in combined attacks with Greek units. Turkish units may only move in the following areas: Turkey, Greece, Bulgaria, Rumania, Yugoslavia or Albania. Movement of Turkish units may also be affected by a possible "Southern Europe Ceasefire" (see Ceasefire rules).

GREECE

Greek units may never stack with Turkish units nor may they engage in combined attacks with Turkish units. Greek units may only move in the same areas as Turkish units may move.

SOUTHERN EUROPE CEASEFIRE

The RWP Player may declare a ceasefire at the end of any NATO Player-Turn in which Istanbul is occupied by RWP unit(s) and there are no Greek units outside of Greece. The Southern Europe Ceasefire takes effect immediately and affects the area South of hex row 40 (inclusive). ALL units in this area are immediately "frozen". They may not move or attack. They do not require supply. No other units may move INTO, OUT OF, or WITHIN this area for the remainder of the game. Victory Points for this region are determined as of the time of ceasefire. Note that Turkey will have collapsed.

CHINESE INTERVENTION RULES (MANDATORY)

There is some possibility that the Chinese might intervene in the war by attacking Russia from the east. For this reason, approximately 40% of the Soviet army is deployed in the east or scheduled for duty there. Some Soviet units, however, are considered as conditional response. These may be used in Europe, primarily as replacements, if the Chinese do not attack.

To reflect this, roll a die at the beginning of the third RWP Player-Turn. If the result is a 1 or 2, the Chinese have attacked, and the RWP Player cannot use the last four 10-4 units on his Russian Reinforcement Track. If the result is a 3 or 4, some fighting is going on, and only the last two such units must be left in Asia. If the die roll is 5 or 6, the Chinese are attacking someone else and the entire Reinforcement Chart is available. In the later Scenarios, however, these units will be available only if the Russians have lost enough units to provide the counters.

REPLACEMENTS AND REINFORCEMENTS

In the later portions of the Scenarios the NATO Player is allocated Replacement Points. These, in all Scenarios, consist of one US, one UK, one French, and one West German Replacement Point each on turns 6 thru 9. During the Reinforcement Phase of those Player-Turns, the NATO Player may rebuild one Battlegroup anywhere on the board (so long as it is in supply) for each of the Replacement Points. This must be done within national limits, that is, French Replacements must be used to rebuild French units, Germans to rebuild Germans, etc. Unused Replacement Points ARE accumulated.

During the 1981 Scenario, this procedure is modified somewhat, in that national identity is no longer considered, and the NATO Player simply considers that he has four Replacement Points per turn (6-9). This reflects the increasing level of "Commonality" among the NATO forces. A German unit which receives British Replacements is really no longer a pure German unit, though the counter will indicate it as such.

If France or Germany have collapsed, the Replacement steps for those countries cannot be taken.

The RWP Player has the ability to bring depleted units back up to strength by the expenditure of Supply Points. During the Supply Segment of the RWP Combat Phase, the RWP Player may allocate any depleted unit an extra Supply Point. For example, let us suppose that a Russian 16-12-4 Army was reduced to a depleted state by an Exchange result on turn 4. At the beginning of turn 5, the unit is a 6-4-2. It is moved two hexes and comes into contact with a NATO unit. During the Supply Segment of the RWP turn, the RWP Player allocates a Supply Point to this unit, which immediately builds it up to a 16-12-4 unit (much to the chagrin of the NATO Player). However, he must now allocate it a second Supply Point or it will be considered as out of supply and revert to a depleted unit. It could be allocated more than one Point and be doubled or tripled or quadrupled. However, if the unit is to be considered at least its normal strength, it must be allocated at least two Supply Points.

Russian (not non-Russian RWP) Tank units which are reduced to depleted state must be allocated TWO Supply Points for rebuilding plus one or more Points for supply.

Non-Russian Warsaw Pact units which appear as Reinforcements are placed in any City of their home country. Russian units are placed in any hex on the eastern edge of the map from 1201 to 4401 inclusive.

NATO Reinforcements are placed in any City of their home country. British Reinforcements are placed on the easternmost hex of the straight line of hexes from 0709 to 0112 which can be supplied from a Friendly map edge. If all such hexes are out of supply, then the British units may be brought in on the map edge from 0112 to 0126. US units (other than Marine and Parachute) may be placed on any hex along the row from 1315 to 0121, thence to 0126 which can be supplied.

The placement of reinforcements on the map does not expend movement points.

Netherlands reinforcements are placed in hex 0113.

Turkish Reinforcements are placed on the map edge in Asiatic Turkey, not in Istanbul.

In some of the Scenarios, there are not enough unit counters for the Russians. This reflects the situation in that, if losses on the western front are greater than anticipated, the Russians can draw on a limited part of their eastern armies.

In the game, if a unit is called for and there are not enough counters, it may be taken from the pile of eliminated units or forfeited.

MARINE AND AIRBORNE UNITS

The U.S. 82nd Airborne Division is available to the NATO Player to use, presumably in his counter attack that should begin about turn 7. This division can be brought onto the board in any of the following manners:

1. It may enter the map as a normal ground Reinforcement.
2. It may enter the game by parachuting in.

If the unit is parachuted in, it does so as follows:

A landing hex is selected which must be clear of Enemy units and their Zones of Control. This landing hex may be any within 10 hexes of any map edge with the exception of the "eastern" edge (0101 to 5101). The ten hex path from the map edge to the drop hex cannot be over RWP units or their Zones of Control. It may be over neutral territory.

Additionally, the NATO Player has two units of Marines (8-6) available. One of these is an American unit, the other combined British and French. These become available during the course of the game and may carry out one and only one landing (though the two units do not necessarily have to land on the same turn or in the same area) during the course of the game. They may, of course be treated as normal units and enter the map as any other unit would. They may be landed on any unoccupied coast hex from 0109 to 0301, or from 2126 to 5120, or in the Aegean west of the first crossing place.

Airborne and Marine units are in supply for the turn of landing, but then must trace supply normally. These units and these units only may trace supply to a beach hex in the allowable zone as above, though the path must of course be free of Enemy units and un-negated ZOC's.

One Russian and one US unit have the Airborne symbol but have movement factors considerably different from the usual factor of 2 for Airborne units. These units are helicopter air assault units, and are treated as normal ground units for all purposes. In fact, the US Airmobile unit, which consists of the 101st Abn and 1st Cav is, in the 1981 Scenario, actually better than half conventional Armor unit, the First Cavalry now being an Armor division.

REVOLTS

The Revolt rules consist of Mandatory and Optional rules. The Mandatory rules must be used in all Scenarios. The Optional rules have been found to "spoil" the game. There are two Revolt Tables. When using the mandatory rules only Revolt Table 1 is used. When using the Optional rules, both tables are used.

MANDATORY REVOLT RULES

In the Mandatory revolt rules, only Warsaw Pact nations may revolt. This happens only when such a country collapses. The following table is used:

To determine the results of the revolt, roll two dice and compare the total with the country on the following chart (Revolt Table #1) which will yield a code letter, telling you what actually occurs.

REVOLT TABLE #1

	DUTCH BELGIUM DENMARK	BULGARIA YUGOSLAV	E GERMANY FRANCE	POLAND HUNGARY	CZECH GREECE	ITALY ROMANIA
D 2	N	N	N	N	N	N
I 3	N	N	N	N	N	C
E 4	N	N	N	N	N	C
5	N	N	N	N	C	I
R 6	N	N	N	N	I	M
O 7	N	N	N	C	I	M
L 8	N	N	N	C	M	A
L 9	N	N	C	I	M	A
10	N	N	I	M	A	A
11	N	C	I	M	A	A
12	N	C	M	A	A	A

Explanation of Revolt Results

N = Country Declares Neutrality. It is then treated as a neutral, and if invaded joins the other side. If any units of this country are outside of it at the time, they must return as quickly as possible. If the units of another country are in the country, they must move out of it on their next movement phase or they violate the neutrality. If any country goes neutral, its cities are credited for victory to the original owner unless it is invaded, in which case they are then the cities of the non-invading power.

C = An actual revolt is organized, but only the "mob" has actually revolted. The intrinsic defense factor of the city permanently joins the enemy. The city must be recaptured and then garrisoned for the rest of the game or it is lost for victory purposes. The Army of the nation in revolt is loyal to the owning player.

I = Same as C except that any units of that country which have an infantry symbol on the counter immediately change sides and are considered as belonging to the enemy player. If stacked with previously friendly units, the revolting unit loses its ZOC and must be attacked by that unit (and maybe others) on the next turn.

M = Same as I except Mechanized units also.

A = Same as A except Armored units also. This should be every unit of the country involved.

It should be obvious that as a Revolt in the basic game can occur only if the country collapses that cities which revolt are most likely already occupied and combat units already destroyed.

OPTIONAL REVOLT RULES

The following rules are an attempt to provide some political action in the game for those players who desire it. For many gamers, they will "spoil" the game as they are highly dependent on luck. If used at all, they should be used only in the later scenarios, after both major powers have had time to plan and stage the revolts.

Essentially, each player has a limited ability to artificially instigate revolts in the countries controlled by his opponent, presumably with the intention of influencing the outcome of the game. Each player may attempt to create a revolt in a given country only once in each game. To do so, at the end of his turn he indicates the country or countries in which he will attempt this (presumably the CIA or KGB will be the instrument of your political maneuvers) and rolls two dice for each. The total is cross-indexed with the country on revolt table 2 and gives the indication of whether or not a revolt has occurred.

However, there is a complication. For Warsaw Pact countries, each Russian unit physically within the nation in question adds one to the die roll total. For NATO countries, each NATO unit of another country than the one in question adds one to the die roll total.

Once a revolt has actually occurred, the results of this revolt are found on revolt table 1.

If a country is forced to revolt and later collapses it does not revolt again. If the rules call for units to defect, and none are left on the map, then no units defect. If units which have not yet arrived defect, they do not arrive.

The use of the optional rules does not cancel use of the mandatory rules, which are required in all cases.

The US, UK, USSR, West Germany, and Turkey never revolt under any circumstances.

REVOLT TABLE #2

	Denmark Holland Belgium	Bulgaria France Hungary	E Germany Greece Yugoslavia	Romania Italy Czech
Revolt	2-3	2-4	2-5	2-6
No Revolt	4-12	5-12	6-12	7-12

SCENARIOS

The Scenarios are arranged in a modular pattern. The Actual number possible is rather large (270) but includes combinations which are not altogether interesting.

Basically, there are three time periods (1967, 1974, and 1981), with minor changes in the OB for each. It is permissible to interchange them, playing the NATO 1967 OB against the 1974 RWP OB for example. Additionally, there are various environmental options. These include a Hasty Attack (units are mobilized during all of the game) a Surprise Attack, a Developing Situation (mobilization precedes hostilities), a Limited War Scenario (involving an attack on Turkey only), and a Yugoslavian Civil War. Additionally, the US OB May be varied to reflect the political leanings of the current government. There is also a short section to convert the game from its basis on Russian Suppositions to a basis on American ones.

When Playing the game, it is best to first select a time frame, then an Environment. The selection of an OB for the US units and the National Theory Selection can be used to balance the game.

Set up for non-Russian and non-US units is more or less standard, and the arrival of the major powers units can be taken directly from the appropriate charts.

However, for all scenarios (with the exception only of the Limited War scenario) there is a single set of Victory Conditions. This is as it should be, for though the conditions under which you must accomplish victory in the real world may change, and the means with which that victory can be accomplished may vary, the victory which a National Policy requires does not diminish. Do the best you can with what you have.

At the end of the Scenario, the RWP player totals the number of cities that he has captured. This includes only cities in NATO countries, Austria, Switzerland, Albania, and if it has revolted and joined NATO, Yugoslavia. Additionally, any NATO cities which have revolted and not been recaptured by NATO are counted. He then subtracts one for each city he has lost, including cities that have revolted and not been reoccupied. Note that cities that have revolted have their intrinsic defense treated for the rest of the game as if it were friendly to the former enemy, and unless reoccupied by force, is counted as if it had been captured directly by enemy ground units.

The ownership of cities is determined by which player has a unit occupying that city at the end of the last game turn. The intrinsic defense of a city is considered to be a unit for this purpose.

The net number of cities captured by the PACT is adjusted for the military posture of the belligerents. If there are six or less NATO units of any type on the map at the end of the game, the PACT adds two to the number of cities taken. If 7 to 12, it adds 1. If six or less Russian (Not Pact) units still on the map, then subtract two cities. If 7 to 12, subtract one. Greek and Turkish units are not counted for these totals, neither are Yugoslavian or Albanian. If Austria or Switzerland is invaded, and their units survive the game, they count as NATO units.

The Victory Levels are as follows:

8 Cities Captured	-----	NATO Decisive Victory
9 Cities Captured	-----	NATO Substantive Victory
10 Cities Captured	-----	NATO Marginal Victory
11 Cities Captured	-----	Draw
12 Cities Captured	-----	RWP Marginal Victory
13 Cities Captured	-----	RWP Substantive Victory
14 Cities Captured	-----	RWP Decisive Victory

Less than eight cities are considered eight, more than 14 cities are considered as 14. These levels should be adjusted for losses first.

There are five scenarios which cover different types of environments under which military action could happen in Europe during the time frame of the game. They are as follows:

THE HASTY ATTACK OR UNEXPECTED WAR

In this scenario, War has broken out suddenly without the slow build-up of tensions. Mobilization is not declared until after the Pact forces cross the border. Use the OB's for the appropriate time frame, with units arriving as scheduled. The Pact must attack on turn one.

THE SURPRISE ATTACK

In this scenario, the Russians have been holding one of their interminable maneuvers in East Germany at the time that an "unexpected" War occurs or is started. This

scenario is the same as the unexpected war except that Russian units scheduled to arrive in the first two turns are placed on the board originally, in East Germany.

THE DELIBERATE ATTACK

In this scenario, some situation has developed which is sufficient to trigger mobilization but not war, at least at first. In this situation, the game is begun as in the Hasty Attack, but during at least the first two game turns no one may cross an "east-west" border. On the third game turn, the possibility of war exists. Each of the players, on his turn, rolls a die. If the result is "1", war begins. However, for each preceding die roll, 1 is subtracted from the die. The NATO roll on turn 3 would subtract 1, the RWP roll on turn four 2, the NATO player, on turn 4, would subtract 3, etc.

Whatever turn war begins on becomes turn 1 for the purposes of game length and Russian supply. Reinforcements remain on the original schedule. During the turns before war begins, Players may maneuver their own units on their side of the "east-west" border.

If the war begins on a NATO player-turn, the RWP are not allowed to make up the player-turn they have lost. It is gone forever, indicating a lack of PACT initiative.

THE LIMITED WAR

In this scenario, the situation is considerably different. The Middle-East is flaring up, and the Russians attempt to force the Turkish Straights. The RWP player wins the game if he can take Istanbul in three turns. If he does not, the game reverts to a developing situation and NATO can automatically attack in their half of turn 3. If, at the beginning of turn 3, the RWP does not believe that he can take Istanbul, he may begin a general War. The only significant change is that the US Marine and Parachute units are available for duty in Turkey on turn 2, having been mobilized previously for the mid-east crisis.

THE YUGOSLAVIAN CIVIL WAR

Tito has died, and a Civil War is raging inside Yugoslavia between Soviet-sponsored groups and Yugoslav Nationalists. Set up the game normally but eliminate the regular Yugoslav Army units. All of the mountain hexes in Yugoslavia are treated as Yugoslav partisan units.

Either Player may invade Yugoslavia during the game, and Yugoslav cities count as four cities for victory purposes. Action may take place in other areas also, and no die rolls are required to attack over the east-west line.

NATO INITIAL PLACEMENT

The OB for non-US NATO forces is constant for all scenarios. NATO sets up first.

FRANCE: One 12-6 each in 1317 and 1219, one 3-2 in 0923.

UK (British): One 12-6 in 0810.

BELGIUM: One 12-6 in 0812.

NETHERLANDS (Dutch): One 12-6 in 0312.

WEST GERMAN: Anywhere in WG: five 15-6, one 9-2.

DENMARK: One 12-6 in 0401.

ITALIAN: One 12-6 Armor in 2419, one 12-6 Mech Mtn in hex 2115, one 9-4 Inf in 3124.

GREECE: One 12-6 in 5115, two 7-4 anywhere in Greece.

TURKEY: One 12-6, two 7-4, one 0-3-7 anywhere in European Turkey, one 0-3-7 and two 7-4 in Asiatic Turkey.

NON-US REINFORCEMENT SCHEDULE

With the exception of the Canadian 3-2, this OB is constant for all scenarios. The Canadian 3-2 is not included in the 1981 scenario only.

Turn 2: UK 3-2

Turn 3: Neth 6-6, Cana 3-2, UK 6-6, Fren 8-6, Greek 7-4.

Turn 4: Greek 7-4, Ital 9-4

Turn 5: Fren 8-6, Greek 7-4, UK+F 8-6 Marines

Turn 6: Italian 9-4

Turn 7: UK 12-6, Turk 7-4, West German 10-4

Turn 8: Italian 9-4, West German 10-4

Turn 9: Greek 7-4

In the 1967 Scenario only the Danish unit may move up to four hexes from the Danish border. However, if at the end of any NATO Player turn, it cannot trace a supply path to Denmark, it is eliminated.

US DEPLOYMENT AND REINFORCEMENTS

The US OB is divided into three sections, representing a "Dove" Government (typically weak-willed and with a sense of being foredoomed), the Historical Government (trying to do what it can with what it has) and a "Hawk" Government (On to Moscow!).

The strength and reaction time differs considerably, as does the real-dollar expense of the Army. All initial forces are deployed in West Germany.

Turn	"DOVE"	"ACTUAL"	"HAWK"
Initial	2x0-3-7 any 1x12-6 1315	2x0-3-7 any 1x12-6 1315 1x12-6 1515	2x0-3-7 any 1x12-6 1315 1x12-6 1515 1x12-6 1413
2	none	none	1x12-6
3	1x12-6	1x12-6	none
4	none	none	1x12-6 1x8-2 1x8-6 2x10-6
5	none	1x12-6 1x8-2 1x8-6	2x10-6
6	1x10-6	1x12-6 1x10-6	2x10-6
7	none	1x10-6	2x10-6
8	1x10-6	2x10-6	none
9	none	2x10-6	none
10	1x10-6	none	none

NON-RUSSIAN WARSAW PACT INITIAL OB AND REINFORCEMENTS

The OB for non-Russian WP forces is constant for all scenarios, and is as follows:

EAST GERMANY: One 10-4 Mech anywhere in EG, one 10-4 Inf appears turn 2 at Berlin.

POLAND: One 12-4 Armor in 1503, one 10-4 Mech in 2103, one 10-4 Inf appears turn 2 in any Polish City.

HUNGARY: One 12-4 Mech in 2606, one 10-4 Inf in 2508.

BULGARIA: One 12-4 Armor in 4207, one 12-4 Mech in 4404, one 8-4 Inf in 4309. One 8-4 Inf appears turn 2 in 4207.

CZECHOSLOVAKIA: One 12-4 Armor in 1708, one 10-4 mech in 2207 and 1510, one 8-4 Inf each in 2504 and 1806.

RUMANIA: One 12-4 Tank in 3903, one 10-4 Mech in 3307, one 10-4 Inf in 3203.

SOVIET OB AND REINFORCEMENTS

The Soviet OB Varies with time, as the Russian Army has considerably increased over the last ten years.

At the beginning of the Scenarios, the following Russian units are placed anywhere in the countries noted: For the 1967 Scenario: In East Germany: two 20-10-4, two 16-12-4; In Poland: one 16-12-4; In Hungary: one 16-12-4 For the 1974 and 1981 Scenarios: In East Germany: two 20-10-4, three 16-12-4; In Poland: one 16-8-4, In Czechoslovakia: one 10-4, one 16-8-4; In Hungary one 16-12-4.

The Soviet Reinforcement schedule is as follows:

Turn	1967	1974	1981
1	1x20-10-4	1x20-10-4	1x20-10-4
2	1x16-12-4	1x16-12-4	1x16-12-4
3	2x8-2 1x10-4 1x16-12-4 2x20-10-4	2x8-2 1x10-4 1x16-12-4 2x20-10-4	2x8-2 1x10-4 1x16-12-4 2x20-10-4
4	2x10-4 2x20-10-4	2x10-4 1x20-10-4 1x16-8-4	2x10-4 1x20-10-4 1x16-8-4 1x16-12-4
5	2x16-8-4 2x10-4	1x16-8-4 2x10-4 1x16-12-4	1x16-8-4 2x10-4 1x16-12-4
6	2x10-4 1x16-12-4	2x10-4 2x16-8-4	2x10-4 2x16-8-4
7	1x10-4	2x10-4	3x10-4
8	1x10-4	2x10-4	2x10-4
9		1x10-4	1x10-4

The OB for Neutral countries is constant for all of the scenarios, except as noted in the Yugoslavian scenarios.

AUSTRIA: One 4-4 Mech in 2110, one 4-4 Inf each in 1717 and in 1913.

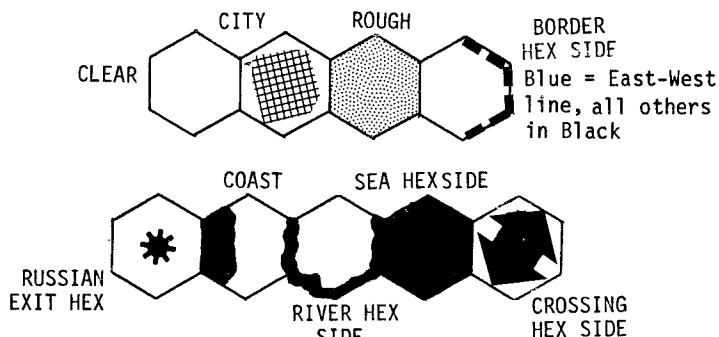
ALBANIA: One 4-4 each in 4415 and 4417.

YUGOSLAVIA: One 15-4 each in 4112, 3210, and 2612. One 12-4 Inf in 3415. On turn 2, one 12-4 each in 2713 and in 3311.

SWITZERLAND: Six 10-4 units anywhere in Switzerland.

CHARTS

TERRAIN EFFECTS CHART



TERRAIN	ENTRY COST	COMBAT EFFECT
Clear	1	None
Rough	2	Defender Doubled
City	1	Defender Doubled
Coast	other determines	Other determines
Sea hex side	prohibited	Prohibited
River hex side	+1	Attacker halved
Crossing hex side	+2	Prohibited
Border hex side	none	Special Rules
Russian exit hex	1	None

EXPLANATION OF CRT RESULTS

DE = DEFENDER ELIMINATED. Reduce defending units to BG or depleted state. If no BG, remove from map.

DR = DEFENDER RETREAT. All defending units are retreated by the owning player one hex.

EX = EXCHANGE. Defender eliminates or reduces to BG all of his units, Attacker eliminates or reduces an equal number. Use printed strength.

-- = NO EFFECT.

AR = ATTACKER RETREAT. All attacking units are retreated by the owning player one hex.

AE = ATTACKER ELIMINATED. All attacking units are eliminated or reduced to BG.

For purposes of this table, BG and depleted state are the same. Attacking units which clear the hex under attack by DE, DR, or EX result may occupy that hex immediately with units that participated in the attack, using advance after combat. RWP units must advance after combat, see Combat Rules.

GAME CREDITS

Design by Stephen V. Cole.

Development by Allen D. Eldridge.

Playtesting by James M. Brown, James Simms, Remick Tolbert, and Mark Moody.

GAME SCALE

Each hex represents approximately 25 miles or 40 km. Each turn represents approximately 5 days.

QUESTIONS

























If you have questions about the rules of this game please phrase them, if possible, in a yes or no or multiple choice answer format send them to: JagdPanther Publications, Box 3565, Amarillo, TX 79106.






















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XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX
2010 4	2010 4	2010 4	2010 4	2010 4	2010 4	2010 4	8 8
XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX
16 8 4	16 8 4	16 8 4	16 8 4	16 8 4	16 8 4	8 2	8 2
XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX
16 12 4	16 12 4	16 12 4	16 12 4	16 12 4	16 12 4	16 12 4	16 12 4

XXXX 	XXXX 	XXXX 	XXXX 	XXX 	XXX 	XXX 	TURN
10 4	10 4	10 4	10 4	5 4 4	5 4 4	5 4 4	
XXXX 	XXXX 	XXXX 	XXXX 	XXX 	XXX 	XXX 	SUPPLY X10
10 4	10 4	10 4	10 4	5 4 4	5 4 4	5 4 4	
XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	SUPPLY X1
10 4	10 4	10 4	10 4	12 4	10 4	10 4	

XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX
12 4	10 4	10 4	8 2	8 2	12 4	10 4	10 4
XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX
12 4	12 4	8 4	8 4	10 4	10 4	10 4	10 4
XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXXX 	XXX 	XXX
15 4	15 4	15 4	12 4	12 4	12 4	4 4	4 4

							
2 2	6.3:2	6.3:2	6.3:2	6.3:2	6.3:2	6.3:2	6.3:2
							
2 2	2 2	5.3:2	5.3:2	5.3:2	5.3:2	5.3:2	5.3:2
							
5.4:2	5.4:2	5.4:2	5.4:2	5.4:2	5.4:2	5.4:2	5.4:2























TURN							
	0.1:2	0.1:2	0.1:2	3 2	3 2	3 2	3 2
SUPPLY x10 +100							
	0.1:2	0.1:2	0.1:2	3 2	3 2	3 2	3 2
SUPPLY x1 +1/2							
	3 2	3 2	4 2	3 2	3 2	3 2	3 2





















							
3 2	3 2	4 2	3 2	3 2	3 2	3 2	4 2
							
3 2	3 2	3 2	3 2	3 2	3 2	4 2	4 2
							
1 2	1 2	4 4	4 4	4 4	5 4	5 4	5 4
























XXX US 12 6	XXX US 12 6	III US 03 7	XXX US 10 6	XXX US 10 6	XX US 6 6	XXX GK 7 4	XXX GK 7 4
XXX US 12 6	XXX US 12 6	III US 03 7	XXX US 10 6	XXX US 10 6	XX US 6 6	XXX GK 7 4	XXX GK 7 4
XXX US 12 6	XX US 82 8 2	XX US MC 8 6	XXX US 10 6	XXX US 10 6	XXX GK 12 6	XXX GK 7 4	XXX GK 7 4

XXX WG 15 6	XXX WG 15 6	XXX WG 15 6	XXX WG 15 6	XXX WG 15 6	XX WG 9 2	XXX WG 10 4	XX WG 10 4
XXX T 7 4	XXX T 7 4	XXX T 7 4	III T 03 7	XXX UK 12 6	XXX UK 12 6	XX UK 6 6	XX CN 3 2
XXX T 12 6	XXX T 7 4	XXX T 7 4	III T 03 7	XXX BL 12 6	XXX UK 6 6	XX UK 6 6	XX UK 3 2

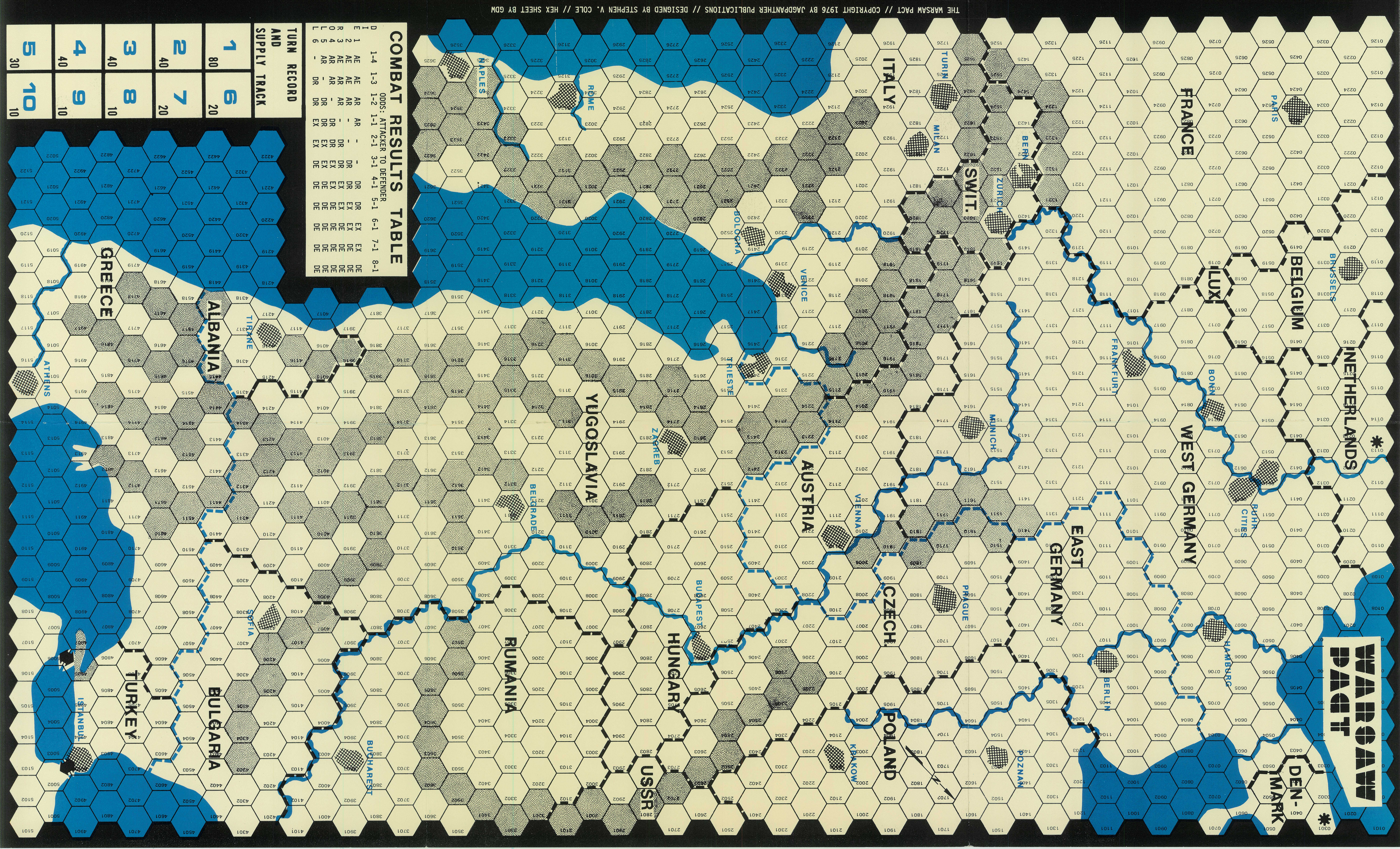
XXX S 10 4	XXX S 10 4	XX AS 4 4	XXX I 12 6	XXX I 12 6	XXX NL 12 6	XX NL 6 6	XXX DN 12 6
XXX S 10 4	XXX S 10 4	XX AS 4 4	XXX I 9 4	XXX I 9 4	XXX F 8 6	XXX F 8 6	XX F 3 2
XXX S 10 4	XXX S 10 4	XX AS 4 4	XXX I 9 4	XXX I 9 4	XXX F 12 6	XXX F 12 6	XX F+ UK 8 6

 GK 2 4	 GK 2 4	 US 2 6	 US 3 6	 US 3 6		 US 4 6	 US 4 6
 GK 2 4	 GK 2 4	 US 2 6	 US 3 6	 US 3 6		 US 4 6	 US 4 6
 GK 2 4	 GK 2 4	 GK 4 6	 US 3 6	 US 3 6	 US 2 6	 US 2 2	 US 4 6

 WG 3 4	 WG 3 4	 WG 3 2	 WG 5 6	 WG 5 6	 WG 5 6	 WG 5 6	 WG 5 6
	 UK 2 6	 UK 4 6	 UK 4 6		 T 2 4	 T 2 4	 T 2 4
	 UK 2 6	 UK 2 6	 BL 4 6		 T 2 4	 T 2 4	 T 4 6

 DH 4 6	 NL 2 6	 NL 4 6	 I 3 6	 I 3 6	 AS 1 4	 S 5 4	 S 5 4
	 F 3 6	 F 3 6	 I 2 2	 I 2 2	 AS 1 4	 S 5 4	 S 5 4
 F+UK 2 6	 F 4 6	 F 4 6	 I 2 2	 I 2 2	 AS 1 4	 S 5 4	 S 5 4

WARSAW
PACT



COMBAT RESULTS TABLE

ODDS: ATTACKER TO DEFENDER

1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1
1	AE	AE	AR	-	-	DR	DR	EX	EX	DE
2	AE	AR	-	DR	EX	EX	DE	DE	DE	DE
3	AE	AR	-	DR	EX	EX	DE	DE	DE	DE
4	AR	-	DR	EX	EX	DE	DE	DE	DE	DE
5	AR	-	DR	EX	EX	DE	DE	DE	DE	DE
6	-	DR	EX	EX	DE	DE	DE	DE	DE	DE

TURN RECORD AND SUPPLY TRACK

1	6	80	20
2	7	40	20
3	8	40	10
4	9	40	10
5	10	30	10

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