Useful Definitions

Unit is in **friendly airspace** when:
- **In home country:** the unit right now can trace supply by itself
- **Outside home country:** the unit right now can trace supply through a valid HQ

**Zone of Control, Zone of Delay** created by:
- **ZOC:** in combat-unit-occupied hex; adjacent to 3+ combat steps; in **major/key city** w/o Control marker
- **ZOD:** adjacent to 2 combat steps; during Turn 2 in West German hexes adjacent to Iron Curtain
  (HQs, entrained units create no Zones)

Movement

Stacking maximum 6 steps (end of each phase); rare NATO recombination [see Rules 90]

Road Movement Costs

All terrain 1 MP except non-access mountain 3 MP; across Major River +1MP
1-hex minimum move allowed [see Rules 107n]; rare weird terrain [see sheet 3]

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<th>Territory</th>
<th>Terrain</th>
<th>Interception</th>
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<th>Airspace</th>
<th>Interception</th>
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<td><strong>Tactical Road</strong></td>
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<tr>
<td>Combat/HQ; can use if unsupplied (MP halved round down, “A”=1)</td>
<td>either; can enter (displace) lone HQs</td>
<td>any; can enter enemy city or over-run Rs/Rt/Sl</td>
<td>+MP each exit</td>
<td>+1MP each enter, exit; stop in ZOC; ZOC-to-ZOC rare [see Rules 107n]</td>
<td>either</td>
<td>none</td>
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<tr>
<td><strong>Strategic Road</strong></td>
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<tr>
<td>Combat</td>
<td>all friendly</td>
<td>any, double printed MPs</td>
<td>cannot enter, exit</td>
<td>cannot enter, exit</td>
<td>either</td>
<td>none</td>
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<tr>
<td><strong>Rail “entrained”</strong></td>
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<tr>
<td>Combat/HQ(=4) + Rail Capacity</td>
<td>all friendly</td>
<td>any, 20 hexes</td>
<td>cannot enter, exit</td>
<td>cannot enter, exit</td>
<td>either</td>
<td>none</td>
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<tr>
<td><strong>Sea Ferry</strong></td>
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<tr>
<td>Combat</td>
<td>both controlled ports</td>
<td>coastal, [see sheet 3] Major River</td>
<td>no effect</td>
<td>+1 Interception begin, end</td>
<td>end friendly</td>
<td>Friendly</td>
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<tr>
<td><strong>Air Ferry</strong></td>
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<tr>
<td>Airborne/mobile</td>
<td>begin friendly</td>
<td>no mountain</td>
<td>no effect</td>
<td>cannot begin, end</td>
<td>end friendly</td>
<td>Friendly</td>
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<tr>
<td><strong>Amphibious Transport</strong></td>
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<tr>
<td>Marine (HQ) + MT point</td>
<td>either</td>
<td>coastal, begin [see sheet 3] Major River</td>
<td>no effect</td>
<td>+1 Interception begin, end</td>
<td>either</td>
<td>Friendly (both) or Enemy</td>
</tr>
<tr>
<td><strong>Airborne Transport</strong></td>
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<tr>
<td>Airborne + AT point</td>
<td>either</td>
<td>no mountain, no end rough</td>
<td>no effect</td>
<td>cannot begin, +1 Interception end</td>
<td>end enemy</td>
<td>Enemy</td>
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<tr>
<td><strong>Helicopter Transport</strong></td>
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<tr>
<td>Airborne/mobile X/III + HT point</td>
<td>either</td>
<td>any, 10 hexes</td>
<td>no effect</td>
<td>flak each move Zone-to-Zone</td>
<td>either</td>
<td>flak (die roll 1)</td>
</tr>
</tbody>
</table>
Supply

Tracing Supply
Generally from unit to supply source, length unlimited
Cannot be traced into/through all-sea hex, non-access mountain/blockedhexside
Cannot be traced through non-friendly-occupied enemy Zone hex (tracing into enemy Zone OK)

Supply Sources
WP: All friendly-controlled cities in friendly territory
U.S./Canadian (treated as one nation), British: All friendly-controlled ports in friendly territory
Italian: Hexes 5706, 5711, 5713, 5718 (if friendly-controlled and not overrun)
Other NATO: All friendly-controlled cities in home country
All: Copenhagen (if friendly-controlled)

Supply determined (and can only change) 3 phases per turn:
“Movement Supply”
WP/NATO Supply Determination Phase, officially
Determined by side soon moving only
Combat units in friendly territory, all HQs may trace by themselves
Combat units in enemy territory must trace to valid HQ

“Combat Supply”
Joint Supply Determination Phase, officially
Determined by both sides (even though supply rarely affects defense)
WP: Combat units in friendly territory, all HQs may trace by themselves
NATO: Combat units in home country, all HQs may trace by themselves
All other combat units must trace to valid HQ

Valid HQs (HQ itself must trace supply normally)
From combat unit to supplied valid non-entrained HQ, maximum length is HQ’s support range
WP: Supplied HQ of same army (independent can use any non-marine HQ)
NATO: Supplied HQ of same nationality (ignore corps designations)

Unsupplied Effects
Movement by Tactical Road only (MP halved rounded down; P=1); remove entrained marker
Attack strength halved
HQ flipped; cannot supply other units; Offensive Support is suppressed

Supply Exceptions
(Turns 1-3/4/5 depending on scenario) WP non-airborne/airmobile/marine units automatically supplied
All reinforcements supplied before entering map
All airborne/airmobile/marine “combat supplied” immediately following transport [see Rules 102n]
WP Marine HQ automatically “movement supplied” on coastal hex on/east of 0215

Headquarters (HQ) Units
Tactical Road, Rail (capacity = 4) movement only; displaced (must retreat) when lone HQ hex entered
Always trace supply by themselves; can supply, support combat units of same formation/independent
Cannot attack; unaffected by Airstrike missions
Ignored, last eliminated when defending in stack; strength 1, no terrain benefits when defending alone
WP Marine HQ: coastal supply; can supply only independent airborne/airmobile units; no Offensive Support

Offensive Support
Placed/removed (cannot be reassigned) in friendly Offensive Support Phase
Doubles attack strength of all supported combat units (if HQ non-entrained)
Suppressed if HQ unsupplied/retreated or Support Suppression mission; unsuppressed at end of turn
Ground Combat

Voluntary; only 1 hex defends; only 1 formation (WP army, NATO nationality) per hex (not battle) may attack

Attacker Strength Modifiers
- Cannot attack if entrained or HQ
- Halved when (“combat”) unsupplied
- Halved attacking across Major River (also prohibits exploitation)
- Doubled when defender has no adjacent units and is surrounded by ZOCs/impassable hexes
- Doubled with unsuppressed Offensive Support from supporting HQ

Defender Strength Modifiers
- Strength 1 (and no terrain benefits) if entrained unit or lone HQ
- Doubled when soft (“no swimming pool”) unit defends in any city, mountain, rough

Determine odds ratio (rounding in favor of Defender)

WP Chemical Warfare (CW)
- Declared at beginning of turn (place Chem First Use marker)
- Halves (rounding up) all NATO current and future air; awards NATO VP for each CW turn
- Requires 1 supplied attacking unit, CW marker and CW point per CW attack; prohibits exploitation
- Shifts resolution right 4/3/2 columns, depending on 0/1/2+ number of turns after CW declared

Roll one die, applying the appropriate...

Combat Die Roll Modifications (apply also to Airstrike missions, nuclear strikes unless noted)
- -3: major/key city defending terrain
- -2: mountain, minor city + rough, minor city + forest defending terrain
- -1: rough, forest, minor city defending terrain
- 0: marsh, clear defending terrain
- (Ground Attacks only) Additional -1 if all attacks cross Minor (or both Minor, Major) River hexsides
- (Ground Attacks only) 0, ignoring above, for entrained units or lone HQ
- (Airstrikes only) +1, ignoring above, for entrained combat units (HQs, non-entrained unaffected)

Results A/D: Attacker selects D step losses (overkill reduces A losses); defender selects A step losses

Retreating
- May choose to not retreat, taking 1 step loss (selected by defender); entrained cannot retreat
- All-sea hex, neutral country hex, blocked hexside retreat not allowed
- Enemy ZOC hex retreat not allowed unless friendly-occupied
- Suppresses Offensive Support; negates Defense Strength for rest of phase

Retreat Priorities
- First, not into enemy ZOD or (friendly-occupied) ZOC
- Toward friendly supply source
- Farthest possible from attacking units
- Not into mountain hex or across Major River
- Not into friendly-occupied hex (retreat one more hex if stacked over 6 steps)

Advance After Combat
- Defender retreat/elimination allows advance of any/all attackers

Exploitation
- 1 hex; hard (“swimming pool”) units that didn’t advance across Major River
- Prohibited into/out of major/key city, mountain, rough, marsh, Chemical Warfare or Interdiction marker
- Prohibited out of enemy Zone
### Air Attacks

Air Attack points awarded beginning of each turn (on map)
NATO, then WP spend (or lose) before WP combat
1 mission per type per hex per phase

- Chemical Warfare halves (rounding up) all NATO current and future air
- Surrender of two allies reduces all future NATO Tactical air by 1
- Tactical Nuclear Warfare eliminates all current and future air

**Operational:** Usable anywhere, for all 4 missions below

#### Support Suppression mission
1-2 points; no die roll modifiers on (Airstrike) table
Suppressed Offensive Support markers unsuppressed at end of turn

#### Rail Interdiction mission
1-3 points; no die roll modifiers on table
Rail Capacity increases 1 box after WP movement

**Operational:** Usable for 2 missions below; usable in friendly territory or within 3 hexes of friendly supplied unit in friendly airspace (WP early-turn auto-supplied units must be able to trace normally)

#### Airstrike mission
1-2 points; Combat Die Roll Modifications apply [see Combat]
Either entrained (+1) or non-entrained units attacked (others unaffected)
Step losses selected by attacker (HQs unaffected)

#### Road Interdiction mission
1-2 points; no die roll modifiers on table
Interdiction markers slow/prohibit non-transport movement; removed after WP movement

### Tactical Nuclear Warfare (TNW)

Declared at **beginning** of friendly half-turn (50% chance immediate decisive loss; +1 all strikes first phase)

Used in Offensive (before friendly movement), Defensive (before enemy attack) Nuclear Strike Phases
WP 6/8, NATO 4/12 Fixed/Mobile nuclear points (restocked after each **phase** until destroyed)
Eliminates all air, entraining, transports, movement except Tactical Road

#### Future Reinforcement Effects
- Eliminates A, Rf, N; no effect on Rs; delays Rd 2 Turns
- Transforms RR into Rd entering in specific sectors, delayed 3 Turns and at risk [see Rules 187.6]

#### Striking Enemy Units
- Cannot strike city in friendly territory (in Defensive phase, must strike adjacent to friendly unit as well)
- Requires 1 nuclear point; maximum 2 strikes per hex per phase
- Roll for each **step** in hex (including HQs), applying Combat Die Roll Modifications [above]

#### Striking Enemy Nuclear Points
- Requires 1 nuclear point; last Mobile nuclear point can never be destroyed
Reinforcements
Can often be voluntarily delayed [see Rules 223]
Affected by Tactical Nuclear Warfare, exited enemy units [see Rules 145]

Enter at beginning of half-turn:

Rd: placed on mapedge hex in indicated sector
RR: placed (entrained if within Rail Capacity) on mapedge hex (not in enemy Zone) in any friendly sector
Rs: placed on indicated (“dotted”) hex if not enemy-controlled or overrun (no delaying)

Enter during friendly movement:

N: moved using Sea Ferry or Amphibious Transport
A: moved using Air Ferry or Airborne Transport
Rf: moved to indicated (“tanked”) hex using Air Ferry if not enemy-controlled or overrun (?delayed if in enemy Zone hex?)

NATO Reinforcement Site Analysis
All 5 Reforger Sites, most valuable first
Near Bielefeld (3321): one British - 142[1] Turn 3/2/1

Noteworthy NATO Reserve Sites, earliest first (all these reinforcements cannot leave home country)
All 6 W. Germany non-major/key city sites: each one 242[1] Turn 3/2/1
All 7 Denmark sites: each one 031[1] Turn 4/3/2
All 6 W. Germany major/key city sites: each one 131[1] Turn 6/5/3
All 3 Netherlands sites: each one 131[1] Turn 7/6/4

Nation Notes
NATO occupation (not airborne/airmobile/marine) of any WP city in nation below at end of turn causes:
East Germany (closest cities Rostock, Schwerin, Magdeburg, Erfurt, Zwicken):
WP enters 6 militia units next turn; NATO 9 VP
Czechoslovakia (closest cities Plzen, Ceske-Budejovice):
WP enters 3 militia units next turn; NATO 6 VP

WP-friendly airspace and WP control of NATO cities in nation below at end of turn causes surrender (all nation’s units eliminated; all non-occupied cities become WP-controlled; nation enemy territory for both sides):
Belgium (tan/yellow; 9 city VP): 1 major/key city
Denmark (tan/red; 6 city VP): Copenhagen or 2 minor cities
Netherlands (tan/white; 18 city VP): 1 key city or any 3 cities
(Any two or these surrenders reduces all future NATO Tactical air by 1)

Austria (ivory/blue; 3 city VP): NATO moves Austrian units; border impassable. WP invasion causes:
Austria joins NATO; 5 Italian reinforcements arrive [see Rules 234]

West Germany (all black; 73 city VP), France (blue/blue; 13 city VP), Luxembourg (1 city VP): no surrender
Switzerland: always impassable
U.S. (green/yellow), Canada (green/white), Britain (tan/blue), Italy (ivory/yellow): no territory on map
Sequence of Play

Asymmetrical; first WP then NATO each turn (8 or 15 turns)

**Perform only in WP half-turn**  **Perform in both half-turns**  **Perform only in NATO half-turn**

JPRPhase: Both get new air, CW, transport points [see map]

Friendly R/A/D Phase: place reinforcements; activation; declare CW/TNW
Friendly Detraining Phase
Friendly “movement supply”
Friendly TNW
Friendly movement

JIRPhase: Remove Interdiction markers; increase both Rail Capacity

Friendly Offensive Support place/remove

**Enemy** TNW

**NATO** Air Attack Phase
**WP** Air Attack Phase

Both “combat supply”
Friendly Ground Attack Phase

JSRPhase: Unsuspend all Offensive Support markers

**VP Record Phase** [see see Turn 2+ Special Rules]

**Turn 1 Special Rules**

Not all units activated; no attacks; no Zones; no Chemical Warfare; no Tactical Nuclear Warfare
Only restricted movement (including reinforcements); may not enter non-friendly territory
**WP** non-airborne/airmobile/marine units automatically supplied
**NATO** road, rail may not move away from Iron Curtain; may not enter/exit West Berlin

**Turn 2+ Special Rules**

All West German hexes adjacent to Iron Curtain have a ZOD (Turn 2)
**WP** possible Airstrike bonus (Turn 2 / None / None, depending on scenario)
No **NATO** strategic road movement in West Germany, Denmark (Turns 2-4)
Not all units activated (Turns 2-5, depending on scenario)
**WP** non-airborne/airmobile/marine units automatically supplied (Turns 2-3/4/5, depending on scenario)
**NATO** 5 VP for control of all West German cities at end of turn (Turns 2+)
**NATO** 1 VP for West Berlin survival at end of turn (Turns 2+)
Victory Points

**WP:** 3/2/1 VP per key/major/minor NATO city *that can trace supply* at end of game

**NATO:** 6/3 VP per major/minor WP city *that can trace supply* at end of game
9/6 VP for East German/Czech militia, once each [see Nation Notes]
Per turn VP for total West German control, West Berlin survival [see Turn 2+ Special Rules]
Per turn VPs for WP Chemical Warfare, depending on scenario 2/1/1

West Germany City Roster

73 VP total; divided into six geographical areas (using map spellings); ports *italicized*

“East of the Weser” (River, and north of 33xx hexrow) 17 VP

- **Flensburg** 1
- Kiel 1
- **Lubeck** 1
- Hamburg East 3
- **Hamburg West** 3
- Bremerhaven 1
- Bremen 3
- **Luneburg** 1
- Braunschweig 1
- Hannover 2

“West of the Weser” (River, and north of 33xx hexrow) 5 VP

- Oldenburg 1
- Minden 1
- Bielefeld 1
- **Osnabruck** 1
- Munster 1

“Road to the Ruhr” (between 33xx and 42xx hexrows, and east of Rhine River) 17 VP

- **Kassel** 1
- Gelsenkirchen 1
- Dortmund 3
- Wuppertal 1
- Solingen 1
- Bottrop 1
- Essen 3
- Dusseldorf 3
- Duisburg 3

“Beyond the Rhine” (all west of Rhine River) 12 VP

- Krefeld 1
- **Aachen?(3827)** 1
- Koln 3
- Bonn 3
- Koblenz 1
- Mainz 1
- Kaiserslautern 1
- Saarbrucken 1

“Swiss Holiday” (south, west of clear border hex 4215) 13 VP

- Wurzburg 1
- Frankfurt 3
- **Wiesbaden** 1
- Darmstadt 1
- Mannheim 2
- Ulm 1
- Stuttgart 2
- **Karlsruhe** 1
- Freiburg 1

“Austrian Holiday” (east of xx15 hexrow) 9 VP

- Nurnburg 2
- Regensburg 1
- Munich East 2
- Munich West 2
- Augsburg 2