

***** NATO Electronic Warfare *****

Game Turn

Division/Regt/Bn	1	2	3	4	5	6	7	8	9
11th Cav	4	4	4	4	4	4	4	4	4
3rd Armor	x	x	x	10	10	10	10	10	10
4th Mech	x	x	x	4	4	4	4	4	4
2nd Jg	4	4	4	4	4	4	4	4	4
5th Panzer	0	4	10	10	10	10	10	10	10

***** NATO Air Points *****

Game Turn

1	2	3	4	5	6	7	8	9
0	12/0	12/0	12/0	12/0	12/0	12/0	12/0	12/0

Always zero Air Pts on Turn 1. All other turns, receive 12 Air Pts when having Air Superiority; zero otherwise.

***** NATO Tactical Nuclear Points *****

Game Turn

Total = 40 T.N.P.

1	2	3	4	5	6	7	8	9

Max 10 TNP per single attack; max 20 TNP per turn; may not target city hexes or hexes with towns.

***** Hidden Static Territorial Unit Hex Locations *****

#1	#2	#3	#4	#5	#6

Only 3 hidden used deployed for "Battle for Fulda scenario; 6 units otherwise.