Standard Rules

CENTRAL FRONT

S E R I E S   G A M E   S Y S T E M

Including Exclusive Rules for *Donau Front*

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SERIES INTRODUCTION

The *Central Front Series* consists of five games with connecting maps (from north to south): *North German Plain, B.A.O.R., Fifth Corps, Hof Gap,* and *Donau Front.* The series is designed to depict hypothetical Warsaw Pact versus NATO conflict during the critical first five days of a future war.

These *Standard Rules* form the basis for playing any game in the series. In addition, each game includes a set of *Exclusive* Rules, dealing with items particular to that game.

CENTRAL FRONT SERIES

Owners of the first three games *(Fifth Corps, HofGap, B.A.O..K)*, published by SPI in 1980-81, will find that aside from the maps, the other elements of the earlier edition games are not compatible with the newer releases. The game system has been entirely redesigned, and the many changes in NATO and Warsaw Pact forces over the past decade have necessitated revising not only the order of battle of units, but the also the way the combat strengths were computed. The earlier games will be reissued in the riew format.

GAME PARTS

A. PARTS LIST
- Each copy of this game includes:
- One 34" x 22" game map.
- One sheet of 200 cardboard playing pieces.
- One rules booklet.

B. THE GAME MAP

The Game map portrays the area of West Germany where the hypothetical battle occurs. The Terrain Key explains the symbols and colors used. A grid of hexagons is superimposed on the map for movement purposes, and each hexagon (or "hex") has its own four-digit identification number. The map scale is 1:250,000 with each hex representing four kilometers from side to opposite side.
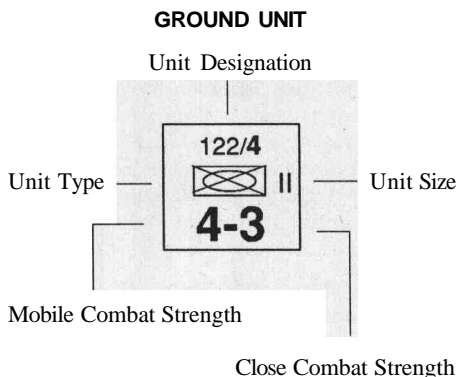
C. GAME CHARTS AND TABLES

These visual aids simplify and illustrate game functions. They include the Terrain Effects Chart, the Combat Results Table, Combat Modifiers: Die Roll Changes, Other Combat Modifiers, the Disengagement Table, and the Game Schedule.
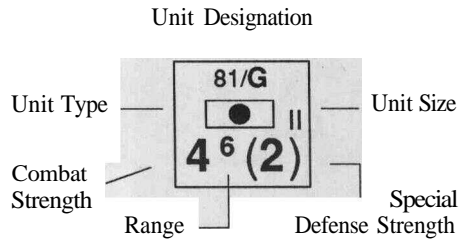
D. PLAYING PIECES AND EQUIPMENT

The cardboard pieces, called *units,* represent military formations that might take part in a campaign like the one depicted. The numbers and symbols on the units represent combat strength, organization designation, and the size and type of each unit. *One standard six-sided die is needed to play the game, which must be provided by the players.*
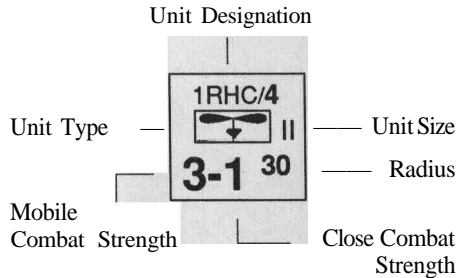
SAMPLE UNIT TYPES:

GROUND UNIT

Unit Designation

Unit Type — Unit Size

Mobile Combat Strength

Close Combat Strength

ARTILLERY-TYPE UNIT

Unit Designation

Unit Type — Unit Size

Combat Strength

Range — Special Defense Strength

HELICOPTER-TYPE UNIT

Unit Designation

Unit Type — Unit Size

Mobile Combat Strength — Radius

Close Combat Strength

UNIT TYPE SYMBOLS

Ground Units:

Mechanized Infantry

Mechanized infantry (wheeled APQ

Tank (Armor)

Cavalry (Armored Reconnaissance)

Cavalry (Wheeled Armored Reconnaissance)

Cavalry (Airborne Armored Reconnaissance)

Airborne Infantry

Airborne Mechanized Infantry

Mountain Infantry

Artillery-Type Units:

Self-Propelled ("SP") Artillery

Artillery (towed or mixed)

Airborne Artillery

Mountain Artillery

Multiple Rocket Launcher ("MRL")

Helicopter-Type Units

Attack Helicopter

Air Assault

Airborne Air Assault

GLOSSARY OF GAME TERMS

Adjacent: A unit is adjacent to another when the hex it is in shares a hexside with a hex occupied by the other unit.

Artillery-Type Unit: The generic term for units armed with heavy, ranged weapons, including Artillery, Self-Propelled (SP Artillery, mountain and Airborne Artillery, and Multiple Rocket Launcher (MRL) units (a special case).

Combat Strength: The applicable strength figure of an Artillery-Type Unit which is attacking any unit on any type hex; conducting Counterbattery Fire; or defending (when stacked with a ground unit).

Counterbattery Fire: An attack by an Artillery-Type Unit which is directed exclusively against another Artillery-Type Unit.

Close Combat Strength: The applicable strength figure of a ground or helicopter-type unit which is either attacking into, or defending in, an Urban, Rough, Rough/Woods, or Flat/Woods hex.

Hidden Side: The reverse side of a unit, which is printed only with a national color and a directional arrow. The hidden side is used with optional rules, and may be used in the basic game for players to denote which u;nits have moved, fired, or will attack, etc.

Indirect Fire: An attack by an Artillery-Type Unit that is not adjacent to the unit it is attacking.

Mobile Combat Strength: The applicable strength figure of a ground or helicopter-type unit which is either attacking into, or defending in, a Rat, High Water, Broken, or Marsh hex.

Movement Allowance: The maximum number of Movement Points that a unit can use in a turn. This number is not printed on the counters, and is *6 Movement Points* for each ground and artillery-type unit, and 3 *Movement Points* for each light unit operating in a light mode.

Phasing Player: The person whose turn is in progress.

Radius: The maximum number of hexes which a helicopter unit may move in a turn.

Range: The maximum number of hexes between the hex occupied by an artillery-type unit conducting indirect fire (exclusive) and the hex it is firing into (inclusive).

Special Defense Strength: The strength used by an artillery-type unit when defending against Counterbattery fire, or when defending in a hex without the presence of a friendly non-artillery unit.

HOW TO PLAY THE GAME

The game is played in *game turns,* each consisting of two *player turns.* The player turn is divided into several phases. The person whose player turn is in progress is called the *phasing player.* During his turn, the phasing player can move and attack with all of his units according

to the rules. The other player then moves and attacks with his units in the next player turn.

At the completion of both player turns, the end of one game turn is recorded. Play continues for 15 game turns, after which the players consult the victory conditions to determine the game's winner.

PART1

SEQUENCE OF PLAY

Each game turn is divided into a *PACT player turn* and a *NATO player turn*. Each turn proceeds strictly as outlined below:

Pact Player Turn

A. GROUND MOVEMENT PHASE. The PACT player moves his non-helicopter-type units according to the rules of movement. PACT reinforcements can enter as applicable (subject to interdiction) and can be used in the game turn in which they appear.

B. HELICOPTER MOVEMENT PHASE. The PACT player can move helicopter-type units to any hexes within their radius of movement not occupied by NATO units. Airmobile units that have not yet moved during the player turn, and are eligible for helicopter-type movement may also be moved.

C. HELICOPTER REACTION PHASE. The NATO player can move helicopter-type units to any hexes within their radius of movement not occupied by PACT units. Airmobile units which are eligible for helicopter-type movement may also be moved.

D. COMBAT PHASE. The PACT player attacks as desired with his ground, artillery-type and helicopter-type units (along with any airmobile units transported adjacent to the enemy), according to the rules of combat. Modifications for Air Strike Points and other situations are applied and combat is resolved. Unit losses are assessed, retreats and advances are conducted.

Nato Player Turn

The NATO player repeats the player turn sequence, as described above for the PACT player, with the players' roles reversed in each case. At the completion of the NATO player turn, the players check off that turn on the Game Schedule.

PART 2

MOVEMENT

Each player can move some, none, or all of his non-helicopter-type units during the ground movement phase of his player turn. Each unit moves by expending *Movement Points* (MPs) from its movement allowance (6 movement points; or 3 movement points for units in the

light mode). Each unit is moved individually, hex by contiguous hex, in any direction or combination of directions, subject to terrain restrictions. Movement into a hex "costs" a certain number of movement points. When a unit has spent all of its movement points it must end its movement for the phase. Retreats and advances after combat are considered *special movement*.

1.0 HOW TO MOVE UNITS

Each non-helicopter-type unit (i.e., ground and artillery-type units) has a *movement allowance of 6 movement points except units in light mode, which have 3*. These are spent to enter map hexes according to the Terrain Effects Chart (see 1.6). A player can spend any number of points in moving a unit, up to its limit. Movement points cannot be saved from one game turn to the next, nor can they be transferred from unit to unit. Each unit moves individually, and the player completes one unit's movement before going on to the next.

[1.1] A unit cannot be moved into or through an enemy-occupied hex. Moving adjacent to, or away from, enemy units may cost additional movement points (see 4.0, zones of control). Friendly units may impede road travel (see 5.0, road movement).

[1.2] Movement through various types of terrain will cost a number of movement points depending on the terrain type, and the season of the year. Some terrain types are prohibited for movement. The presence of Autobahns, roads, bridges and access hex sides can negate the basic terrain cost of entering a hex and allow a unit to move faster. These costs are listed on the Terrain Effects Chart (1.6).

[1.21] Gound units (except those in light mode) may not: enter into, exit from, attack into, or retreat from rough or rough woods hexes except via autobahn, road or access hexsides. This case does not apply to the *North German Plain* game map.

[1.3] During the course of play, units will enter the map as reinforcements on roads. Units entering on roads whose entry is blocked by an enemy unit can enter the map through the nearest unblocked mapedge hex. The owning player can decide which of two equidistant hexes to use.

[1.4] Any unit that exits the map for any reason is out of play and cannot return to the map.

[1.5] TERRAIN EFFECTS CHART
(see charts and tables page 9)

[1.6] During a friendly movement phase a unit which, through terrain effects, zones of control, etc., may not have requisite movement points to move even one hex, is allowed to move one hex regardless of cost. Such a unit, however, may not move directly from one enemy zone of control to another (see 4.0), nor move into a hex prohibited to it.

[1.7] LIGHT UNIT MOVEMENT

[1.71] In some games, certain units are identified by exclusive rules as light units. These units are treated as normal units for all purposes, including movement, unless operating in *light mode*. The conditions for a unit to enter light mode is specified by exclusive rules.

[1.72] Units in light mode pay different terrain costs than regular units, and have the ability to move in some terrain prohibited to regular units. (See Terrain Effects Chart.)

2.0 UNIT FACING

Unit facing applies to all units and determines the direction of a unit's main combat power, zone of control (see 4.0), and vulnerable areas.
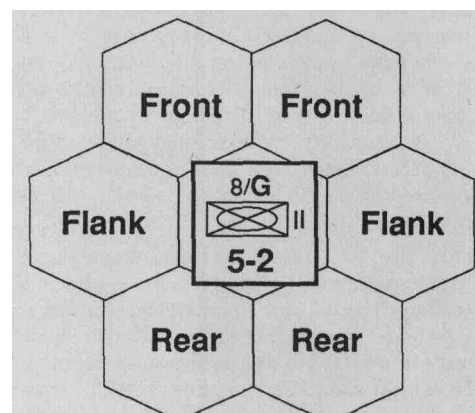
[2.1] At all times the top edge of each unit counter (designation on front and directional arrow on back) must point toward a specific *corner* of the unifs hex. The unit is said to *face* this corner. Facing determines a unit's front, flank, and rear hexes as shown below.

[2.2] Unit facing has no effect on movement but a ground or helicopter-type unit may only attack into the hexes to its *front*. Artillery-type units may apply their combat strength for indirect fire in any direction, regardless of facing.

[2.3] At the end of a unit's movement, or retreat, or advance after combat, the owning player may change its facing to any direction he desires. Facing cannot be changed at any other time. During a friendly movement phase, a player may change a unit's facing without any other movement of the unit.

[2.4] Helicopter-type units, units operating in light mode, Cavalry units, and units which include the airborne symbol, must abide by facing rules, but are *not* considered to have flank or rear hex sides. Although they must still attack only through "front" hexes, any attack against them from any direction is considered against a front hex.

[2.5] The NATO player, by placing two regular ground or artillery-type units in the same hex in a "back to back" configuration (fronts in op-

posite directions), may declare a *hedgehog*. The two units in the hedgehog are considered to have no flank or rear hexsides, and any attack against the hex is done against their combined strength as a "frontal" situation. Units in a *hedgehog* do *not* exert zones of control (see 4.0).

3.0 STACKING

When more than one friendly unit occupies a single hex, the units are referred to collectively as a *stack*. The number of units allowed in a single stack is limited. Stacking restrictions apply to all units at the end of every movement phase, retreat, and advance after combat. If there are more units of a given type in a hex than allowed, excess units of the owning player's choice are eliminated from play.

[3.1] The NATO player may stack a total of two ground and/or artillery-type units in a single hex. Depending on the directional orientation of the units, *both* must be attacked from a flank or rear direction for the PACT player to qualify for a combat modifier for flank/rear attack (see 13.4) against the hex. Also see 2.5 for the details of a NATO "hedgehog" stack.

[3.2] The PACT player may stack a total equal to one ground unit of regimental size plus one artillery-type unit (or alternatively, 2 artillery-type units) in a single hex. All units of the stack must be oriented in exactly the same direction. Note that for stacking purposes, 3 PACT battalions equal one regiment.

[33] Both sides may have a maximum of one *attack helicopter* unit in a hex. An attack helicopter unit is considered different from other units for stacking purposes, so a player may have a total of three units in a hex—one attack helicopter unit plus two other units. Note that for stacking purposes other helicopter-type units (e.g. air assault) are considered ground units.

4.0 ZONES OF CONTROL

Each ground unit (except artillery-type units, and units in light mode) exerts a zone of control (ZOC) into the two adjacent hexes of its "front" orientation. Helicopter-type units and Cavalry units exert a ZOC into all six adjacent hexes, regardless of frontage. A hex into which a unit exerts a ZOC is called a *controlled hex.* Hexes controlled by friendly units inhibit the movement of enemy units but never affect friendly units.

[4.1] Units entering a hex in an enemy ZOC must stop and move no further in the current movement phase, unless the moving unit is a helicopter-type unit (see 6.2).

[4.2] All unit types except Helicopters-type units and Cavalry must pay one additional movement point to enter an enemy controlled hex.

[4.3] Units which begin a movement phase in an enemy controlled hex must attempt disen-

gagement to do so. Disengagement procedure is as follows:

[4.31] If more than one unit occupies the hex, all but one may disengage freely by simply expending one additional movement point and moving out of the enemy ZOC. The remaining unit must *attempt* disengagement.

[4.32] Consult the *Disengagement Table* (4.4) and find the terrain type occupied by the unit wishing to disengage. The phasing player rolls the die and applies any modifications to the result. If the result is successful, then the unit may expend one additional movement point and move out of the enemy ZOC. If unsuccessful, the unit must remain in place for the phase, but may attack in the combat phase.

[4.33] No unit, except helicopter-types, may move from one enemy-controlled hex directly into another enemy controlled hex. A unit may exit an enemy controlled hex and enter another in the same phase as long as it moves to an uncontrolled hex first.

[4.4] DISENGAGEMENT TABLE

(see charts and tables page 9)

[4.5] There is no additional effect for more than one unit controlling a given hex. If enemy and friendly ZOCs are exerted into the same hex, that hex is mutually controlled by both players.

[4.6] The presence of a friendly *unit* negates enemy ZOCs for the purpose of conducting retreats (see 14.0) in the hex occupied by that unit. Friendly units do *not* negate enemy ZOCs for the purpose of movement.

[4.7] The ZOCs of ground units do not extend into or out of rough or rough/woods hexes except through autobahn, road, or access hexsides. This does not apply on the *North German Plain* game map, however.

In addition, ZOCs for all units *do not* extend:

- Into Urban hexes
- Across lake or sea hex sides
- Across the impassable section of the Elbe River *(North German Plain Game).*

5.0 ROAD MOVEMENT

Ground unit movement along Autobahns, Roads, Access Hex Sides, and Urban hexes enhances unit speed.

[5.1] For NATO units, entering any urban hex from any direction is like Autobahn movement (i.e., 1/2 movement point per hex). PACT units use this rate only for urban hexes east of the border. For urban hexes west of the border, PACT units must pay 1 movement point per hex (simulating the slowing effects of demolitions and ambushes by West German Territorial patrols).

[5.2] Access hex sides effectively negate basic terrain costs for entering a hex, and substitute a cost of 1 movement point for entering the hex through the access side. Access hex sides represent secondary road nets.

[5.3] Autobahns cost 1/2 movement point per hex when moving through hex sides crossed by the Autobahns. Movement along Autobahns is not restricted, and units may move along them in stacks, and need pay not extra movement points to cross rivers on an Autobahn.

[5.4] Roads cost 1/2 movement point per hex when moving through hex sides crossed by the roads, but their capacity is more limited than Autobahns.

[5.41] In order to use the road movement rate, NATO units must not travel "stacked". If a NATO unit enters a road hex occupied by another NATO unit, it must pay 1 movement point to enter the hex instead of 1/2 point, hi effect, the road is reduced to the status of an access hex side when occupied by a friendly unit.

[5.42] In order to use the Road movement rate, PACT units must not travel "stacked" and additionally must leave a *road movement space* of one hex on each end of a unit. In other words, it a PACT unit is occupying a road hex and another PACT unit moves through it at the road rate, the moving unit must pay 1 movement point for the first hex adjacent to the friendly unit, 1 point for the hex the unit occupies, and 1 point for the first adjacent hex past the friendly unit. Thus the unit has spent 3 movement points along the road to pass a friendly unit, when it would have spent only 1 1/2 points had the road been vacant.

[5.5] Bridges represent choke points which restrict the flow of military traffic. As shown in the Terrain Effects Chart, depending on the size of the unit, 1 or 2 additional movement points must be expended when crossing a river through a bridged hexside (road or access). Autobahn bridges cost nothing extra to cross.

[5.6] None of the above rules apply to helicopter-type units or units in light mode.

PARTS

HELICOPTER-TYPE OPERATIONS

Helicopter-type units, including attack helicopters and air assault types, allow players to react during the enemy's turn, and to conduct combat operations at extended distances. Airmobile-capable units may sometimes share the abilities of helicopter-type units.

6.0 HELICOPTER-TYPE UNIT MOVEMENT

Helicopter-type units may move and conduct combat normally during the owning player's turn. They may also operate during the enemy's player's turn in the helicopter reaction phase, effectively moving twice per turn.

[6.1] The movement allowance of a helicopter-type unit is called its *radius of action,* and is

printed on the unit. During both the helicopter movement phase (of the friendly turn) and the helicopter reaction phase (during the enemy turn), a helicopter-type unit can move a number of hexes equal to its radius of action.

[6.11] Helicopter-type units ignore terrain, paying one movement point for each hex entered.

[6.2] Helicopter-type units can enter one enemy-controlled hex without undergoing air defense fire. For each additional enemy-controlled or enemy-occupied hex a helicopter-type unit moves into during a phase, the unit must undergo air defense fire. The enemy player rolls one die for each ZOC hex or enemy occupied hex the helicopter unit enters. On a result of 2, the helicopter-type unit is considered destroyed and removed from play. On any other die result the helicopter-type unit can continue to move.

[6.21] A helicopter-type unit can end its move in an enemy ZOC, but not in a hex occupied by an enemy unit of any type.

[6.22] A helicopter-type unit which is in an enemy-controlled hex can *not* be moved during the helicopter reaction phase.

[6.23] A helicopter-type unit must roll for disengagement only when it begins a phase in an enemy ZOC and then need only roll once for disengagement—from the ZOC it began the phase in.

7.0 AIRMOBILE UNIT TRANSPORT

Any unit which has a "v" symbol between its combat strengths is considered *airmobile.* Unlike "air assault" units, which are considered helicopter-type units because they have dedicated helicopter support, airmobile units are treated as regular ground units and may sometimes be *moved* like helicopter-type units, subject to exclusive rules in each game.

[7.1] When an airmobile unit is eligible to use helicopter type *movement,* it is moved exactly in the same manner as a helicopter-type unit—otherwise it moves as a ground unit.

[7.2] PACT units permitted airmobile movement have a radius of 20 hexes, while NATO units permitted airmobile movement have a radius of 30 hexes.

[73] Airmobile units conduct all other game functions (Combat, ZOCs, Retreats, Advances, etc.) as *ground units.*

8.0 HELICOPTER-TYPE UNIT COMBAT

Helicopter-type units are treated as ground units for combat, with the following exceptions:

> There are no terrain restrictions placed on their retreat.

>• They can retreat through enemy ZOCs (but not enemy units), undergoing air defense fire for each such enemy ZOC hex entered (6.2).

PART 4
AIR OPERATIONS

Air operations include *deep interdiction, battlefield interdiction,* and *close air support.* Each player receives a number of air strikes (expressed in points) each game turn as listed on the Game Schedule. Air strike points must be used during the game turn listed and may not be saved from turn to turn —they are lost if not used. Each strike point can be used only once during the game turn (i.e., for one specific combat or disengagement), at any one of the following times:

>• During the friendly movement phase to help units disengage from enemy ZOCs (battlefield interdiction)

> During the friendly ;combat phase to modify a die roll (close air support)

> During the enemy movement phase to hinder enemy units from disengaging from friendly ZOCs (battlefield interdiction)

X During the enemy combat phase to modify a die roll (close air support)

9.0 BATTLEFIELD INTERDICTION

During the friendly movement phase, a player may declare one or more air strike points to assist a friendly unit which is to attempt disengagement from an enemy ZOC. He simply states the number of air strike points to be used and makes a side note that they have been used for the game turn. For each strike point used, the phasing player may subtract *1* from the disengagement die roll. Similarly, the enemy player may, *after* the phasing player has declared any strike points, declare some of his own air strike points to hinder the disengagement attempt. He notes their use, and gets to add *1* to the phasing player's disengagement roll for each point he has committed.

10.0 CLOSE AIR SUPPORT

During the friendly combat phase, the attacker may declare one or more air strike points to modify the die roll for an attack. He states the number of air strike points and makes a side note that they have been used for the game turn. For each point used, the attacking player may add *1* to the combat die roll result. Similarly, the defending player may, *after* the attacking player has declared any strike points, declare some of his own air strike points to modify the die roll in his favor. He notes their use, and gets to subtract *1* from the attacker's combat die roll result for each strike point committed.

11.0 DEEP INTERDICTION

Only the NATO player may make deep interdiction attacks, and these do *not* require the use of air strike points. During each PACT movement phase *(except on Game Turn 1),* as each and every reinforcing division is about to enter the map, the NATO player automatically rolls for a deep interdiction attack. First the NATO player rolls the die, and the attack succeeds on a result of *1.* Then the PACT Player rolls the die with the effect of negating the successful attack on a result of 5 or 6. If the attack is ultimately successful, all units of the division rolled for are delayed and may not enter ;as reinforcements in the present turn. They try again the next turn and those following until they successfully enter the map, subject to interdiction each turn. If the attack ultimately fails, the division enters as scheduled.

PARTS
COMBAT

Combat takes place between a unit or units and enemy units in an adjacent hex. Combat is at the option of the phasing player. The phasing player *is* termed the attacker and the non-phasing player is the defender, regardless of the overall game situation. Each unit may attack only once per phase, and each unit may only be attacked once per phase. Similarly, artillery-type units may only support one attack or defense per phase.

Only one enemy-occupied hex can be attacked in a single combat. Furthermore, the phasing player must attack all enemy u;nits in the hex, and the defender cannot withhold any units in the hex under attack. The attacker need not use all units in an attacking stack. He can withhold some from the attack. Units not participating in an attack, but adjacent to a defender, are not subject to combat losses. Attacking units from several hexes (as well as not-adjacent artillery-type units) can combine to attack one hex.

When the phasing player attacks, the following steps are undertaken, in order:

A. The attacker states which enemy occupied hex he is attacking and which of his units adjacent to that hex are participating.

B. The attacker commits artillery-type units, air strike points, chemicals, and electronic warfare to aid the attack as desired, if available.

C. The defender may commit artillery and air strike points to aid the defending ground units as desired, if available.

D. The *applicable combat strength* (see 12.0 below) of all attacking units (including supporting artillery-type units) are totaled and compared to the total *applicable* combat strengths of all enemy units (including supporting artillery-type units) in the hex being attacked.

The comparison is stated as a ratio of the attacker's strength to the defender's strength. Round off the ratio in favor of the defender (e.g., 14 to 5 = 2 to 1).

E. The combat ratio is used to determine which column on the Combat Results Table (13.1) will be used to resolve combat. The terrain occupied by the defender is found on the left of the table and cross-indexed with the appropriate combat strength ratio to the right. This determines the basic results column. Depending on the situation and modifiers, the strength of the attacker or the defender may be modified (see Terrain Effect Chart, 1.5 and the Other Combat Modifiers Chart, 13.4).

F. The attacker rolls one die, cross-referencing the die roll with the appropriate column to yield a combat result (explained in 13.2). The die roll may be modified to produce a final result (see Combat Modifiers: Die Roll Changes, 13.3). The effects of the combat result are immediately applied.

12.0 APPLICABLE COMBAT STRENGTHS

Ground and helicopter-type units have two printed combat strengths, *mobile* and close. The type of strength applicable to a combat is based on the terrain in the hex occupied by the *defender.* The Terrain Effects Chart (1.5) details the type of combat strength effective in each type of terrain. Both the defender and the attacker must employ only the type of combat strength specified for the defender's hex. Note that for artillery-type units there is a single combat strength which is applicable to both mobile and close situations.

13.0 COMBAT CHARTS AND TABLES

(see charts and tables pages 7-9)

[13.1] COMBAT RESULTS TABLE

[13.2] EXPLANATION OF COMBAT RESULTS TABLE

[13.3] COMBAT RESULTS TABLE MODIFIERS: DIE ROLL CHANGES

[13.4] OTHER COMBAT MODIFIERS

14.0 RETREATS

Retreats are always conducted by the owning player. Retreating does not require the expenditure of movement points. A unit can be retreated into any adjacent hex as long as the following restrictions are adhere to (in order of priority):

A. A unit cannot retreat into an enemy-occupied hex or off the game map. A unit can retreat into an enemy-controlled hex only if the hex is occupied by a friendly unit.

B. A unit cannot retreat across an unbridged river hex side, nor into any terrain which would be prohibited to it during movement.

C. A unit must end its retreat as many hexes away from its original hex as the number of hexes it was required to retreat (i.e., it may not enter the same hex twice or "double back").

D. A unit must retreat into the hex(s) which would require the fewest number of movement points to enter during regular movement. If more than one hex meets this requirement then the owning player may choose which to use.

Note that requirements A., B., and C. are absolutes, and requirement D. is adhere to only if the other three are met. Note also that a unit may retreat through or onto friendly units without restriction, and that this is a desirable tactic.

[14.1] If no permissible retreat route is open to a unit, it is considered eliminated in the last hex it could legally retreat to.

[14.2] If a unit retreats into another friendly unit which is involved in a subsequent combat, the retreating unit does not add its strength to the defense of the hex, but it is subject to any combat result applied to the hex in the later combat. In the case of an *exchange-type of* result, the unit is not counted in the friendly strength, but is eliminated anyway.

[14.3] Units that end a retreat overstacked due to retreating onto a friendly stack, must be brought within stacking limits by the owning player during his next movement phase, or be eliminated.

[14.4] When a unit ends a retreat, the owning player may adjust its facing to any direction desired.

15.0 ADVANCE AFTER COMBAT

Whenever a defending unit is retreated or eliminated as a result of combat, it will leave a hex or path of hexes behind it called the *path or retreat.* Any or all victorious attacking units are allowed to advance along the enemy path of retreat, but can deviate from it. Advance after combat does not require the expenditure of movement points. Stacking restrictions apply at the end of an advance after combat.

[15.1] The following cases determine which units can advance:

[15.11] A unit adjacent to and attacking an enemy unit can advance after combat. Defending units never advance after combat.

[15.12] A unit that is stacked with an attacking unit but did not add it strength to the attack *can* advance after combat.

[15.13] Attacking Artillery-type units which are adjacent to the defender may advance after combat, while those supporting by indirect fire only may not. *Exception:* A PACT artillery-type unit which is stacked with a non-artillery

type unit may advance as part of a *second echelon.*

[15.14] *PACT Second Echelon:* A PACT unit or units which began the combat phase adjacent to an attacking unit by *not adjacent to the defending unit and* not in a hex in enemy ZOC, can be used as a *second echelon.* Any such units can advance after combat as if they had participated in the attack. Second echelon units abide by normal advance after combat rules with these exceptions: 1) two hexes are added to the distance it can advance after combat; 2) the first hex it enters must be a hex from which a friendly unit attacked, and the second hex it enters must be the hex vacated by the defender. Both such hexes are considered *path of retreat* hexes for all purposes (see 15.2).

[15.2] The first hex entered by a unit advancing after combat must be the hex vacated by the defending unit at the instant of combat *(exception:* PACT second echelon). If an advance greater than one hex is allowed, the unit can advance into any adjacent hexes from that point on. If an advancing unit deviates from the defender's *path of retreat,* however, its advance must stop upon entering the first enemy controlled hex it encounters. Otherwise, a unit may advance along a path of retreat regardless of the presence of enemy ZOCs.

[15.3] A unit cannot advance across an unbridged river hexside unless the hex entered is the one that was occupied by the defender at the instant of combat. This also applies to Second Echelon advances, the object being that the attacking player's river crossing capability is concentrated against the single hex which was attacked.

[15.4] The length of an advance after combat is equal to the number of hexes the defending unit was required to retreat, regardless of how many hexes it actually could retreat *(exception:* PACT second echelon).

[15.5] Attacking units may cease to advance at any point. If more than one unit is advancing, they can advance into the same or different hexes. If an attacking unit is entitled to advance and does not, it may still change facing.

[15.6] Regardless of printed combat results, a unit in light mode may only advance a maximum of 1 hex after combat. Note that there is no such restriction on retreat, and a light unit may retreat the full amount called for by the CRT.

16.0 ARTILLERY-TYPE UNITS

ArtiEery-type units, including artillery, Self-propelled Artillery (SP), and Multiple Rocket Launcher (MRL) units, can participate in combat by *direct* or *indirect* fire. The attacker and defender declare use of their artillery during steps B and C of the combat procedure respectively.

[16.1] An artillery-type unit adjacent to an enemy unit participates in combat by *direct fire.* It

adds its combat strength either to non-artillery units for the attack or to other defending units in the same hex when being attacked. Any number of adjacent artillery-type units can participate in direct fire. Any artillery-type unit conducting direct fire is subject to all combat results.

[16.2] An artillery-type unit participating in combat with non-adjacent enemy units uses *indirect fire.* An attacking artillery-type unit must be within range of the defending enemy unit. An artillery-type unit supporting a defense must be within range of the friendly unit being attacked. An artillery-type unit using indirect fire is not affected by any combat results. An artillery-type unit using indirect fire does *not* qualify to produce modifications for' multi-hex or flank/rear attacks. *PACT* multiple rocket launcher units may *not* use their combat strength to aid a defense at any time/ either by direct or indirect fire.

[16.21] Any artillery-type unit which is in a hex being attacked by ground or helicopter-type units may not use indirect fire in the same phase to aid in another hex's defense —it may only defend its own hex. In this case, the phasing player must state his intention to attack such an artillery unit in order to keep it from using indirect fire, and if he does so he is committed to the attack, at some point during his current combat phase.

[16.3] Artillery-type units can use a special type of indirect fire against enemy artillery-type units exclusively, called *counterbattery* fire. This is the only type of indirect artillery fire which is allowed without the participation of ground or helicopter-type units. *Counterbattery fiie* is selectively directed against enemy artillery-type units, with the attacker choosing which unit in a hex he wishes to attack. The attacker may fire (using combat strength) with as many artillery-type units *as* are in range of the enemy artillery-type unit, which defends with its *special defense strength.* The attacking player may add air strike points and chemical attack (if applicable), but no other combat modifiers. Combat is resolved on the appropriate terrain line of the Combat Results Table, and the defender may benefit from the presence of a town, and the allocation of air strike points (only if the attacker employed air strikes). The defender does not benefit from the presence of rivers or other water obstacles. Combat results are assessed as normal against the defender only, never against the attacker. Dl through D4 results are not treated as retreats, however only as an "adverse result". Any defending unit which received an adverse result due to counterbattery fire (Dl, D2, D3, D4, DE, EX) may not use indirect fire to support friendly units in the present combat phase.

[16.4] Artillery-type units which are attacked by ground and/or helicopter-type units can use their *combat* strength for defense if they are stacked with friendly ground or helicopter-type units. *(continued on Rules page 10)*

[13.1] Combat Results Table

Defender's Hex	Combat Ratio (Attacker-Defender)								
Rough/Woods, Urban	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1
Marsh, Rough, High Water/Wet	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
Broken, Hat/Woods	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1
Flat, High Water/Dry	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1
DIE ROLL: •1	AE	AE	AE	AE	AE	AR	AX	D1	02
0	AE	AE	AE	AE	AR	AX	D1	D2	D3
1	AE	AE	AE	AR	AX	D1	02	03	04
2	AE	AE	AR	AX	D1	D2	D3	D4	DE
3	AE	AR	AX	01	02	03	EX	DE	OE
4	AR	AX	D1	D2	D3	EX	DE	DE	DE
5	AX	D1	02	03	EX	DE	DE	DE	DE
6	D1	D2	D3	EX	DE	DE	DE	DE	DE
7	02	03	EX	DE	DE	DE	DE	DE	DE
8	D3	EX	DE	DE	DE	DE	DE	DE	DE

Notes:

1) Unmodified attacks lower than the ratio in the far left column for the appropriate terrain type are not allowed.

2) Attacks conducted at ratios higher than those on the far right column are resolved on that column.

3) Modified die rolls higher than 8 are treated as 8. Modified Die rolls less than -1are treated as *-1*.

[13.2] Explanation of Combat Results

Dl, D2, D3, D4 = Defender Retreats. The defending units are retreated the indicated number of hexes according to the rules of retreat, and the attacking units may advance the same number of hexes according to the rules for advance after combat.

AR = *Attack Repulsed.* The attacking units are retreated one hex.

DE = Defender Eliminated. The defending units are removed from play and the attacking units may advance after combat up to a maximum of 3 hexes at the attacker's option. Advancing units must stop, however, upon entering the first enemy zone of control entered.

AE = Attacker Eliminated. The attacker must remove from play attacking units equal to, or exceeding, the basic printed applicable strength of the defending u;nits(s) *in the hex being attacked* (i.e., not including the strength of supporting artillery-type units using indirect fire).

EX = *Exchange.* First, determine which player's *adjacent* participating units in the combat total the lower number of applicable printed strength points. All of these units are eliminated. Then an equal or greater number of strength points of the other player's participating units are eliminated. If the player with surviving units is the attacker, he may advance them one hex after combat, but only into a hex vacated by the elimination of defending units.

AX = Attacker Exchange. The attacking player must remove from play participating adjacent attacking units equal to, or greater than, the applicable printed combat strength of the defending units(s) *in the hex being attacked(not* including supporting artillery etc.). Then, the defending unit(s) is retreated one hex. Any surviving attacking units may advance one hex into the hex vacated by the defender.

Terrain Effects Chart Notes:

P= Prohibited to movement

1) The status of High Water hexes is determined prior to play. The NATO player rolls one Die with a result of 1,2,3 = dry season, and 4,5,6 = wet season. Depending on the outcome of the roll, all High Water Hexes are treated as wet (if wet season) or dry (if dry season) for the entire game. Players may skip this die roll and determine the season by mutual agreement.

2) The cost for crossing rivers is in addition to normal terrain costs associated with moving into a hex. In some cases, units will not have enough movement points to cross a river, but players are reminded that all units may move one hex in a turn even without the requisite points.

a. Movement across unbridged river hexsides may be made by any ground unit. An artillery-type unit may so move only if there is a friendly ground unit adjacent to the hexside it wishes to cross. *On the* North German Plain *map the Elbe River, north of hex 3533 may not be crossed.*

b. Normal units crossing rivers on roads or through access hex sides pay the cost for bridged river hexsides; *exception:* Units in light mode pay no additional cost to cross bridged river hexsides.

C. There is no additional cost to any unit for crossing a river through an Autobahn hexside.

3) Units moving through an access hex side may ignore the *basic terrain* cost of entering the *hex* and instead pay 1 Movement Point to enter. Units entering hexes through road or Autobahn hexsides ignore basic terrain entry costs and pay only 1/2 (one-half) of a Movement Point to enter the hex. See the rules concerning Road Movement Space for important modifications to movement rates. Note that units in light mode are ignored for considerations of road movement space.

4) In the *North German Plain* game, the two tunnels, at 3707 and 3633, are treated as bridged access hex sides for the purpose of crossing rivers. At any time the NATO player may declare either of these tunnels impassable, and they are treated as unbridged river hex sides for the remainder of the game.

5) All Sea hexes and hex sides are impassable, except to helicopter units which may fly over them in the course of movement.

6) Lakes may not be crossed with the exception of road/bridge hexsides.

7) Towns have no effect on movement, and players use the other terrain in the hex for the calculation of movement and combat. However, towns do have a combat modifier of subtracting 1 from the die roll.
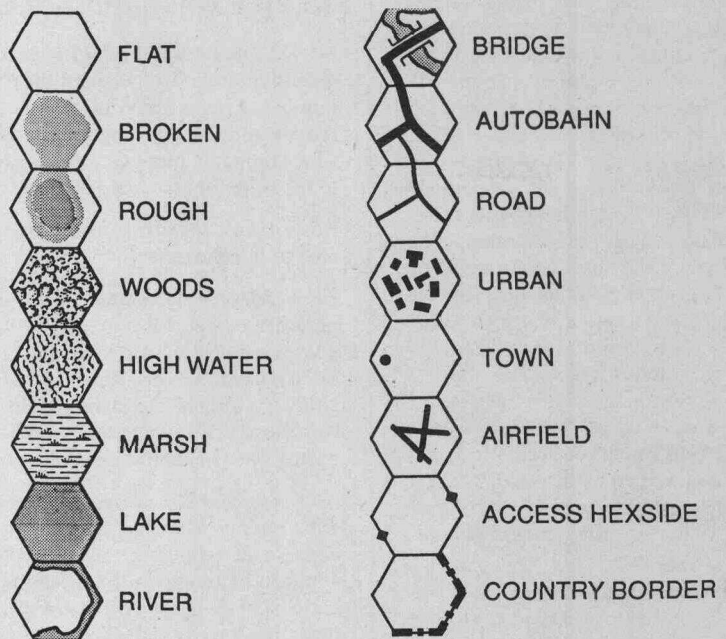
8) PACT units entering Urban hexes west of the border pay 1MP per hex regardless of the presence of roads or Autobahns. PACT units entering hexes east of the border do so at the rate of 1/2 MP per hex.

9) Terrain is prohibited to movement except to units in light mode. *Exception: In (he North German Plain* game the terrain is not as rough, and can be entered by normal units at a cost of 3 MPs per Rough terrain hex and 4 MPs per Rough/Woods terrain hex.   D

[1.5] Terrain Effects Chart

Terrain Type	Cost to Enter Normal Unit	Cost to Enter Light Mode Unit	Applicable Strength	Notes
Flat	IMP	IMP	Mobile	-
Flat/Woods	2 MPs	1 1/2 MPs	Close	-
High Water/Dry	IMP	IMP	Mobile	1
High Water/Wet	4 MPs	1 1/2 MPs	Mobile	1
Broken	2 MPs	1 1/2 MPs	Mobile	-
Rough	P (see note)	2 MPs	Close	9
Rough/Woods	P (see note)	3 MPs	Close	9
Marsh	4 MPs	1 1/2 MPs	Mobile	
Urban	NATO = 1/2 MP IMP		Close	8
	PACT = 1 MP 1 1/2 MPs			
River (unbridged)	+4 MPs for regiment/brigade			2
	+2 MPs for battalion/company			
River (bridged)	+2 MPs for regiment/brigade			2
	+1 MP for battalion/company			
Autobahn Bridge	+0 for all			2
Access Hex Side	IMP	IMP		3
Road	1/2 MP	IMP		3
Autobahn	1/2 MP	IMP		3
Tunnel	IMP	IMP		4
All Sea Hex	P	P		5
Lake Hex Side	P	P		6
Town	Same as Other Terrain in Hex			7

Terrain Key

FLAT, BROKEN, ROUGH, WOODS, HIGH WATER, MARSH, LAKE, RIVER

BRIDGE, AUTOBAHN, ROAD, URBAN, TOWN, AIRFIELD, ACCESS HEXSIDE, COUNTRY BORDER

[13.3] Combat Modifiers: Die Roll Changes

Situation & Addition/Subtraction to Die Roll:

+1 to the number rolled when the Attacker is attacking with *ground* or *helicopter-type* units from more than one adjacent hex (+1 regardless of how many additional adjacent hexes).

+1 to the number rolled for each Air Strike Point used by the Attacker. *

-1 to the number rolled for each Air Strike Point used by the Defender. *

+1 to the number rolled if NATO has two units of different nationalities defending on the same hex . **

-1 to the number rolled if NATO has two or more units of different nationalities attacking the same hex . **

-1 to the number rolled if the PACT has units of 2 or more different divisions *or* nationalities attacking the same hex . **

-1 to the number rolled if the Defending unit of any type is in a Town hex.

* Once per non-night game turn on each applicable game map, the NATO Player may claim a *+2* or *-2* to his advantage instead of +1 or *-1*, if his attack or defense is supported by both an air point *and* a US *attack helicopter* unit. This represents the effects of the JAAT (Joint Air Attack Team).

** In any of these cases, artillery-type units using indirect fire for support do not cause any adverse modifier, no matter what the nationality or division. The modifier only applies to ground or helicopter-type units.

[13.4] Other Combat Modifiers: Condition & Effects

1) When the PACT makes an attack supported by chemicals against a hex, all NATO units *in the hex under attack* have their applicable strengths halved.

2) Any *ground* unit attacking across a river hexside (bridged or unbridged) has its applicable strength halved.

3) Any PACT ground or helicopter-type unit which attacks a NATO unit through the NATO unit's flank or rear hexsides, has its applicable combat strength doubled. *Exception:* cavalry, helicopter-type, and airborne units, as well as units operating in light mode are exempt from this penalty, as are NATO "hedgehogs".

4) Any PACT unit which is attacked through its flank hexside(s) by NATO ground or helicopter-type units, has its applicable strength

halved. * PACT helicopter-type and airborne units are exempt from this penalty.

5) Any PACT unit which is attacked through its rear hexside(s) by NATO ground or helicopter-type units, has its applicable strength reduced to 1/3 of printed value. * PACT helicopter-type and airborne units are exempt from this penalty.

* These situations are mutually exclusive. The NATO player chooses the one most advantageous to himself, either 1/2 or 1/3, if both conditions obtain against the same PACT unit.

Note: All cutting of unit strengths *retains* fractions. When combat is resolved, after adding separate unit strengths together, left over fractional ratios are rounded off in favor of the defender.

[4.4] Disengagement Table

Disengaging Unit's Hex	Die Roll for Success
Rat, Broken, High Water/Dry	1,2,3
Rough, Marsh, High Water/Wet	1,2,3,4
Hat/Woods, Rough Woods	1,2,3,4,5
Urban	automatic

Notes:

1) Subtract 1 from die roll if all enemy ZOCs are being exerted from across river hexsides.

2) Subtract 1 from die roll if disengagement is attempted during a night turn (i.e., 1800-0600).

3) Subtract 1 from die roll if disengaging unit is cavalry or helicopter.

4) Subtract 1 from die roll for each friendly air strike point used, and add 1 to die roll for each enemy air strike point use.

[25.1] Game Schedule DONAU FRONT Game

Game Turn	Time/Date		Air Strikes PACT - NATO		EW Support PACT - NATO		Chemical Attacks
i	0600-1200	Day 1	2	0	5	2	2
2	1200-1800		2	0	6	2	2
3	1800-0600		0	0	7	3	2
4	0600-1200	Day 2	2	4	8	4	3
5	1200-1800		2	4	9	6	3
6	1800-0600		0	3	10	8	3
7	0600-1200	Day 3	2	4	11	10	4
8	1200-1800		2	4	11	10	4
9	1800-0600		0	3	12	10	4
10	0600-1200	Day 4	2	4	13	10	5
11	1200-1800		2	4	13	10	5
12	1800-0600		0	3	13	10	5
13	0600-1200	Day 5	2	4	13	10	5
14	1200-1800		2	4	13	10	5
15	1800-0600		0	3	13	10	5

STANDARD RULES *(cont. from Rules page 7)*

Artillery-type units which are alone in a hex or stacked only with other artillery-type units, must defend with their special defense strength. *Exception:* PACT multiple rocket launcher units always defend with their special defense strength.

[16.5] WEST GERMAN MULTIPLE ROCKET LAUNCHER UNITS

West German MRL units have two types of launchers: the MLRS system (which is depicted by the value on the counter), and the shorter-range LARS system which is deployed with the same units. To simulate the additional effects of the LARS:

[16.51] Each West German MRL unit has its combat strength increased from "9" to "14" at ranges of 4 hexes or less.

PART 6

SPECIAL FUNCTIONS

17.0 ELECTRONIC WARFARE

Each side receives a number of Electronic Warfare Support Points each turn according to the Game Schedule. These points may only be used by the phasing player during his combat phase—they may not be used for defense. Each EW point may only be used once per turn, and only one EW point can be used to support a single attack. If the phasing player has declared the use of an electronic warfare point to support a particular attack, the following procedure is followed:

Just before rolling the die for combat resolution, the attacker can resolve EW support, after both sides have declared all other forms of support for the combat. He rolls one die for EW, with the results below:

1 = Air Support for the defender (if applicable) is rendered ineffective and cannot be used to modify the combat.

2 = Same as above result, plus any helicopter-type units that moved to the hex being attacked during the helicopter reaction phase, are immediately returned to the hex they began movement from, and cannot participate in the defense.

3 = Same as the above two results, plus indirect artillery support for the defender is rendered ineffective and cannot be added to the defense of the hex. Furthermore, artillery-type units declared to support that defense cannot be used to support any other combat for the remainder of the current phase.

4-6 = No effect.

18.0 CHEMICAL ATTACKS

Each turn the PACT player may make a number of attacks supported by chemicals, as enumerated on the Game Schedule. At least one PACT artillery-type unit or air support point must be supporting each such attack.

Any units(s) in a hex that is subjected to an attack supported by chemicals has its applicable combat strength halved (retaining fractions). Artillery units aiding the defense of the hex by indirect fire are not affected, only the unit(s) in the hex. The PACT player declares the use of chemicals at the same time that he declares artillery and air support for an attack.

19.0 SEASON DETERMINATION

Prior to the start of the game, the NATO player rolls one die to determine the season during which the campaign takes place. A result of 1,2, or 3 indicates dry (Winter or Summer) and a result of 4, 5 or 6 indicates wet (Fall or Spring). If the result is dry, then high water hexes are treated a High Water/Dry for the duration of the game, and if the result is wet then they are treated as High Water/Wet for all movement and combat purposes.

20.0 AIRBORNE OPERATIONS

Players may have the use of airborne-capable units (those with the "gull wings" airborne symbol incorporated in the unit type) according to exclusive rules for each game.

[20.01] Units may conduct airborne drops during the owning player's movement phase during *night* turns only. Airborne units are Held offmap until dropped, and then are simply placed on the desired hex by the owning player, at a cost of 1 movement point.

[20.02] Airborne units may not be dropped adjacent to enemy units or "stacked" with friendly units, but may drop and move in the same phase.

[20.03] Airborne units may only be dropped on: flat, broken, or high water (dry) hexes. *Exception:* Airborne units may land on any type hex which contains an *airfield* symbol.

[20.04] After dropping, airborne units may be treated as regular ground units or 'light' units according to exclusive rules with each game. D

DONAU FRONT

EXCLUSIVE RULES

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GAME INTRODUCTION

The DONAU FRONT (tm) Game simulates potential warfare between the North Atlantic Treaty Organization (NATO) and the Warsaw Pact in southern West Germany some time in the early to mid-1990s. This is the second game in a renewed CENTRAL FRONT SERIES of games designed to be linked together to enable players to simulate combat all along the European Central Region from the North Sea to the Alps. The game is based on the writings of Western defense experts and some open Soviet literature, and assumes a Warsaw Pact surprise attack against NATO after some buildup of international tension.

The game requires two players: a NATO player who controls West German, Canadian, and French units, and a Warsaw Pact player (hereafter "PACT" player) who controls Soviet and Czech units. Players consult the scenario instructions and set up the appropriate forces on the map. Many units will enter the game as reinforcements during play.

Unit Colors: Unit nationalities are distinguished by color: Soviet = red(with black printing), Czech = pink, French = dark blue, Canadian = dark green, West German = gray.

Unit Designation: The military identity numbers of a unit.

French Army battalions have a "regimental" battalion number which includes the historical type designation of the unit, followed by a slash and a parent division number in boldface. Corps units and airborne units have no division number.

Canadian units have a battalion designation incorporating the battalion number and historical regiment of the unit. All belong to the 4th Canadian Mechanized Brigade Group. Note that the 3 *RCR* unit is included in anticipation of its moving to Germany to fill out the brigade some time in the future.

West German units have a battalion number followed by a slash and a division number in boldface. Reconnaissance companies have a company number in addition. The airborne air assault units have a battalion number only, and are corps assets.

Soviet and Czech divisional units have a regimental or brigade number followed by a slash and a divisional number in boldface. Non-divisional units have only the regiment or battalion number and a parent command following a slash.

Unit Size: The unit size is a standard military symbol: I = company/battery/troop, II = battalion, III = regiment or artillery group, X =brigade (used here as a collection of artillery battalions).

Canadian Unit Abbreviations: *22e* = Royal 22e Regiment, *8CH* = 8th Canadian Hussars, PPCLJ = Princess Patricia's Canadian Light Infantry, RCR = Royal Canadian Regiment, RCHA = Royal Canadian Horse Artillery.

French Unit Abbreviations: BC4 = Bataillon de Chasseurs Alpins, GC = Groupe de Chasseurs, *RA* = Regiment d'Artillerie, RAM = Regiment d'Artillerie Montagne, RAP = Regiment d'Artillerie Parachutiste, RC = Regiment de Cuirassiers, *RCh* =Regiment de Chasseurs, RCP = Regiment de Chasseurs Parachutistes, REC =Regiment Etranger de Cavalerie, RD = Regiment de Dragons, RE/ = Regiment Etranger d'lnfanterie, REP = Regiment Etranger de Parachutistes, RH = Regiment de Hussards, RHC = Regiment d'Helicopteres de Combat, RHP = Regiment de Hussards Parachutistes, *RI* = Regiment d'lnfanterie, *RIM* = Regiment d'lnfanterie de Marine, *RPIM* = Regiment Parachutiste d'lnfanterie de Marine, RS = Regiment de Spahis.

West German Abbreviation: *C = 1* Gebirgsdivision.

Czech Abbreviation: *T* = Tank Division. (Other units are Mechanized divisions.)

Soviet Division Abbreviations/Titles: *8GT* = 8th Guards Tank Div. *15CT* = 15th Guards Tank Div. "Karkov, Prague" Order of Lenin, Twice Red Banner,Order of Suvorov, Order of

Kutuzov. *18C* = 18th Guards Motorized Rifle Div. 22T = 22nd Tank Div. 29T = 29th Tank Div. Order of Lenin. 30G = 30th Guards Motorized Rifle Div. "Latvian, Riga, Zhitomir" Red Banner. *31T* = 31st Tank Div. *47T* = 47th Tank Div. "Nevel" Order of Suvorov. *48* = 48th Motorized Rifle Div. "Kalinin, Ropsha" Red Banner.

Other PACT Abbreviations: RL = Rocket Launcher Group; *DA* = Divisional Artillery Group; CGF = Central Group of Forces.

PART?

EXCLUSIVE RULES

[21.0] BRIDGING RESTRICTIONS

[21.1] For all rivers on the map except the lower Donau (see below), units from each separate NATO or PACT *division* may cross unbridged river hex sides (during movement or combat) *into a* maximum of two different hexes simultaneously, (e.g., two units of the Soviet 8th Guards Tank Division could cross the Isar River from 2237 into 2336 and from 2131 into 2231 in the same turn.)

[21.2] For the Donau River, south of Ingolstadt (i.e., the river line running from 3415 to 1050), units from each separate NATO or PACT *division* may cross unbridged river hexsides *into* only *one* hex in any given turn, during movement or combat.

Comment: Most divisions have about 100 meters of organic ponton bridging, and are reinforced by corps or army engineer assets to double this capability. South of Ingolstadt the Donau is wider than 100 meters, making it necessary to use corps bridging to operate even one crossing site. *Note:* This rule does not inhibit attacking across rivers, only crossing them. Note also, that the Canadian Brigade and the West German Airborne Brigade have no bridging equipment enabling them to cross unbridged river hexsides.

[22.0] AIRBORNE AND AIRMOBILE UNITS

1.22.1] *Czech Airborne Air Assault Units.* These two battalions are air assault units with airborne capability. The PACT Player may hold these units off map and drop one per night turn. For this purpose, the PACT can drop one unit on game turn 1, assuming a predawn jump. Hach unit may use airborne capability once per game, and is considered a unit in *light mode* when it does. Each such unit must remain in light mode until it comes adjacent to a regular PACT ground unit, at which time it may regain its air assault capability. Note that these units have the option of starting on the map as air assault units and never using airborne capability.

[22.2] *West German Airborne Mechanized Units.* These three units represent task-organized combat groups made up from Fallschirmjager and Luftlandepanzer battalions, and begin the game off map. They may enter the game in the following ways:

[22.21] Each game turn the NATO player may fly one of these units from off map to any friendly airfield hex, *or* one unit from one friendly airfield to another. A friendly airfield is one which is not occupied by, or in the ZOC of, a PACT unit, and which a PACT unit was not the last unit to enter. Such air transport costs the unit 2 Movement Points.

[22.22] Each night turn the NATO Player may enter one of these units (from off map only) by airborne drop at a cost of 1 Movement Point. Each unit may use airborne capability once per game, and is always considered a regular unit (never light). Note that airborne and air transport use the same transportation, so only one operation or the other can be done during a turn.

[22.23] Beginning with Game Turn 2, each game turn the NATO Player may enter one unit anywhere on the west edge using airmobile movement with a 30 hex radius. The West German air mobility capacity is one unit per turn. These may be the airborne/mech units just mentioned, or the West German units with a mountain symbol. Any mountain unit which uses airmobile movementis immediately considered to be in *light mode* (see below). Note: When playing the game series, the West German airborne, air transport,and airmobile capacities are all tripled (i.e., three units theater-wide per turn). In such a case the NATO player may elect to use all of his capacity on a single game map.

[22.3] FRENCH AIRBORNE UNITS. Beginning with Game Turn 6, the NATO player may enter four French airborne units per *night* turn, using airborne drop or air transport. Using air transport, the units are placed on a friendly airfield hex from off map at a cost of 1 Movement Point for each unit entered. Units entered this way are treated as regular units for the purposes of movement and exerting a Zone of Control. Alternatively, the units may be airborne dropped (once per game), but if so, are considered in *light mode* for the remainder of the game *(Exception:* the cavalry unit does not). NATO may use the French air transport capacity in the same manner as the West German capacity, to move eligible units from airfield to airfield, with a limit of 4 units per turn. Note: Whenever the French air assault unit (1RI/4) is in play and does not move during a NATO movement phase, the NATO Player may use its "helicopter" capacity to transport any one French airborne infantry, airborne artillery, mountain infantry or mountain artillery unit in an airmobile manner. Units moved in this way must convert to light mode.

[23.0] LIGHT UNIT IDENTIFICATION AND CONDITIONS

[23.1] The characteristics of units in light mode are covered under specific topic rules, but briefly are:

> have 3 Movement Points;

>• treat all roads/autobahns as access hexsides;

> pay no additional cost for bridges;

> can move in some terrain prohibited to regular units;

>• are not vulnerable to flank or rear attacks;

> have no Zone of Control;

> may advance only one hex after combat.

[23.2] Players make a side note of units operating in light mode, because most of these are treated as normal units unless specifically desired to go *light*.

[23.3] The following units may enter light mode:

> *French Airborne Infantry, Airborne Artillery, Mountain Infantry & Mountain Artillery.* These are considered in light mode if they use airborne drop to enter the game (airborne units only), and may not revert to regular unit status if they do so. Also, at the discretion of the NATO Player, they may enter light mode at any other time (e.g. to use airmobile movement). If this is done, the units involved may revert to regular unit status by returning to the hex from which they entered light mode *before* any PACT unit moves through the hex.

> *West German Mountain Infantry & Mountain Artillery.* These may be placed in light mode at any time at the discretion of the NATO Player. If so, they may revert to regular status the same way as the French units above.

>• *Czech Airborne Air Assault Units.* These only enter light mode if they are used for airborne drop operations. They revert to normal air assault status when adjacent to a regular PACT ground unit.

[24.0] PACT ARTILLERY-TYPE UNIT EXTENDED RANGES

Many PACT artillery-type units include weapons attached from Army and Front level commands, which have ranges greater than those indicated on the counters. The chart below shows the strength of each of these type units when firing at extended ranges:

Unit Description	Range	Strength
Soviet:		
4-4-(2) "DA"	5-7	1
5-4-G) "DA"	5-7	1
8-4-(2) "DA"	5-7	2
104-(2) "DA"	5-7	3
12-5-(2) "RL"	6-10	6
14-5-(2) "RL"	6-10	5
ll-5-(2) "RL"	6-10	4
Czech:		
3-4-(2) "DA"	5-7	1
4-4-(2) "DA"	5-7	1

PARTS

SCENARIO

[25.0] "ARDENNES OF THE 90s"

This scenario depicts a surprise attack by a PACT Front after a short period of mobilization and very little pre-invasion movement. The result is that NATO units are still in garrison dispersal areas, but the PACT must begin the invasion with only a few forces in western Czechoslovakia, the remainder of the PACT divisions entering slowly by rail from the USSR or by road from elsewhere in Czechoslovakia. The PACT must try to make progress toward several objectives without the benefit of its full force, while NATO must hold the line in expectation of its own reinforcements - including US "Reforger" fly over reinforcements which will only come into action after D+5 due to political indecisiveness.

    Players roll for season determination (see 19.0) and then consult the initial setup below. The NATO player sets up first, then the PACT player. Play proceeds according to the Sequence of Play, with reinforcements entering as per the Order of Appearance below, and special features being available as noted on the Game Schedule (25.1). Play continues until the end of Game Turn 15, at which time the Victory Conditions are consulted to determine success.

[25.1] GAME SCHEDULE

(see charts and tables page 9)

[25.2] INITIAL SETUP

NATO UNITS

1) Covering Force units must be set up on the numbered hexes indicated, and all other units may be set up within one hex of the numbered hex listed by the unit. No unit may be placed east of the border.

2) Units are listed by numerical designation found on the counter, followed by unit type (Cv = Cavalry, MI = Mechanized Infantry, Tk = Tank, FA = Field Artillery, SP = Self-propelled Artillery, RL = Rocket Launcher, AA = Air Assault, He = Helicopter, AB = Airborne, MT = Mountain) and unit size (Co =Company, Bn = Battalion, Rg = Regiment or Group, Bd = Brigade), then followed by unit strength in parens, and hex of placement.

COVERING FORCE:

West German:

   2/4/4 Cv Co (2-1) 4740

   3/4/4 Cv Co (2-1) 4340

   4/4/4 Cv Co (2-1) 3942

   2/10/10 Cv Co (2-1) 3046

   3/10/10 Cv Co (2-1) 2846

   4/10/10 Cv Co (2-1) 3544

   2/8/G Cv Co (2-1) 2051

   3/8/G Cv Co (2-1) 1949

   4/8/G Cv Co (2-1) 2148

WEST GERMAN (Parts II Korps)

  4 Panzergrenadierdivision (-)

    Artillerieregiment 4:

      41/4 FA Bn (4-6-2) 3726

      42/4 RL Bn (9-10-2) 4022

    Grenadierbrigade 11:

      111/4 MI Bn (3-4) 2935

      112/4 MI Bn (3-4) 2743

      113/4 MI Bn (3-4) 3938

      114/4 MI Bn (3-4) 4435

      115/4 SP Bn (2-6-2) 4435

    Panzerbrigade 12 (part):

      122/4 MI Bn (4-3) 4736

  10 Panzerdivision (part)

    Panzergrenadierbrigade 30 (part):

      305/10 SP Bn (2-6-2) 3801

  1 Gebirgsdivision (-)

    Panzerbrigade 24 (-):

      243/G Tk Bn (6-3) 1508

      244/G Tk Bn (6-3) 2223

      245/G SP Bn (2-6-2) 2223

    Panzergrenadierbrigade 56 (attached):

      561/G MI Bn (4-3) 1508

      562/G MI Bn (4-3) 3608

      563/G Tk Bn (5-2) 2223

      564/G Tk Bn (5-2) 1508

      565/G SP Bn (2-6-2) 1508

WARSAW PACT UNITS

1) All units must be set up east of the border, north of hex 2152. Additionally, on Game Turn 1, one of the starting divisions may enter from off map at hex 2053,with as many units as may fit - remaining units entering the next turn. Note also that the Czech airborne air assault units may alternatively arrive by airborne drop (see exclusive rules).

SOVIET CENTRAL GROUP OF FORCES (-)

  15th Guards Tank Division:

    44/15GT Tk Rg (17-9)

    47/15GT Tk Rg (17-9)

    50/15GTTkRg(17-9)

    15/15GT MI Rg (15-11)

    DA/15GT FA Bd (4-4-2)

    RL/15GT RL Bd (12-5-2)

  18th Guards Motorized Rifle Division:

    51/18G MI Rg (18-13)

    53/18G MI Rg (15-13)

    58/18G MI Rg (15-13)

    33/18G Tk Rg (19-9)

DA/18G FA Bd (5-4-2)
RL/18G RL Bd (12-5-2)
Front/Army Troops:
  1/CGF AA Bn (3-4-20)
  2/CGF AA Bn (3-4-20)
  3/CGF AA Bn (3-4-20)
  4/CGF AA Bn (3-4-20)
  CGF He Rg (9-3-20)
  65/CGF Tk Rg (17-6)

4TH CZECH ARMY (-)
9th Czech Tank Division:
  33/9T Tk Rg (8-4)
  34/9T Tk Rg (8-4)
  35/9T Tk Rg (8-4)
  36/9T MI Rg (ll-8)
  DA/9T FA Bd (3-4-2)
  RL/9T RL Bd (5-5-2)
15th Czech Motorized Rifle Division:
  57/15 MI Rg (10-7)
  58/15 MI Rg (8-7)
  59/15 MI Rg (8-7)
  60/15 Tk Rg (8-4)
  DA/15 FA Bd (4-4-2)
  RL/15 RL Bd (8-5-2)
Army Troops:
  1/22 AA Bn (3-3-20)
  2/22 AA Bn (3-3-20)
  4 He Rg (6-2-20)

[25.3] ORDER OF APPEARANCE

1) Units enter using road movement at the hex listed, with the number of Movement Points indicated left to move.

NATO ORDER OF APPEARANCE

Variable Appearance (see exclusive rules):

West German
Luftlandebrigade 25:
  251 AB Bn (4v3)
  252 AB Bn (4v3)
  253 AB Bn (4v3)

French
lie Division Parachutiste:
  8RPIM AB Bn (3v8)
  3RPIM AB Bn (3v8)
  9RCP AB Bn (3v8)
  6RPIM AB Bn (3v8)
  2REP AB Bn (3v8)
  1RCP AB Bn (3v8)
  1RHP Cv Bn (3-3)
  35RAP FA Bn (1-4-1)

TURN 1 -
West German
Elements, 1 Gebirgsdivision:
  82/G RL Bn (9-10-2) at 1601
  w/3 MPs
  234/G MT Bn (2v4) at 1043 w/5 MPs
  223/G Tk Bn (5-2) at 1601 w/2 MPs
  224/G Tk Bn (5-2) at 1601 w/2 MPs

TURN 2 -
West German
Panzergrenadierbrigade 22 (-):
  221/G MI Bn (4-3) at 1003 w/3 MPs
  222/G MI Bn (4-3) at 1003 w/3 MPs
  225/G SP Bn (2-6-2) at 1201
  w/4 MPs
Gebirgsjagerbrigade 23 (-):
  231/G MT Bn (2v4) at 1032 w/2 MPs
  233/G MT Bn (2v4) at 1032 w/2 MPs
  235/G FA Bn (1-3-1) at 1032
  w/2 MPs
Divisionstruppen, 1 Gebirgsdivision:
  8/G Tk Bn (7-2) at 1032 w/2 MPs
  81/G FA Bn (4-6-2) at 1601 w/2 MPs
Panzerbrigade 28 (-):
  281/10 MI Bn (4-3) at 2801 w/2 MPs
  282/10 MI Bn (4-3) at 2801 w/2 MPs
  284/10 Tk Bn (6-3) at 2801 w/2 MPs
Panzergrenadierbrigade 30 (-):
  301/10 MI Bn (4-3) at 3801 w/4 MPs
  302/10 MI Bn (4-3) at 3801 w/4 MPs
  303/10 Tk Bn (5-2) at 3801 w/6 MPs
French
Elements, II Corps d'Armee:
  3RH Cv Bn (4-3) at 2801 w/3 MPs

TURN 3 -
West German
Elements, Gebirgsjagerbrigade 23:
  232/G MT (2v4) at 1032 w/6 MPs
Elements, 10 Panzerdivision:
  283/10 Tk Bn (6-3) at 2801 w/4 MPs
  285/10 SP Bn (2-6-2) at 2801
  w/4 MPs
  304/10 Tk Bn (5-2) at 2801 w/4 MPs
French
Elements, II Corps d'Armee:
  2RHC He Bn (3-1-30) at west edge
  w/30 MPs
  110RI/3 MI Bn (4-4) at 2801
  w/5 MPs
  153RI/5 MI Bn (4-4) at 2801
  w/6 MPs
4e Division Aeromobile:
  1RHC/4 He Bn (3-1-30) at west edge
  w/30 MPs
  3RHC/4 He Bn (3-1-30) at west edge
  w/30 MPs
  5RHC/4 He Bn (3-1-30) at west edge
  w/30 MPs
  1RI/4 AA Bn (2-6-30) at west edge
  w/30 MPs

TURN 4 -
West German
Elements, Panzerbrigade 24:
  241/G MI Bn (4-3) at 1601 w/3 MPs
  242/G MI Bn (4-3) at 1601 w/3 MPs
Panzerbrigade 29:
  291/10 MI Bn (4-3) at 2801 w/2 MPs
  292/10 MI Bn (4-3) at 2801 w/2 MPs

293/10 Tk Bn (6-3) at 2801 w/4 MPs
294/10 Tk Bn (6-3) at 2801 w/4 MPs
295/10 SP Bn (2-6-2) at 2801
w/2 MPs
Artulerieregiment 10:
  101/10 FA Bn (4-6-2) at 2801
  w/4 MPs
  102/10 RL Bn (9-10-2) at 2801
  w/4 MPs
French
3e Division Blindee (-):
  3RD/3 Tk Bn (6-3) at 2801 w/4 MPs
  12RC/3 Tk Bn (6-3) at 2801 w/3 MPs
  34RA/3 SP Bn (2-6-2) at 2801
  w/3 MPs
5e Division Blindee (-):
  24GC/5 MI Bn (6-3) at 2801
  w/5 MPs
  2RC/5 Tk Bn (5-3) at 2801 w/5 MPs
  73RA/5 SP Bn (2-6-2) at 2801
  w/5 MPs
  2RA/5 SP Bn (2-6-2) at 2801
  w/4 MPs

TURN 5 -
French
27e Division Alpine:
  4RCh/27 Cv Bn (2-2) at 2801
  w/3 MPs
  159RI/27 MT Bn (Iv3) at 2801
  w/3 MPs
  27BCA/27 MT Bn (Iv3) at 2801
  w/3 MPs
  11BCA/27 MT Bn (Iv3) at 2801
  w/3 MPs
  13BCA/27 MT Bn (Iv3) at 2801
  w/3 MPs
  7BCA/27 MT Bn (Iv3) at 2801
  w/3 MPs
  6BCA/27 MT Bn (Iv3) at 2801
  w/3 MPs
  93RAM/27 FA Bn (2-4-1) at 2801
  w/3 MPs

TURN 6 -
French
Elements, II Corps d'Armee:
  12RA RL Bn (12-10-2) at 2801
  w/2 MPs
Elements, 3e Division Blindee:
  42RI/3 MI Bn (64) at 2801 w/2 MPs
  19GC/3 MI Bn (6-4) at 2801
  w/5 MPs
  11RA/3 SP Bn (2-6-2) at 2801
  w/2 MPs
Elements, 5e Division Blindee:
  2GC/5 MI Bn (6-4) at 2801 w/3 MPs

TURN 7 -
Canadian
4 Canadian Mechanized Brigade
  Group:
  8CH Tk Bn (8-3) at 2801 w/4 MPs
  1/22e MI Bn (6-5) at 2801 w/4 MPs

2PPCLI MI Bn (6-5) at 2801 w/4 MPs

3RCR MI Bn (6-5) at 2801 w/4 MPs

1RCHA SP Bn (2-5-2) at 3001 w/4 MPs

French

Elements, 5e Division Blindee:

4RC/5 Tk Bn (5-3) at 2801 w/2 MPs

6e Division Legere Blindee:

1RS/6 Cv Bn (3-2) at 2801 w/6 MPs

1REC/6 Cv Bn (4-3) at 2801 w/6 MPs

2REI/6 MI Bn (5-8) at 2801 w/6 MPs

21RIM/6MI Bn (5-6) at 2801 w/6 MPs

68RA/6 SP Bn (2-6-1) at 2801 w/6MPs

15e Division d'Infanterie:

92RI/15 MI Bn (4-6) at 2801 w/4 MPs

99RI/15 MI Bn (4-6) at 2801 w/4 MPs

126RI/15 MI Bn (4-6) at 2801 w/4 MPs

5RCh/15 Cv Bn (3-2) at 2801 w/4 MPs

20RA/15 FA Bn (2-6-1) at 2801 **w/4 MPs**

TURN 8 -

France

Elements, 5e Division Blindee:

5RC/5 Tk Bn (5-3) at 2801 w/6 MPs

TURNS 9 TO 14 -

No reinforcements.

WARSAW PACT

ORDER OF APPEARANCE

1) All units may enter by road movement on the east edge of the map, on, or north of hex 2053. Units designated as entering by railroad may enter at any one of the following rail head hexes: 2552, 3248 and 4143. Units entering by rail expend 1 MP to be placed on the map at the rail head hex.

TURN 1 -

Soviet (5th Guards Tank Army, Byelorussian Military District)

8th Guards Tank Division: (by rail w/6MPs)

26/8GT Tk Rg (17-10)

99/8GTTkRg (17-10)

169/8GTTkRg (17-10)

58/8GT MI Rg (15-11)

DA/8GT FA Bd (10-4-2)

RL/8GT RL Bd (14-5-2)

TURN 2 -

Czech (4th Army)

4th Tank Division: (east edge w/4 MPs)

13/4T Tk Rg (8-4)

14/4T Tk Rg (8-4)

15/4T Tk Rg (8-4)

16/4TMIRg(ll-8)

DA/4T FA Bd (3-4-2)

RL/4T RL Bd (5-5-2)

TURN 3 -

Soviet (CGF)

48th Motorized Rifle Division: (east edge w/2 MPs)

268/48 MI Rg (18-13)

301/48 MI Rg (15-13)

328/48 MI Rg (15-13)

48/48 Tk Rg (19-9)

DA/48 FA Rg (5-4-2)

RL/48 RL Bn (12-5-2)

TURN 4 -

Soviet (5th GTA)

22nd Tank Division: (by rail w/6 MPs)

173/22TTkRg(13-8)

176/22TTkRg(13-8)

182/22TTkRg(13-8)

22/22TTkRg(12-8)

DA/22T FA Bd (8-4-2)

RL/22T RL Bd (11-5-2)

TURN 5 -

Czech (4th Army)

3rd Motorized Rifle Division: (east edge w/2 MPs)

9/3 MI Rg (10-7)

10/3 MI Rg (8-7)

11/3 MI Rg (8-7)

12/3 Tk Rg (8-4)

DA/3 FA Bd (4-4-2)

RL/3 RL Bd (8-5-2)

TURN 6 -

Soviet (CGF)

31st Tank Division: (east edge w/3 MPs)

100/31TTkRg(17-9)

237/31TTkRg(17-9)

242/31TTkRg(17-9)

65/31T MI Rg (15-11)

DA/31T FA Bd (4-4-2)

RL/31T RL Bd (12-5-2)

TURN 7 -

Soviet (5th GTA)

29th Tank Division: (by rail w/6 MPs)

25/29T Tk Rg (13-8)

31/29TTkRg(13-8)

32/29T Tk Rg (13-8)

53/29T Tk Rg (12-8)

DA/29T FA Bd (8-4-2)

RL/29T RL Bd (11-5-2)

TURN 8 -

No Reinforcements.

TURN 9 -

Soviet (CGF)

30th Guards Motorized Rifle Division: (east edge w/1 MP)

95/30G MI Rg (18-13)

96/30G MI Rg (15-13)

97/30G MI Rg (15-13)

121/30G Tk Rg (19-9)

DA/30G FA Bd (5-4-2)

RL/30G RL Bd (12-5-2)

TURN 10 -

Soviet (5th GTA)

47th Tank Division: (by rail w/6 MPs)

148/47T Tk Rg (13-8)

334/47T Tk Rg (13-8)

353/47TTkRg(13-8)

47/47TMIRg(12-8)

DA/47T FA Bd (8-4-2)

RL/47T RL Bd (11-5-2)

TURNS 11 TO 14 -

No Reinforcements.

[25.4] VICTORY CONDITIONS

Victory is measured by the PACT player's attainment of objectives, and the NATO player's denial of these. Each PACT objective is treated exclusively - there is no overall measure of victory or defeat except the PACT player's ability to attain more than one objective. Obviously if the PACT player attains all his objectives he has been highly successful, and if he attains none he has failed. However, each objective is a victory or defeat in itself.

➤• Objective 1 - Doctrinal Advance

The PACT timetable calls for a rapid advance westward, and expects spearhead units to make rates of advance laid down in Soviet tactical doctrine. Similarly, NATO (specifically West Germany) considers defeat in terms of territory lost. The farthest west advanced PACT *tank* or *mechanized* unit determines the extent of advance. Levels of victory and corresponding advance requirements are:

1) PACT Strategic Victory - A PACT unit must exit the west edge of the map.

2) PACT Tactical Victory - A PACT unit must end the game on a hex ending in xx01 through xx10 inclusive.

3) PACT Marginal Victory - A PACT unit must end the game on a hex ending in xx11 through xx17 inclusive.

4) NATO Marginal Victory - The farthest advanced PACT unit must be on, or east of, any hex ending in xx18.

5) NATO Tactical Victory - The farthest advanced PACT unit must be on, or east of, any hex ending in xx27.

6) NATO Strategic Victory - The farthest advanced PACT unit must be on, or east of, any hex ending in xx35.

➤• Objective 2 - Attrition of NATO Units

Unlike other NATO sectors which have significant reinforcements tied to them by logistical and operational plans, there are few units left over for the southernmost area without shifting divisions out of sector or until large-scale mobilization is under way. This means

that, for a critical period, NATO must count on what is available at the outset. If the line stretches too thin, the PACT will have no opposition to meet a second-effort thrust. The number of *battalion-size non-artillery-type* units which NATO has remaining in play at the end of the game determines the level of victory for this objective:

1) NATO Strategic Victory - 60 or more units remaining.

2) NATO **Tactical** Victory-50 or more remaining.

3) NATO Marginal Victory - 40 or more units remaining.

4) PACT Marginal Victory - 30 or more units remaining.

5) PACT Tactical Victory - 20 or more units remaining.

6) PACT Strategic Victory -less than 20 units remaining.

>• **Objective 3 - Flanking VII Corps**

The US Army's VII Corps holds the sector north of the Donau Front game map. If PACT units appear on the southern flank of VII Corps, it can be dislodged from its defensive positions more easily. The level of victory depends on the PACT exiting a division equivalent off the north edge of the map. A division equivalent is four ground units and two artillery-type units.

1) PACT Strategic Victory - exit a division equivalent at hex 4810.

2) PACT Tactical Victory - exit a division equivalent at hex 4815.

3) NATO Tactical Victory - less than a division exits either hex.

4) NATO Strategic Victory - no ground units exit at either hex.

> **Objective 4 - Isolating Munchen (Munich)**

With its large population and considerable industry, Munchen is the most important city in southern West Germany. Should the PACT be able to isolate it (preparatory to occupation) the propaganda value would be enormous. If the PACT can place units or Zones of Control which block major roads going from Munchen off the west and south map edges, isolation is assumed. These roads exit the map at: 1009, 1008, 1004, 1003, 1201, 1601, 1801, 2201, 2801, and 2601 (this last road counts only from hex 2603 to the edge of the map). Roads may be blocked by any type of unit (including helicopter and artillery types), and a unit may block more than one road (e.g., a unit on 1903 would block both 1801 and 2201). Victory is measured by the number of roads blocked at the end of the last game turn:

1) PACT Strategic Victory - all 10 roads blocked.

2) PACT Tactical Victory - 8 or 9 roads blocked.

3) PACT Marginal Victory - 6 or 7 roads blocked.

4) NATO Marginal Victory - 4 or 5 roads blocked.

5) NATO Tactical Victory - 2 or 3 roads blocked.

6) NATO Strategic Victory - none or 1 road blocked.

7) If a PACT unit actually occupies hex 1508 at the end of the game, it is considered a PACT Strategic Victory for this objective.

>• *Comment:* A great deal of Bavaria is simply pretty scenery to anyone except the West Germans living there. The point is that the PACT has to go a long way to reach important military objectives. If anything is to be attained by a PACT offensive through this region, it must be accomplished quickly. The relative lack of forward-deployed NATO forces should allow the PACT time to break through the rugged terrain around the border and strike out against one or more of the objectives above - similar to the German breakout through the Ardennes in 1940, and the attempted breakout in 1944 that resulted in the Battle of the Bulge.

[25.5] LINKING WITH "HOF GAP"

It is intended that the Central Front games form part of a series, joining game maps from north to south along the entire front. As the older games get updated, this will become easier.

At present, several differences exist between the game maps: 1) The older maps were done using SPI hex grid paper, while the newer ones have been done on West End hex grid paper - using a different numbering system; and 2) Certain terrain interpretations have been changed (e.g., the new games do not have broken/wooded as a terrain type). Nevertheless, to join the Hof Gap and Donau Front maps (which overlap by one hex row), place hex 4801 of Donau Front over hex 0110 of Hof Gap, and hex 4841 of Donau Front over hex 0150 of Hof Gap. hi all cases where the terrain in the crossover hex row does not match, the Donau Front terrain is authoritative.

PART 9

OPTIONAL RULES

[26.0] OPTIONAL SEASON DETERMINATION

Players may mutually agree on the dry/wet season determination without recourse to a die roll.

[27.0] OPTIONAL HIDDEN UNITS

In the basic game, players have absolute knowledge of enemy units, as all are deployed face up. It is more likely that in a real situation there would be some knowledge from air reconnaissance and radio intercepts about the general location of units but little on their specific strength. Game counters are back printed with the unit nationality colors and a directional arrow indicating the top of the unit. By agreement, the players may opt to deploy all units on the reverse (hidden) side in order to deny information to the enemy.

> Units are routinely played with the hidden side up. The owning player may freely inspect his own units, but the enemy player may not.

V During steps A and B of combat procedure, the attacker and defender reveal their ground and helicopter units involved in combat and supporting artillery type units. At the end of the combat phase all units which were involved in combat and are still adjacent to enemy units remain revealed, while those which are not get returned to the hidden side.

> Any unit which is adjacent to an enemy cavalry unit is placed face up and must remain that way until no longer adjacent to the cavalry unit.

>• Any unit which uses air defense fire against an enemy helicopter unit is placed face up and must remain that way until the helicopter unit is no longer adjacent to it.

> If a ground or helicopter unit moves adjacent to an enemy artillery-type unit which is alone (or stacked with another such unit) in a hex, the enemy player must reveal the artillery unit.

Note: If players elect not to use hidden units, the counter reverse side may be used as memory aids during some game phases, such as marking which artillery units have already fired, or which units are in a specific attack. Game owners may also wish to write unit set-up hexes or turns of appearance on the reverse of the counters.

[28.0] OPTIONAL CZECH UNRELIABILITY

Although there is little chance that the Soviet Union would initiate a war without assurances of Warsaw Pact reliability, there is the possibility that it could. Historically, most unreliable allies bail out when their side is definitely losing, but there is ample evidence that Czech troops might be less than enthusiastic in an aggressive war even if the Soviet prospects looked reasonably good.

> If a Czech ground unit participates in an attack and is not either supported by a Soviet artillery-type unit, supported by an air strike point, or conducting the attack along with a participating Soviet ground or helicopter-type unit, it may prove unreliable. The NATO player rolls one die for each such unit, and on a result of 1 the Czech unit does not contribute its combat strength to the attack.

> If a Czech unit of any type is attacked by one or more NATO ground units and is not either supported by a Soviet artillery-type unit, or supported by an air strike point, it may prove unreliable. The NATO player rolls one die for each such unit, and on a result of 1 the Czech unit defects with the result that it is immediately eliminated without the necessity for combat resolution, and the attacking NATO units may advance 3 hexes.

[29.0] OPTIONAL NATO FLEXIBILITY

NATO units may freely move across the border and attack PACT units in Czechoslovakia. Normally, NATO doctrine has prohibited attacks by ground troops into PACT territory, but this policy has fluctuated. Normally, NATO players should not be able to enter PACT territory, but this may be played either way. [see 32.0]

[30.0] OPTIONAL PACT ACCELERATED DEPLOYMENT

The PACT player may set up the 8th Guards Tank Division along with his other original on-map units at the start of the game. PACT reinforcing units arrive earlier as per the following:

PACT UNIT ARRIVAL SCHEDULE

ORIGINAL TURN	ACCELERATED TURN
2	1
3	1
4	1
5	2
6	3
7	4
8	5
9	6
10	7

[31.0] OPTIONAL NATO ALERT

All NATO units on the map may make one movement phase prior to the start of the game, and all NATO reinforcements arrive one turn earlier than scheduled.

Note that this option is probably realistic only if Option 30.0 is used.

[32.0] OPERATIONAL RESTRICTIONS TO NATO MOVEMENT

> NATO units may not move across the border into Czechoslovakia, and if retreated there must move out immediately in the following NATO turn.
> NATO units may not move into Austria unless the PACT has moved a unit into, or through Austria first, [see 29.0]   •

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Chuck Kamps has been an active wargamer since 1958 and a game designer since 1980. He has a masters degree in Military History and has published a history of the Vietnam War. Chuck served as an armor officer in the US Army and, switching services, became a surface warfare officer in the US Navy, with duty on an Atlantic Reet destroyer and on the Naval Operations Staff at the Pentagon. Currently he is a program manager at a Washington-based firm, B.D.M. International, and is a military consultant to the intelligence community.

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