

[13.1]

Defenders Hex

Rough/Wood,
Urban
Marsh, Rough,
High Water/Wet
Broken, Flat Woods

Flat, High Water/Dry

Die Roll: -1

Combat Result Table

Combat Ratio (Attacker-Defender)

2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1
1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1
1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1
AE	AE	AE	AE	AE	AR	AX	D1	D2
AE	AE	AE	AE	AR	AX	D1	D2	D3
AE	AE	AE	AR	AX	D1	D2	D3	D4
AE	AE	AR	AX	D1	D2	D3	D4	DE
AE	AR	AX	D1	D2	D3	EX	DE	DE
AR	AX	D1	D2	D3	EX	DE	DE	DE
AX	D1	D2	D3	EX	DE	DE	DE	DE
D1	D2	D3	EX	DE	DE	DE	DE	DE
D2	D3	EX	DE	DE	DE	DE	DE	DE
D3	EX	DE						

[13.2] Explanation of Combat Results

D1, 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 unit(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. The player with surviving units may advance them one hex after combat, but only into a hex vacated by the elimination of enemy 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 unit(s) *in the hex being attacked* (not including supporting artillery etc.). Then, the defending unit(s) is retreated on hex. Any surviving attacking units may advance one hex into the hex vacated by the defender.

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 -1 are treated as -1

[13.3] Combat Modifiers: Die Roll Changes

Situation	die roll modification
Attacker is attacking with <i>ground</i> units from more than one adjacent hex (+1 regardless of how many additional adjacent hexes)	+1
Attacker uses an Air Strike Point	+1
Defender uses an Air Strike Point	-1
NATO has two units of different nationalities defending on the same hex*	+1
NATO has two or more groundunits of different nationalities attacking the same hex*	-1
PACT has 2 or more different divisions or nationalities attacking the same hex*	-1
Defending unit of any type is in a Town hex	-1

* 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 units.

[13.4] Other Combat Modifiers

Condition	Effect
Chemical Attack (PACT only)	NATO units in hex attacked are halved
Ground unit attacking across river hex-side	Attacking unit halved
NATO unit attacked on flank or rear (cavalry and helicopter units not applicable)	PACT ground unit which is attacking through flank or rear doubled
PACT unit attacked on flank by ground unit*	PACT unit halved
PACT unit attacked in rear by ground unit*	PACT unit reduced to 1/3 strength

* 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, however, fractional ratios are rounded off in favor of the defender.

[1.5] Terrain Effects Chart

Terrain Type	Cost to Enter	Applicable Strength	Notes
Flat	1 MP	Mobile	-
Flat/Woods	2 MPs	Close	-
High Water/Dry	1 MP	Mobile	1
High Water / Wet	4 MPs	Mobile	1
Broken	2 MPs	Mobile	-
Rough	3 MPs	Close	-
Rough/Wood	4 MPs	Close	-
Marsh	4 MPs	Mobile	-
Urban	NATO = ½ MP Pact = 1 MP	Close	8
River (unbridged)	+ 4 MPs for regiment/brigade + 2 MPs for battalion/company		2
River (bridged)	+ 2 MPs for regiment/brigade + 1 MP for battalion/company		2
Autobahn Bridge	+ 0 for all		2
Access Hex Side	1 MP		3
Road	½ MP		3
Autobahn	½ MP		3
Tunnel	1 MP		4
All Sea Hex	Prohibited		5
Lake Side Hex	Prohibited		6
Town	Same as Other Terrain in Hex		8

Terrain Effects Chart Notes:

- 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 or dry 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 aturn 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. *The Elbe River, north of hex 3533, may not be crossed.*
 - b) Units crossing rivers on roads or through access hexsides pay the cost for 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 hexside 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.
- 4) The two tunnels, at 3707 and 3633, are treated as bridged access hexsides 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 hexsides for the remainder of the game.
- 5) All Sea hexes and hexsides are impassable, except to helicopter units, which may fly over them in the course of movement.
- 6) The lakes (reference 2949,3548 and 4151) may not be crossed with the exception of the road/bridge at 3348.
- 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 1 MP 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.

[27.1] Game Schedule

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

Notes:

- 1) Subtract 1 from die roll if all ZOCs are being exerted from across rivers.
- 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 used.

[4.4] Disengagement Table

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