

# Standard Combat Series:

# Iron Curtain

©2020. Multi-Man Publishing, Inc. All Rights Reserved.

**Series Designer:** Dean Essig

**Game Designer & Research Expert:** Carl Fung

**Game Development:** Dean Essig

**Editing:** Dave Demko, Rusty Witek

**VASSAL Module:** Jim Pyle

**Playtesting:** Dave Demko, Ric van Dyke, John Essig, Lee Forester, Brian Jarvis, Phil Jones, Hans Kishel, Don McIntosh, John Rainey, Allan Rothberg, Chip Saltsman, Mike Solli, James Sterrett, Guy Wilde

**Special Thanks:** Pete Belli, Thomas Frohnhoefer, Mike Reed, Fred Thomas, and Walter Zaagman

Page	Item
1	1.0 Introduction
2	Run Up & War Turn Sequences of Play
3	2.0 Units & Displays
5	3.0 Map and Play Conditions
7	4.0 Scenario Rules
	5.0 Basics
9	6.0 Run Up
10	7.0 War Turns
14	8.0 Victory
15	9.0 Optionals
16	Abbreviations
	Designer's Notes
19	Developer's Notes
21	Historical Notes
24	Bibliography
25	1945 Orders of Arrival
	1962 NATO Order of Arrival
26	Soviet Order of Arrival
27	1975 NATO Order of Arrival
28	Soviet Order of Arrival
29	1983 NATO Order of Arrival
30	Soviet Order of Arrival
31	1989 NATO Order of Arrival
32	Soviet Order of Arrival
33	1945 Western Offensive Scenario 10.1
35	Soviet Offensive Scenario 10.2
36	1962 Soviet Offensive Scenario 10.3
39	1975 Soviet Offensive Scenario 10.4
42	1983 Soviet Offensive Scenario 10.5
45	NATO Offensive Scenario 10.6
46	1989 Soviet Offensive Scenario 10.7
49	NATO Offensive Scenario 10.8
	Nuclear & Chemical Weapons Tables
50	1945 Combat Results Table
	Terrain Effects on Combat Chart
51	1962-1989 Combat Results Table
	Terrain Effects on Combat Chart
52	Terrain Effects on Movement Chart

## 1.0 Introduction

Post World War II Europe was left with an East-West chasm that Winston Churchill dramatically dubbed the Iron Curtain. The posturing of that potential struggle centered on the heart of Europe until the fall of the Berlin Wall radically altered the status quo in 1989.

**Iron Curtain** is an SCS game covering potential open conflicts between the East and West from 1945 to 1989. Scenarios at multiple times illustrate both side's changing forces and doctrine. Regardless of the time frame, the war is postulated to be a very short period (about a month) of hyper-intensive combat, after which (beyond the scope of the game) the powers involved resolve to end the struggle before it escalates and there are no winners. The player's goal is to have the advantage at the peace table.

The sides are:

Western Allies or NATO

versus

Soviets or Warsaw Pact (WP)

The terms are selected based on what was correct for the scenario involved, but most rules presented below apply to both time periods and use 'NATO' and 'Warsaw Pact' for simplicity.

**Historical Note:** NATO was formed in 1949 and the Warsaw Pact in 1955. Some nations were not full NATO members (in one way or another) after the organization's creation. Such nationalities are referred to by their side's overall designation

### 1.1 Scale

One "War" turn is 3 days. A "Run Up" turn is undefined (but assumed to be longer than 3 days).

Each hex is 15 miles. Warsaw Pact (WP) units are typically Divisions, while NATO units are a mix of Regiments, Brigades and Divisions.

Each NATO Air unit represents two Air 'Wings' (or an RAF 'Group') of roughly 100-150 aircraft. WP Air units represent two Air 'Divisions' of around 200-300 aircraft.

Air units in 1945 represent **triple** the number of aircraft above.

**The Gamers**  
Quality Wargames Since 1988



## 1.2 Significant Differences from the usual SCS Game

**1.2a Run Up and War Turns.** There are two main phases to each game of *Iron Curtain*. The **Run Up**, which represents both side's last positioning movements before the fighting commences, and the **War**, which is the period of active combat operations.

All scenarios start with a variable number of Run Up turns, but all scenarios play out in exactly 10 War turns (*or less*, if NATO collapses).

**1.2b Spanning the Years.** Unlike most games, *Iron Curtain* does not cover a specific time frame, let alone a specific battle or campaign in history. Rather, it covers potential conflict occurring during the 44 years of the Cold War, showing the development of the armies facing each other across the Iron Curtain.

**1.2c The CRT.** The *Combat Results Table* used in *Iron Curtain* scenarios covering 1962 through 1989 is significantly modified from the traditional SCS CRT, see 7.2. The separate CRT used for 1945 is much more similar to the traditional SCS CRT, 4.3g.

**1.2d Supply.** Given the short time-frame of the game, the multiple means of transportation, and the abundance of pre-positioned logistical sites as well as civilian stocks of food, medical supplies and fuel, do not use the SCS Supply rules. Ignore SCS sections 12.0, 12.1, and 12.2 entirely in scenarios occurring Post 1945.

However, the 1945 scenarios use an abbreviated version of the SCS supply system. See 4.3h for details.

## 1.3 Run Up Turn Sequence of Play

### WP Player Turn

- **Movement**
- **Reinforcements** (*Both "types", see 2.3b & 5.3*)

### NATO Player Turn

- **Movement**
- **Reinforcements** (*Both "types", see 2.3b & 5.3*)

### Tension Level Change Roll (6.1)

Roll one die as per the current Tension Level; if the marker moves into the Tension Level 5 Box, skip the *Run Up Turn End Phase* and instead immediately *Transition to the Shooting War* (6.3).

### Run Up Turn End

Move the Turn marker one space in advance and start this sequence over with Reinforcements, above.

## 1.4 War Turn Sequence of Play

### • **Preparation** (*Both Players*)

- **Weather** (3.2)
- **Air & Special Asset Reinforcements** (2.3b)

### • **Air War** (*Both Players*)

- **Air Unit Assignment** (7.3b)

Both Players simultaneously; keep results secret until both have finished.

- **Determine Air Superiority Level** (7.3d)

- **Potential Loss Check** (7.3e)

Players roll for each of his Air units assigned a mission to see if a Potential Loss occurs

- **Potential Loss Resolution** (7.3e, 2<sup>nd</sup> Bullet)

- **Special Munitions** *WP executes first, NATO second Release (7.5a), if needed. Then any Nuke & Chem Strike executions. (7.5b & 7.5c)*

### WP Player Turn

- **Landings** (7.6)
- **Ground Strikes** (7.4)
- **Movement**
- **Combat** (7.2)
- **Exploitation**
- **Reinforcements** (5.3)

### NATO Player Turn

- **Landings** (7.6)
- **Ground Strikes** (7.4)
- **Movement**
- **Combat** (7.2)
- **Exploitation**
- **Reinforcements** (5.3)

### Turn End (*Both Players*)

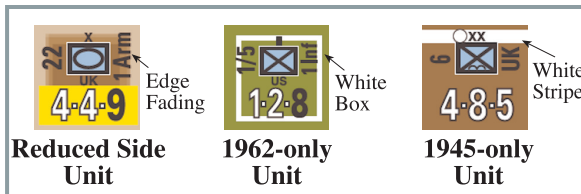
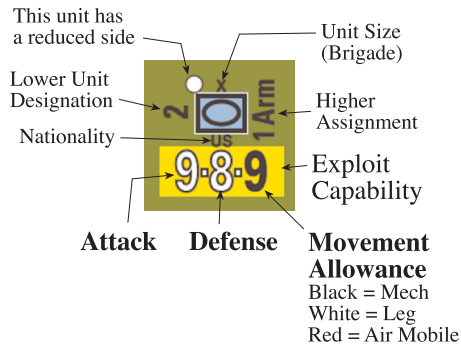
- **NATO Collapse Check** (8.2)
- **Chem Marker Removal** (7.5e)
- **Advance Turn marker**

**Design Note:** Doing the War Turn *Air and Special Asset Reinforcement Phase* early in the turn allows those units to function immediately. Other (regular) Reinforcements arrive in the Reinforcement Phase at the end of each Player Turn. Regardless of type these units will not function the turn they arrive. Run Up Reinforcements arrive at the end of each Player Turn.

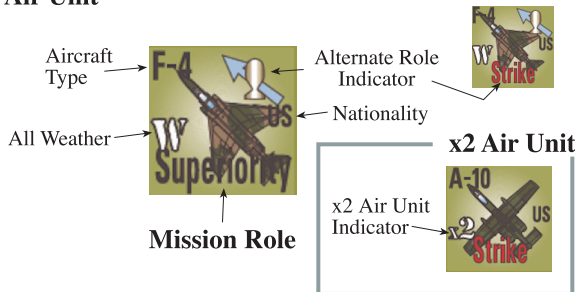
# Unit Symbol Key

See also SCS rules page 2.

## Regular Combat Unit



## Air Unit



## Unit Symbols

- Armor
- Armored Cavalry
- Infantry
- Mechanized Infantry
- Mountain Infantry
- Airborne Infantry
- Air Assault Infantry
- Commando
- Marine
- Attack Helicopter
- Civilians

## Markers

- War Turn
- Run Up Turn
- Tension Level
- Air Superiority Level
- Weather
- Nuclear Strike
- Chemical Strike

# 2.0 Units & Displays

## 2.1 Ground Unit Characteristics

**2.1a Unit Ownership and Colors.** Regardless of nationality, the NATO player controls all ground units that have a BLUE unit symbol background and the WP player controls all ground units that have a RED unit symbol background.

Both counter color and a text tag help identify the nation to which a unit belongs.

Below is the listing of nationalities and their abbreviations. Note that according to the needs of information on the counter, the nationality abbreviation is either to the unit symbol's right or below it.

### NATO.

- American (US): Green
- Austrian (Aus): Red with horizontal white stripe
- Belgian (Bel): Pale Green
- British (UK): Brown
- Canadian (Can): Light Brown
- Free Czechs (Czech): Khaki
- Danish (Dk): Lavender
- Dutch (NL): Orange
- French (Fr): Blue
- Indian (Ind): Dark Brown
- Italian (Ital): Lime
- Free Polish (Pol): Khaki
- New Zealand (NZ): Mauve
- West German (WG): Grey

**Historical Note:** While Austria was neutral due to the Declaration of Neutrality enacted in 1955, its units are controlled by the NATO player. In the event of any war between NATO and the Warsaw Pact, it was expected that Austria would not be able to maintain its neutrality and would align with NATO.

### Warsaw Pact (WP).

- Czechoslovakian (Czech): Pale Red
- East German (EG): Black
- Hungarian (Hun): Steel Grey
- Polish (Pol): Light Red
- Soviet (Sov): Red

### Historical Note:

Guards units are not colored differently. During the vast majority of the game's time period, a Guards designation was not actually earned by the unit (never having been in battle) and isn't a reflection of superior combat capabilities.

Guards units in the 1945 scenario **did** earn their designations, but are not given a different color so as to avoid confusion. Such units were given better combat ratings.

**2.1b Setup Symbols on the Counters.** There are two special symbols used on the counters to aid in setting up scenarios.



- Counters **ONLY** used in 1945 scenarios have a White Band on each. **ONLY White Band** units are used in those scenarios (*unlike* the 1962 marking below).



- Counters with a White Box are **ONLY** used in the 1962 scenario.

**1962 Box Note:** There are units *used* in the 1962 scenarios that *do not* have a White Box. They **are** used in other scenarios as well. The point is that you can safely ignore any unit **with** a White Box if you are **NOT** setting up a 1962 scenario.

**2.1c Exploit-Capable Units.** Units with a Yellow-box code are Exploit-Capable. **Only units marked Exploit-Capable can Overrun.**

**2.1d Movement Allowance Types.** The color of a unit's MA designates the MA's type. The possible MA types are Leg, Mech, and Air Mobile.

**Important:** The unit symbol itself has no effect on the type of Movement Allowance a unit uses, only look at the MA.



- Mech MAs are Black.
- Leg MAs are White.
- Air Mobile MAs are Red with a "propeller hat." *And no, the Soviet 'background color' does not make their Leg MA units Airmobile.*

Leg and Mech MAs apply a different Terrain cost for certain map features as shown on the *Terrain Effects on Movement Chart*. Air Mobile MA units apply a series of exceptions and differences from normal ground movement shown in 5.2.



**2.1e Units with 0 MA.** Units with a 0 MA *cannot* move. They never Retreat and **always** apply No Retreat (7.2d) regardless of the terrain involved. This has no effect on any units in their stack (those units apply Retreat results normally).

**2.1f Step Sizes.** Units with both a full strength and reduced strength side (reduced strength sides are marked with a lighter color border) have two steps. Units printed on only one side and a blank back have only one step.

- Units with a White Dot indicator in the upper left-hand corner have a second step on the other side.
- Air units always have only ONE step.

**2.1g Rebuilding Units.** There is no ability for units to be rebuilt, aside from the occasional Air unit "Recovery" result.



## 2.2 Air Units

**2.2a Mission Capability or Roles.** The **Superiority** or **Strike** designation on an Air unit's counter shows its current role. That role determines which Mission Box (Air Superiority or Strike) it can use and hence *what it can do* that turn.

- Air units can only be assigned to a Mission Box that matches the air unit's face-up mission role.
- Players can choose the version they wish to use each turn by flipping the counter as desired during Air Unit Assignment. Once selected, that role cannot be changed until the next turn. Regardless of the two-sided nature of their counters, such Multi-Role Air units remain one-step like all the others.



- The presence of "Bomb" and "Up and Away" arrow symbols indicate that there is a different role available on the opposite side of the counter.

**Historical Note:** There are some aircraft that seem to defy common sense, such as a MiG-17 which is Strike only and cannot execute Air Superiority, these are correct and the result of doctrinal concerns.



**Superiority.** Air units assigned to Superiority contest the *Air Superiority Level* which in turn determines each side's Air unit loss rate.

**Design Note:** Air Superiority here represents **all** forms of CAP, escort, and other means of contending the airspace such as Surface to Air Missiles and Electronic Warfare. The key here is that Air units end up aborting and risking loss, the results do not specify HOW that happened.

**Strike.** Strike Air units can be used to make 'Air Strikes' which could damage or destroy enemy ground units.

### 2.2b Other Air Unit Attributes.

- Air units with a "W" notation are "All Weather" aircraft and function normally in Soup Weather conditions. (3.2)



- Strike Air units with a "x2" notation can make **TWO separate** Air Strike Runs. (7.4a)

## 2.3 The Player Displays

Each side has one Player Display to manage Air and Special Assets. The information on the Player Displays is **NOT** kept secret—**Except** when players are *literally* making their Air Assignments. (7.3c)

**2.3a The Air Boxes.** A number of Player Display boxes are devoted to the Air War system.

Air units are:

- Held in Readiness in the *Available Box*.
- Assigned to missions in the *Air Superiority* and *Strike Boxes*.

- Placed in the *Potential Loss Box* to resolve any risk of losses.

**2.3b The Special Assets Box.** The *Special Assets Box* is a holding area for units capable of Air Drops, Amphibious Landings, as well as for storing available Nuke and Chem markers.

Units and markers can remain in the *Special Assets Box* as long as the player likes and can use any friendly Landings Phase.

Units the OOA lists for the *Special Assets Box* have the option of either arriving as regular Reinforcements OR going to the *Special Assets Box* in order to arrive by Air Drop or Amphibious Landing, as the player wishes, but in no other way.

- If the choice is to have them arrive as regular Reinforcements, they enter as Reinforcements at the **END** of their *Player Turn*, applying 5.3b. Doing so **eliminates** their ability to ever do any kind of Landing.

- If the choice is the *Special Assets Box*; they enter as Reinforcements in the *Preparation Phase* (early in the turn) and go straight to the *Special Assets Box*. They could be used for Landings that same turn.

## 3.0 Map and Play Conditions

### 3.1 Terrain

**Iron Curtain** has two Terrain Charts. The *Terrain Effects on Movement Chart (TEM)* which shows Movement Point costs and the *Terrain Effects on Combat Chart (TEC)* with each *CRT* which lists terrain features that affect combats as 'terrain' (a table shift), that apply the No Retreat Rule (7.2d), and gives the Die Roll To Hit for Success in Air Strikes.

**3.1a Hex & Hexside Terrain.** The defender's **HEX** Terrain **always** applies in movement and combat, but **HEXSIDE** Terrain **only** applies in combat if attacking stacks are **exclusively** across some kind of *Hexside* Terrain. If this is *not* so, the *Hexside Terrain* has no effect.

Attacking Air Mobile units always **NEGATE** hexside Combat Terrain effects even when regular units are attacking or Overrunning with them. The Air Mobile units always act as if they are attacking from the same side as the river, etc. *This is what the military calls "Vertical Envelopment."*

**3.1b Multiple Terrain Types.** Some hexes have more than one terrain type within them (regardless of how much or how little). Apply the one that fits the exact situation below:

**a) Movement.** Use the *single type* Hex Terrain with the greatest MP cost plus any applicable Hexside feature. **Exception:** Remember that units following roads ignore other terrain features crossed or entered and always have any needed "bridges".

**b) Combat.** The defender either "has Terrain" or he does not. There is no **additional** shift on the CRT for having **BOTH** *Hex* and *Hexside* Terrain.

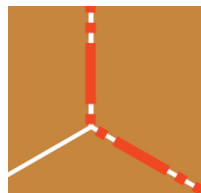
**c) Air Strikes.** If more than one Air Strike Success Value applies within a hex, use the **one** that is the most difficult to score a hit.

**3.1d Overrunnable Terrain.** Apply the *SCS* terrain restrictions regarding Overrun (2 MPs or less to enter). There are no specialized "non-Overrunnable" terrain features.

**3.1c No Retreat.** The *Terrain Effects on Combat Chart* lists some terrain features as "No Retreat" terrain. Such Terrain precludes effects from a Retreat Roll from their hex.



**3.1d Iron Curtain.** The Iron Curtain cannot be crossed until the first War Turn.



**1945 Line of Contact.** The Iron Curtain had not yet solidified in 1945, so the "Line of Contact" between the Western Allies and the Soviets is used instead. For convenience, all rules applying to the Iron Curtain also apply to the Line of Contact in scenarios 10.1 and 10.2.

**Historical Note:** The Iron Curtain runs from the Adriatic to the Baltic dividing West Germany and Austria **from** East Germany, Czechoslovakia, Hungary, and Yugoslavia.

**3.1e Berlin.** West Berlin, inside the Iron Curtain, is considered NATO territory in scenarios after 1945. NATO units inside West Berlin cannot exit into East Germany.

**1945 Berlin.** In scenarios 10.1 & 10.2, all of Berlin is Soviet territory. There is no West Berlin.

**3.1f NATO Border Respect.** The following **only** applies to the NATO Player during the Run Up and **NEVER** to the WP player. This restriction instantly ends on the War Outbreak Turn.

**Post 1945.** NATO units **cannot** cross **ANY** national borders. Units can only move into hexes *inside* their current national border.

**1945.** The Western Allies need not pay attention to any friendly national border in Western Europe during the Run Up. This only applies to scenarios 10.1 & 10.2.

**Example (Post 1945):** A Belgian unit that sets up in West Germany must remain within the West German border. It cannot cross the border during the Run Up to any other country, even Belgium.

**3.1g Switzerland and Sweden.** No unit can enter any hex of Switzerland or Sweden. Remove any unit forced to do so.



Autobahn, 1982.

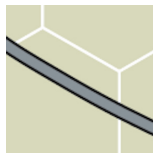
**3.1h Road Construction.** Roads are color-coded to represent when they were upgraded from 2-lane highways (Secondary Roads) into multi-lane *Autobahnen* (Primary Roads). The two types of Roads use differing MP costs. Bridges along Roads **always** exist and do not depend on the Road being upgraded or not.

**IMPORTANT:** Roads upgraded *on or before the scenario date* are **Primary Roads**. All others are **Secondary Roads**.

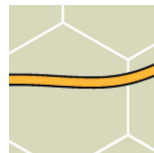
Year	Primary Roads	Secondary Roads
1945	White	Grey, Yellow
1962	White, Grey	Yellow
1975	White, Grey, Yellow	None
1983	White, Grey, Yellow	None
1989	White, Grey, Yellow	None



**Always**



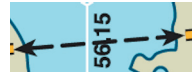
**1962 and after**



**1975 and after**

**Post-1945 Autobahn Breaks.** There are places where Primary Roads were cut after 1945 by the fall of the Iron Curtain. So, for scenarios 10.1 & 10.2, the White Primary roads in the following hex pairs are **continuous** and **not broken**: 38.17/38.18, 31.21/31.22, and 27.16/26.16.

**Design Note:** These roads represent stretches of major multi-lane roads mainly built after 1945. The White roads were the original Pre-1945 Third Reich Autobahn. The pre-improvement Secondary Road exists because before the Primary Road was completed, there are older roads & bridges following that road bed which are available to negate the area's terrain.



**3.1i The Ferry.** The one Ferry (56.15 to 56.16 in Denmark) can be used by either side and cannot be destroyed.

- ZOCs **never** extend across the Ferry.
- No unit can cease movement in the middle of the Ferry, it must pay the entire MP cost.



**3.1j The Elbe-Seitenkanal.** This canal is coded Yellow using the road coding scheme. It exists in 1975 and after (and *not at all* in 1945 or 1962).

**Design Note:** The "Elbe Lateral Canal" opened in 1976, but is shown as present in 1975 as it would have been nearing completion after 8 years of construction. It was dug directly out of the farm land and does **not** replace any pre-existing river (hence no effect before 1975).

### 3.2 Weather



There are two weather types: Soup and Fair.

Roll one die on the map's Weather Track every turn each Weather Phase and set the Weather marker accordingly.

- **Fair Weather:** All Air units can be used. Air Drops **are** allowed.
- **Soup.** Only those Air units marked with a "W" ("All-Weather") can be used; all others must remain in the *Available Box*. Air Drops **are not allowed**.

Weather **never** affects:

- Air Mobile Units.
- Amphibious Landings.
- Ground units (**other** than those wishing to Air Drop).
- Combat or Nuclear/Chemical Strikes.



Autobahn, late 1940's.

## 4.0 Scenario Rules

**Important:** If you are playing either 1945 scenario (10.1 & 10.2) pay careful attention to the rules divided between 1945 and Post 1945 sections. These are repeated, all together, in 4.3. 1945 is a bridge between a portrayal of WW2 combat methods and the higher tempo and greater lethality of modern era combat.

### 4.1 Scenario Set Up Notes

**4.1a Multiple Entries for a Hex.** The Scenario Set Ups are organized by nationality and Higher Unit affiliation. As such, a given set up hex may be listed *more than once*.

**4.1b City Name References.** Some set up listings also list a city name in that hex as an assist.

**4.1c Stacking.** Units might set up or enter overstacked.

### 4.2 NATO as Aggressor

Some scenarios specify that NATO is the aggressor. In those cases, the following changes are in effect.

- **Turn Phasing.** The NATO Player Turn is always **first** and the WP Player Turn is **second**, in both the Run Up and War Turns.
- **Special Munitions Phase.** NATO does its Special Weapons Phase **first** and the WP **second**.
- **Victory.** Use the scenario specific Victory Conditions. There are **no** NATO Collapse Checks (8.2).

### 4.3 1945: Transition to the Modern Era

These scenarios show the evolution of warfare from the WW2 mass mechanized armies to modern war's incredibly fluid and lethal environment. Apply all the following when playing in 1945 and *none of them* when playing 1962-1989.

**4.3a Stacking Order.** Use the **Stacking Order** from SCS 4.0c because of the 1945 CRT. Given SCS 8.0a (et al), *Stacking Order* is not important in the 1945 scenarios, unlike the Post-1945 scenarios where Stacking Order is critical.

**4.3b Berlin.** In scenarios 10.1 & 10.2, all of Berlin is Soviet territory. There is no West Berlin.

**4.3c Western Borders.** The Western Allies need not pay attention to any friendly national border in Western Europe during the Run Up. The Soviets are handled normally.

**4.3d No Autobahn Breaks.** There are places where Primary Roads were not yet cut by the Iron Curtain. In scenarios 10.1 & 10.2, the White Primary roads in the following hex pairs are **continuous** and **not broken**: 38.17/38.18, 31.21/31.22, and 27.16/26.16.

**4.3e Run Ups.**

**Scenario 10.1:** Western Allied units have **DOUBLE MA** for each Run Up move. Soviet Run Up is normal.

**Scenario 10.2:** The Western Allied Run Up uses a Run Up roll of **1-3** to end the Player Turn. The Soviets use normal Run Up rolls (ending the Player Turn on a **1**). Both sides use normal MAs.

**4.3f Air Strike Effectiveness.** Use the 1945 *Terrain Effects on Combat Chart*.

**4.3g CRT.** Use the more traditional "1945 CRT" instead of the one described in 7.2. Apply SCS rules 7.0, 8.0, 9.0, and 10.0 when doing so.

**4.3h Supply.** Use this abbreviated version of the SCS standard supply system scenarios 10.1 & 10.2, adding the following specific rules:

- Supply Trace is only done (for both sides) at the instant of Combat resolution. There are no lingering effects (or marking) and the effect is restricted the DRMs listed on the 1945 CRT for that specific Combat.
- Units trace Supply as per the series rules, with EZOCs blocking and friendly units negating EZOCs as needed. Each side traces to any hex of its friendly map edge (west for the Western Allies, east for the Soviets).

## 5.0 Basics:

### Rules needed for both Run Up & War Turns

**5.0a Turn Markers.** There is a separate Turn marker for each year shown in the scenarios. These only exist to add a bit of color. Use one side for the Run Up and the other for the War Turns.

### 5.1 Stacking

**5.1a Stacking Limit.** The stacking limit is **TWO Units plus ONE Attack Helicopter** unit.

- Only **Attack Helicopter units** get the extra stacking per hex; **Air Assault units** count normally.
- Commando and Air units are ignored for stacking.

**5.1b Reinforcement 'Overstacking'.** Do not apply stacking (at all) to Reinforcements in their Entry locations. There is no limit for them, which could accumulate quite a bit in the Run Up, but beware the possibility of devastating Air Strikes when the war breaks out!

**5.1c Stacking Order.** The order of units in a stack is important. Every stack **must have** the strongest *Attack Strength* unit **ON TOP**. If more than one unit in a hex has the same value, the owning player decides which goes on top. See also 4.3a.



## 5.2 Air Mobile Movement

Air Mobile units (Attack Helicopters, Air Assault, and Commando units) are marked with a Red color 10 MA with a small propeller blade “hat” above it.

Air Mobile units:

- Have a 10 **hex** MA.
- Are unaffected by Terrain for movement, hexes always costs 1 and hexsides have no cost.
- **Ignore** enemy units and EZOCs during movement and Retreats. Air Mobile units never apply SCS rule 9.1d when they Retreat.
- Are **unaffected** by Weather and Air Superiority Level.

**Important:** Air Mobile units can **never** cease movement in a hex containing either an enemy unit OR terrain listed as Prohibited on the TEM.

Air Mobile units apply EZOC restrictions **normally** when determining the *ability* to Overrun or use the Exploitation Phase.

Regarding the “ignore” enemy units and EZOCs above:

- *Ignoring* EZOCs means that Air Mobile units *do not pay* the +2 for entering an EZOC and are UNAFFECTED by them in Retreats.
- *Ignoring* Enemy Units means an Air Mobile unit can “fly right over them” provided they do not stop in an enemy occupied hex, however briefly.

**5.2a Overruns.** Air Mobile units **can** conduct Overruns *as a stack with* non-Air Mobile units. Normal SCS requirements apply. Air Mobile units **cannot** overrun **from** one enemy occupied hex **into** another enemy occupied hex. Air Mobile units can Overrun *across* Prohibited Terrain **hexsides**, but just as the above, they *cannot* launch an Overrun **from a Prohibited Hex**.

**5.2b Other Matters.** Air Mobile movement can move through or end in Nuke & Chem marker hexes. Apply the normal effects of those markers. Additional stacking is allowed for **Attack Helicopters** in 5.1a, but this does not apply to **other** Air Mobile types.

## 5.3 Reinforcement Entry

**5.3a The Order of Arrival “Specifics”.** If the Order of Arrival (OOA) lists a specific location, use it and do not use 5.3b.

**5.3b If the Order of Arrival DOES NOT “Specify”.**

**WP:**

- **East German**—Any East German City or Major City hex.\*
- **All Others**—Any Eastern *Map Edge* Entry Area.\*



*Soviet Mi-8 engaging ground targets.*

**Military District Group Entry.** If the OOA list units as part of a *Named Military District (MD) Group* they enter as per the above, **BUT** the entire group listed for that turn must use the **SAME** Entry Area.

**NATO:**

- **US**—Any POMCUS hex.\*
- **British**—Any Port hex.\*
- **Canadian**—Any POMCUS hex.\*
- **West German**—Any West German City or Major City hex.\*
- **All Others**—Any hex within their home country.\*

\* In each case, provided a friendly unit was the last to enter the hex, if any. If the last unit to enter the hex was enemy, the hex *cannot* be used for reinforcements at that time.

**5.3c Special Entry Situations.**

- Air units **always** arrive in the Player Display’s *Available Box* and nowhere else.
- See **Special Asset Box** (2.3b) for the options regarding units entering there.

**Play Note:** Yes, during War Turns, enemy ground Reinforcement placement comes **AFTER** any ability to move them away from their entry hex. If you sense that this is a wide open chance to target masses of arriving units with Air Strikes, you have a future in this business, **and** you have learned to interdict the battle zone. This is what NATO designates as FOFA or “Follow-On Force Attacks.” Good Job!



## 6.0 Run Up

This section gives the rules specific to the Run Up portion of all scenarios. Once the Tension Level becomes Level 5, the game re-starts using War Turns and these rules no longer apply (after executing 6.3). Start to use the War Turns Section (7.0), instead.

**Historical Note:** Units set up in their garrison locations. The Run Up allows some deployment into locations better suited to an actual war. Total Surprise would have all the units still in garrison when the war starts, but neither side is going to be able to deploy fully 'in the cover of night' or something. More likely is a posture somewhere between unprepared and fully Deployed, which is exactly what you get here.

Additionally some units need extra time to form up and become ready for active operations. Others are prepared for a "come as you are" war. They may or may not get the time they truly need.

Note that while both players will end up with the same number of Run Up turns, the number of units each moves in those turns could vary wildly. The Run Up period's length *combined* with the random number of units moved, generates a "spectrum of readiness" (independently) for each side from near total unpreparedness to complete readiness. The difference between the two sides shows the level of surprise involved.

To play with total surprise on each side, skip the Run Up entirely and start the War turns directly from the set up starting gate.

**6.0a** A scenario's Run Up period allows increasing international tensions before the war goes "Hot". The more players can prepare, the **less** "surprised" they are for their War's At-Start situation.

- Run Up turns use the Sequence of Play in 1.3.
- Run Up and War Turns use the same Turn Record Track.

Use the appropriate year Turn marker to track the game turn on its Run Up side.

**6.0b Turn Record Track.** Use the *same* Turn Record Track for both the Run Up and War Periods. Use the side of the appropriate Turn marker to show which period you are currently playing. There are a variable number of Run Up turns in each game based on the randomly increasing Tension levels. When the war begins, reset to Turn 1 using the War side of the Turn Marker.

**6.0c No War Yet, Just Movement!** No unit is allowed to *cross* a border that forms part of the Iron Curtain. The player can **ONLY** do the following: move, bring on reinforcements, and flip the occasional unit to full strength, in the order shown in the Sequence of Play.

There will be absolutely **NO** Combats, Air Warfare, Landings, or Special Munitions Phases.

**6.0d No ZOCs in Peacetime.** Units have **no ZOCs at all** during the Run Up, **BUT** all EZOCs automatically exist normally at the very start of the first War Turn (*even across* the Iron Curtain for the first non-phasing player).

**6.0e Run Up Movement.** During a Run Up Turn's Movement Phase, each player's ability to move their units is restricted. Move units exclusively stack by stack. After each stack is moved, check for Turn Continuation. (6.0f)

A "Stack" is defined as the units residing in a single hex at the *moment* the player can move a stack as above. Once moving, the units of the chosen stack can move together or split up as desired. No matter how many stacks exist at the end of a move make only one "continuation" roll when units that began in a single stack are done moving.

**6.0f Turn Continuation Check.** After moving the units of a stack, roll one die. On a roll of 1, the player's Movement Phase is completed. Play moves to either the next player or to the Tension Level change roll, as listed on the Sequence of Play. On any other roll, the player can move the same or any other friendly stack, OR declare that he is finished.

**6.0g Moving Multiple Times.** Units **can** move multiple times in one turn during the Run Up.

## 6.1 Tension Levels



The Tension Track shows the advancing Tension Level which inevitably will enter Level 5 and initiate the War Turns. The Tension Level always begins at Level 0. Roll for Tension Change at the end of each Run Up Turn. The marker may stay

where it is OR increase one or two Levels (based on the rolls listed under the current Tension Level). When the Level becomes 5, execute 6.3 immediately. Tension Levels are limited to those shown on the Tension Track.

## 6.2 Assembly & Reinforcements

**6.2a Assembly of Reserves.** Any stack containing one or more Reduced units can flip those units to Full Strength *rather than* have them move when chosen to move in a Run Up Turn. This, even if no unit actually moves, counts as the stack the player 'moved' and requires the continuation die roll. Such units could be selected to move 'again' later in the turn.

**Historical Note:** Units that start reduced are Category II divisions that had only around 50% of their full strength and needed to mobilize the remaining. Note that if a unit does not mobilize to full strength during the run up, it will never get another chance.



US 3 Cav and Border Guards, watching & waiting.

**6.2b Run Up Reinforcements.** The OOA annotates Run Up Reinforcements with the title “Run Up” and their turn number. If “Run Up” isn’t literally written in front of a Turn’s reinforcements, those Reinforcements are for the War Turns instead.

When the Tension Level reaches Level 5, immediately place any **remaining** Run Up Reinforcements into their appropriate Entry Areas **BEFORE** starting the first War Turn. Reduced units that have not yet been flipped to Full Strength as part of the Run Up remain at reduced strength.

**Play Note:** This can happen if the Run Up wasn’t long enough to get them into play or because they were merely forgotten. Nothing is hurt by placing them at this time, rather than in their actual turn, except the ability to deploy them better.

## 6.3 Transitioning to the Shooting War

When the Tension Level marker becomes Level 5, do the following immediately:

- Place any remaining Run Up reinforcements on the map.
- Reset the Turn marker to “Turn 1” and flip it to its War side.
- Review section 7.0 as those rules are now fully in force.
- Follow the War Turn Sequence of play normally (using 1.4).

## 7.0 War Turns

### 7.1 Zones of Control

In addition to the normal SCS rules regarding ZOCs (2.0 and 2.1), apply the following:

- Units have **no ZOCs at all** during the Run Up, BUT EZOCs automatically exist normally at the start of the first War Turn (*even across the Iron Curtain for the first non-phasing player*). (6.0c)
  - EZOCs have no effect on Landings. (7.6)
  - ZOCs never extend across the Ferry hexside. (3.1i)
  - Air Mobile units **ignore** enemy units and EZOCs during movement and Retreats BUT apply EZOCs **normally** regarding the effect of starting in an EZOC on the ability to Overrun or to use the Exploitation Phase. (5.2)

### 7.2 Combat

While the combat odds are determined normally using the SCS rules, implementation is very different.

**7.2a Combat Procedure.** The attacker will make a separate loss roll for each attacking *stack*, a separate loss roll for each defending *unit*, and he then one roll for the defender’s *retreat*.

- Combat Results do not come from a *single* CRT dice roll. Instead, each attack involves separate rolls for Attacker Loss, Defender Loss, and Retreat (unless negated by 7.2d). Each roll is made with one die.

- The Attacking player makes **all these rolls**.
- Make one *Attacker Loss Roll* for **each** Attacking STACK **separately**. If the roll is in the appropriate Loss Range, that stack’s *top unit* takes a loss. No rolls are made for any other units in an attacking stack. The player can select the attacking stacks in any order as long as each roll is made. If a stack is involved with multiple attacks, the top unit actually **involved** in the given attack makes the loss roll and, as always, the roll that unit makes has no effect on any other unit.
- Roll separately for **each** Defending *unit*. Again, if the roll is in the appropriate Loss Range, that unit takes a loss. Rolling from top to bottom is a good way to keep organized.

**Remember:** Roll once per **STACK** for the attacker, and once per **UNIT** for the defender.

**Design Note:** Obviously, the more stacks the attacker uses, the greater the potential loss risk and the defender’s loss risk doubles for having two units vs. one in a hex. Keep this in mind when using the *1962-1989 CRT*.

**7.2b Terrain Effects.** Terrain (hex and hexside) is represented by a shift **DOWN** along the Odds rows of the CRT. There is one row that lists no Odds at all, but is marked “Shift Only” (between the 1:1 and 1:2 rows). The only way that row gets used is when the original Odds were 1:1 (directly above it) and a shift is required for terrain. Regardless if both Hex and Hexside Terrain applies, only **one** Down shift is applied.

**7.2c Retreats.** *Even if* the defender is destroyed, make a normal Retreat roll (**Exception:** 7.2d). The result determines the Defender’s Retreat and also the Attacker’s maximum Advance after Combat. The Attacker **does not need** a *successful* Retreat result *in order to* Advance into a *destroyed* defender’s hex, but will not be able to go further than that hex without a successful result.

**7.2d No Retreat Terrain.** As listed on the *Terrain Effects on Combat Chart*. A Defender starting a Retreat in No Retreat Terrain:

- Makes no Retreat Roll at all for the Defender. The Defender simply will not Retreat. The effect is that there is no Retreat roll—the unit stands fast, if not killed outright.
- Cannot “opt” to ignore No Retreat Terrain and *accept* a Retreat.

No Retreat Terrain has no effect on any unit *already in the process* of conducting a Retreat from some other hex.

**7.2e No Retreat & Advance after Combat.** If all the defenders are destroyed in a No Retreat hex, the Attacker still enters **that** hex as Advance after Combat, but as there is no Retreat Roll there is no Advance after Combat “result” further than that one hex.



Hungarian MiG-21 on take off

## 7.3 The Air War

**7.3a Simpler than it might look!** The Air War system involves a number of sub-routines, but if players follow the Sequence of Play those work out in straightforward ways. In summary, the actions of the player are:

- Assign available Air units to *Superiority* or *Strike Boxes*, given the effects of Weather and the Air unit's capabilities.
- The NATO player rolls two dice plus the Air Superiority DRM to determine the turn's Air Superiority Level. The Air Superiority Level gives each player a dice roll value to use against **each** of his Air units in his *Superiority* and *Strike Boxes* to determine if they move to the *Potential Loss Box*.
- Each player then rolls for each of his Air units now in the *Potential Loss Box* (using its table) to see if any actual Loss or Recovery "time out" occurs. Losses are removed from play, while a Recovery allows the Air Unit to return to play a die-roll number of turns later.

**7.3b Air Assignment.** In the *Air Assignment Phase*, each player places his Air units, as desired, into either the *Air Superiority* or *Strike Boxes* given the Air unit's Role capabilities (2.2a) and Weather (3.2). Both players do this simultaneously and each Player's Assignments are secret until both have finished their selections.

Air units *do not* have to be assigned either Box. These Air units remain—unused—in his *Available Box*, but do not risk losses. Any number of Air units can be placed into a single Box (including none at all).

**Play Note:** The player can leave any Air units he likes in the Available Box. While these Air Units will be protected from risk, they will not function this turn. Air Base strikes (hitting Air units 'hiding' in the Available Box) was tried in testing... trust me, you don't want that!

**7.3c Air Superiority.** The Air Superiority Track is a record of the current status of the two sides trying to wrest control of the air. It gives the current turn's Air Superiority Level and its effects.



### 7.3d Air Superiority Level

**Determination.** On each War Turn, the NATO player rolls two dice and applies the Air Superiority DRM to determine the Turn's Air Superiority Level.

Mark the result on the Air Superiority Track. Air Superiority Levels are restricted to those levels on the track.

To find the Air Superiority DRM, subtract the number of WP air units in their Air Superiority Box from the number of NATO air units in their Superiority Box.

**Example:** If there are 6 NATO Air units in the Superiority Box on the NATO Display and 8 WP Air units in the same box on the WP Display, the DRM is -2.

If one or both sides have no Fighters on Air Superiority (because of Weather, Losses, or choice), make the normal Air Superiority Level roll anyway. However, only count those Air units *actually used* for Air Superiority in the DRM.

**Example:** If NATO flies three Air units and the WP none, the DRM will be +3. If neither side puts up anything, the DRM is +0, but the roll is still made.

**7.3e Potential Losses.** Each player rolls two dice against the Potential Loss Value for his side (given the current Air Superiority Level) against **each and every** Air unit in his Display's *Air Superiority* or *Strike Boxes*.

- If the roll is **LESS** than the Potential Loss Value, move the Air unit to the *Potential Loss Box*.
- If the result is **GREATER OR EQUAL** to the listed value, the unit remains in its current Box or conduct its "second strike" if the roll was for that reason.

Make a Potential Loss roll using the turn's Air Superiority Level **AGAIN** when any Air unit attempts to make a "second strike" using its x2 Air Unit status per 7.4a.

Once all Air units have been checked:

- Move all remaining Air units in the *Air Superiority Box* to the *Available Box* for use next turn. They are done for this turn.
- Roll one die for each Air unit in the *Potential Loss Box* using the *Loss Resolution Table* (on the Player's Display) and apply the results as follows:
  - **Destroyed:** Remove from play.
  - **Recovery:** Roll one die and the Air unit returns to play *that many turns later* in that turn's *Air and Special Assets Reinforcement Phase*. For example, if it is turn 2 and the player rolls a 3 for that Air unit, it returns on Turn 5. If the required delay is *beyond* the end of the game, then the unit is destroyed, and never returns.
  - **No Effect:** Place the Air unit into the *Available Box* for use next turn.

## 7.4 Ground Strike Execution

Each Air Unit still in his Strike Box can be used (in the player's Ground Strikes Phase) to affect enemy ground units anywhere on the map.

During his player turn, the player executes Air Strikes in this order:

1) Place an Air unit from your *Strike Box* OR one that was successful in its last target hex (See step 3) into a desired target hex. The target hex can be any hex **containing** an enemy unit, including enemy reinforcement hexes. **Exception:** Those continuing a given mission with step 3) must follow the hex requirements for step 3).

**Important:** There is no need to identify future targets in advance—do them one at a time. Prior successes or failures against a given hex do not matter.

2) Roll one die separately against each unit in that hex using the *TEC's Air Strike Success Value* (each of the two CRTs has its own values to use) for the Target Hex's terrain (**ignore** any *Hexside* Terrain). If the roll is greater than or equal to the value, the unit incurs a Step Loss and the roll is a *success*, if not there is no effect and the roll is a *failure*.

3) If at least one "success" was rolled in the current hex, shift the Strike to an adjacent hex containing an enemy unit provided the hex fits the criteria below, and repeat Step 2 above.

Each *succeeding* Target Hex must meet all of the following:

- The hex has **not** been used by the current Strike already.
- The hex is adjacent to the Target Hex just successfully finished.

- The hex contains at least one enemy unit.

4) The above (Steps 2 and 3) continues until either the Strike runs out of fresh hexes to use fitting the requirements in Step 3 **or** it is not successful in the current hex at all.

Either case ends the execution of that Strike and the player can execute another available Air unit, or the Phase ends.

Regardless of results, once an Air unit is finished here, it goes to the *Available Box* to wait for the next turn.

Handle Air Strikes normally even when targeting a hex that contains a Nuke or Chem marker.

**Play Note:** Yes, the loop involved here could take a while if the player is both lucky and pays attention to the pattern the Strike can inscribe on the map—don't paint yourself into a corner! Dispersal is your friend—if your units are acting like the German army in France in late 1944, you have the right idea.



**7.4a x2 Air units.** These are Air units with superlative Strike capabilities. They are allowed to make TWO Ground Strike Runs instead of one in a single phase.

Once the first strike ends above and the player wishes to make use of the x2 Air unit's second strike, roll for the Air unit, again, using his side's Potential Loss Roll (7.3e) for this turn **AND**

make the Loss Resolution Table roll for it should it fail at that moment.

If the Air unit passes the Potential Loss roll itself, repeat the entire Ground Strike process from Step 1 until the end of this new Strike.

When that second set of Ground Strikes ends, the x2 Air unit is **THEN** finished and is placed in the *Available Box*.

## 7.5 Nukes and Chemicals

**7.5a Special Munitions Release.** Nuclear and/or Chemical Weapons can **ONLY** be used after the player declares their **release** in the *Special Munitions Phase*. Release is mainly a concern when it comes to *Victory Reasons* (8.2).

- A separate release is needed for each, though a player could release *both at once*, if he wishes.
- Release by the enemy **does not** count as your own release; you must declare your release yourself.
- The release 'process' is simple: announce that you are releasing Nuclear and/or Chemical Weapons. You do not have to obtain *permission* to do so. But beware the unintended consequences in terms of Victory and what you just allowed the enemy to do to you (8.2, 8.3), possibly for "free."

Once released, that type can be used by that player freely given the following:

- The use of these weapons is limited to the markers still available in your *Special Assets Box*.
- Each marker allows only one strike of its type.
- There is no *additional* effect for using additional strikes of the *same type* against a hex in a given turn.

Nuke and/or Chem Strikes are conducted only in the Special Munitions Phase. Normally, the WP player will conduct his Special Munitions Phase first, followed by the NATO player. However, if NATO is the aggressor (4.2) reverse the normal ordering of Special Weapons use, so NATO goes before the WP.

Any map hex can be targeted. **Exception:** Special Munitions cannot target any Eastern Map Edge hex containing an Entry Area Strike. This restriction **does not affect normal** Air Strikes.



**7.5b Nukes.** Execute Nuclear Strikes using the *Nuclear Weapons Table* as follows:

- Place a Nuke marker in the hex. Once placed, Nuke markers are never removed.
- Roll one die separately for each unit in the Target Hex. On a 1-2 it suffers no loss. On a 3-5, it suffers one step loss. On a 6, it is destroyed (regardless of remaining steps).
- Any unit that *later* enters a Nuke marker hex rolls one die. On a 1-3, it suffers no loss. On a 4-6, it suffers one step loss.
- Otherwise, Nuke markers have no effect on unit functions.

See 8.3 regarding the use of Nuclear Weapons on hexes involved in Victory Reasons.



East German chemical recon.



East German infantry training in a chemical environment.



**7.5c Chemical Weapons.** Execute Chemical Weapons Strikes using the *Chemical Weapons Table* as follows:

- Place a Chem marker in the hex.
- Roll one die separately for each unit in the Target Hex. On a 1-3 it suffers no loss. On a 4-6, it suffers one step loss.
- Any NATO unit that later enters a Chem marker hex rolls one die. On a 1-4, it suffers no loss. On a 5-6, it suffers one step loss.
- Any WP unit that later enters a Chem marker hex rolls one die. On a 1-5, it suffers no loss. On a 6, it suffers one step loss.
- Otherwise, Chem markers have no effect on unit functions.

**7.5d After the Initial Blast/Slime.** Roll for each unit that enters a marker's hex for any reason, regardless of marker's ownership. It has no friends.

Once a unit rolls for either the initial nuke or chemical attack (or upon entering the hex), there is NO further effect on that unit for just sitting in such a hex.

- **Chem Marker Removal:** Remove all Chem markers after the NATO Collapse Check at the end of each War Turn.
- **Nuke Marker Removal:** Given the estimated 3 day turns, the marker would be removed in 1,217,500 turns (accounting for leap years).

**7.5e We got both kinds: Country and Western!** If you force a unit to enter a hex containing both a Nuke AND a Chem marker, make both kinds of rolls. Good luck.

**Historical Note:** The WP was better prepared for Chemical Warfare in all time periods shown. This effect can be seen in the entry die rolls above and the WP-favoring sequencing in the removal of the Chem markers each turn where the NATO deployed markers do not last through a WP Player Turn, but the WP deployed ones do last through a NATO player turn. This has an interesting switch when NATO is the aggressor (4.2).

## 7.6 Air Drop & Amphibious Landings

**7.6a Basics.** Both kinds of Landings are done in any friendly Landings Phase, ONLY by units in the player's *Special Assets Box*, given the restrictions and procedure below. More than one unit can land in a given hex at one time (given the stacking limit). EZOCs have no effect on Landings. However, Landings can never be attempted into a hex containing an enemy unit. Units function normally in the phases after they Land.



### 7.6b Air Drop Restrictions.

**Allowed Units:** Airborne or Commando units.

**Terrain:** Air Drops are not allowed into Major City, City, or Mountain hexes. **Exception:** Commando Units can Air Drop into any terrain type.



**Location:** The Landing hex cannot be more than 3 hexes from another friendly unit which did not just land itself by Air Drop. You can use a unit that just landed via an Amphibious Landing).

**Weather:** Air Drops cannot be conducted in Soup Weather turns.

**Air Superiority Level:** See the *Air Superiority Track* to determine the unit types from each side allowed to do Air Drops.



### 7.6c Amphibious Landing Restrictions.

**Allowed Units:** Marine or Commando units.

**Terrain:** Non-City Coastal hexes. **Exceptions:** Major or Minor City coastal hexes ARE allowed if a friendly unit already occupies that hex OR if the Landing unit is a Commando.

**Location:** Any, given terrain requirements.

**Weather:** No effect.

**Air Superiority Level:** No effect.



### 7.6d Doing it Again? Returning to the Special Assets Box.

A unit can never return to the *Special Assets Box* to regain its special capability even if merely executing a Reinforcement Arrival option. If the unit sets foot on the game map, it no longer has any Landing abilities.

**7.6e Nuke and Chem Effects.** Nuke, and Chem markers do not preclude landing. Apply the effects of Nuke and Chem markers on 'entering' the hex normally.

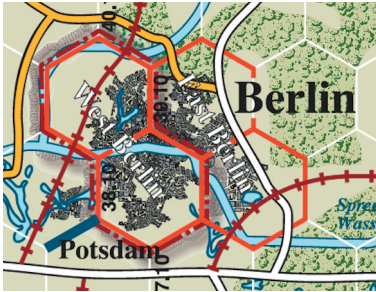
East German airborne preparations.



## 8.0 Victory

A WP Victory is the product of meeting WP war goals, called “Reasons.” Each goal met increases the probability of a NATO collapse. The sooner the WP player can start rolling for NATO collapse and the more “Victory Reasons” he has accumulated, the greater the chance of a WP win in the game.

- If NATO collapses, WP wins.
- If NATO collapse does not occur before the end of Turn 10, NATO wins.



### 8.1 The Berlin Trigger

No matter how many Reasons in 8.2 have been obtained, the WP player **cannot** make any rolls for NATO Collapse **until** WP units **currently occupy** all four hexes of Berlin.

While Berlin’s capture is a **required trigger** to allow NATO Collapse rolls, it is NOT a Victory Reason itself. So, the WP player could occupy all of Berlin, but will still make no NATO Collapse rolls until he accomplishes at least one of the Victory Reasons. Likewise, the player could (somehow) have all the available Victory Reasons (for a total of 5!) and **still** not be able to roll because he has not taken Berlin.

*In other words, take Berlin rapidly if you are the WP player and want to win!*

### 8.2 Victory Reasons & NATO Collapse Checks

**Victory Reasons** are the WP objectives for the campaign. The **number** of Victory Reasons the player obtains IS the maximum number that can be rolled to obtain a NATO collapse of will.

If the “Berlin trigger” is **true** AND there is at least one Victory Reason obtained, the WP player rolls one die in the NATO Collapse Check Phase at the end of the turn. Only the WP makes the NATO Collapse rolls.

If the die roll is **less than or equal to** the number of Reasons the WP owns, NATO Collapses and the game ends in a WP victory. Any other roll gives no effect.

Any given Reason either exists at the moment of the check OR it does not. Its existence in earlier turns has no effect at all on the current game turn.

*Example: If the WP player has three Victory Reasons, that turn’s NATO Collapse roll will be 1-3 on one die. If the roll is 1, 2 or 3, NATO collapses, the game ends and the WP wins. There would be no effect if the roll was 4, 5, or 6.*

The possible Victory Reasons are:

- NATO Nuclear Weapons Release, *but no WP Nuclear Weapons Release.*
- NATO Chemical Weapons Release, *but no WP Chemical Weapons Release.*
- Northern Sea Lanes Threatened (see 8.2a below).
- Essen (35.31), Düsseldorf (34.31), AND Dortmund (35.29) are all occupied by WP units.
- **Non-Air Mobile Exploit Capable** WP units occupy at least THREE hexes WEST of the Rhine River.

**Play Note:** If the WP player releases either Nuclear or Chemical Weapons, he can never obtain a Victory Reason based on the NATO release of those same weapons.

**8.2a Northern Sea Lanes Threatened.** To obtain this Victory Reason, the player must satisfy each of these conditions simultaneously:



- Bornholm Island (vic 53.05) is in WP Hands (*meaning*: There are no NATO units, but at least one WP unit on the island).
- Copenhagen is occupied by a WP unit. Count only hex 57.11 for this rule.
- The WP player occupies any 6 of the 8 Port hexes North of 43.xx (*not counting* Copenhagen). These are: **Bremen** (44.24), **Bremerhaven** (47.24), **Emden** (46.28), **Esbjerg** (58.22), **Hamburg** (48.20), **Kiel** (50.19), **Lübeck** (47.18), and **Wilhelmshaven** (47.26).

### 8.3 Victory Hexes & Special Munitions

Consider any hex needed in 8.2 as **occupied** by WP units if NATO explodes a Nuclear Weapon in it. *In other words, if NATO nukes Essen, its hex counts as WP occupied.*

**8.3a Being Sent into a Nuked VP Hex.** If the WP nukes any hex they need for victory, it can only be considered occupied if there currently is a WP unit in the hex and that unit has survived the Nuclear Weapons Table’s losses for entry.

**8.3b Chem Slimed VP Hexes.** 8.3 does not apply to Chemical Weapons as the markers are removed each turn. If the player needs the hex “right now”, he can send a unit in there and survive the Chemical Weapon Table the hard way like the Nuked VP Case above. *Either way, a lousy job, if you pull the duty. You will be remembered for your sacrifice. Hopefully, you will live long enough for it to matter, comrade.*



Air lift exercise, 1963.

## 9.0 Optionals

### 9.1 Historical POMCUS

*Prepositioning of Material Configured in Unit Sets*

#### Arrival Locations

Those wishing to use the POMCUS locations for US and Canadian reinforcements can do so with the following. If a unit is not listed, then it can arrive per the arrival location instructions (Rapid Deployment Forces without designated prepositioned sites).

## 1945

There were no POMCUS sites in 1945. Use the map symbol as desired for Reinforcements, but there are no specific units assigned to any given location.

## 1962

#### Turn 3

**Kaiserslautern (23.30):**  
4 US Inf Div (1-2-8 Inf Bn (1/12, 2/47))

#### Turn 4

**Mannheim (23.27):**  
1 US Inf Div (1-2-8 Inf Bn (1/5, 2/26, 1/28))

#### Turn 5

**Emmen (43.30):**  
2 US Inf Div (1-2-8 Inf Bn (2/1, 2/9, 1/11, 2/23, 1/87))

#### Turn 6

**Mönchengladbach (34.32):**  
2 US Arm Div (5-5-9 Arm Bde (CCA), 3-3-9 Arm Bde (CCB, CCC))

## 1975

#### Turn 3

**Mönchengladbach (34.32):**  
5-4-9 US Arm Cav Rgt (3)  
**Mannheim (23.27):**  
1 US Inf Div (4-4-8 Mech Inf Bde (1), 5-3-8 Arm Bde (2))

#### Turn 4

**Mönchengladbach (34.32):**  
2 US Arm Div (6-4-8 Arm Bde (1), 5-3-8 Arm Bde (2))

#### Turn 5

**Maastricht (33.35):**  
1 US Cav Div (6-4-8 Arm Bde (1), 4-4-8 Mech Inf Bde (2), 3-3-8 Arm Bde (3))

## 1983

#### Turn 3

**Mönchengladbach (34.32):**  
5-4-9 US Arm Cav Rgt (3)  
8-8-[10] US Attack Helo Bde (6)  
**Mannheim (23.27):**  
1 US Inf Div (4-4-8 Mech Inf Bde (1), 5-3-8 Arm Bde (2), 4-4-[10] Attack Helo Bde (4))

#### Turn 4

**Mönchengladbach (34.32):**  
2 US Arm Div (6-4-8 Arm Bde (1), 5-3-8 Arm Bde (2), 4-4-[10] Attack Helo Bde (4))  
**Kaiserslautern (23.30):**  
4 US Inf Div (5-4-8 Mech Inf Bde (1), 5-3-8 Arm Bde (2), 4-4-8 Mech Inf Bde (3), 4-4-[10] Attack Helo Bde (4))

#### Turn 5

**Maastricht (33.35):**  
1 US Cav Div (6-4-8 Arm Bde (1), 4-4-8 Mech Inf Bde (2), 3-3-8 Arm Bde (3), 4-4-[10] Attack Helo Bde (4))  
**Emmen (43.30):**  
5 US Inf Div (6-5-9 Arm Bde (1), 7-6-9 Mech Inf Bde (2), 4-4-[10] Attack Helo Bde (4))  
**Pirmasens (22.30):**  
7-5-9 US Arm Bde (194)  
4-4-8 US Mech Inf Bde (197)

#### Turn 7

**Lahr (16.30):**  
4-6-9 Can Mech Inf Bde (5)  
5-6-9 Can Mech Inf Bde (1)

## 1989

#### Turn 3

**Mönchengladbach (34.32):**  
9-9-9 Arm Cav Rgt (3),  
8-8-[10] Attack Helo Bde (6)  
**Mannheim (23.27):**  
1 Inf Div (7-6-9 Mech Inf Bde (1), 6-5-9 Arm Bde (2), 4-4-[10] Attack Helo Bde (4))

#### Turn 4

**Mönchengladbach (34.32):**  
2 Arm Div (6-6-9 Arm Bde (1), 7-7-9 Mech Inf Bde (2), 4-4-[10] Attack Helo Bde (4))  
**Kaiserslautern (23.30):**  
4 Inf Div (8-6-9 Mech Inf Bde (1), 7-5-9 Arm Bde (2), 5-5-9 Mech Inf Bde (3), 4-4-[10] Attack Helo Bde (4))

#### Turn 5

**Maastricht (33.35):**  
1 Cav Div (7-7-9 Mech Inf Bde (1), 6-6-9 Arm Bde (2), 4-4-[10] Attack Helo Bde (4))  
**Emmen (43.30):**  
5 Inf Div (6-5-9 Arm Bde (1), 7-6-9 Mech Inf Bde (2), 4-4-[10] Attack Helo Bde (4))  
**Pirmasens (22.30):**  
7-5-9 Arm Bde (194)  
4-4-8 Mech Inf Bde (197)

#### Turn 7:

**Lahr (16.30):**  
4-6-9 Can Mech Inf Bde (5)  
5-6-9 Can Mech Inf Bde (1)

#### Turn 9

**Maastricht (33.35):**  
1 Cav Div (6-6-8 Arm Bde (155))  
**Emmen (43.30):**  
5 Inf Div (4-4-8 Mech Inf Bde (256))

**Design Note:** Arrival locations for reinforcements, particularly those for NATO, were made more flexible than set researched locations to allow for ease, contingency planning, and to prevent omniscient opposing players from reading ahead on the reinforcement table.

In addition, NATO units mobilized on map would be quickly moved to the front, therefore making any exact arrival location unnecessary in game terms. For Static Home Defense, Reserve, and Austrian Jäger Brigades, these would be mobilized and quickly shifted to chokepoints.



West German Leopard, 1985.

## Abbreviations

Abn	Airborne
Air Asslt	Air Assault (Heliborne)
Alg	Algerian
Arm	Armor
Avn	Aviation
Bde	Brigade
Bn	Battalion
Brnhm	Bornholm
Cav	Cavalry
CC	Combat Command
CGF	Central Group of Forces
Cmdo	Commando
Col	Colonial
Div	Division
FJ	Fallschirmjäger
FL	Française Libre (Free French)
GA	Guards Army
Garbldi	Garibaldi
Gd/Gds	Guards
Geb	Gebirgs (Mountain)
GSFG	Group of Soviet Forces in Germany
GTA	Guards Tank Army
Helo	Helicopter
Hvy	Heavy
Inf	Infantry
Jg	Jäger (Light Infantry)
Jyske	Jütland
Lt	Light
Mech	Mechanized
Mor	Moroccan
Mtn	Mountain
NGF	Northern Group of Forces
PG	Panzergranadier
Pz	Panzer / Pantser
Res	Reserve
Rgr	Ranger
Rgt	Regiment
SAS	Special Air Service
SF	Special Forces
Sj/Sjld	Sjælland (Zealand)
SSF	Special Service Force
Tridnta	Tridentina
WS	Willi Sänger (Think <i>Die Hard 3</i> East German Infiltration unit)
MD	Military District

## Designer's Notes *by Carl Fung* Smaller than a Bread Box...

The game came about on a whim. In October 2017, Dean and I were going back and forth on possible game designs (not just SCS). I proposed World War III for SCS as 'guys love this "stuff"'. I figured I could do an all-encompassing game that spanned from 1945 to 1989 and have scenarios for each decade so that the game as the players could use the same map and just change out the counters... Bing! Bang! Boom! Done! That's of course before I started doing the research. Next thing you know, I'm actually designing it. Figuring out who was where and when was one thing, but realizing the changes not just in the cool stuff like equipment (from M4 Sherman to M48 Patton to M60 to M1 Abrams) but also organization in how all the NATO and Warsaw Pact armies evolved became somewhat daunting. I quickly retreated from having amorphous scenarios for each decade and picked specific years in which a potential World War III could start to narrow the scope some. 1945 and 1962 were pretty easy to come up with given the events surrounding those years (ending WWII and the Cuban / Berlin Crisis, respectively). I chose 1975 as that would show the US Army in its post-Vietnam state (and the Soviets taking advantage of it), and finally 1985 because so many iconic WWII games seem to hover around this date.

The baseline parameters were that the game have one map and the unit scale as brigades and divisions for NATO and Warsaw Pact respectively. I set about researching the units and tracking down the evolution of these units from post-WWII to being stationed in Central Europe for occupation then to the Cold War build up. What quickly developed was how different each army was in terms of organization and how well (or poorly) it was equipped and trained given the economics or national will of the particular era. I was afraid I was going to be over my head as the number of units in all their iterations spanning the different eras climbed rapidly. The original idea was four eras and hence four sets of counters for each era, each unique set showcasing the army for that era. As the counter count began to climb, I realized that some of the less-well-off armies could not and did not upgrade or change even over the span of a decade. This level set the number of units somewhat and started to reinforce the theme of the game: showing how the different armies changed (or didn't) through the years. So as the more prominent and richer nations evolved and got better (primarily the US, Soviet Union, UK, West Germany, and France), others would languish and quickly be outpaced by the former. Hence the units aren't broken up into distinct eras (except 1945 which shows WWII armies and equipment). Rather, they are a single set of counters where each scenario era picks from this pool showing what and how they were organized for that year depicting the fighting. It worked and saved on number of counters and everything fit well on four countersheets. Organizationally this is tricky, so you will need to pay attention to the unit values listed in the scenario for each unit ID.

The 1985 scenario changed to 1989 mostly because I was interested in the Gulf War and wanted to have the US fight with Abrams and Soviets with T-72's and T-80's. It also gave a greater separation of unit differences between it and 1975 even still many US units were still using M60's and M113's in 1985 (albeit upgraded). I could also justify 1989 by a war scenario erupting with the Warsaw Pact allies wavering due to demonstrations that led to the fall of the Berlin Wall. Someone suggested that I include a 1983 'Able Archer' scenario given the notion that we were really close to war through a series of incidents that year. I was reluctant



because I was already maxed out in terms of counters, but I realized that the units and situation in 1983 was pretty much a split of units I had in 1975 and 1989. It worked out, so the game included five eras. The more years, the more scenarios, the more options for players.

And really, the idea of making the game extensible and allowing players to have many chances to play different full-length scenarios was another theme. Other WWII games (by no means demeaning them), focus on a single era. In **Iron Curtain**, you'd get a whole host of different Orders of Battle and changes in set up deployment and equipment to always try something different. Add in some scenarios where NATO gets to be on the offensive and that moves away from the tradition where NATO is always on the defensive. I won't hide the fact that the specific dates and times for war occurring within each scenario year is amorphous as it is to capture more the era feel than pinpointing a theoretical exact time and date in when and WWII starts. Players are more than welcome to identify a specific date and time for their own narrative purposes.

The research entailed determining how each of the armies was organized and equipped by era and where they were at the time of the scenario year. As Soviet TO&E's were practically uniform for unit type from the 1960's to the 1980's, it was mostly a matter of determining the equipment used for each unit to determine their counter values. The primary source provided equipment holdings for many 1st rate units in 1975, 1985, and 1990 which corresponded very closely to the scenario years. The rest was determined using best guesses on their Category Rating (I - III based on readiness) and assuming the T-54 and T-55 predominant in 1962 for tanks. The Warsaw Pact army information was harder to come by but generally followed the Soviet TO&E structure and adapting Soviet equipment mostly with the T-34 then T-54/55 and only late adapters of the T-72 with only limited numbers by 1989. Mind you, I reference tanks as a catchall in these notes as it is an easy reference point to compare different armies between the Cold War years even though there's a lot of other factors and equipment besides tanks for comparison purposes.

NATO (and Austria) was certainly the greater challenge given the number of armies and lack of uniformity of organization and equipment in each. The US, British, Canadian, West German, and French army research material was easier to come by, but not as well documented and organized as the Soviet material (surprisingly). Generally the 1989 Order of Battle was easy to come by for all of NATO, being published in numerous places and corroborated with each other. From there it was a matter of working backwards to find the lineage of the units, when they were formed, if they were on the map or located elsewhere for a given year, and so on. Equipment was generally uniform within each year with the 1989 again being well documented where I could see which US Brigades had the M1A1 or M1. The Dutch, Danish, Belgian, Italian, and Austrian Orders of Battle and which equipment used was much harder to come by outside of 1989. The most difficult year to research was 1962 as many sources could at least trace recent lineage and history from the 1980's and sometimes to the 1970's. It also required a lot of research in the native language so translations from Danish, Dutch, German, and French was needed but helped using online translation tools.

Once the various era Order of Battles were established, the set up locations was fairly easy to come by as the barrack locations were well publicized and units being housed in the same locations or rotated in and out of the set number of bases over multiple eras. Producing

the reinforcement schedule was more difficult. As much as planners would optimistically expect units to be mobilized and arrive on the battlefield quickly, in reality this would never measure up regardless of how many Reforger exercises were conducted. Plus, identifying which reinforcements were priority given a limitation on overseas or rail transportation wasn't identified. Instead, I had to use my best judgement adding in expected delays and prioritization of who would come first and from how close they came from. Without wishing to add in a complex arrival schedule, the order of arrival is set.

Much is written about the Soviet Readiness System, categorizing each of their divisions from Categories I (75-100% manned), II (50-75%), III (below 50%), and Mobilization (0%). NATO's labeling of the Categories was A, B, and C respectively so references either use the Roman numeral or alphabetic coding. All the Group of Soviet Forces in Germany (GSFG) were Category I. The forces in the neighboring countries were predominantly Category I with some exceptions. The remaining divisions in the Soviet Union ranged from Category I, II, and III with the majority in the latter two categories. Yet from a mobilization and arrival perspective, I have whole Military Districts arriving as a whole set, regardless of readiness level. That is because while each division may have spent different lengths to mobilize, they were set in fairly rigid higher Military District commands and would have likely all arrived together. Hence the Soviet reinforcements is organized as a block of units under each Military District and the player gets to designate where it arrives as a whole. The rest of the Warsaw Pact Armies had similar categorization ratings with their arrival dependent on how soon they could be brought up to full strength.

Yet in all this talk about equipment, organization changes, and deployments between the eras, how is this really seen by the players in an SCS game when they are just looking at attack-defense-movement values on a counter over the same map? What I saw was how all the research into said things boiled down into a presentable format. Were there major changes in deployment between 1962, 1975, 1983, and 1989? Not in vast quantities. Do you really feel like your maneuvering M1 Abrams in 1989 vs. M60's in 1975? Not entirely besides having higher counter values. And of course training and morale are factored in as well (Volunteer vs. Conscript armies). How can the game be played on the same map spanning over 50 years and not account for more urbanization? Mostly because the scale is 15 miles per hex so there's some give in the hexagon and the improvements to the roads are color coded in the map. So taken from the individual standpoints, it's hard to draw out all these cool individual factors. Putting this all together on a single map gives enough of an era feel than looking at each part by itself.

Notably, the units used in the 1945 scenarios are much different than the later eras for obvious reasons. The equipment and organization of the potential fight between the former Allies was WWII based with not as much mechanization and motorization of forces. With the huge demobilization of forces following WWII and the emphasis on technology, firepower, and mechanization of forces with less overall forces, the combat values for the units used in 1962 and on are actually double that of the ones in 1945. So as not to have uncomfortably large values on the counters and as there are no units that overlap between 1945 and post-1945 scenarios, there is an effective split in the calculated combat values between the two periods. With enough of a difference in equipment, organization, and capabilities, there were a number of specific rules applicable for 1945 only, including most importantly, the CRT.

The roads represent major highways (German Autobahn and equivalents in other countries). I found an excellent website (<http://www.autobahnatlas-online.de>) that showed the Autobahn construction timeframes per road section. This was useful for color coding the major roads in West and East Germany (barely any improvement in the latter during Communist rule). For the countries on the periphery, there was no similar handy websites so I had to research each country road by road and see when it was upgraded to Autobahn equivalence. The Autobahn road coding stops at the 1975 timeframe because, while there were upgrades all the way to the Berlin Wall crumbling, the new road sections were not lengthy and hence there was no need to show nub upgrades (perhaps one hex to adjacent hex). It was also cleaner to cap the coding to only three levels instead of four or five. The Elbe-Seitenkanal (Elbe Lateral Canal) was completed in 1976 yet color coded for inclusion in 1975 as it was so near to completion in the hypothetical game scenario that its defensive impact would have been felt. Only those railroads that were important to bringing in Warsaw Pact reinforcements are included. These were identified by researching Soviet mobilization intelligence reports that identified the disembarkation points in East Germany and Czechoslovakia. These offloading locations matched very closely with the East German Autobahn network which would make sense as the Warsaw Pact off-map reinforcements would've detrained and road marched to the front. Hence in the game the rail and autobahn network merge into a basic "road" movement point. Showing the railroad as such instead of just drawing them as roads was just to show their real nature even though their effect is the same (and can transition from one to the other in the same move).

Given that the playing area is bounded within a single map to focus on the main theater of operations as the game scope (West Germany with Austria as an attack route), the countries on the periphery appear on the map, but are not emphasized as in the event of war, they would be the focus of their own action. The game's focus is on NATO's AFCENT (Allied Forces Central Europe) and southern portion of LANDJUT (Allied Land Forces Schleswig-Holstein and Jutland). Italy has its forces in situ in northern Italy, but any action by the Warsaw Pact would take place south off map with the southern Pact armies (Bulgaria and Romania). Norway, showing only the southern tip, would have most of its action starting in the north along the border with Russia SSR and Finland and hence no forces shown. France, the Low Countries, and Denmark show only the areas bordering West Germany and have all their forces shown as they were directly in AFCENT and LANDJUT's command. Most of Switzerland is shown, but none of its forces are shown. This was a design decision as the understanding that any military action against the mountainous nation would have taken place after the fall of West Germany, France, and the Low Countries given the natural defenses and timeframe of the game (30 days from the start of the war).

Any discussion about World War III will bring up nukes and chemical weapons. This is where the rules help reinforce the era feel. Outside of worrying about increasing nuclear warhead tonnage through the years, nukes and chemical weapons needed to be dealt with straightforwardly: they are destructive and bad. Add in other WWII icons like specialized aircraft, special forces, allied infighting/commitment, and you get a good mix of items that the game specific rules would help get a feel for the era. This is where Dean helped out greatly. I had drafted rules with all of these items, but he cleaned them up so they weren't cumbersome.

The Air system was streamlined from my original rules as it should not interfere with the straightforward nature of SCS yet still be viable to have players worry about putting up Air Superiority fighters or using them for Ground Strikes. The quality and number of aircraft is built into the counter itself and within each era the aircraft are used. So in the 1980's scenarios where the F-15 is used, it actually has less aircraft per counter than an F-16 or MiG-21. Even pilot quality and training are factored in where there are more aircraft per unit in Warsaw Pact Air Forces than that of NATO. What the difference in aircraft per unit creates is in an even keel basis for number of aircraft and pilot quality to just use the number of air units for differential rolls. Aircraft are assigned mission capability: Air Superiority and/or Strike, with the majority of NATO aircraft capable of both given their design, training, and doctrine. The Soviets were not trained as well in multi-mission roles, thus only having a single mission listed even though some airframes were technically capable of performing both missions. For example, the MiG-17 served in both Air Superiority-only and Strike-only units. This represents units flying the same aircraft, but trained only to conduct only one role. Non-Soviet Warsaw Pact aircraft are dual mission capable not due to better training, but because of their smaller air forces where they'd be only able to focus on one mission or the other at a time and to give the Warsaw Pact player some flexibility in designating how many aircraft are assigned to which mission per turn. NATO also has the edge in more All-Weather capable aircraft. The "x2" function is given to those aircraft with considerable ground attack ability, like the deserving A-10 Warthog. The higher ratio of x2 Aircraft in the 1945 counter mix is due to the greater number of aircraft per unit than in the Jet Age.

In some respects, the aircraft counters are generic, where a player can swap a Typhoon counter instead of a Spitfire and have the same effect in the 1945 scenario but showing at least the aircraft for the distinct eras keeps the flavor for that era. The aircraft shown are the majority type flown by the historical units for each Air Force for that era. In a number of cases, there weren't enough aircraft in a particular air force that could warrant a counter. So apologies to fans of the F-101, Electric Lightning, Hunter, Buccaneer, NF-5A, Jaguars, or lowly Alphajets. The overall key was to move away from assigning aircraft values and literal air combat and get to the heart of things: establishing air superiority and allowing attack aircraft to support the ground effort. Hence, only tactical aircraft are included. Strategic Deep Strike and Long Range Bombers are not portrayed here, so no F-117's, B-1's, B-52's, Vulcans, or even the exotic Su-15 and MiG-25 Interceptors that were used to intercept NATO bombers.

For all this discussion about the air war being included, there is no naval component to the game. This wasn't included for ease of play nor even as a pseudo-naval chart affecting reinforcements. So no naval warships, transports, or naval air at least from the perspective of Central Europe. The US Marine Corps fails to appear in Central Europe which was the US Army/USAF's main arena. USMC forces (the 4th Marine Expeditionary Brigade and possibly the entire 2nd Marine Division) were dedicated to supporting the northern front in Norway, off the north map edge.

Representing helicopters (attack helicopters and heliborne air mobile units) presented a challenge in not wanting too many rules for the sake of showing exactly how helicopters operate (neither full-on ground or air units). That includes basing, combat radius, transport capacity, and so on. Instead, helicopters move like ground units with lessened Movement Points when moving. There's no need to return the

helicopters to a base or determine how a helicopter picked up troops to shuttle them here and there. It's all subsumed in the game given turn length and map scale.

I'll say Dean's best development aside from streamlining the air rules was the 'Run Up to War' rules. My original idea was just a quick "straight out of the barracks and into the fray" to which some veterans who were stationed in Central Europe thought as entirely unrealistic. As with many wars, tension builds and units start to deploy. Given the system Dean has built, the run up could be varying lengths and war could start very fast before you have all your forces in place or drawn out where you don't know at any minute if you've deployed your forces in the right place to counter the threat across the Iron Curtain.

In all, I see Iron Curtain as a 'big-small' game. Big in scope with its ability to fight different eras but small given the one map footprint, not an egregiously large number of counters in each scenario (many of which will die given modern combat tempos), and limited stacking. I hope everyone enjoys the game and while initially daunting and exhausting, was overall a very fruitful (and fun!) experience.

## Developer's Notes *by Dean Essig*

### Boiling things Down

Carl presented me with an absolutely outstanding Order of Battle, detailed map sources for Central Europe, and a solid set of rules. I went to work putting together the map, counters, and polishing the rules.

One of the major features here was the attempt to show the potential conflict from not only one time period, but to allow the player to compare and contrast the development of warfare all the way from the close of WW2 to the fall of the Berlin Wall. Carl already had spent a lot of time working up the changing OOBs and evaluating how units evolved over time (or didn't evolve, in some cases). The maps of Central Europe he sent had great and contained detailed info on the major road building projects in Germany itself. This left the task of figuring out when such highways were built in neighboring countries. A little research and knowledgeable players in Europe narrowed it down quite nicely, giving the colored Autobahnen you see on the game map.

One thing that instantly came to mind was the matter of "How do we set up the two sides?" Carl was of a mind to just put everyone in their peacetime barracks locations and let them "go to war as they are." I argued that they would get some warning, in the form of rising tensions, and some level of deployment would occur. He agreed, but we both felt that deciding on the relative readiness levels for both sides would be best left in the player's hands. And the Run Up Period was born.

The Run Up itself couldn't be predictable, so how much you could get done needed to vary greatly. The combination of the Run Up's variable Turn length and variable number of units moved, showed the entire gamut of possibilities. You might not have enough time to do what you need to do or might have all the time you'd ever need. Both sides feel the pressure to not fall behind the "enemy." Each move matters and you might not get to do all you want. Doing it well (and fast) takes some talent (and luck), but you know that every game will start out marginally different.

It probably isn't unique in Wargaming (what really is?) but the idea of having players execute movements before the game begins, thwarted any perfect plan and was a lot of fun to design and play.

The game became simpler as we went along. Early versions had each Tension Level applying its own set of movement rules and limits...one level might allow moving 5 units 'fully', while another allowed something else. The result was unnecessarily involved. The way it is now... move someone, and hope the die roll allows you to keep going...leaves you in doubt as to how many you will get to do, doing things in priority order is critical...and makes the result tense and fun to play.

Carl's original Air Rules were much more involved than the basic system you see here now. In the end, the only missions that really meant something are: 'Blasting enemy Mud' and 'Protecting your Mud.' Air Superiority developed as a fight for control of the skies which generated a "filter" through which enemy Ground Strikes might (or might not) penetrate. This went through a number of iterations where previous turn's air control affected your level of Air Control on this turn. The resulting Air Superiority Level shifted linearly along the track, but this led to an anomaly. Either you control the air **right now** or you don't, there shouldn't be any help coming to you because you held control last turn or any time in the past. There is no "riding on past successes" and if you give up the effort, you should find a flip in control (temporarily, to be sure). Integrating all the other methods of controlling air space or protecting targets (SAMs and EW systems) simplified things greatly.

I avoided having multi-purpose aircraft trying to pull both kinds of missions at the same time (part of the turn doing one thing and the rest doing the other). Having the player choose the emphasis for each of those aircraft "for the whole turn" is a simplification, but makes for interesting decision. A struggle the real air forces are very familiar with, though the time scales and change rates might be different. In the end, the whole picture is accurate and fun.

I'll talk about the potential of "Viral Air Strikes" in the "Not Modeling WW1" section.

Adding 1945 was required to bridge from the large scale warfare practiced in WW2, and the near-nuclear (yet-conventional weapon) chaos of modern warfare. You'll find a conventional CRT (modeled using the one in **The Mighty Endeavor** as are the 1945 unit values). The effectiveness of Air Strikes were watered down somewhat by shifting the scale involved (more aircraft needed to make an Air Unit). Carl's research provided the detailed OOB and plans for OPERATION: UNTHINKABLE to make sure what we were looking at was fully grounded.

These things made the "extension" of World War II in the summer of 1945 stand out nicely as a bridge players can use before sticking their toe into the high tempo meat grinder of the post-war conventional battlefield.

## Not modeling WW1

If you are expecting solid frontlines slugging it out gain a little ground here and there, you have my apologies. This is not WW1, at all. Even the relatively organized matter of frontlines seen in WW2 have broken up. Instead, you will see chaos and fluidity on a mass scale.

Small powerful units take the place of larger more sluggish formations that "build odds" in order to attack more successfully.

Higher odds here do not increase the defender's losses all that much, but expose your attacking forces more and more. The CRT does this by allowing you set up higher odds if you want, but if your attack spreads into multiple hexes, your own losses increase greatly

**Pro Tip:** Attack with your attackers confined to a single hex but make many attacks at reasonable (not excessive) odds as you can.

That said, the CRT and Air Strikes are very deadly. One playtester commented that he was literally shoveling units into the Dead Pile. He was correct, and you will too...do this faster to the enemy than he does to your units to win.

There's a reason we postulate the real war (as we can understand the thing) as only lasting for a short time. The initial tempo rates are just unsustainably high. Rapidly, the ammunition, vehicles, and units stockpiled during peace will be expended and both sides will either have to sue for peace or adapt to the replacement rates they can manage.

The CRT rewards play that is very different from a more the sluggish tempo of "Line 'em up, get max odds...advance to do it again." Seeing the new tempo in action can be a little unnerving, but the rapid changes of fortune are a lot of fun.

### Viral Air Strikes

The potential for a "near-nuclear" effect of an Air Strike that manages to keep on going...one stack after another... is certainly possible and every so often might actually happen. You might be lucky enough to engage in one, or unlucky enough to suffer through one.

But, as you will find out, arraying your forces knowing what could happen will help a great deal (just as **not** doing so will hurt a great deal), more frequently, the perfect viral Air Strike planned and desired will just up and fail...especially when you need it most.

So, enjoy them when you get to do one, and **no** it isn't the 'game winner' you might think it is at first glance. The tension of the potential threat is part of the game.

But, a great viral Air Strike, **combined** with losing control in the air, and losing ground in the mutual thrashing contest, **can** lose you the game...but it wasn't just the Air Strike. And it will take more than a viral Air Strike to save your side if you lose those other two fights. So, your best shot to win is to control the air, out kill him on the ground, and assume you (and he) will trade some viral Air Strikes as part of the general violence level.

### Lots of Toys, use them all. HARD!!!

Both sides are armed with everything their period could muster. The full panoply of Paratroops, Marines, Commandos, Attack Helicopters, and Heli-borne units. Be wary of using up special toys too soon, but be sure to use them all and in as deadly a way as you can manage. Expect your opponent to be doing the same.

All manner of Helicopter units exist in the later scenarios. Helicopters all have one thing in common: they are very, very fragile. You won't need me to tell you the different uses for them or just how fragile they are. That will become readily apparent.

Nukes and Chem create an interesting dilemma for both sides. The Victory ramifications of using them are significant. The best use of them I've seen is towards the last few turns of the game in order to secure a Soviet advance that otherwise could not happen. Trying to use them to build a "breakwater" that "protects your flank" or some such, fails in Maginot Line proportions. I can tell you that from personal experience.

## Played it Tons, and the Game was often decided in the last Move

Frankly, this game generated more "down to the wire" results in testing than I can remember ever seeing before. But one lesson made itself felt in every game (even those riding the edge so closely).

You must set up that victory in advance or it won't be there when you need it. Two things the Warsaw Pact needs to get a good chance of winning are:

- Get more than 1 Victory Reason before about turn 7, so you get more chances to roll and a greater chance at a successful roll each time.

### And

- Absolutely **never** put off taking Berlin 'till later.'

Obviously, you want the most Victory Reasons you can manage as early as possible to get more roll chances. Hoping for a lucky roll and one chance to do it should not be your plan.

NATO will be hoping the clock runs out and that your number of rolls and the chance of each are as few/low as possible. So their strategy will be to keep you from obtaining your goals.

But all bets are off if you wait till the last turn to try to reduce Berlin, now well loaded with additional NATO units and the armed civilians. No matter how many Victory Reasons you have, not being able to roll at all means you will lose.

## Working the Edges

The **Northern Sea-Lanes** Victory Reason is an unusually complex puzzle and takes more than a few turns. You will have to work at it. So will NATO. It might be a side-show for both of you, but it requires real thought and effort. NATO can't avoid meeting your plan head-on. The Campaign in Denmark is multi-faceted, so it tends to play out over time, going back and forth unpredictably. It makes for an interesting side issue to deal with, as neither player wants to invest a large amount of forces needed badly elsewhere. And, of course, both sides are interested in trying to get the enemy to over-commit so forces are not available in other sections of the war zone.

Berlin is the epitome of a forlorn hope. Any NATO units committed there will (eventually) get destroyed, with no hope of escape. They merely must hang on for dear life. If they can stay alive until the later turns (9 or 10), they might win the game for NATO (if you are playing the Warsaw Pact, do not let this happen to you!) Ground reinforcements are pretty much out of the question, so that leaves Air Drops (if you can clear a Drop Zone) and Heliborne units. Expensive, and in the case of the helicopters, they won't hold ground for long.

Of special note there are the German Civilians. These are marked with the Panzerfaust symbol. Why? Because they are same people (then kids, now adults...a 16 year old in 1945 would finally be 60 in 1989) defending their city again.

In the late 1960's the US Special Forces Detachment in Berlin had a plan to mobilize 100,000 civilians to fight for the city and prepositioned the weapons for them to do so. A commander in the US Berlin Brigade summed up their expected contribution to stopping a determined Warsaw Pact attack as probably little more than an annoyance. It's not a lot, but this is the German Berlin Brigade.

Lastly, both sides attempt to prosecute the war from Vienna into Germany. The Austrians cannot do very much to hold the Warsaw Pact back, but they must try to slow them down long enough to allow other

NATO forces to protect the main route towards Munich. Problem is, if the Warsaw Pact bubbles out of the mountains and into Bavaria (possibly reinforced heavily from Czechoslovakia), NATO might well have to surrender all of southern Germany to avoid letting forces get cut off from the important Rhine Cities.

## Historical Notes *by Carl Fung*

Each era has its own unique tidbits and comments. Here are some for each scenario year. Extensive notes and findings for each era would be volumes long, so this is a highlight version.

### 1945

This scenario takes place in July 1945 when Churchill intended to launch OPERATION UNTHINKABLE. As such, the Order of Battle and set up reflect that period. The set ups have the Western Allies and Soviets transitioning to occupation duties. Even a mere two months after VE-Day, there are big changes to the organizations noticeable by anyone familiar with late-war WWII in the ETO. The Western Allies had yet to be in West Berlin in force (the US 2nd Armored Division would arrive in July 1945). Most units were trying to maintain order in Western Germany and recently reconquered Low Countries.

The Soviets had disbanded many shattered units and incorporated their survivors into other divisions. Their set up locations were more difficult to determine than the Western Allies, but I found original Soviet situation maps for forces in Poland, Czechoslovakia, Austria, and Hungary but was missing all-important Eastern Germany. Overall, the Soviet occupation areas were less spread out to manage the conquered territories as it was grouped together and keeping an eye on the coastlines and Demarcation lines. They had pulled their major combat units from Vienna, but were poised very close to the border.

I found a SHAEF map showing the locations of all Allied divisions (and the Free Czech Brigade) from the European Theater of Operations (ETO) on 1 July 1945. Those that came up from the Mediterranean Theater of Operations had to be checked individually. Several Commonwealth divisions were just off map occupying areas in the Netherlands and likewise many American and Commonwealth divisions were occupying coastal areas or the Morgan Line (against Tito's Yugoslavia). Several American ETO divisions were in staging areas like Normandy ready for the trip home or to be sent to the Pacific Theater. All of these arrive as reinforcements during the Run Up turns as they'd likely be shuttled rapidly back to take part in any combat against their former allies.

A number of divisions had already left the theater or were stationed far away. So to anyone who's familiar with the ETO will note that the following divisions have departed: US 13 Arm Div, 86, 95, 97, and 104 Inf Div and are not included.

The French 2nd Arm Div was stationed in Paris and assumed to have stayed there or in deep reserve given the French hesitation in fulfilling Churchill's plans.

The British Guards Arm Div was converted to Infantry soon after VE-Day and is hence shown as such in the counter mix. The 1st Abn Div that was rebuilt after Arnhem was in Norway on occupation duties and I figure would have likely remained there to resist any Soviet aggression up north.

The premise for the war here is that both sides would be using forces readily at hand and not be able to mobilize or bring in deeper reserve forces. Churchill's OPERATION UNTHINKABLE was meant to be a quick operation to take Berlin and other territories in Eastern Germany and Poland with the latter to be used as a bargaining chip and leverage for the exiled government since 1939. The other scenario envisions a Soviet-driven offensive which Churchill had also been wary about. His 'Unthinkable' planning had pretty much converted into a defensive plan when it was determined it would have been difficult to achieve objectives on the offensive.

### 1962

1962 encompasses two historic events that could have led to war: The Berlin Crisis of 1961 and the Cuban Missile Crisis in October the following year. The former had caused the US to mobilize forces and send forces forward into West Germany and West Berlin on a rotating basis (OPERATION LONG THRUST) until the crises (both Berlin and Cuba) subsided. Overall, the early 1960's was seeing both NATO and Warsaw Pact start shifting back into high gear after demobilization in the late 1940's and 1950's. The Soviets had converted many of their WWII-era formations of Tank, Mech, and Cavalry Corps, along with Rifle Divisions into the more familiar post-war Tank and Motorized Rifle (Mechanized) Divisions. There were experimental Heavy Tank Divisions that consisted of three tank brigades with only six tank battalions of T-10M (successor to the IS-3 tank) and scant infantry. The standard tank was the ubiquitous and long-serving T-54 and T-55, but many Soviet mobilization and non-Soviet Warsaw Pact units still operated the T-34/85. Soviet nuclear capability was limited compared to that of NATO and their chemical weapons program was still just starting up.

NATO was in a state of flux. The West German Bundeswehr was founded in late 1955 and had quickly ramped up from small *kampfgruppe* organized divisions with an ambitious goal to have 12 active three-brigade divisions. By 1962, it was just short of that goal, with several divisions only having one or two brigades. Even so, having a strong Bundeswehr was necessary to help improve NATO's uneven quality.

The French were also dealing with its recent decolonization wars in Indochina and Algeria. NATO's minor Allies in the Central Front (Netherlands, Denmark, Belgium, and Italy) were contributing what they could to NATO, but with their military devastated during WWII, rebuilding a military tradition with conscripts was difficult and their economies could not afford large armies with the latest equipment. The Netherlands, surprisingly, operated four full divisions at this time.

The British were undoubtedly the strongest NATO field force, with two or three large brigades per division operating an upgraded Centurion tank wielding the 105mm, while others were still using the 20pdr (84mm). The Canadians had only one brigade in West Germany. In 1959, Canada had stopped rotating whole brigades in and out of Europe to only have one permanent brigade HQ and rotate its constituent units every few years.

The US had probably the most radical organization in any of the eras. With the emphasis on a nuclear battlefield, the US Army had developed the Pentomic Division with five small battle groups (effectively large battalions) each of five companies with supporting arms that could operate somewhat independently in a nuclear environment. One reason to portray the 1962 era in addition to the

two crises was to showcase this unique organization and how it'd actually fare on the battlefield. The concept was radical and inherently flawed, but it was rapidly doomed as well. It was conceived in the mid-50's and officially adapted in 1957, but three years later, proposals were already on the table to abolish it. By 1963, the Pentomic Division was gone.

The Austrians, being neutral as part of its negotiations for full Soviet withdrawal, could only do so much. It had established many active brigades, many of them Light Infantry (Jäger), with a handful of armored brigades to offer token resistance against any possible Soviet aggression. Over the course of years, the number of active brigades would convert to mobilized units leaving a very scant active force leaving full mobilization up to chance if the need had arisen.

## 1975

MBT design evolved from the M47/48, Centurion, and T-55 to the M60, Chieftain, Leopard-1, and T-62 by the mid-1970's. The period was defined by Third World Proxy Wars (Southeast Asia and the Middle East) and the Brezhnev Doctrine (stemming from the Prague Spring leading to the invasion of Czechoslovakia in 1968). The Brezhnev Doctrine was almost the exact opposite of the Domino Theory in that it justified the Soviet Union intervening to protect Communism. It was used to justify the invasion of Czechoslovakia (retroactively) and later Afghanistan. There were no Soviet forces stationed in Czechoslovakia in 1962, but following the invasion in 1968, Soviet units were permanently stationed there. Warsaw Pact forces remained fairly static in terms of number of formations deployed, mostly upgrading their equipment with the T-62 as the mainstay tank for the Soviet forces (the T-64 had not yet been fully adapted) with the first true Armored Fighting Vehicle, the BMP-1, in the hands of many 1st line units. The non-Soviet Pact nations would start to receive T-54 and T-55, not being offered or able to afford the more modern tanks (this would continue until the fall of Communism as the T-55 would remain the predominant tank even then). The stockpile of Soviet Nuclear and Chemical Weapons increased and much focus was made on Attack Helicopters (the infamous Mi-24 Hind) and Spetsnaz forces. WP Airborne Forces had received the curious BMD-1 which effectively made them air-portable mechanized divisions.

The American forces withdrawing from Vietnam and the degradation of their force quality due to conscription, morale, and social issues left forces in Europe a bit precarious. While the US Army in West Germany was not sent directly to Vietnam, the systematic drain and overturning of personnel spread throughout the army. The Army would fight configured as it was in Vietnam, using the Reorganization of Army Divisions (ROAD) system. The lower quality of the American ground force is seen in a slight lowering of their combat and movement values (compared to their contemporaries). The 4th Infantry Division does not appear as a Reforger reinforcement as it looks to be in transition from an Infantry Division to Mechanized. It would take part in the 1977 Reforger Exercise. The 1st Cavalry Division, famous as being Air Cav in Vietnam, had experimented being a TRICAP (TRiple CAPability - Armor, Air Mobile, and Air Cav) Division, but reverted to being a standard Armored Division by 1975.

The British and Canadian forces remained stalwarts of the NATO forces in West Germany. The British army reduced its force by amalgamating and disbanding many of its regiments with long histories to become a small professional force. Its Armored-heavy Divisions

would contain only two brigades each. The Canadian 4th Brigade had moved from the British Northern Sector to a deeper reserve position in Southern Germany. It remained a small professional force.

West Germany had by 1975 become as a strong partner to NATO thanks to its economic boon and developed its own Main Battle Tank. The Army adapted Heeresstruktur III (Army Structure) in the 1970's and converted two Panzergrenadier Divisions to Jäger Divisions with a mix of Light Infantry, Mechanized, and Armor Brigades supposedly for more flexible organizations in changing terrain. It was also just shy of its goal of 36 Brigades in 12 Divisions as it had 33 Brigades and two Armor Regiments. Lastly, the Territorial Army was increased with the creation of six brigades that could be called up quickly. The Territorial Army was not part of the Army and not integrated in NATO command, but there would have been no doubt they would have been effective and a thorn in the Warsaw Pact's side.

With France's withdrawal from NATO's military structure in 1966, I had initially perceived that there would have been issues with them committing and operating with the rest of NATO forces but this would not appear to be the case. France continued to maintain a presence in West Germany (along the Rhine and Saar regions) but no doubt they would integrate handily in the event of war. The French would undergo numerous changes in the Cold War and in the 1970's was operating almost exclusively Mechanized Brigades with a tank or armored car battalion and two Mechanized or Motorized Battalions.

The balance of the NATO forces in the war zone would try to maintain their presence and force structure. Most of their force structure would remain as it was in the 1960's with the Netherlands reducing its divisions to only three and many of these being partially mobilized divisions. Likewise the Belgians and Danish who maintained a small active force and relied on conscript reserve forces called up to send forward. The Italians in a 1975 reform had adapted NATO's brigade structure, dropping its obsolete regimental structure.

The Austrians would have a nominal Armored Division of three small brigades and had shrunk its active Jäger Brigades to three while the rest were mobilization units.

## 1989

I am out of chronological order in discussing 1989 before 1983 since I had researched 1983 last and leveraged much from the 1975 and 1989 to make it. The 1989 era was by far the easiest era to research. There was a lot of detailed Order of Battle material available that corroborated with each other (always a bonus). Also, due to the 1990 Treaty on Conventional Armed Forces in Europe (CFE) to set limits on certain conventional military equipment in Europe, the number and type of tanks, IFV's, APC's, and other such Soviet equipment was explicitly listed. Therefore the composition of Soviet units was known if they had been using the T-80 or T-64B than the T-72 (the former slightly better and found in frontline units). It also showed that a fair number of Category III divisions still used the obsolete T-55. By 1989 there was a greater use of Helicopters, with each Army having one or two Attack Helicopter Regiments. Likewise, the Soviets invested heavily into heliborne Landing Assault Brigades, mostly by converting Parachute Regiments. The Soviets had also formed a number of independent Tank Regiments in East Germany likely as tank-heavy shock forces. The Soviets, on paper, appeared strong with modern equipment in the waning days of Communist rule. The non-Soviet Warsaw Pact forces, however, were in regression likely due to flagging economies, and tried to maintain the

status quo or disbanded many active divisions. The majority would still use the T-55 as their Main Battle Tank with a lesser number of T-72's purchased (the T-62 and T-64 were never adapted by non-Soviet Pact members). Poland had disbanded a few Mechanized Divisions (it retained that name instead of using Motorized Rifle) divisions and converted most of the Tank Divisions to Mechanized. Hungary went as far as to consolidate and convert their divisions into Corps structures made up of brigades. Needless to say, given domestic issues that culminated with the fall of the Berlin Wall, non-Soviet Warsaw Pact commitment would have been very behind those of the Soviets in comparison to other eras.

NATO, on the other hand, was at its peak. The US Army was rebuilt in the 1980's back to an all-volunteer professional force. Emphasis on technology and training was demonstrated with equipment like the M1 Abrams, or the up gunned M1A1, M2/M3 Bradley, AH-64 Apache, and MLRS (Multiple Launch Rocket System) along with realistic training at Fort Irwin using an OPFOR well-trained in Soviet-style tactics, yielded very positive results by the time of the First Gulf War roughly one year after the Berlin Wall fell. Much of the 1989 US Army depicted in the game fought in Desert Storm including the 1st Cavalry, 1st Armored, 3rd Armored, 1st Infantry (Mech), 24th Infantry (Mech), 82nd Airborne, 101st Air Assault Divisions, 2nd and 3rd Armored Cav Regiments along with the 1st UK Armoured Division and 6th French Light Division (as the Daguet Division). One downside to the US Army was the use of National Guard Brigades to "Roundout" a number of active divisions. The expectation was that these units would mobilize and join their parent divisions, but as seen in the Gulf War, the National Guard was not called up and the third brigades for Divisions was drawn from active Brigades. The British Army likewise had shown its fighting capability fighting alongside the American Army in the Iraqi desert. Its primary tank was the Challenger but there were plenty of Chieftains still in service. The British maintained three of four divisions in Germany with the last and several independent brigades being relied on as reinforcements. Note that in the 1989 scenarios there are two different versions of the Tornado aircraft, one that is Strike-only and another that is Multi-Role. The former represents the forward deployed Tornado GR.1's in West Germany used exclusively as Strike aircraft and the latter includes the No. 1 Group consisting of Tornado GR.1's and Jaguars for strike missions as well as No. 11 Group with Tornado F3's and aging Phantom FGR.2 as Home Air Defense.

Canada would expand slightly with a Division-sized element able to reinforce its ever-present 4th Mechanized Brigade as the Canadian Armed Forces reactivated the 1st Canadian Division in 1989. It had stopped its Canadian Air-Sea Transportable Brigade Group (CAST) commitment to reinforce Norway by 1987 and officially disbanded it in 1989 allowing for the 5th Brigade and likely the 1st Brigade to reinforce Central Europe.

The French Army had gone through yet another army reorganization, this one significant in disbanding the brigade level with their Divisions containing only four to six battalions line battalions. They had also not invested in a big Main Battle Tank and instead still relied on the diminutive AMX-30 that had been serving since the mid-1960's until the LeClerc was adapted in the 1990's. The French also relied greatly on Wheeled Armored Cars sporting tank cannons. This made the French army very lean and mobile as demonstrated in their screening role in the Gulf War.

West Germany had adapted its Heeresstruktur IV in 1980 that introduced the Leopard 2 sporting a smoothbore 120mm gun (same

as the M1A1 and unlike the rifled 120mm of the Challenger). Coupled with the Marder Infantry Fighting Vehicle, M113, and some units still using the Leopard 1, the West German army was well established, modern, and mobile. Its Territorial Army in the 1980's expanded so that each area had two Home Guard Brigades for a total of twelve that were quite mechanized themselves with many second-hand tanks, it was more forces for Soviet forces to reckon with.

The Dutch Army had fully mechanized its Divisions by the 1980's and allowed its brigades to operate under different division HQ's as the need arose. Much of the army was either partially mobilized or needed full mobilization to deploy forward in its northern sector. The Belgian and Danish Armies had pretty much remained as they did in the 1970's, fielding the Leopard 1 and Centurion tanks respectively, and putting more of its forces in reserve than being fully active. The Italian Army had shed its divisional organization in the 1986 reform and had its individual brigades report to Army Corps. Otherwise its brigades had remained basically the same and hence the units still have their divisional designations as the same counters are carried over from 1975 with the exception of the Ariete and Mantua Brigades that replaced the Manin and Isonzo Brigades respectively. The Austrians, like the minor NATO Allies, had remained much like it was a decade before and relegating more units to mobilization status with only token active forces.

## 1983

The 1983 scenario centers on two events that many historians say was the closest the two sides came to war in addition to the 1962 Crises. One was the nuclear false alarm incident that year where Soviet early-warning systems detected a US nuclear launch, but a cool-headed Soviet officer correctly determined it was a false alarm. The second incident was the annual Able Archer exercises. Unlike years past, the 1983 exercise introduced more realism elements which heightened Soviets' fear in addition to arguments over the new Pershing Missile deployment, the nuclear false alarm, and other factors. I had not intended to include a 1983 scenario, thinking that a scenario per each decade (less the 1950's) was sufficient. After some prodding, thinking, and researching, it was possible and leveraged all but a handful of existing units from 1975 and the 1989 scenario already in place.

Nearly all Soviet 1st Line Divisions were equipped with either the T-64 or T-72 with the BMP-1 and BTR-60/70 which leveraged the same units as the 1989 Soviet Order of Battle. A handful were equipped with the T-62. Even though many units using the T-64 in 1983 had upgraded to the T-80 in 1989, for game purposes, they are the same (and both slightly better than the T-72 as the latter is one attack strength less). A number of Category III Motorized Rifle Divisions were still using T-55's. Their Attack Helicopter, Spetsnaz, Airborne, Air Assault, and Marine units were the same as 1989. Therefore many of the units in 1983 use the units already designed for the latter era while most of the rest came from the 1975 units. There were only a handful of units that were unique to 1983 including the interesting 5th Separate Guards Army Corps. This unique and experimental formation contained brigades instead of regiments (two tank and two mechanized brigades along with assets) as a self-contained independent maneuver force. It looks like it would have been used as the Operational Maneuver Group (OMG) as part of the Soviet doctrine. In 1989, it was reverted back to a regular Motor Rifle Division.

For the rest of the Warsaw Pact armies they would not change

much from the 1975 units (or for that matter all the way to 1989) but a Tank Division each from the East German and Czechoslovakian Armies operated T-72's.

The majority of NATO forces use the same units as in 1989, as the Leopard 2 tank was filling in Bundeswehr units and the other armies upgrading their Centurion or Leopard 1 tanks (with the exception of the Dutch 41st Armored Brigade that would operate Leopard 2's by 1989). There are two notable exceptions: the French Army and the US Army.

The French Army had adapted the small division format in 1977 and continued to use it until the late-1990's therefore many of the units from 1989 are used. The differences include the 4th Armored Division which was disbanded in 1985 as well as the 6th Armored, 12th Infantry, and 14th Infantry that all converted to Light Armored Divisions after 1983 (Armored Cars, Mechanized, and Motorized units). These 4 units became new counter additions.

The US Army is a mixed blend of units from 1975 and 1989. As the Army was still transforming itself into the Gulf War Army, the early 1980's many units were still operating M60's (albeit M60A3 but for game purposes same values as the 1975 M60A1) and M113. I would argue that the morale was still in flux with the debut of the new US Army in Operation Urgent Fury. Yet the forces involved in Grenada were light infantry forces: Rangers, Airborne, and Marines and not heavy mechanized forces intended for Central Europe. As such, many of the Divisions have their ground units using the 1975 units but add the 4th Aviation Brigade from 1989 showing the heavy incorporation of attack helicopters (AH-1 and later AH-64's). Some units had started to adapt the M1 Abrams but it was difficult to determine exactly which ones and when.

The British Army is worth a brief mention here as they had experimented with Task Force (Divisional Brigades) and Field Force (Independent Brigades) organization in-between the eras (from 1976 to 1982). This structure was meant to be lean with only two Brigade-sized Task Forces per Division. Thankfully, the British Army had reverted back to the traditional Brigade structure by 1983 otherwise I would have needed many standalone British units for the 1983 scenario as they had renumbered and restructured these forces in the short amount of time. The Armoured Divisions would instead increase to three full brigades with a Helicopter Regiment.

## Bibliography *by Carl Fung*

I'm always a fan of including a bibliography yet in this instance I'm a little reticent. Why? Because unlike many historic wars, there's no handful of works that I can cite. Much of the research was done from scattered military studies each discussing unique topics. Listing the dozens and dozens of the ones I had read wouldn't help let alone culling the entire list to include them here. Also, including fictional accounts like Hackett's *Third World War* or Macksey's *First Clash* doesn't help as even though they are great reads, they did not influence my research. And (shudder), I hadn't even read popular fictional accounts like *Team Yankee* or *Red Army*. They'd help get someone in the right mindset but ultimately not viable from a research perspective. Instead I'll include a handful of books that I found useful and folks can certainly enjoy the fictional books.

Zaloga, Steven J. *Red Thrust: Attack on the Central Front, Soviet Tactics and Capabilities in the 1990s*.

*Ok, I broke my own rule. Red Thrust is a fictional account of World War III but Zaloga uses each chapter to describe one action from a branch of the Soviet Military and analyzes it from a background and capability perspective.*

Price, Alfred. *Air Battle Central Europe*

*In a similar vein as Red Thrust, Air Battle Central Europe uses a fictional account of the Air War in World War III to discuss different NATO's air missions, aircraft, and capability.*

Isby, David C. *Ten Million Bayonets*.

*A very good concise review of the Soviet Army written in the mid-1980's. Each chapter describes a branch of the Soviet Army highlighting one unit in each of those branches.*

Isby, David C. *Weapons and Tactics of the Soviet Army*.

*An excellent source if not dated and which can be found through various online websites today. Not cheap if you really want it. I held off on purchasing a used copy of his Armies of NATO's Central Front.*

Suvorov, Viktor. *Inside the Soviet Army*

*Written by a Soviet defector, Suvorov details the inner workings and shortfalls of his former army. Somewhat controversial as to the authenticity of the author's account with respect to how accurate the depiction was with respect to his willingness to share information vs. profiting from it.*

Baxter, William P. *Soviet Airland Battle Tactics*.

*An overview of the doctrine that the Soviets had developed since World War II. A good book in getting you into the Warsaw Pact mindset.*

Watson, Graham & Rinaldi, Richard A. *The British Army in Germany: An Organizational History 1947-2004*.

*An excellent and concise listing of the British Army that was deployed in West Germany during the Cold War as well as reinforcements from the British Isles.*

Holm, Michael. *Soviet Armed Forces: 1945-1991*.

[www.wu2.dk/new/newindex.htm](http://www.wu2.dk/new/newindex.htm)

*The one stop shop for all things Cold War Soviet Union military. Includes individual unit histories, their higher commands, subunits, and other nitty gritty details, all verified and sourced from reliable sources. It has recently included non-Soviet Warsaw Pact army information. The website is updated, if not infrequently but at least is active and well-organized.*

Elkins, Walter. *U.S. Army in Germany: from Occupation Army to "Keepers of the Peace"*. [www.usarmygermany.com](http://www.usarmygermany.com)

*A well maintained website dedicated to the US Army in Germany from 1945 to 1989. It contains unit histories and personal accounts of those who were stationed in West Germany during the Cold War.*

Boersma, Hans. *Netherlands Armed Forces: Order of Battle 1985*. [www.orbat85.nl](http://www.orbat85.nl)

*An excellent site for the organization and composition of the Dutch Army in the mid-1980's. The website is very well referenced and organized.*



## 1945 Order of Arrival (10.1 & 10.2)

## 1962 Order of Arrival (10.3)

### 1945 Western Allied Reinforcements

*Turn Location & Units*

**Run Up 1** 36.35:  
5-7-8 UK Inf Div (52)  
5-7-8 Can Inf Div (1)

**Run Up 2** 1.15:  
5-7-8 UK Inf Div (56)  
8-6-8 F.Pol Arm Div (2)  
5-7-8 F.Pol Inf Div (3, 5)  
8-8-8 NZ Mech Div (2)

**Run Up 3** 33.35: 4-6-8 US Inf Div (66, 75)

**Run Up 4** 1.15:  
5-7-8 US Inf Div (88)  
5-7-8 Ind Inf Div (8, 10)

**Run Up 5** 33.35 or Port:  
5-7-8 US Inf Div (2, 4, 5, 8, 44)\*  
4-6-8 US Inf Div (87, 89)\*

*\* each unit can arrive at a different entry location.*

### 1945 Soviet Reinforcements

*(All units are Soviet)*

*Turn Location & Units*

**Run Up 1** Entry Area A: 7-6-8 Arm Corps (11)

**Run Up 2** Entry Area A: 5-5-7 Cav Corps (3 Gd)

**3** Entry Area A: 2-3-5 Inf Div (26, 70, 115, 126, 235, 263, 319)

Entry Area C:  
3-4-5 Abn Div (5 Gd, 7 Gd)  
3-4-5 Inf Div (62 Gd)

Entry Area D:  
3-4-5 Inf Div (68 Gd)  
2-3-5 Inf Div (74, 151)

**4** Entry Area A: 3-4-5 Inf Div (10 Gd, 38 Gd, 76 Gd)

Entry Area C: 3-4-5 Inf Div (41 Gd, 69 Gd, 80 Gd)

Entry Area D:  
3-4-5 Inf Div (73 Gd)  
2-3-5 Inf Div (113, 299)

**5** Entry Area A: 2-3-5 Inf Div (31, 50, 111, 116, 213, 214, 254, 294, 373)

### 1962 NATO Reinforcements

*Turn Units*

**Run Up 1** 1 NL Div: (3-2-8 Arm Bde (43),  
2-2-8 Mech Inf Bde (11, 42))  
2-3-8 NL Inf Bde (101)

**Run Up 2** Jyske Danish Div (2-3-8 Inf Bde (2))

**2** **Air and Special Assets Reinforcements:**  
1x Fr Mirage III  
1x Fr Mystere IV  
1x Ital F-84  
**82 US Abn Div** (1-2-5 Abn Bn (1/187, 1/325, 2/501, 1/503, 2/504))  
**101 US Abn Div** (1-2-5 Abn Bn (2/187, 1/327, 1/501, 1/502, 1/506))  
British 1-2-10 Cmdo Bn (22 SAS)

**Regular Reinforcements:**  
**3 UK Div** (2-3-8 Inf Bde (2, 19, 51))  
**5 NL Div** (1-2-8 Inf Bde (51, 52, 53))

**3** **Air and Special Assets Reinforcements:**  
2x US F-84

**Regular Reinforcements:**  
**4 US Inf Div** (1-2-8 Inf Bn (1/12, 2/47))  
**8 Fr Div** (4-3-9 Arm Bde (2))  
1-2-5 NL Inf Bde (31, 32, 33)

**4** 1 US Inf Div (1-2-8 Inf Bn (1/5, 2/26, 1/28))

**5** 2 US Inf Div (1-2-8 Inf Bn (2/1, 2/9, 1/11, 2/23, 1/87))

**6** 2 US Arm Div (5-5-9 Arm Bde (CCA),  
3-3-9 Arm Bde (CCB, CCC))



US M-48's in 1962.

**1962 WP Reinforcements***Turn Location & Units***Run Up 1** Entry Area D: 6-5-8 Mech Inf Div (35 Gd, 27)**Run Up 2** Entry Area D: 7-5-9 Arm Div (19 Gd, 21 Gd)**Run Up 3** Entry Area B:

6-4-8 Pol Arm Div (10, 16)

4-4-7 Pol Mech Inf Div (4)

2-3-5 Pol Inf Div (23)

**2** Air and Special Assets Reinforcements: 2-5-5 Abn Div (103 Gd, 106 Gd)**Baltic MD Group:**

7-5-9 Arm Div (40 Gd, 1)

6-5-8 Mech Inf Div (30 Gd)

5-5-8 Mech Inf Div (1 Gd, 3 Gd, 8 Gd, 26 Gd, 29 Gd, 119)

Entry Area D: 6-4-8 Hun Arm Div (11), 3-4-7 Hun Mech Inf Div (9)

**3** Air and Special Assets Reinforcements: 1x MiG-19, 1x IL-28**Belorussian MD Group:**

7-5-9 Arm Div (3 Gd, 8 Gd, 33 Gd, 39 Gd, 47 Gd, 28, 29, 36)

8-3-7 Arm Div (34 Hvy)

5-5-8 Mech Inf Div (50 Gd, 55 Gd, 120 Gd)

**Carpathian MD Group:**

7-5-9 Arm Div (30 Gd, 23, 31)

6-5-8 Mech Inf Div (128 Gd, 24)

5-5-8 Mech Inf Div (15 Gd, 17 Gd, 70 Gd, 97 Gd, 99)

Entry Area C: 3-4-7 Czech Mech Inf Div (26, 32)

**4** Kiev MD Group:

7-5-9 Arm Div (14 Gd, 22 Gd, 35 Gd, 37 Gd, 41 Gd, 42 Gd)

5-5-8 Mech Inf Div (72 Gd, 81 Gd)

4-5-8 Mech Inf Div (63 Gd, 115 Gd)

Entry Area D: 3-4-7 Hun Mech Inf Div (7)

**5** Air and Special Assets Reinforcements: 1x MiG-17 (Superiority)**Odessa MD Group:**

5-5-8 Mech Inf Div (28 Gd, 59 Gd, 86 Gd, 118)

4-5-8 Mech Inf Div (52, 88, 101)

Entry Area B: 3-4-7 Pol Mech Inf Div (1, 2, 3, 9, 15)

Entry Area C: 6-4-8 Czech Arm Div (13), 3-4-7 Czech Mech Inf Div (3)

**6** Moscow MD Group:

7-5-9 Arm Div (4 Gd)

5-5-8 Mech Inf Div (11 Gd, 23 Gd)

Entry Area D: 3-4-7 Hun Mech Inf Div (4)

**7** 4-4-8 EGr Mech Inf Div (6, 10, 17)

# 1975 Order of Arrival *(10.4)*

## 1975 NATO Reinforcements

<i>Turn</i>	<i>Units</i>
<b>Run Up 1</b>	1-4-6 WG Inf Bde (13, 14, 15, 16, 17, 18)
<b>Run Up 2</b>	1x US F-4, 1x UK Phantom
<b>Run Up 3</b>	Jyske Danish Div (2-3-8 Inf Bde (2))
<b>Run Up 4</b>	1 NL Div (3-3-8 Mech Inf Bde (11, 12, 13)) 4 NL Div (4-2-8 Arm Bde (43), 3-3-8 Mech Inf Bde (42))
<b>Run Up 5</b>	1-4-5 Aus Inf Bde (1 Jg, 2 Jg, 8 Jg) 0-3-0 WG Civ Bde (place into 38.10)
<b>Run Up 6</b>	1x Fr Mirage III 1x Fr Mirage F-1 1x Ital F-104
<b>Run Up 7</b>	Mantua Ital Div (5-4-8 Arm Bde (Friuli), 4-4-8 Mech Inf Bde (Brescia))
<b>2</b>	<b>Air and Special Assets Reinforcements:</b> 2x US F-4 2-4-5 UK Abn Bde (16) 1-2-10 UK Cmde Bn (22 SAS) 4-7-5 Fr Abn Div (11)  3 UK Div (2-3-8 Inf Bde (5, 19, 24)) 4 Fr Div (4-4-9 Mech Inf Bde (10, 16), 3-4-9 Mech Ind Bde (15)) 5 NL Div (1-2-8 Inf Bde (51, 52, 53))
<b>3</b>	<b>Air and Special Assets Reinforcements:</b> 1x US A-7 82 US Abn Div (2-4-5 Abn Bde (1, 2, 3)) 1-2-10 US Cmde Bn (1 Rgr, 2 Rgr)  5-4-9 US Arm Cav Rgt (3) 1 US Inf Div (4-4-8 Mech Inf Bde (1), 5-3-8 Arm Bde (2)) 8 Fr Div (4-4-9 Mech Inf Bde (14), 3-4-9 Mech Inf Bde (4)) 2-3-8 NL Inf Bde (101) 1 Bel Inf Div (3-3-8 Mech Inf Bde (12)) 16 Bel Pz Div (3-3-8 Mech Inf Bde (10))
<b>4</b>	2 US Arm Div (6-4-8 Arm Bde (1), 5-3-8 Arm Bde (2))
<b>5</b>	1 US Cav Div (6-4-8 Arm Bde (1), 4-4-8 Mech Inf Bde (2), 3-3-8 Arm Bde (3))
<b>6</b>	101 US Abn Div (2-4-10 Air Asslt Bde (1, 2, 3))

## 1975 WP Reinforcements

<i>Turn</i>	<i>Location &amp; Units</i>	<i>Turn</i>	<i>Location &amp; Units</i>
<b>Run Up 1</b>	<b>Entry Area C:</b> 6-5-8 Mech Inf Div (30 Gd)	<b>5</b>	<b>Air and Special Assets Reinforcements:</b> 1x IL-28 1x Su-17 1-2-10 Cmdo Bde (10)
<b>Run Up 2</b>	<b>Entry Area D:</b> 8-7-8 Mech Inf Div (93 Gd, 254)		<b>Odessa MD Group:</b> 6-6-8 Mech Inf Div (126, 157, 180) 5-5-8 Mech Inf Div (28 Gd, 59 Gd, 86 Gd)
<b>Run Up 3</b>	<b>Entry Area D:</b> 9-6-9 Arm Div (13 Gd, 19 Gd)		<b>Entry Area B:</b> 4-4-7 Pol Mech Inf Div (1, 2, 3, 9, 15)
<b>Run Up 4</b>	<b>Entry Area B:</b> 6-4-8 Pol Arm Div (10, 16) 4-4-7 Pol Mech Inf Div (4)		<b>Entry Area C:</b> 6-4-8 Czech Arm Div (13, 14) 4-4-7 Czech Mech Inf Div (3)
<b>2</b>	<b>Air and Special Assets Reinforcements:</b> 4-6-6 Abn Div (103 Gd, 106 Gd) 1-2-10 Cmdo Bde (4)  <b>Baltic MD Group:</b> 9-6-9 Arm Div (40 Gd, 1) 7-6-8 Mech Inf Div (144 Gd) 6-6-8 Mech Inf Div (107) 5-5-8 Mech Inf Div (1 Gd, 3 Gd, 26 Gd)  <b>Entry Area D:</b> 6-4-8 Hun Arm Div (11) 4-4-7 Hun Mech Inf Div (9)	<b>6</b>	<b>Moscow MD Group:</b> 7-5-9 Arm Div (4 Gd) 7-7-8 Mech Inf Div (2 Gd) 6-6-8 Mech Inf Div (32 Gd)  <b>Entry Area D:</b> 3-4-7 Hun Mech Inf Div (4, 15)
<b>3</b>	<b>Air and Special Assets Reinforcements:</b> 1x MiG-17 (Superiority) 1x MiG-21 1-2-10 Cmdo Bde (5, 8)  <b>Belorussian MD Group:</b> 9-6-9 Arm Div (3 Gd, 8 Gd, 37 Gd, 28, 29, 34, 193) 7-7-8 Mech Inf Div (50 Gd, 120 Gd)  <b>Carpathian MD Group:</b> 9-6-9 Arm Div (30 Gd) 7-5-9 Arm Div (23) 8-7-8 Mech Inf Div (24) 7-7-8 Mech Inf Div (51 Gd) 5-5-8 Mech Inf Div (17 Gd) 6-6-8 Mech Inf Div (161) 6-5-8 Mech Inf Div (128 Gd) 5-5-8 Mech Inf Div (70 Gd, 97 Gd)	<b>7</b>	4-4-8 EGr Mech Inf Div (6, 10, 17)  <b>Entry Area C:</b> 6-4-8 Czech Arm Div (16, 17) 3-4-7 Czech Mech Inf Div (18, 26, 32)
<b>4</b>	<b>Air and Special Assets Reinforcements:</b> 1-2-10 Cmdo Bde (9)  <b>Kiev MD Group:</b> 9-6-9 Arm Div (17 Gd, 22 Gd, 42 Gd, 75 Gd) 7-5-9 Arm Div (41 Gd) 6-6-8 Mech Inf Div (4 Gd, 25 Gd, 36, 47) 5-5-8 Mech Inf Div (72 Gd)  <b>Entry Area D:</b> 4-4-7 Hun Mech Inf Div (7)	<b>8</b>	4-4-8 EGr Mech Inf Div (20)  <b>Entry Area B:</b> 3-4-7 Pol Mech Inf Div (28, 30)

# 1983 Order of Arrival (10.5 & 10.6)

## 1983 NATO Reinforcements

*Turn*      *Units*

**Run Up 1** 1-5-6 WG Inf Bde (51, 52, 53, 54, 55, 56)  
1-4-6 WG Inf Bde (61, 62, 63, 64, 65, 66)

**Run Up 2** 1x US A-10  
1x British Phantom

**Run Up 3** Jyske Danish Div (2-3-8 Inf Bde (2))  
1-5-6 Danish Inf Bde (Sj Res)

**Run Up 4** 1 Bel Inf Div (3-3-8 Mech Inf Bde (1, 7))

**Run Up 5** 1 NL Div (5-3-8 Arm Bde (13),  
3-3-8 Mech Inf Bde (11, 12))  
4 NL Div (3-3-8 Mech Inf Bde (42, 43))

**Run Up 6** 1-4-5 Aus Inf Bde (1 Jg, 2 Jg, 8 Jg)  
0-3-0 WG Civ Bde (place into 38.10)

**Run Up 7** 1x Fr Mirage III  
1x Fr Mirage F-1  
1x Ital F-104

**Run Up 8** Mantua Ital Div (5-4-8 Arm Bde (Friuli),  
4-4-8 Mech Inf Bde (Brescia))

### 2 Air and Special Assets Reinforcements:

1x US F-15  
1x US F-16  
1x US F-4  
3-5-5 UK Abn Bde (5)  
1-2-10 UK Cmde Bn (22 SAS)  
4-7-5 Fr Abn Div (11)  
3-5-8 Fr Marine Inf Div (9)

5 NL Div (6-4-8 Arm Bde (51),  
3-3-8 Mech Inf Bde (52, 53))  
2 UK Inf Div (2-4-10 Air Asslt Bde (24),  
2-4-8 Inf Bde (15, 49), 4-4-10 Attack Helo Rgt (9))  
4 UK Arm Div (3-5-8 Inf Bde (19))

*Turn*      *Units*

### 3 Air and Special Assets Reinforcements:

1x US A-10  
US 82 Abn Div (2-4-5 Abn Bde (1, 2, 3))  
1-2-10 US Cmde Bn (1 Rgr, 2 Rgr)  
3-5-5 Can Abn Rgt (SSF)

5-4-9 US Arm Cav Rgt (3)  
8-8-10 US Attack Helo Bde (6)  
1 US Inf Div (4-4-8 Mech Inf Bde (1),  
5-3-8 Arm Bde (2), 4-4-10 Attack Helo Bde (4))  
US 82 Abn Div (4-4-10 Attack Helo Bde (4))  
1 Bel Inf Div (3-3-8 Mech Inf Bde (12))  
16 Bel Pz Div (3-3-8 Mech Inf Bde (10))  
3-5-8 UK Inf Bde (1)  
3-5-8 Fr Mtn Inf Div (27)  
2-3-8 NL Inf Bde (101)

### 4

7-6-9 Fr Arm Div (2)  
3-5-8 Fr Inf Div (8, 12, 14)  
2 US Arm Div (6-4-8 Arm Bde (1),  
5-3-8 Arm Bde (2), 4-4-10 Attack Helo Bde (4))  
4 US Inf Div (5-4-8 Mech Inf Bde (1),  
5-3-8 Arm Bde (2),  
4-4-8 Mech Inf Bde (3),  
4-4-10 Attack Helo Bde (4))

### 5

3-5-8 Fr Inf Div (15)  
7-5-9 US Arm Bde (194)  
4-4-8 US Mech Inf Bde (197)  
1 US Cav Div (6-4-8 Arm Bde (1),  
4-4-8 Mech Inf Bde (2), 3-3-8 Arm Bde (3),  
4-4-10 Attack Helo Bde (4))  
5 US Inf Div (6-5-9 Arm Bde (1),  
7-6-9 Mech Inf Bde (2),  
4-4-10 Attack Helo Bde (4))

### 6

24 US Inf Div (7-7-9 Mech Inf Bde (1),  
6-6-9 Arm Bde (2),  
4-4-10 Attack Helo Bde (4))  
101 US Abn Div (2-4-10 Air Asslt Bde (1, 2, 3),  
7-7-10 Attack Helo Bde (Avn))



Bulgarian T-62s.

## 1983 WP Reinforcements

Turn	Units	Turn	Units
<b>Run Up 1</b>	Entry Area C: 9-8-8 Mech Inf Div (30 Gd)	<b>4</b>	<b>Air and Special Assets Reinforcements:</b> 1-2-10 Cmdo Bde (9)
<b>Run Up 2</b>	Entry Area D: 10-8-8 Mech Inf Div (93 Gd, 254)		<b>Kiev MD Group:</b> 12-7-9 Arm Div (17 Gd, 22 Gd, 41 Gd, 42 Gd, 75 Gd) 9-8-8 Mech Inf Div (72 Gd, 36) 6-6-8 Mech Inf Div (4 Gd, 25 Gd, 46, 47)
<b>Run Up 3</b>	Entry Area D: 11-7-9 Arm Div (19 Gd)		<b>Entry Area D:</b> 4-4-7 Hun Mech Inf Div (7)
<b>Run Up 4</b>	Entry Area B: 6-4-8 Pol Arm Div (10, 16) 4-4-7 Pol Mech Inf Div (4)		
<b>2</b>	<b>Air and Special Assets Reinforcements:</b> 4-6-6 Abn Div (106 Gd) 1-2-10 Cmdo Bde (4)	<b>5</b>	<b>Air and Special Assets Reinforcements:</b> 1x Su-24, 1x Su-7 1-2-10 Cmdo Bde (10)
	<b>Baltic MD Group:</b> 11-7-9 Arm Div (40 Gd, 1) 8-8-8 Mech Inf Div (1 Gd, 26 Gd) 7-6-8 Mech Inf Div (144 Gd) 6-6-8 Mech Inf Div (107) 5-5-8 Mech Inf Div (3 Gd) 1-3-10 Air Asslt Bde (37) 7-7-10 Attack Helo Bde (Baltic)		<b>Odessa MD Group:</b> 9-8-8 Mech Inf Div (28 Gd, 59 Gd) 8-8-8 Mech Inf Div (86 Gd) 6-6-8 Mech Inf Div (126, 157, 180) 1-3-10 Air Asslt Bde (40, 58)
	<b>Entry Area D:</b> 6-4-8 Hun Arm Div (11) 4-4-7 Hun Mech Inf Div (9)		<b>Entry Area B:</b> 4-4-7 Pol Mech Inf Div (1, 2, 3, 9, 15)
<b>3</b>	<b>Air and Special Assets Reinforcements:</b> 2x MiG-21 1-2-10 Cmdo Bde (5, 8)		<b>Entry Area C:</b> 6-4-8 Czech Arm Div (13, 14) 4-4-7 Czech Mech Inf Div (3)
	<b>Belorussian MD Group:</b> 11-7-9 Arm Div (3 Gd, 6 Gd, 8 Gd, 37 Gd, 28, 29, 193) 9-6-9 Arm Div (34) 12-12-8 Mech Inf Corps (5 Gd) 7-7-8 Mech Inf Div (50 Gd) 1-3-10 Air Asslt Bde (38)	<b>6</b>	<b>Moscow MD Group:</b> 12-7-9 Arm Div (4 Gd) 9-8-8 Mech Inf Div (2 Gd) 6-6-8 Mech Inf Div (32 Gd)
	<b>Carpathian MD Group:</b> 11-7-9 Arm Div (30 Gd) 7-5-9 Arm Div (23) 10-8-8 Mech Inf Div (128 Gd) 8-8-8 Mech Inf Div (51 Gd, 97 Gd, 24) 6-6-8 Mech Inf Div (161) 5-5-8 Mech Inf Div (17 Gd, 70 Gd) 1-3-10 Air Asslt Bde (39) 7-7-10 Attack Helo Bde (Carp)		<b>Entry Area D:</b> 3-4-7 Hun Mech Inf Div (4, 15)
		<b>7</b>	4-4-8 EGr Mech Inf Div (6, 10, 17)
			<b>Entry Area C:</b> 6-4-8 Czech Arm Div (16, 17) 3-4-7 Czech Mech Inf Div (18, 26, 32)
		<b>8</b>	4-4-8 EGr Mech Inf Div (19, 20)
			<b>Entry Area B:</b> 3-4-7 Pol Mech Inf Div (28, 30)

# 1989 Order of Arrival (10.7 & 10.8)

## 1989 NATO Reinforcements

### Turn Units

**Run Up 1** 1-5-6 WG Mech Inf Bde (51, 52, 53, 54, 55, 56)  
1-4-6 WG Mech Inf Bde (61, 62, 63, 64, 65, 66)

**Run Up 2** 1x US A-10  
1x British Tornado (Superiority/Strike)

**Run Up 3** Jyske Danish Div (2-3-8 Inf Bde (2))  
1-5-6 Danish Inf Bde (Sj Res)

**Run Up 4** 1 Bel Inf Div (3-3-8 Mech Inf Bde (1, 7))

**Run Up 5** 1 NL Div (5-3-8 Arm Bde (13),  
3-3-8 Mech Inf Bde (11, 12))  
4 NL Div (3-3-8 Mech Inf Bde (42, 43))

**Run Up 6** 1-4-5 Aus Inf Bde (1 Jg, 2 Jg, 5 Jg, 6 Jg,  
7 Jg, 8 Jg)  
38.10: 0-3-0 WG Civ Bde (place into 38.10)

**Run Up 7** 1x Fr Mirage 2000  
1x Fr Mirage F-1  
1x Ital F-104

**Run Up 8 Mantua Ital Div** (5-4-8 Arm Bde (Friuli),  
4-4-8 Mech Inf Bde (Brescia))

### 2 Air and Special Assets Reinforcements:

1x US F-15  
1x US F-16  
1x US F-4  
3-5-5 UK Abn Bde (5)  
1-2-10 UK Cmde Bn (22 SAS)  
4-7-5 Fr Abn Div (11)  
3-5-8 Fr Marine Inf Div (9)

2 UK Inf Div (2-4-10 Air Asslt Bde (24),  
2-4-8 Inf Bde (15, 49),  
4-4-10 Attack Helo Rgt (9))

4 UK Arm Div (3-5-8 Inf Bde (19))

5 NL Div (6-4-8 Arm Bde (51),  
3-3-8 Mech Inf Bde (52, 53))

### Turn Units

### 3 Air and Special Assets Reinforcements:

1x US A-10  
82 US Abn Div (2-4-5 Abn Bde (1, 2, 3))  
1-2-10 US Cmde Bn (1 Rgr, 2 Rgr, 3 Rgr)  
3-5-5 Can Abn Rgt (SSF)

1 US Inf Div (7-6-9 Mech Inf Bde (1), 6-5-9 Arm Bde (2),  
4-4-10 Attack Helo Bde (4))

82 US Abn Div (4-4-10 Attack Helo Bde (4))

9-9-9 US Arm Cav Rgt (3)

8-8-10 US Attack Helo Bde (6)

1 Bel Inf Div (3-3-8 Mech Inf Bde (12))

16 Bel Pz Div (3-3-8 Mech Inf Bde (10))

3-5-8 UK Inf Bde (1)

7-6-9 Fr Arm Div (10)

3-5-8 Fr Mtn Inf Div (27)

5-5-10 Fr Attack Helo Div (4)

2-3-8 NL Inf Bde (101)

4 7-6-9 Fr Arm Div (2)

4-5-9 Fr Arm Div (12 Lt)

3-5-8 Fr Inf Div (8)

2 US Arm Div (6-6-9 Arm Bde (1),

7-7-9 Mech Inf Bde (2),

4-4-10 Attack Helo Bde (4))

4 US Inf Div (8-6-9 Mech Inf Bde (1),

7-5-9 Arm Bde (2), 5-5-9 Mech Inf Bde (3),

4-4-10 Attack Helo Bde (4))

5 4-5-9 Fr Arm Div (6 Lt, 14 Lt)

3-5-8 Fr Inf Div (15)

7-5-9 US Arm Bde (194)

4-4-8 US Mech Inf Bde (197)

1 US Cav Div (7-7-9 Mech Inf Bde (1),

6-6-9 Arm Bde (2), 4-4-10 Attack Helo Bde (4))

5 US Inf Div (6-5-9 Arm Bde (1),

7-6-9 Mech Inf Bde (2),

4-4-10 Attack Helo Bde (4))

6 24 US Inf Div (7-7-9 Mech Inf Bde (1),  
6-6-9 Arm Bde (2), 4-4-10 Attack Helo Bde (4))

101 US Abn Div (2-4-10 Air Asslt Bde (1, 2, 3),

7-7-10 Attack Helo Bde (Avn))

7 5-6-9 Can Mech Inf Bde (1)

4-6-9 Can Mech Inf Bde (5)

8 1 US Cav Div (6-6-8 Arm Bde (155))

5 US Inf Div (4-4-8 Mech Inf Bde (256))

24 US Inf Div (5-5-8 Mech Inf Bde (48))

**1989 WP Reinforcements**

<i>Turn</i>	<i>Units</i>
<b>Run Up 1</b>	Entry Area C: 9-8-8 Mech Inf Div (30 Gd)
<b>Run Up 2</b>	Entry Area D: 10-8-8 Mech Inf Div (93 Gd, 254)
<b>Run Up 3</b>	Entry Area D: 11-7-9 Arm Div (19 Gd) 1-3-10 Air Asslt Bde (23)
<b>Run Up 4</b>	Entry Area B: 4-4-7 Pol Mech Inf Div (4, 10, 16)
<b>2</b>	<b>Air and Special Assets Reinforcements:</b> 4-6-6 Abn Div (106 Gd) 1-2-10 Cmdo Bde (4)  <b>Baltic MD Group:</b> 11-7-9 Arm Div (40 Gd, 1) 8-8-8 Mech Inf Div (1 Gd, 3 Gd, 26 Gd, 144 Gd, 107) 1-3-10 Air Asslt Bde (37) 7-7-10 Attack Helo Bde (Baltic)  Entry Area D: 12-9-8 Hun Mech Inf Corps (1)
<b>3</b>	<b>Air and Special Assets Reinforcements:</b> 1x MiG-23 1x MiG-29 1-2-10 Cmdo Bde (5, 8)  <b>Belorussian MD Group:</b> 11-7-9 Arm Div (3 Gd, 6 Gd, 8 Gd, 37 Gd, 28, 29, 193) 9-6-9 Arm Div (34) 8-8-8 Mech Inf Div (50 Gd, 120 Gd) 1-3-10 Air Asslt Bde (38)  <b>Carpathian MD Group:</b> 11-7-9 Arm Div (30 Gd) 7-5-9 Arm Div (23) 10-8-8 Mech Inf Div (128 Gd) 8-8-8 Mech Inf Div (51 Gd, 97 Gd, 24) 6-6-8 Mech Inf Div (161) 5-5-8 Mech Inf Div (17 Gd, 70 Gd) 1-3-10 Air Asslt Bde (39) 7-7-10 Attack Helo Bde (Carp)
<b>4</b>	<b>Air and Special Assets Reinforcements:</b> 1-2-10 Cmdo Bde (9)  <b>Kiev MD Group:</b> 12-7-9 Arm Div (17 Gd, 22 Gd, 41 Gd, 42 Gd, 75 Gd) 9-8-8 Mech Inf Div (25 Gd, 72 Gd, 36) 6-6-8 Mech Inf Div (46, 47)  Entry Area D: 11-11-7 Hun Mech Inf Corps (2)
<b>5</b>	<b>Air and Special Assets Reinforcements:</b> 2x Su-24 1-2-10 Cmdo Bde (10)  <b>Odessa MD Group:</b> 12-7-9 Arm Div (13 Gd) 9-8-8 Mech Inf Div (28 Gd, 59 Gd, 126, 157, 180) 8-8-8 Mech Inf Div (86 Gd) 1-3-10 Air Asslt Bde (40, 58)  Entry Area B: 4-4-7 Pol Mech Inf Div (1)  Entry Area C: 6-4-8 Czech Arm Div (13, 14) 4-4-7 Czech Mech Inf Div (3)
<b>6</b>	<b>Moscow MD Group:</b> 12-7-9 Arm Div (4 Gd) 9-8-8 Mech Inf Div (2 Gd, 32 Gd)  Entry Area D: 10-12-7 Hun Mech Inf Corps (3)
<b>7</b>	4-4-8 EGr Mech Inf Div (6, 10, 17)  Entry Area C: 6-4-8 Czech Arm Div (16, 17) 3-4-7 Czech Mech Inf Div (18, 26, 32)
<b>8</b>	4-4-8 EGr Mech Inf Div (19, 20)



## 10.0 Scenarios

### 10.1 Hot Time in the Town of Berlin—1945 Western Allied Offensive

*There'll be a hot time in the town of Berlin  
When the Yanks go marching in  
I wanna be there, boy, and spread some joy  
When they take old Berlin*

After VE-Day, Churchill devised an operation against their former Soviet allies in order to “impose the will of the Western Allies”. It was meant to be a bargaining chip for the exiled Poland government and other Soviet occupied countries. The plan was abandoned but the scenario implements Churchill's calculated plan.

4.2 must be applied in this scenario.

**Review 4.3** for the exceptions to the normal rules that apply to this scenario. Note that in this scenario, only, the DOUBLE MA for Western Allied units in the Run Up is in play. This exists because the Allied offensive requires their forces to be rearranged from “pacification” duties to active combat operations.

**Victory:** The Western Allies win by occupying 6 of 11 of the following city hexes (each city hex counts as one point) at the end of the scenario:

Berlin (39.10, 39.11, 38.09, 38.10) (4)  
Dresden (30.09) (1)  
Prague (24.07, 24.08) (2)  
Vienna (12.03, 13.03) (2)  
Poznań (37.01) (1)  
Cottbus (34.07) (1)

#### Western Allies Set up:

##### British Units:

8.13: 9-7-8 Arm Div (6)  
48.21: 9-7-8 Arm Div (7)  
51.20: 9-7-8 Arm Div (11)  
30.31 (Bonn): 5-7-8 Inf Div (Gds)  
37.25 (Bielefeld): 5-7-8 Inf Div (3)  
37.16 (Madgeburg): 5-7-8 Inf Div (5)  
45.16 (Schwerin): 5-7-8 Inf Div (15)  
40.19: 5-7-8 Inf Div (43)  
4.10 (Klagenfurt): 5-7-8 Inf Div (46)  
35.28: 5-7-8 Inf Div (49)  
45.22: 5-7-8 Inf Div (51)  
34.31 (Düsseldorf): 5-7-8 Inf Div (53)  
4.12: 5-7-8 Inf Div (78)  
Special Assets Box: 4-8-5 Abn Div (6)

##### Canadian Units:

41.31: 9-7-8 Arm Div (4)  
46.30 (Groningen): 9-7-8 Arm Div (5)  
45.26 (Oldenburg): 5-7-8 Inf Div (2)  
40.34: 5-7-8 Inf Div (3)

##### French Units:

22.28 (Neustadt): 7-5-8 Arm Div (1)  
13.28: 7-5-8 Arm Div (5)  
15.25: 5-7-5 Inf Div (1 FL)  
11.24: 5-7-5 Inf Div (2 Mor)  
18.26 (Stuttgart): 5-7-5 Inf Div (3 Alg)  
14.27: 5-7-5 Inf Div (9 Col)  
19.29 (Baden-Baden): 4-6-5 Inf Div (10)  
14.28: 4-6-5 Inf Div (14)  
9.25: 5-7-5 Mtn Inf Div (4 Mor)

##### US Units:

20.23: 8-6-8 Arm Div (1)  
35.16: 10-7-8 Arm Div (2)  
25.27 (Darmstadt): 10-7-8 Arm Div (3)  
16.16 (Landshut): 8-6-8 Arm Div (4)  
32.19: 8-6-8 Arm Div (5)  
30.16 (Jena): 8-6-8 Arm Div (6)  
33.15 (Halle): 8-6-8 Arm Div (7)  
22.12: 7-5-8 Arm Div (8)  
24.17 (Bayreuth): 8-6-8 Arm Div (9)  
10.20: 8-6-8 Arm Div (10)  
11.11: 7-5-8 Arm Div (11)  
18.22 (Aalen): 7-5-8 Arm Div (12)  
13.16: 7-5-8 Arm Div (14)  
22.11 (Pilsen): 7-5-8 Arm Div (16)  
12.15: 7-5-8 Arm Div (20)  
21.21: 5-7-8 Inf Div (1)  
11.14 (Salzburg): 5-7-8 Inf Div (3)  
18.18 (Ingolstadt): 5-7-8 Inf Div (9)  
17.09: 5-7-8 Inf Div (26)  
23.30 (Kaiserslautern): 5-7-8 Inf Div (28)  
44.24 (Bremen): 5-7-8 Inf Div (29)  
28.17: 5-7-8 Inf Div (30)  
1.15 (Udine): 5-7-8 Inf Div (34)  
28.30 (Koblenz): 5-7-8 Inf Div (35)  
15.23: 5-7-8 Inf Div (36)  
9.16: 4-6-8 Inf Div (42)  
14.18 (Munich): 5-7-8 Inf Div (45)  
22.23: 4-6-8 Inf Div (63)  
13.09 (Linz): 4-6-8 Inf Div (65)  
32.13 (Leipzig): 4-6-8 Inf Div (69)  
29.28: 4-6-8 Inf Div (70)  
15.21 (Augsburg): 4-6-8 Inf Div (71)  
29.14: 4-6-8 Inf Div (76)  
32.24: 4-6-8 Inf Div (78)

25.13 (Karlovy Vary): 5-7-8 Inf Div (79)  
 12.21: 5-7-8 Inf Div (80)  
 15.12 (Passau): 5-7-8 Inf Div (83)  
 23.27 (Mannheim): 5-7-8 Inf Div (84)  
 2.18: 5-7-8 Inf Div (85)  
 22.15: 5-7-8 Inf Div (90)  
 19.11: 4-6-8 Inf Div (94)  
 24.22 (Würzburg): 4-6-8 Inf Div (99)  
 17.23: 4-6-8 Inf Div (100)  
 30.19 (Gotha): 4-6-8 Inf Div (102)  
 8.19 (Innsbruck): 4-6-8 Inf Div (103)  
 29.29: 4-6-8 Inf Div (106)  
 3.15: 5-6-5 Mtn Inf Div (10)  
 10.13: 4-8-5 Abn Div (101)

### Special Assets Box:

3-7-5 Abn Div (13, 17),  
 4-8-5 Abn Div (82)

### Other Units:

42.28: 9-7-8 Free Polish Arm Div (1)  
 20.10: 4-2-8 Free Czech Arm Bde (1)

### Western Allies Available Air Units Box:

4x US P-47  
 1x US A-20  
 1x US B-26  
 1x British Spitfire  
 2x British Typhoon

No Nuclear or Chemical Weapon Markers

### Soviet Set up:

*All units are Soviet*

41.12: 8-7-8 Arm Corps (1 Gd)  
 44.05 (Stargard): 8-7-8 Arm Corps (3 Gd)  
 23.04 (Pardubice): 8-7-8 Arm Corps (6 Gd)  
 24.03 (Hradec Králové): 8-7-8 Arm Corps (7 Gd)  
 41.10: 8-7-8 Arm Corps (9 Gd)  
 22.03: 8-7-8 Arm Corps (10 Gd)  
 30.09 (Dresden): 8-7-8 Arm Corps (11 Gd)  
 42.12: 8-7-8 Arm Corps (12 Gd)  
 33.04: 7-6-8 Arm Corps (5)  
 32.11: 7-6-8 Arm Corps (9)  
 37.01: 7-6-8 Arm Corps (10)  
 13.01 (Bratislava): 7-6-8 Arm Corps (18)  
 30.00: 7-6-8 Arm Corps (20)  
 23.09: 7-6-8 Arm Corps (25)  
 10.03: 7-8-8 Mech Inf Corps (1 Gd)  
 7.01: 7-8-8 Mech Inf Corps (2 Gd)  
 21.05: 7-8-8 Mech Inf Corps (6 Gd)  
 20.07: 7-8-8 Mech Inf Corps (7 Gd)  
 32.09: 7-8-8 Mech Inf Corps (8 Gd)  
 39.12: 6-7-8 Mech Inf Corps (1)  
 23.03: 6-7-8 Mech Inf Corps (9)

33.11: 5-5-7 Cav Corps (1 Gd)  
 37.07: 5-5-7 Cav Corps (2 Gd)  
 49.12: 2-3-5 Inf Div (90)  
 49.10 (Stralsund): 2-3-5 Inf Div (372)  
 48.13 (Rostock): 2-3-5 Inf Div (46)  
 48.08 (Peenemünde): 2-3-5 Inf Div (326)  
 47.15 (Wismar): 3-4-5 Inf Div (101 Gd)  
 47.08: 2-3-5 Inf Div (321)  
 46.11: 3-4-5 Inf Div (102 Gd)  
 46.07: 2-3-5 Inf Div (86)  
 45.14: 2-3-5 Inf Div (272)  
 45.10 (Neubrandenburg): 2-3-5 Inf Div (207)  
 43.15: 2-3-5 Inf Div (364)  
 43.12: 2-3-5 Inf Div (150)  
 43.11: 2-3-5 Inf Div (171)  
 43.05: 2-3-5 Inf Div (193)  
 42.13: 2-3-5 Inf Div (265)  
 42.05: 2-3-5 Inf Div (108)  
 41.13: 2-3-5 Inf Div (146)  
 41.06: 2-3-5 Inf Div (413)  
 41.05: 2-3-5 Inf Div (186)  
 40.13: 2-3-5 Inf Div (33)  
 40.05: 2-3-5 Inf Div (15)  
 40.04: 3-4-5 Inf Div (44 Gd)  
 40.03: 2-3-5 Inf Div (69)  
 40.01: 2-3-5 Inf Div (354)  
 39.14: 3-4-5 Inf Div (23 Gd)  
 39.11 (West Berlin): 3-4-5 Inf Div (89 Gd, 94 Gd)  
 39.10 (East Berlin): 2-3-5 Inf Div (266)  
 39.05 (Gorzów): 3-4-5 Inf Div (37 Gd)  
 38.14: 2-3-5 Inf Div (52 Gd)  
 38.12 (Brandenburg): 2-3-5 Inf Div (416)  
 38.11 (Potsdam): 3-4-5 Inf Div (60 Gd),  
 2-3-5 Inf Div (295)  
 38.10 (West Berlin): 2-3-5 Inf Div (230, 301)  
 38.09 (East Berlin): 2-3-5 Inf Div (248)  
 37.14: 2-3-5 Inf Div (143)  
 36.14: 2-3-5 Inf Div (132)  
 36.13: 2-3-5 Inf Div (260)  
 36.11: 2-3-5 Inf Div (185)  
 35.13 (Wittenberg): 2-3-5 Inf Div (60)  
 35.12: 2-3-5 Inf Div (175)  
 35.09: 3-4-5 Inf Div (12 Gd)  
 35.08: 3-4-5 Inf Div (77 Gd)  
 34.12: 3-4-5 Inf Div (82 Gd)  
 34.07 (Cottbus): Inf Div (75 Gd)  
 33.13: 3-4-5 Inf Div (27 Gd)  
 33.12: 3-4-5 Inf Div (74 Gd)  
 33.07: 3-4-5 Inf Div (47 Gd)  
 32.12: 3-4-5 Inf Div (88 Gd)  
 32.08: 3-4-5 Inf Div (35 Gd)  
 32.07: 3-4-5 Inf Div (57 Gd)  
 31.12: 3-4-5 Inf Div (79 Gd)  
 30.11: 3-4-5 Inf Div (39 Gd)  
 29.13 (Karl-Marx-Stadt): 3-4-5 Inf Div (97 Gd)  
 29.12: 3-4-5 Inf Div (13 Gd)  
 29.09: 3-4-5 Inf Div (14 Gd)

28.11: 3-4-5 Inf Div (95 Gd)  
 28.09: 3-4-5 Inf Div (78 Gd)  
 28.08: 3-4-5 Inf Div (90)  
 26.09: 3-4-5 Inf Div (6 Gd)  
 26.08: 3-4-5 Inf Div (58 Gd)  
 25.09: 3-4-5 Inf Div (15 Gd)  
 24.08 (Prague): 3-4-5 Inf Div (34 Gd)  
 24.07 (Prague): 3-4-5 Inf Div (4 Gd)  
 23.05: 3-4-5 Inf Div (40 Gd)  
 22.09: 2-3-5 Inf Div (303)  
 22.08: 2-3-5 Inf Div (19)  
 22.07: 3-4-5 Inf Div (42 Gd)  
 21.09: 2-3-5 Inf Div (252)  
 21.08: 3-4-5 Inf Div (72 Gd)  
 21.07: 3-4-5 Inf Div (81 Gd)  
 20.08: 3-4-5 Abn Div (4 Gd)  
 19.08: 3-4-5 Abn Div (6 Gd)  
 17.08: 3-4-5 Inf Div (25 Gd)  
 16.02: 2-3-5 Inf Div (53)  
 16.01: 2-3-5 Inf Div (223)  
 15.03: 2-3-5 Inf Div (180)  
 15.02: 2-3-5 Inf Div (93)  
 15.01: 3-4-5 Inf Div (86 Gd), 2-3-5 Inf Div (99)  
 14.02: 3-4-5 Inf Div (59 Gd)  
 14.01: 3-4-5 Inf Div (49 Gd)  
 13.02: 2-3-5 Inf Div (297)  
 5.02: 3-4-5 Inf Div (61 Gd)  
 4.01: 3-4-5 Abn Div (10 Gd)  
 3.01: 3-4-5 Inf Div (20 Gd)

### Soviet Available Air Units Box:

2x Soviet Yak-3  
 2x Soviet Yak-9  
 1x Soviet La-7  
 3x Soviet IL-2  
 1x Soviet Pe-2

No Nuclear or Chemical Weapon Markers

## 10.2 Don't Fence Me In— 1945 Soviet Offensive

*Oh, give me land, lots of land under starry skies  
 Don't fence me in  
 Let me ride through the wide open country that I love  
 Don't fence me in*

*Operation Unthinkable for a Western Allied attack on Soviet occupied territory was deemed too fanciful and never implemented. Yet the opposite threat of Soviet attack was still possible, if remote. This scenario explores an aggressive Soviet Union looking to expand its European domain.*

**Review 4.3** for the exceptions to the normal rules that apply to this scenario. Note that in this scenario, only, the Run Up is limited for the Western Allies. The Soviets conduct a normal Run Up. This shows the unpreparedness of the Western Allied forces which are remaining on pacification duties.

**Victory:** The Soviets win by occupying 6 of 10 of the following city hexes (each Major City hex counts as one point, City hexes of a larger city not listed here do not count) at the end of the scenario:

Hamburg (46.19, 46.20) (2)  
 Hannover (39.22) (1)  
 Essen (35.31) (1)  
 Düsseldorf (34.31) (1)  
 Dortmund (35.29) (1)  
 Munich (13.19, 14.18) (2)  
 Frankfurt am Main (26.26) (1)  
 Stuttgart (18.26) (1)

### Set up:

*Use the set up from scenario 10.1*

*US and Soviet troops meet at the Elbe as Allies, 1945.*



## 10.3 If I Had a Hammer— 1962 Soviet Offensive

*If I had a hammer  
I'd hammer in the morning  
I'd hammer in the evening  
All over this land*

*The Berlin Crisis of 1961 and Cuban Missile Crisis the following year had left the world on the brink of war. In Europe, the US Army had executed several Long Thrust operations to forward deploy active units to West Germany and West Berlin. The Bundeswehr, the successor to the Wehrmacht, was formed in 1955 but not yet fully manned to its full twelve division plan. On the Soviet side, their forces were reorganized in the 1950's and had conducted the "Burya" command and staff exercises in 1961 for the invasion of Western Europe. Czechoslovakia was devoid of Soviet troops until the 1968 invasion of the country. Hungary had been purged after its 1956 revolution. These instabilities and inherent caution of its own forces made Khrushchev eager to use his meager nuclear arms, but still doubt over whether he would or not. This scenario envisions tensions leading to a shooting war.*

### NATO Set up: British Units:

39.11 (West Berlin): 0-5-0 Inf Bde (Berlin)

1 Div:

43.20: 7-5-8 Arm Bde (7)

37.25 (Detmold): 7-5-8 Arm Bde (20)

2 Div:

37.29: 5-5-8 Mech Inf Bde (6)

39.25 (Minden): 5-5-8 Mech Inf Bde (11)

39.27 (Osnabrück): 5-5-8 Mech Inf Bde (12)

4 Div:

34.31 (Düsseldorf): 5-5-8 Mech Inf Bde (4 Gd)

34.28: 5-5-8 Mech Inf Bde (5)

### Canadian Units:

35.27: 4-5-8 Inf Bde (4)

### West German Units:

1 PG Div:

38.21 (Hildesheim): 3-4-9 Mech Inf Bde (1)

38.19 (Braunschweig): 3-4-9 Mech Inf Bde (2)

40.23: 4-3-9 Arm Bde (3)

2 PG Div:

35.21 (Göttingen): 3-4-9 Mech Inf Bde (4)

33.23 (Kassel): 3-4-9 Mech Inf Bde (5)

3 Pz Div:

45.20 (Hamburg): 3-4-9 Mech Inf Bde (7)

44.19 (Lüneburg): 4-3-9 Arm Bde (8)

38.28 (Münster): 4-3-9 Arm Bde (9 Lehr)

4 PG Div:

22.15: 3-4-9 Mech Inf Bde (10)

19.15: 3-4-9 Mech Inf Bde (11)

21.17: 4-3-9 Arm Bde (12)

5 Pz Div:

29.27: 3-4-9 Mech Inf Bde (13)

28.30 (Koblenz): 4-3-9 Arm Bde (14)

28.29: 4-3-9 Arm Bde (15)

6 PG Div:

53.21 (Flensburg): 3-4-9 Mech Inf Bde (16)

46.19 (Hamburg): 3-4-9 Mech Inf Bde (17)

49.20 (Neumünster): 4-3-9 Arm Bde (18)

7 PG Div:

36.27 (Ahlen): 3-4-9 Mech Inf Bde (19)

37.26: 4-3-9 Arm Bde (21)

1 Geb Div:

10.19: 1-2-5 Mtn Inf Bde (22)

11.17: 1-2-5 Mtn Inf Bde (23)

11.20: 4-3-9 Arm Bde (24)

1 FJ Div:

**Special Assets Box:** 1-3-5 Abn Bde (25, 26)

10 PG Div:

15.26: 3-4-9 Mech Inf Bde (29)

18.22 (Aalen): 4-3-9 Arm Bde (30)

11 PG Div:

45.26 (Oldenburg): 3-4-9 Mech Inf Bde (31)

44.24 (Bremen): 3-4-9 Mech Inf Bde (32)

41.29 (Lingen): 4-3-9 Arm Bde (33)

12 PG Div:

26.22: 3-4-9 Mech Inf Bde (35)

## US Units:

- 38.10 (West Berlin): 0-5-0 Inf Bde (Berlin)
- 25.17: 5-4-9 Arm Cav Rgt (2)
- 23.29: 5-4-9 Arm Cav Rgt (3)
- 16.12: 5-4-9 Arm Cav Rgt (11)
- 29.23 (Fulda): 5-4-9 Arm Cav Rgt (14)

### 3 Arm Div:

- 29.26: 5-5-9 Arm Bde (CCA)
- 27.25: 3-3-9 Arm Bde (CCB)
- 28.26: 3-3-9 Arm Bde (CCC)

### 4 Arm Div:

- 15.23: 3-3-9 Arm Bde (CCA)
- 23.19: 3-3-9 Arm Bde (CCB)
- 20.22: 5-5-9 Arm Bde (CCC)

### 1 Inf Div:

- 38.10 (West Berlin): 1-2-8 Inf Bn (2/12)
- 23.27 (Mannheim): 1-2-8 Inf Bn (1/13)

### 3 Inf Div:

- 24.19: 2-2-9 Mech Inf Bn (2/4, 1/15)
- 25.22: 2-2-9 Mech Inf Bn (1/30, 2/38)
- 25.25: 2-2-9 Mech Inf Bn (1/7)

### 4 Inf Div:

- 23.30 (Kaiserslautern): 1-2-8 Inf Bn (1/8, 1/22)
- 23.31: 1-2-8 Inf Bn (2/39)

### 8 Inf Div:

- 24.31: 2-2-9 Mech Inf Bn (1/16, 1/26)
- 25.29: 2-2-9 Mech Inf Bn (1/18)
- Special Assets Box: 1-2-5 Abn Bn (1/504, 1/505)

### 24 Inf Div:

- 14.18 (Munich): 2-2-9 Mech Inf Bn (1/21, 2/28)
- 15.21 (Augsburg): 2-2-9 Mech Inf Bn (1/19, 1/34)
- 16.21: 2-2-9 Mech Inf Bn (2/2)

## French Units:

- 39.11 (West Berlin): 0-3-0 Inf Bde (Berlin)

### 1 Div:

- 26.33 (Trier): 4-3-9 Arm Bde (1)
- 27.32: 4-3-9 Arm Bde (3)
- 21.29: 3-4-9 Mech Inf Bde (11)

### 3 Div:

- 17.27 (Tübingen): 4-3-9 Arm Bde (5)
- 17.30 (Offenburg): 3-4-9 Mech Inf Bde (12)
- 13.28: 3-4-9 Mech Inf Bde (13)

### 7 Div:

- 19.34: 3-4-9 Mech Inf Bde (8)

## Danish Units:

- 56.13: 2-3-8 Sjld Inf Bde (1)
- 56.14: 1-3-8 Sjld Inf Bde (2)
- 53.05 (Rønne): 0-2-0 Inf Rgt (Bnhm)

### Jyske Div:

- 58.19 (Frederica): 2-3-8 Inf Bde (1)
- 56.20 (Haderslev): 2-3-8 Inf Bde (3)

## Dutch Units:

- 42.19: 2-2-8 Arm Cav Bde (121 Lt)

### 4 Div:

- 41.35 (Amersfoort): 3-2-8 Arm Bde (41)
- 36.35 (Eindhoven): 2-2-8 Mech Inf Bde (13)

## Belgian Units:

### 1 Inf Div:

- 30.32: 3-2-8 Arm Bde (18)
- 31.28 (Siegen): 1-2-8 Inf Bde (1)
- 31.31: 2-2-8 Mech Inf Bde (7)

### 16 Pz Div:

- 32.32 (Cologne): 3-2-8 Arm Bde (17)
- 35.28: 1-2-8 Inf Bde (4)
- 33.29: 1-2-8 Inf Bde (16)

## Italian Units:

- 2.14: 1-4-5 Mtn Inf Bde (Julia)
- 7.19: 1-4-5 Mtn Inf Bde (Tridnta)
- 4.17: 1-4-5 Mtn Inf Bde (Cadore)
- 6.20: 1-4-5 Mtn Inf Bde (Orobica)
- 1.18 (Pordenone): 6-5-8 Arm Div (Ariete)
- 1.15 (Udine): 3-6-5 Inf Div (Mantua)

## Austrian Units:

- 11.02 (Eisenstadt): 1-4-5 Inf Bde (1 Jg)
- 13.03 (Vienna): 1-4-5 Inf Bde (2 Jg)
- 13.09 (Linz): 1-4-5 Inf Bde (4 Jg)
- 6.05 (Graz): 1-4-5 Inf Bde (5 Jg)
- 8.19 (Innsbruck): 1-4-5 Inf Bde (6 Jg)
- 4.10 (Klagenfurt): 1-4-5 Inf Bde (7 Jg)
- 11.14 (Salzburg): 1-4-5 Inf Bde (8 Jg)
- 13.05: 3-2-8 Arm Bde (3)
- 12.02: 3-2-8 Arm Bde (9)

## NATO Available Air Units Box:

- 1x US F-102
- 2x US F-100
- 1x US F-105
- 1x British Javelin
- 1x British Canberra
- 1x West German F-104
- 1x Canadian F-104
- 1x Bel F-84
- 1x NL F-84

## Special Assets Box:

- 15x Nuclear Weapon Markers
- 3x Chemical Weapon Markers



*Berlin face off, 1962.*



*Re-loading a T-55.*

### WP Set up: Soviet Units:

- 35.13: 7-5-9 Arm Div (6 Gd)
- 36.13: 7-5-9 Arm Div (7 Gd)
- 44.10: 7-5-9 Arm Div (9 Gd)
- 39.12: 7-5-9 Arm Div (10 Gd)
- 30.10: 7-5-9 Arm Div (11 Gd)
- 41.12: 7-5-9 Arm Div (12 Gd)
- 38.16: 7-5-9 Arm Div (26 Gd)
- 30.16 (Jena): 7-5-9 Arm Div (27 Gd)
- 44.01: 7-5-9 Arm Div (38 Gd)
- 32.11: 8-3-7 Arm Div (13 Hvy)
- 32.05: 7-5-9 Arm Div (20)
- 41.10: 8-3-7 Arm Div (25 Hvy)
- 40.09: 5-5-8 Mech Inf Div (6 Gd)
- 36.11: 6-5-8 Mech Inf Div (14 Gd)
- 40.11: 6-5-8 Mech Inf Div (19)
- 31.13: 6-5-8 Mech Inf Div (20 Gd)
- 32.14 (Leipzig): 6-5-8 Mech Inf Div (21 Gd)
- 29.19: 6-5-8 Mech Inf Div (39 Gd)
- 31.16: 6-5-8 Mech Inf Div (57 Gd)
- 44.15: 6-5-8 Mech Inf Div (94 Gd)
- 42.14: 6-5-8 Mech Inf Div (18)
- 39.15: 6-5-8 Mech Inf Div (32)
- 39.10 (East Berlin): 2-2-8 Mech Inf Bde (6 Gd)
- 45.15: 3-2-8 Arm Bde (5)
- Special Assets Box: 2-5-5 Abn Div (7 Gd, 98 Gd),  
2-2-7 Marine Inf Bde (336 Gd)

### East German Units:

- 30.09 (Dresden): 7-5-9 Arm Div (7)
- 45.08: 7-5-9 Arm Div (9)
- 38.11 (Potsdam): 4-5-8 Mech Inf Div (1)
- 30.18 (Erfurt): 4-5-8 Mech Inf Div (4)
- 45.16 (Schwerin): 4-5-8 Mech Inf Div (8)
- 33.15 (Halle): 5-6-8 Mech Inf Div (11)

### Polish Units:

- 35.06: 6-4-8 Arm Div (5)
- 45.02: 6-4-8 Arm Div (20)
- 47.01 (Koszalin): 4-4-7 Mech Inf Div (8)
- 33.05: 4-4-7 Mech Inf Div (11)
- 45.01: 4-4-7 Mech Inf Div (12)
- Special Assets Box: 1-2-5 Abn Bde (6)

### Czech Units:

- 25.09: 6-4-8 Arm Div (1)
- 21.05: 6-4-8 Arm Div (4) [reduced]
- 20.07: 6-4-8 Arm Div (9) [reduced]
- 19.11: 4-4-7 Mech Inf Div (2)
- 17.08: 4-4-7 Mech Inf Div (15) [reduced]
- 18.07: 4-4-7 Mech Inf Div (18) [reduced]
- 22.11 (Pilsen): 4-4-7 Mech Inf Div (19)
- 25.13 (Karlovy Vary): 4-4-7 Mech Inf Div (20)
- Special Assets Box: 1-2-5 Abn Bde (22)

### Hungarian Units:

- 4.01: 4-4-7 Mech Inf Div (8)

### WP Available Air Units Box:

- 1x Soviet MiG-15
- 2x Soviet MiG-17 (Superiority)
- 3x Soviet MiF-17 (Strike)
- 1x Polish MiG-17 (Superiority)
- 1x Polish MiG-17 (Strike)
- 1x East German MiG-17
- 1x Czech MiG-17

### Special Assets Box:

- 3x Nuclear Weapon Markers
- 7x Chemical Weapon Markers

## 10.4 Bohemian Rhapsody— 1975 Soviet Offensive

*Is this the real life?  
Is this just fantasy?  
Caught in a landslide  
No escape from reality*

*This scenario envisions a Warsaw Pact aggression in the face of a post-Vietnam US Army. While US units in Europe were not directly redeployed to Vietnam, the overall turnover of manpower and degradation of quality due to the draft and domestic turmoil at home had impacted the US Army until reforms in the 1980's. The US Air Force and major NATO members had continued to be strong while minor NATO members would slowly drawdown active units and would only mobilize them in the event of a war.*

### NATO Set up: British Units:

39.11 (West Berlin): 0-5-0 Inf Bde (Berlin)

1 Div:

43.20: 7-6-9 Arm Bde (7)  
39.25 (Minden): 7-6-9 Arm Bde (11)

2 Div:

37.29: 7-6-9 Arm Bde (4)  
39.27 (Osnabrück): 6-6-9 Mech Inf Bde (12)

4 Div:

35.27: 7-6-9 Arm Bde (6)  
37.25 (Bielefeld): 7-6-9 Arm Bde (20)

### Canadian Units:

16.30 (Lahr): 5-4-9 Mech Inf Bde (4)

### West German Units:

1 PG Div:

38.21 (Hildesheim): 4-4-9 Mech Inf Bde (1)  
38.19 (Braunschweig): 4-4-9 Mech Inf Bde (2)  
40.23: 5-3-9 Arm Bde (3)

2 Jg Div:

35.21 (Göttingen): 2-3-5 Inf Bde (4)  
31.23: 4-4-9 Mech Inf Bde (5)  
30.24: 5-3-9 Arm Bde (6)

3 Pz Div:

45.20 (Hamburg): 4-4-9 Mech Inf Bde (7)  
44.19 (Lüneburg): 5-3-9 Arm Bde (8)  
38.28 (Münster): 5-3-9 Arm Bde (9 Lehr)

4 Jg Div:

22.15: 2-3-5 Inf Bde (10)  
19.15: 2-3-5 Inf Bde (11)  
21.17: 4-3-9 Arm Bde (12)

5 Pz Div:

29.27: 4-4-9 Mech Inf Bde (13)  
28.30 (Koblenz): 5-3-9 Arm Bde (14)  
28.29: 5-3-9 Arm Bde (15)

6 PG Div:

45.19: 4-4-9 Mech Inf Bde (16)  
46.19 (Hamburg): 4-4-9 Mech Inf Bde (17)  
49.20 (Neumünster): 5-3-9 Arm Bde (18)

7 PG Div:

35.29: 4-2-9 Arm Rgt (100)  
36.27 (Ahlen): 4-4-9 Mech Inf Bde (19)  
37.26: 5-3-9 Arm Bde (21)

1 Geb Div:

11.20: 2-3-5 Mtn Inf Bde (22)  
11.17: 2-3-5 Mtn Inf Bde (23)  
16.16 (Landshut): 4-4-9 Mech Inf Bde (24)

1 FJ Div:

18.27: 2-4-10 Air Asslt Bde (25)  
23.33: 2-4-10 Air Asslt Bde (26)  
36.26 (Lippstadt): 2-4-10 Air Asslt Bde (27)

10 PG Div:

18.20: 4-2-9 Arm Rgt (200)  
15.26: 5-3-9 Arm Bde (29)  
18.22 (Aalen): 4-4-9 Mech Inf Bde (30)

11 PG Div:

45.26 (Oldenburg): 4-4-9 Mech Inf Bde (31)  
44.24 (Bremen): 4-4-9 Mech Inf Bde (32)  
41.29 (Lingen): 5-3-9 Arm Bde (33)

12 PG Div:

26.22: 3-4-9 Arm Inf Bde (35)  
22.23: 4-3-9 Arm Bde (36)

### US Units:

38.10 (West Berlin): 0-5-0 Inf Bde (Berlin)  
25.17: 5-4-9 Arm Cav Rgt (2)  
29.23 (Fulda): 5-4-9 Arm Cav Rgt (11)  
20.23: 6-6-10 Attack Helo Bde (11)  
Special Assets Box: 1-2-10 Cmndo Bn (10 SF)

1 Arm Div:

22.21: 5-4-8 Arm Bde (1)  
23.19: 6-4-8 Arm Bde (2)  
24.19: 4-4-8 Mech Inf Bde (3)

2 Arm Div:

45.24: 4-4-8 Mech Inf Bde (3)

3 Arm Div:

29.26: 7-5-8 Arm Bde (1)  
27.25: 4-4-8 Mech Inf Bde (2)  
28.26: 5-3-8 Arm Bde (3)



*Mechanized Infantry on the attack.*

1 Inf Div:

**17.25** (5-4-8 Mech Inf Bde (3))

3 Inf Div:

**25.22** (Schweinfurt): 5-4-8 Mech Inf Bde (1)

**24.22** (Würzburg): 5-3-8 Arm Bde (2)

**25.25** (Aschaffenburg): 4-4-8 Mech Inf Bde (3)

8 Inf Div:

**26.28** (Mainz): 4-4-8 Mech Inf Bde (1)

**24.31**: 6-5-8 Mech Inf Bde (2)

**23.27** (Mannheim): 5-3-8 Arm Bde (3)

## French Units:

**39.11** (West Berlin): 0-3-0 Inf Bde (Berlin)

1 Div:

**26.33** (Trier): 4-4-9 Mech Inf Bde (1)

**27.32**: 4-4-9 Mech Inf Bde (3)

**21.29**: 3-4-9 Mech Inf Bde (11)

3 Div:

**17.27** (Tübingen): 4-4-9 Mech Inf Bde (5)

**17.30** (Offenburg): 4-4-9 Mech Inf Bde (12)

**13.28**: 3-4-9 Mech Inf Bde (13)

7 Div:

**18.30** (Strasbourg): 4-4-9 Mech Inf Bde (6)

**13.35**: 4-4-9 Mech Inf Bde (7)

**19.34**: 3-4-9 Mech Inf Bde (8)

## Danish Units:

**56.13**: 2-3-8 Sjld Inf Bde (1)

**56.14**: 1-3-8 Sjld Inf Bde (2)

**53.05** (Rønne): 0-2-0 Inf Rgt (Bnhm)

Jyske Div:

**58.19** (Frederica): 2-3-8 Inf Bde (1)

**56.20** (Haderslev): 2-3-8 Inf Bde (3)

## Dutch Units:

4 Div:

**45.22**: 5-3-8 Arm Bde (41)

## Belgian Units:

16 Pz Div:

**31.28** (Siegen): 5-4-8 Arm Bde (17)

**35.28**: 3-3-8 Mech Inf Bde (4)

## Austrian Units:

**6.05** (Graz): 1-4-5 Inf Bde (5 Jg)

**8.19** (Innsbruck): 1-4-5 Inf Bde (6 Jg)

**4.10** (Klagenfurt): 1-4-5 Inf Bde (7 Jg)

1 PG Div:

**13.05**: 3-3-8 Arm Bde (3)

**13.09** (Linz): 3-4-8 Mech Inf Bde (4)

**12.02**: 3-4-8 Mech Inf Bde (9)

## Italian Units:

**2.14**: 1-4-5 Mtn Inf Bde (Julia)

**7.19**: 1-4-5 Mtn Inf Bde (Tridnta)

**4.17**: 1-4-5 Mtn Inf Bde (Cadore)

**6.20**: 1-4-5 Mtn Inf Bde (Orobica)

Ariete Div:

**2.17**: 5-4-8 Arm Bde (Manin)

**2.16**: 5-4-8 Arm Bde (Mameli)

**1.18** (Pordenone): 4-4-8 Mech Inf Bde (Garbldi)

Mantua Div:

**1.15** (Udine): 4-4-8 Mech Inf Bde (Isonzo)

## NATO Available Air Units Box:

2x US F-4

1x US F-111

1x British Harrier

1x Belgian F-104

1x Dutch F-104

1x West German F-4

1x West German F-104

1x Canadian F-104

## Special Assets Box:

12x Nuclear Weapon Markers

5x Chemical Weapon Markers



## WP Set up:

### Soviet Units:

- 32.05: 7-5-9 Arm Div (20)
- 35.13: 8-6-9 Arm Div (6 Gd)
- 38.16: 8-6-9 Arm Div (47 Gd)
- 36.13: 9-6-9 Arm Div (7 Gd)
- 39.12: 9-6-9 Arm Div (10 Gd)
- 30.10: 9-6-9 Arm Div (11 Gd)
- 41.12: 9-6-9 Arm Div (12 Gd)
- 25.06: 9-6-9 Arm Div (15 Gd)
- 44.10: 9-6-9 Arm Div (16 Gd)
- 30.16 (Jena): 9-6-9 Arm Div (79 Gd)
- 44.01: 9-6-9 Arm Div (90 Gd)
- 32.11: 9-6-9 Arm Div (9)
- 41.10: 9-6-9 Arm Div (25)
- 23.01: 9-6-9 Arm Div (31)
- 40.09: 5-5-8 Mech Inf Div (6 Gd)
- 36.11: 6-5-8 Mech Inf Div (14 Gd)
- 31.13: 6-5-8 Mech Inf Div (20 Gd)
- 29.19: 6-5-8 Mech Inf Div (39 Gd)
- 31.16: 6-5-8 Mech Inf Div (57 Gd)
- 44.15: 6-5-8 Mech Inf Div (94 Gd)
- 32.14 (Leipzig): 7-6-8 Mech Inf Div (27 Gd)
- 42.14: 7-6-8 Mech Inf Div (21)
- 40.11: 7-6-8 Mech Inf Div (35)
- 26.05: 8-7-8 Mech Inf Div (18 Gd)
- 23.03: 8-7-8 Mech Inf Div (48)
- 39.15: 8-7-8 Mech Inf Div (207)
- 39.10 (East Berlin): 2-2-8 Mech Inf Bde (6 Gd)
- 46.12: 3-2-8 Arm Bde (5)
- 44.14: 7-7-10 Attack Helo Bde (GSFG)
- Special Assets Box:** 4-6-6 Abn Div (7 Gd, 98 Gd),  
2-2-7 Marine Inf Bde (336 Gd),  
1-3-10 Cmdo Bde (3 Gd)

### East German Units:

- 30.09 (Dresden): 7-5-9 Arm Div (7)
- 45.08: 7-5-9 Arm Div (9)
- 38.11 (Potsdam): 5-6-8 Mech Inf Div (1)
- 30.18 (Erfurt): 5-6-8 Mech Inf Div (4)
- 45.16 (Schwerin): 5-6-8 Mech Inf Div (8)
- 33.15 (Halle): 5-6-8 Mech Inf Div (11)

### Polish Units:

- 35.06: 6-4-8 Arm Div (5)
- 33.05: 6-4-8 Arm Div (11)
- 45.02: 6-4-8 Arm Div (20)
- 47.01 (Koszalin): 4-4-7 Mech Inf Div (8)
- 45.01: 4-4-7 Mech Inf Div (12)
- Special Assets Box:** 1-2-5 Abn Bde (6),  
2-2-7 Marine Inf Bde (7)

### Czech Units:

- 25.09: 6-4-8 Arm Div (1)
- 21.05: 6-4-8 Arm Div (4) [reduced]
- 20.07: 6-4-8 Arm Div (9) [reduced]
- 19.11: 4-4-7 Mech Inf Div (2)
- 17.08: 4-4-7 Mech Inf Div (15) [reduced]
- 22.11 (Pilsen): 4-4-7 Mech Inf Div (19)
- 25.13 (Karlovy Vary): 4-4-7 Mech Inf Div (20)

### Hungarian Units:

- 4.01: 4-4-7 Mech Inf Div (8)

### WP Available Air Units Box:

- 3x Soviet MiG-21
- 1x Soviet Su-7
- 1x Soviet MiG-17 (Strike)
- 1x Polish MiG-21
- 1x Polish MiG-17 (Strike)
- 1x East German MiG-21
- 1x Czech MiG-17
- 1x Hungarian MiG-17

### Special Assets Box:

- 10x Nuclear Weapon Markers
- 10x Chemical Weapon Markers



A T-55 in Poland, 1969.

## 10.5 Eye of the Tiger— 1983 Soviet Offensive

*It's the eye of the tiger, it's the thrill of the fight  
Risin' up to the challenge of our rival  
And the last known survivor stalks his prey in the night  
And he's watchin' us all with the eye of the tiger*

*In September 1983, a computer glitch in the Soviet early missile warning system had indicated an ICBM launch from the US.*

*Thanks to the duty officer who correctly determined that there was no launch and averted World War III. This, coupled with the perceived threat from the Able Archer 83 exercise could have caused the Soviets to launch a pre-emptive attack on NATO. This scenario explores this possibility.*

### NATO Set up: British Units:

39.11 (West Berlin): 0-5-0 Inf Bde (Berlin)

#### 1 Arm Div:

43.20: 8-6-9 Arm Bde (7)  
39.27 (Osnabrück): 5-5-9 Arm Bde (12)  
42.19: 7-6-9 Arm Bde (22)  
38.22: 4-4-10 Attack Helo Rgt (1)

#### 3 Arm Div:

37.29: 8-6-9 Arm Bde (4)  
35.27: 6-5-9 Arm Bde (6), 4-4-10 Attack Helo Rgt (3)  
36.25 (Paderborn): 6-5-9 Arm Bde (33)

#### 4 Arm Div:

39.25 (Minden): 5-5-9 Arm Bde (11)  
37.25 (Bielefeld): 7-5-9 Arm Bde (20),  
4-4-10 Attack Helo Rgt (4)

### Canadian Units:

16.30 (Lahr): 5-4-9 Mech Inf Bde (4)

### West German Units:

40.20: 7-7-10 Attack Helo Rgt (16)  
20.19: 7-7-10 Attack Helo Rgt (26)  
32.24: 7-7-10 Attack Helo Rgt (36)

#### 1 Pz Div:

38.21 (Hildesheim): 5-5-9 Mech Inf Bde (1)  
38.19 (Braunschweig): 7-5-9 Arm Bde (2)  
40.23: 7-5-9 Arm Bde (3)

#### 2 PG Div:

35.21 (Göttingen): 5-5-9 Mech Inf Bde (4)  
31.23: 5-5-9 Mech Inf Bde (5)  
34.23: 7-5-9 Arm Bde (6)

#### 3 Pz Div:

45.20 (Hamburg): 5-5-9 Mech Inf Bde (7)  
44.19 (Lüneburg): 7-5-9 Arm Bde (8)  
38.28 (Münster): 7-5-9 Arm Bde (9 Lehr)

#### 4 PG Div:

22.15: 4-5-9 Mech Inf Bde (10)  
19.15: 4-5-9 Mech Inf Bde (11)  
21.17: 7-5-9 Arm Bde (12)

#### 5 Pz Div:

29.27: 5-5-9 Mech Inf Bde (13)  
30.24: 7-5-9 Arm Bde (14)  
28.30 (Koblenz): 7-5-9 Arm Bde (15)

#### 6 PG Div:

45.19: 4-5-9 Mech Inf Bde (16)  
46.19 (Hamburg): 4-5-9 Mech Inf Bde (17)  
49.20 (Neumünster): 6-4-9 Arm Bde (18)

#### 7 Pz Div:

36.27 (Ahlen): 5-5-9 Mech Inf Bde (19)  
34.28: 7-5-9 Arm Bde (20)  
37.26: 7-5-9 Arm Bde (21)

#### 1 Geb Div:

11.20: 4-5-9 Mech Inf Bde (22)  
11.17: 2-3-5 Mtn Inf Bde (23)  
16.16 (Landshut): 7-5-9 Arm Bde (24)

#### 1 FJ Div:

18.27: 2-4-10 Air Asslt Bde (25)  
23.33: 2-4-10 Air Asslt Bde (26)  
36.26 (Lippstadt): 2-4-10 Air Asslt Bde (27)

#### 10 Pz Div:

16.23 (Ulm): 7-5-9 Arm Bde (28)  
15.26: 7-5-9 Arm Bde (29)  
18.22 (Aalen): 5-5-9 Mech Inf Bde (30)

#### 11 PG Div:

45.26 (Oldenburg): 5-5-9 Mech Inf Bde (31)  
44.24 (Bremen): 5-5-9 Mech Inf Bde (32)  
40.19: 7-5-9 Arm Bde (33)

#### 12 Pz Div:

28.29: 7-5-9 Arm Bde (34)  
26.22: 5-5-9 Mech Inf Bde (35)  
22.23: 7-5-9 Arm Bde (36)

## US Units:

- 38.10 (West Berlin): 0-5-0 Inf Bde (Berlin)
- 25.17: 5-4-9 Arm Cav Rgt (2)
- 29.23 (Fulda): 5-4-9 Arm Cav Rgt (11)
- 20.23: 6-6-10 Attack Helo Bde (11)
- 27.28 (Wiesbaden): 8-8-10 Attack Helo Bde (12)
- Special Assets Box: 1-2-10 Cmdo Bn (10 SF)

### 1 Arm Div:

- 22.21: 5-4-8 Arm Bde (1)
- 23.19: 6-4-8 Arm Bde (2)
- 24.19: 4-4-8 Mech Inf Bde (3)
- 21.21: 7-7-10 Attack Helo Bde (4)

### 2 Arm Div:

- 45.24: 4-4-8 Mech Inf Bde (3)

### 3 Arm Div:

- 29.26: 7-5-8 Arm Bde (1)
- 27.25: 4-4-8 Mech Inf Bde (2)
- 28.26: 5-3-8 Arm Bde (3)
- 26.25 (Hanau): 7-7-10 Attack Helo Bde (4)

### 1 Inf Div:

- 17.25: 5-4-8 Mech Inf Bde (3)

### 3 Inf Div:

- 25.22 (Schweinfurt): 5-4-8 Mech Inf Bde (1)
- 24.22 (Würzburg): 5-3-8 Arm Bde (2)
- 25.25 (Aschaffenburg): 4-4-8 Mech Inf Bde (3)
- 23.23: 7-7-10 Attack Helo Bde (4)

### 8 Inf Div:

- 26.28 (Mainz): 4-4-8 Mech Inf Bde (1),  
7-7-10 Attack Helo Bde (4)
- 24.31: 6-5-8 Mech Inf Bde (2)
- 23.27 (Mannheim): 5-3-8 Arm Bde (3)

## French Units:

- 26.33 (Trier): 6-5-9 Arm Div (1)
- 15.31: 6-5-9 Arm Div (3)
- 19.35 (Nancy): 6-5-9 Arm Div (4)
- 21.29: 7-6-9 Arm Div (5)
- 18.30 (Strasbourg): 6-5-9 Arm Div (6)
- 13.35: 7-6-9 Arm Div (7)
- 39.11 (West Berlin): 0-3-0 Inf Bde (Berlin)

## Danish Units:

- 56.13: 2-3-8 Sjld Inf Bde (1)
- 56.14: 1-3-8 Sjld Inf Bde (2)
- 53.05 (Rønne): 0-2-0 Inf Rgt (Bnhm)

### Jyske Div:

- 58.19 (Frederica): 2-3-8 Inf Bde (1)
- 56.20 (Haderslev): 2-3-8 Inf Bde (3)

## Dutch Units:

### 4 Div:

- 45.22: 5-3-8 Arm Bde (41)

## Belgian Units:

### 16 Pz Div:

- 31.28 (Siegen): 5-4-8 Arm Bde (17)
- 35.26: 3-3-8 Mech Inf Bde (4)

## Austrian Units:

- 6.05 (Graz): 1-4-5 Inf Bde (5 Jg)
- 8.19 (Innsbruck): 1-4-5 Inf Bde (6 Jg)
- 4.10 (Klagenfurt): 1-4-5 Inf Bde (7 Jg)

### 1 PG Div:

- 13.05: 3-3-8 Arm Bde (3)
- 13.09 (Linz): 3-4-8 Mech Inf Bde (4)
- 12.02: 3-4-8 Mech Inf Bde (9)

## Italian Units:

- 2.14: 1-4-5 Mtn Inf Bde (Julia)
- 7.19: 1-4-5 Mtn Inf Bde (Tridnta)
- 4.17: 1-4-5 Mtn Inf Bde (Cadore)
- 6.20: 1-4-5 Mtn Inf Bde (Orobica)

### Ariete Div:

- 2.17: 5-4-8 Arm Bde (Manin)
- 2.16: 5-4-8 Arm Bde (Mameli)
- 1.18 (Pordenone): 4-4-8 Mech Inf Bde (Garbldi)

### Mantua Div:

- 1.15 (Udine): 4-4-8 Mech Inf Bde (Isonzo)

## NATO Available Air Units Box:

- 1x US F-15
- 1x US F-16
- 1x US F-4
- 1x US F-111
- 1x British Tornado (Strike)
- 1x Belgian F-104
- 1x Dutch F-104
- 1x West German F-4
- 1x West German F-104
- 1x Canadian F-104

## Special Assets Box:

- 12x Nuclear Weapon Markers
- 5x Chemical Weapon Markers



*East German chemical troops.*

## WP Set up:

### Soviet Units:

**36.13:** 12-7-9 Arm Div (7 Gd)  
**37.14:** 12-7-9 Arm Div (10 Gd)  
**30.10:** 12-7-9 Arm Div (11 Gd)  
**41.12:** 12-7-9 Arm Div (12 Gd)  
**44.10:** 12-7-9 Arm Div (16 Gd)  
**36.11:** 12-7-9 Arm Div (32 Gd)  
**38.16:** 12-7-9 Arm Div (47 Gd)  
**30.16 (Jena):** 12-7-9 Arm Div (79 Gd)  
**32.11:** 12-7-9 Arm Div (9)  
**41.10:** 12-7-9 Arm Div (25)  
**25.06:** 11-7-9 Arm Div (15 Gd)  
**23.01:** 11-7-9 Arm Div (31)  
**32.05:** 9-6-9 Arm Div (20)  
**44.01:** 9-6-9 Arm Div (90 Gd)  
**40.09:** 10-8-8 Mech Inf Div (6 Gd)  
**32.14 (Leipzig):** 10-8-8 Mech Inf Div (27 Gd)  
**29.19:** 10-8-8 Mech Inf Div (39 Gd)  
**31.16:** 10-8-8 Mech Inf Div (57 Gd)  
**44.15:** 10-8-8 Mech Inf Div (94 Gd)  
**42.14:** 10-8-8 Mech Inf Div (21)  
**39.12:** 10-8-8 Mech Inf Div (35)  
**39.15 (Stendal):** 10-8-8 Mech Inf Div (207),  
     7-7-10 Attack Helo Bde (3 A)  
**26.05:** 8-7-8 Mech Inf Div (18 Gd)  
**31.13:** 8-7-8 Mech Inf Div (20 Gd)  
**23.03:** 8-7-8 Mech Inf Div (48)  
**38.09 (East Berlin):** 4-3-8 Mech Inf Bde (6 Gd)  
**46.12:** 3-1-9 Arm Rgt (138)  
**34.07 (Cottbus):** 1-3-5 Air Asslt Bde (35)  
**21.01:** 7-7-10 Attack Helo Bde (CGF)  
**29.01:** 7-7-10 Attack Helo Bde (NGF)  
**32.16:** 7-7-10 Attack Helo Bde (1 GTA)  
**44.14:** 7-7-10 Attack Helo Bde (2 GTA)  
**42.09:** 7-7-10 Attack Helo Bde (20 GA)

### Special Assets Box:

4-6-6 Abn Div (7 Gd, 98 Gd),  
 2-2-7 Marine Inf Bde (336 Gd),  
 1-3-10 Cmdo Bde (3 Gd)

### East German Units:

**30.09 (Dresden):** 7-5-9 Arm Div (7)  
**45.08:** 10-7-9 Arm Div (9)  
**38.11 (Potsdam):** 5-6-8 Mech Inf Div (1)  
**30.18 (Erfurt):** 5-6-8 Mech Inf Div (4)  
**45.16 (Schwerin):** 5-6-8 Mech Inf Div (8)  
**33.15 (Halle):** 5-6-8 Mech Inf Div (11)

### Polish Units:

**35.06:** 6-4-8 Arm Div (5)  
**33.05:** 6-4-8 Arm Div (11)  
**45.02:** 6-4-8 Arm Div (20)  
**47.01 (Koszalin):** 4-4-7 Mech Inf Div (8)  
**45.01:** 4-4-7 Mech Inf Div (12)

### Special Assets Box:

1-2-5 Abn Bde (6),  
 2-2-7 Marine Inf Bde (7)

### Czech Units:

**25.09:** 9-6-8 Arm Div (1)  
**21.05:** 6-4-8 Arm Div (4) [reduced]  
**20.07:** 6-4-8 Arm Div (9) [reduced]  
**19.11:** 4-4-7 Mech Inf Div (2)  
**17.08:** 4-4-7 Mech Inf Div (15) [reduced]  
**22.11 (Pilsen):** 4-4-7 Mech Inf Div (19)  
**25.13 (Karlovy Vary):** 4-4-7 Mech Inf Div (20)

### Hungarian Units:

**4.01:** 4-4-7 Mech Inf Div (8)

### WP Available Air Units Box:

2x Soviet MiG-21  
 1x Soviet MiG-23  
 1x Soviet Su-17  
 1x Soviet Su-24  
 1x Soviet MiG-27  
 1x Polish MiG-21  
 1x Polish MiG-17 (Strike)  
 1x East German MiG-21  
 1x Czech MiG-21  
 1x Hungarian MiG-21

### Special Assets Box:

15x Nuclear Weapon Markers  
 10x Chemical Weapon Markers

## 10.6 It's a Mistake— 1983 NATO Offensive

*Jump down the shelters to get away  
The boys are cockin' up their guns  
Tell us general, is it party time?  
If it is can we all come*

*Able Archer was an annual exercise practicing command and control procedures. The 1983 exercise had introduced new measures for realism, coupled with the expected deployment of the Pershing II missile to Europe and deteriorating relations and other provocations between the US and USSR had caused many in the Soviet Politburo to think this year's exercise was a cover to a NATO pre-emptive attack. The scenario explores the possibility that the Soviets were right and NATO initiated the attack on the Warsaw Pact.*



4.2 must be applied in this scenario.

**Victory:** NATO wins by occupying 6 of 10 of the following city hexes (each Major City hex counts as one point, City hexes of a larger city not listed here do not count) at the end of the scenario:

East Berlin (39.10, 38.09) (2 hexes)  
Leipzig (32.13, 32.14) (2 hexes)  
Dresden (30.09)  
Rostock (48.13)  
Prague (24.07, 24.08) (2 hexes)  
Poznań (37.01)  
Wrocław (30.00)

### **Set up:**

*Use the set up from scenario 10.5*



## 10.7 Everybody Wants to Rule the World— 1989 Soviet Offensive

*All for freedom and for pleasure  
Nothing ever lasts forever  
Everybody wants to rule the world*

*With the revolutions spreading through Eastern Europe in 1989 starting in Poland with its Solidarity Movement, the Warsaw Pact was in jeopardy. This scenario assumes the Soviet Union makes a last gasp effort to restore its influence by an attack on NATO. Much of the equipment and troops (at least for some members of NATO) here would be seen on the battlefield in Kuwait and Iraq in 1991.*

### NATO Set up: British Units:

39.11 (West Berlin): 1-3-0 Inf Bde (Berlin)

#### 1 Arm Div:

43.20: 8-6-9 Arm Bde (7)  
39.27 (Osnabrück): 5-5-9 Arm Bde (12)  
42.19: 7-6-9 Arm Bde (22)  
38.22: 4-4-10 Attack Helo Rgt (1)

#### 3 Arm Div:

37.29: 8-6-9 Arm Bde (4)  
35.27: 6-5-9 Arm Bde (6), 4-4-10 Attack Helo Rgt (3)  
36.25 (Paderborn): 6-5-9 Arm Bde (33)

#### 4 Arm Div:

39.25 (Minden): 5-5-9 Arm Bde (11)  
37.25 (Bielefeld): 7-5-9 Arm Bde (20),  
4-4-10 Attack Helo Rgt (4)

### Canadian Units:

16.30 (Lahr): 5-4-9 Mech Inf Bde (4)

### West German Units:

40.20: 7-7-10 Attack Helo Rgt (16)  
20.19: 7-7-10 Attack Helo Rgt (26)  
32.24: 7-7-10 Attack Helo Rgt (36)

#### 1 Pz Div:

38.21 (Hildesheim): 5-5-9 Mech Inf Bde (1)  
38.19 (Braunschweig): 7-5-9 Arm Bde (2)  
40.23: 7-5-9 Arm Bde (3)

#### 2 PG Div:

35.21 (Göttingen): 5-5-9 Mech Inf Bde (4)  
31.23: 5-5-9 Mech Inf Bde (5)  
34.23: 7-5-9 Arm Bde (6)

#### 3 Pz Div:

45.20 (Hamburg): 5-5-9 Mech Inf Bde (7)  
44.19 (Lüneburg): 7-5-9 Arm Bde (8)  
38.28 (Münster): 7-5-9 Arm Bde (9 Lehr)

#### 4 PG Div:

22.15: 4-5-9 Mech Inf Bde (10)  
19.15: 4-5-9 Mech Inf Bde (11)  
21.17: 7-5-9 Arm Bde (12)

#### 5 Pz Div:

29.27: 5-5-9 Mech Inf Bde (13)  
30.24: 7-5-9 Arm Bde (14)  
28.30 (Koblenz): 7-5-9 Arm Bde (15)

#### 6 PG Div:

45.19: 4-5-9 Mech Inf Bde (16)  
46.19 (Hamburg): 4-5-9 Mech Inf Bde (17)  
49.20 (Neumünster): 6-4-9 Arm Bde (18)

#### 7 Pz Div:

36.27 (Ahlen): 5-5-9 Mech Inf Bde (19)  
34.28: 7-5-9 Arm Bde (20)  
37.26: 7-5-9 Arm Bde (21)

#### 1 Geb Div:

11.20: 4-5-9 Mech Inf Bde (22)  
11.17: 2-3-5 Mtn Inf Bde (23)  
16.16 (Landshut): 7-5-9 Arm Bde (24)

#### 1 FJ Div:

18.27: 2-4-10 Air Asslt Bde (25)  
23.33: 2-4-10 Air Asslt Bde (26)  
36.26 (Lippstadt): 2-4-10 Air Asslt Bde (27)

#### 10 Pz Div:

16.23 (Ulm): 7-5-9 Arm Bde (28)  
15.26: 7-5-9 Arm Bde (29)  
18.22 (Aalen): 5-5-9 Mech Inf Bde (30)

#### 11 PG Div:

45.26 (Oldenburg): 5-5-9 Mech Inf Bde (31)  
44.24 (Bremen): 5-5-9 Mech Inf Bde (32)  
40.19: 7-5-9 Arm Bde (33)

#### 12 Pz Div:

28.29: 7-5-9 Arm Bde (34)  
26.22: 5-5-9 Mech Inf Bde (35)  
22.23: 7-5-9 Arm Bde (36)

## US Units:

- 38.10 (West Berlin): 1-3-0 Inf Bde (Berlin)
- 25.17: 9-9-9 Arm Cav Rgt (2)
- 29.23 (Fulda): 9-9-9 Arm Cav Rgt (11)
- 22.21: 8-8-10 Attack Helo Bde (11)
- 27.28 (Wiesbaden): 8-8-10 Attack Helo Bde (12)

## Special Assets Box:

- 1-2-10 Cmdo Bn (10 SF)

### 1 Arm Div:

- 22.17: 7-5-9 Arm Bde (1)
- 23.19: 9-8-9 Arm Bde (2)
- 24.19: 5-5-9 Mech Inf Bde (3)
- 21.21: 7-7-10 Attack Helo Bde (4)

### 2 Arm Div:

- 45.24: 7-6-9 Arm Bde (3)

### 3 Arm Div:

- 29.26: 8-7-9 Mech Inf Bde (1)
- 27.25: 7-6-9 Arm Bde (2)
- 28.26: 7-6-9 Arm Bde (3)
- 26.25 (Hanau): 7-7-10 Attack Helo Bde (4)

### 1 Inf Div:

- 17.25: 5-5-9 Mech Inf Bde (3)

### 3 Inf Div:

- 25.22 (Schweinfurt): 8-7-9 Mech Inf Bde (1)
- 24.22 (Würzburg): 7-6-9 Arm Bde (2)
- 25.25 (Aschaffenburg): 6-6-9 Mech Inf Bde (3)
- 23.23: 7-7-10 Attack Helo Bde (4)

### 8 Inf Div:

- 26.28 (Mainz): 8-7-9 Mech Inf Bde (1),  
7-7-10 Attack Helo Bde (4)
- 24.31: 6-6-9 Mech Inf Bde (2)
- 23.27 (Mannheim): 7-6-9 Arm Bde (3)



US M1's, 1985.

## French Units:

- 26.33 (Trier): 6-5-9 Arm Div (1)
- 15.31: 6-5-9 Arm Div (3)
- 21.29: 7-6-9 Arm Div (5)
- 13.35: 7-6-9 Arm Div (7)
- 39.11 (West Berlin): 1-2-0 Inf Bde (Berlin)

## Danish Units:

- 56.13: 2-3-8 Sjld Inf Bde (1)
- 56.14: 1-3-8 Sjld Inf Bde (2)
- 53.05 (Rønne): 0-2-0 Inf Rgt (Bnhm)

### Jyske Div:

- 58.19 (Frederica): 2-3-8 Inf Bde (1)
- 56.20 (Haderslev): 2-3-8 Inf Bde (3)

## Dutch Units:

### 4 Div:

- 45.22: 6-4-8 Arm Bde (41)

## Belgian Units:

### 16 Pz Div:

- 31.28 (Siegen): 5-4-8 Arm Bde (17)
- 35.26: 3-3-8 Mech Inf Bde (4)

## Austrian Units:

### 1 PG Div:

- 13.05: 3-3-8 Arm Bde (3)
- 13.09 (Linz): 3-4-8 Mech Inf Bde (4)
- 12.02: 3-4-8 Mech Inf Bde (9)

## Italian Units:

- 2.14: 1-4-5 Mtn Inf Bde (Julia)
- 7.19: 1-4-5 Mtn Inf Bde (Tridnta)
- 4.17: 1-4-5 Mtn Inf Bde (Cadore)
- 6.20: 1-4-5 Mtn Inf Bde (Orobica)
- 2.17: 5-4-8 Arm Bde (Ariete)
- 1.15 (Udine): 4-4-8 Mech Inf Bde (Mantua)

### Ariete Div:

- 2.16: 5-4-8 Arm Bde (Mameli)
- 1.18 (Pordenone): 4-4-8 Mech Inf Bde (Garbldi)

## NATO Available Air Units Box:

- 1x US F-15
- 2x US F-16
- 1x US F-111
- 1x British Tornado (Strike)
- 1x Belgian F-16
- 1x Dutch F-16
- 1x West German F-4
- 1x West German Tornado
- 1x Canadian CF-18

## Special Assets Box:

- 12x Nuclear Weapon Markers
- 5x Chemical Weapon Markers

**WP Set up:****Soviet Units:**

36.13: 12-7-9 Arm Div (7 Gd)  
 37.14: 12-7-9 Arm Div (10 Gd)  
 30.10: 12-7-9 Arm Div (11 Gd)  
 41.12: 12-7-9 Arm Div (12 Gd)  
 44.10: 12-7-9 Arm Div (16 Gd)  
 36.11: 12-7-9 Arm Div (32 Gd)  
 38.16: 12-7-9 Arm Div (47 Gd)  
 30.16 (Jena): 12-7-9 Arm Div (79 Gd)  
 40.09: 12-7-9 Arm Div (90 Gd)  
 32.11: 12-7-9 Arm Div (9)  
 32.05: 12-7-9 Arm Div (20)  
 41.10: 12-7-9 Arm Div (25)  
 25.06: 11-7-9 Arm Div (15 Gd)  
 23.01: 11-7-9 Arm Div (31)  
 26.05: 9-8-8 Mech Inf Div (18 Gd)  
 44.01: 10-8-8 Mech Inf Div (6 Gd)  
 31.13: 10-8-8 Mech Inf Div (20 Gd)  
 32.14 (Leipzig): 10-8-8 Mech Inf Div (27 Gd)  
 29.19: 10-8-8 Mech Inf Div (39 Gd)  
 31.16: 10-8-8 Mech Inf Div (57 Gd)  
 44.15: 10-8-8 Mech Inf Div (94 Gd)  
 42.14: 10-8-8 Mech Inf Div (21)  
 39.12: 10-8-8 Mech Inf Div (35)  
 23.03: 10-8-8 Mech Inf Div (48)  
 39.15 (Stendal): 10-8-8 Mech Inf Div (207),  
 7-7-10 Attack Helo Bde (3 A)  
 38.09 (East Berlin): 4-3-8 Mech Inf Bde (6 Gd)  
 39.10 (East Berlin): 3-1-9 Arm Rgt (58 Gd)  
 31.20: 3-1-9 Arm Rgt (119 Gd)  
 36.17: 3-1-9 Arm Rgt (115)  
 46.12: 3-1-9 Arm Rgt (138)  
 40.15: 3-1-9 Arm Rgt (145 Gd)  
 27.15 (Plauen): 3-1-9 Arm Rgt (147)  
 45.15: 3-1-9 Arm Rgt (221)  
 34.07 (Cottbus): 1-3-10 Air Asslt Bde (35)  
 46.01: 1-3-5 Air Asslt Bde (83)  
 21.01: 7-7-10 Attack Helo Bde (CGF)  
 29.01: 7-7-10 Attack Helo Bde (NGF)  
 32.16: 7-7-10 Attack Helo Bde (1 GTA)  
 44.14: 7-7-10 Attack Helo Bde (2 GTA)  
 42.09: 7-7-10 Attack Helo Bde (20 GA)

**Special Assets Box:**

4-6-6 Abn Div (7 Gd, 98 Gd),  
 2-2-7 Marine Inf Bde (336 Gd),  
 1-3-10 Cmdo Bde (3 Gd)

**East German Units:**

30.09 (Dresden): 9-7-9 Arm Div (7)  
 45.08: 10-7-9 Arm Div (9)  
 38.11 (Potsdam): 5-6-8 Mech Inf Div (1)  
 30.18 (Erfurt): 5-6-8 Mech Inf Div (4)  
 45.16 (Schwerin): 5-6-8 Mech Inf Div (8)  
 33.15 (Halle): 5-6-8 Mech Inf Div (11)

**Special Assets Box:**

1-2-10 Cmdo Rgt (40 WS)

**Polish Units:**

35.06: 6-4-8 Arm Div (5)  
 33.05: 5-4-7 Mech Inf Div (11)  
 45.02: 4-4-7 Mech Inf Div (20)  
 47.01 (Koszalin): 4-4-7 Mech Inf Div (8)  
 45.01: 4-4-7 Mech Inf Div (12)

**Special Assets Box:**

1-2-5 Abn Bde (6)  
 2-2-7 Marine Inf Bde (7)

**Czech Units:**

25.09: 9-6-8 Arm Div (1)  
 21.05: 6-4-8 Arm Div (4) [reduced]  
 20.07: 9-6-8 Arm Div (9) [reduced]  
 19.11: 4-4-7 Mech Inf Div (2)  
 17.08: 4-4-7 Mech Inf Div (15) [reduced]  
 22.11 (Pilsen): 4-4-7 Mech Inf Div (19)  
 25.13 (Karlovy Vary): 4-4-7 Mech Inf Div (20)

**WP Available Air Units Box:**

1x Soviet Su-27  
 2x Soviet MiG-29  
 1x Soviet MiG-27  
 1x Soviet Su-24  
 1x Soviet Su-25  
 1x Polish MiG-21  
 1x Polish MiG-23  
 1x East German MiG-21  
 1x Czech MiG-21  
 1x Hungarian MiG-21

**Special Assets Box:**

18x Nuclear Weapon Markers  
 10x Chemical Weapon Markers



## 10.8 We Didn't Start the Fire—1989 NATO Offensive

*We didn't start the fire  
It was always burning  
Since the world's been turning  
We didn't start the fire  
No we didn't light it  
But we tried to fight it*

*With the unrest occurring in Eastern European Warsaw Pact nations and mass demonstrations along the Berlin Wall, while overall peaceful, could have been tenser with dire consequences against the demonstrators. This scenario supposes that NATO takes offensive action in an effort to help the protesters and precipitate the fall of Communism.*

4.2 must be applied in this scenario.

**Victory:** NATO wins by occupying 6 of 10 of the following city hexes (each Major City hex counts as one point, City hexes of a larger city not listed here do not count) at the end of the scenario:

East Berlin (39.10, 38.09) (2 hexes)  
Leipzig (32.13, 32.14) (2 hexes)  
Dresden (30.09)  
Rostock (48.13)  
Prague (24.07, 24.08) (2 hexes)  
Poznań (37.01)  
Wrocław (30.00)

### Set up:

Use the set up from scenario 10.7

## Nuclear and Chemical Weapons Usage

Place the Special Weapons marker. Roll individually for each unit already in the hex on the “Strike Column” or for units entering the hex later using the appropriate “Entry column.” Nuclear Weapon markers remain in the hex until the end of the game, but remove Chemical Weapons markers at the end of the current game turn.

### Nuclear Weapons Table

One Die	Strike	Entry
1-2	-	-
3	Step	-
4-5	Step	Step
6	Elim	Step

### Chemical Weapons Table

One Die	Strike	Entry: NATO	Entry: WP
1-3	-	-	-
4	Step	-	-
5	Step	Step	-
6	Step	Step	Step

Elim = Eliminate the unit  
Step = Apply one Step Loss to the rolling unit

## 1945 Combat Results Table

### Odds

*Shift one column left if the defender "has Terrain"*

<i>Two Dice</i>	<b>1:3</b>	<b>1:2</b>	<b>1:1</b>	<b>2:1</b>	<b>3:1</b>	<b>4:1 or more</b>	<i>Two Dice</i>
<b>2</b>	A2	A2	A2	A2	A2	A2	<b>2</b>
<b>3</b>	A2	A2	A2	A1	A1	A1	<b>3</b>
<b>4</b>	A2	A2	A1	A1	A1	A1 D1	<b>4</b>
<b>5</b>	A1	A1	A1	A1	D1	D1 <b>r</b>	<b>5</b>
<b>6</b>	A1	A1	ne	D1	D1 <b>r</b>	D1 <b>r</b>	<b>6</b>
<b>7</b>	A1	A1	D1	D1 <b>r</b>	D1 <b>r</b>	D1 <b>r</b>	<b>7</b>
<b>8</b>	A1	A1 D1	D1 <b>r</b>	D1 <b>r</b>	D1 <b>r</b>	D2 <b>r</b>	<b>8</b>
<b>9</b>	A1 D1	D1 <b>r</b>	D1 <b>r</b>	D1 <b>r</b>	D2 <b>r</b>	D2 <b>r</b>	<b>9</b>
<b>10</b>	D1 <b>r</b>	D1 <b>r</b>	D2 <b>r</b>	D2 <b>r</b>	D2 <b>r</b>	D2 <b>r</b>	<b>10</b>
<b>11</b>	D1 <b>r</b>	D2 <b>r</b>	D2 <b>r</b>	D2 <b>r</b>	D2 <b>r</b>	D2 <b>r</b>	<b>11</b>
<b>12</b>	D2 <b>r</b>	D2 <b>r</b>	D2 <b>r</b>	D2 <b>r</b>	D3 <b>r</b>	D3 <b>r</b>	<b>12</b>

**DRM:** Use only one DRM and true in **both** columns.

DRM	Is Defender's Stack OOS?	Attacker Stacks that are OOS
+2	Yes	None
+1	Yes	Some
+0	Yes	All
-2	No	Any

A—Attacker Result  
 D—Defender Result  
 #—Step loss  
**r**—Defender Retreats 3 hexes  
 (ignore if No Retreat, 7.2d).  
 ne—No Effect

Odds less than the table allows are automatically resolved as an A1 per *JCS* 7.4

## 1945 Terrain Effects on Combat Chart

Terrain Type	Defender Terrain?	No Retreat Terrain? (7.2d)	Air Strike Success Value (7.4)
Open	-	-	<b>5</b>
Major City	Yes	Yes	<b>6</b>
City	Yes	-	<b>6</b>
Forest	Yes	-	<b>5</b>
Rough	Yes	-	<b>5</b>
Mountain	Yes	Yes	<b>6</b>
Ferry ( <i>hex</i> 56.15)	<i>Attack Not Allowed Across</i>		-
River/Canal	Yes <sup>[1]</sup>	-	-
Major River	Yes <sup>[1]</sup>	Yes	-
Sea Line	Yes <sup>[1, 2]</sup>	Yes	-

- = No Effect

Unlisted features have no effect on Air Strikes, Combat or Retreat.

<sup>[1]</sup> This is Hexside Terrain, so it only applies as Terrain if all attacking units are attacking across hexside this or other terrain features.

<sup>[2]</sup> Attack only allowed across this feature if the hexside can be crossed by a Road or RR.

# 1962 – 1989 Combat Results Table (One Die for each roll)

**Shift one row DOWN if Defender Terrain applies**

*One Row regardless if the Defender has a hex, hexside, or both.*

## Loss Rolls (One Die)

## Retreat Result

**Odds**

	Attacker	Defender	None **	1 hex	2 hexes	3 hexes
<b>4:1</b> <i>or more</i>	<b>(1-3)</b>	<b>4-6</b>	-	-	1	2-6
<b>3:1</b>	<b>1</b>	<b>4-6</b>	-	-	1-2	3-6
<b>2:1</b>	<b>1-2</b>	<b>4-6</b>	1	2	3-4	5-6
<b>1:1</b>	<b>1-3</b>	<b>5-6</b>	1	2-3	4-5	6
Shift Only	<b>1-4</b>	<b>5-6</b>	1-2	3-4	5	6
<b>1:2</b>	<b>1-4</b>	<b>6</b>	1-3	4-5	6	-
<b>1:3</b>	<b>1-4</b>	<b>6</b>	1-4	5-6	-	-
<b>1:4</b> <i>or less</i>	<b>1-4</b>	<b>6</b>	1-5	6	-	-

**Retreat Roll\***  
(One Die)

\* If NO Retreat Terrain applies, do not roll for Retreat at all.

\*\* The player **does not need** a *successful* Retreat result *in order to* Advance into a destroyed defender's hex.

The Attacker first rolls for loss for each of his own stacks. Only the top unit used will be affected by the roll.

Then, the Attacker rolls separately for loss for **each unit** in the Defending stack.

Lastly, make one roll using the same row to determine if there is any Retreat result.

### Results:

- Rolling in the Loss Roll range above applies a step loss to the rolling unit.



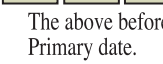












- A **(1-3)** result means that if your Loss roll is a 1, roll again. If that second roll is a 1-3 it is a loss, otherwise, it is not.

## 1962 – 1989 Terrain Effects on Combat Chart

Terrain Type	Defender Terrain?	No Retreat Terrain? (7.2d)	Air Strike Success Value (7.4)
Open	-	-	<b>4</b>
Major City	Yes	Yes	<b>6</b>
City	Yes	-	<b>5</b>
Forest	Yes	-	<b>4</b>
Rough	Yes	-	<b>5</b>
Mountain	Yes	Yes	<b>5</b>
Ferry (hex 56.15)	<i>Attack Not Allowed Across</i>		-
River/Canal	Yes <sup>[1]</sup>	-	-
Major River	Yes <sup>[1]</sup>	Yes	-
Sea Line	Yes <sup>[1, 2]</sup>	Yes	-

See Key under 1945 TEC pg 50.

## Terrain Effects on Movement Chart

Terrain Type	MP Costs			Defender Terrain?	No Retreat Terrain? (7.2d)	Air Strike Success Value	
	Mech	Any	Leg			1962-1989	1945
 Open		1		-	-	<b>4</b>	<b>5</b>
 Primary Road		1/2		-	-	ot	ot
 Secondary Road		1		-	-	ot	ot
 RR		1/2		-	-	ot	ot
 Major City		1		Yes	Yes	<b>6</b>	<b>6</b>
 City		1		Yes	-	<b>5</b>	<b>6</b>
 Forest		1		Yes	-	<b>4</b>	<b>5</b>
 Rough	2		1	Yes	-	<b>5</b>	<b>5</b>
 Mountain	5		2	Yes	Yes	<b>5</b>	<b>6</b>
 Ferry ( <i>hex 56.15</i> )		+3		<i>Attack Not Allowed Across</i>		ot	ot
 River/Canal		+1		Yes <sup>[2]</sup>	-	ot	ot
 Secondary Road Bridge		- <sup>[1]</sup>		-	-	ot	ot
 Major River		P		Yes <sup>[2]</sup>	Yes	ot	ot
 Sea Line		P		Yes <sup>[2, 3]</sup>	Yes	ot	ot
 Ocean		P		<i>Attack Not Allowed</i>		ot	ot

Unlisted features have no effect on Movement, Combat, Air Strikes, or Retreat.

**P = Prohibited.** Non-Air Mobile units cannot cross (or attack across) such a hexside except via a Ferry, Road, or RR. When attacking across such a hexside (via the features listed earlier), the hexside provides “Terrain” for the defender. Air Mobile units are unaffected when moving or attacking across such features (and the feature does not provide “Terrain”).

- = No Effect.

ot = Use Other Terrain in the hex.

<sup>[1]</sup> The feature will negate hexside costs, but does not then allow Overrun.

<sup>[2]</sup> This is Hexside Terrain, so it only applies as Terrain if all attacking units are attacking across hexside this or other terrain features.

<sup>[3]</sup> Attack only allowed across this feature if the hexside can be crossed by a Road or RR.

Primary vs. Secondary Roads: See 3.1h

# Iron Curtain

Central Europe:  
1945-1989



**The Gamers**  
Quality Wargames Since 1988

