

Combat Results Table

Die Roll	1:2	1:1	2:1	3:1	4:1	5:1	6:1
1	DR	DR	DE	DE	DE	DE	DE
2	EX	DR	DR	DE	DE	DE	DE
3	EX	EX	DR	DR	DE	DE	DE
4	AL 1	EX	EX	DR	DR	DE	DE
5	AL 1	AL 1	EX	EX	DR	DR	DE
6	AL 1	AL 1	AL 1	EX	EX	DR	DR

East German & Czechoslovakian Loyalty

Die Roll	Effect
1-5	Remains Loyal
6	Disband

Check for every attack and defense.

Use all modifiers below that apply in each combat.

Check each unit individually.

+1 of not stacked with one or more Soviet units.

+1 if inside own country at time roll.

+1 if the unit being rolled for is attacking (rather than defending).

Supply Tracing Table

Nationality	Trace To
US & CA	Frankfurt or West Map edge in France (see 10.13)
BE & UK	West Map edge north of Moselle River
NL	West Map edge in the Netherlands
FR	West Map edge in France
WG	To any cities in West Germany containing three or more friendly controlled hexes.
USSR	Whole East Map edge
EG	East Map edge in East Germany
CZ	East Map edge in Czechoslovakia
Everyone	Always in supply within own county
Heliborne	Almost always in supply (exeption: 10.13)

Terrain Effects Chart

	Terrain Type	Movement Cost	Combat Effects
	Clear	1	No Effect
	Rough	2*	1L
	Mountain	3*	2L
	Mountain Pass	1 or 3**	2L
	Heath	3	No Effect
	City & Ruhr City	1	2L & DR results convert to BB & No Concentric
	All-Sea Hex or Hexside	Generally not allowed, Heliborne may move but not stop in all-sea hex.	Not Allowed
	River Hexside	+1 or Die Roll***	Attackers generally halved, but Heliborne units suffer no effect.
	International Boundary Hexside	Generally No Effect****	No Effect

* Mountain infantry pays only 1 MP/hex

** To pay only 1 MP units must move from Pass hex to Pass hex via a Pass hexside; otherwise 3 MP

*** +1 if crossing from or into City hex; otherwise 1/2 dr (rounded up)

**** On Turn 1 all Soviet and WP units crossing a Border hexside must pay +1 if moving normally or +2 if using Column movement.

Turn Sequence Outline

- I. Air Superiority Phase
- II. Electronic Warfare & Countermeasures Phase
- III. Soviet Player Turn
 - A. Soviet Movement or Combat Phase
 - B. Soviet Combat or Movement Phase
- IV. NATO Player Turn
 - A. NATO Movement or Combat Phase
 - B. NATO Combat or Movement Phase
- V. Victory Check Phase
- VI. Mutual Reinforcement Phase