

Berlin '85

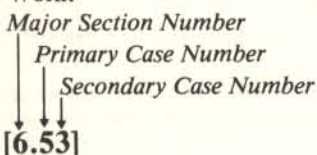
The Enemy at the Gates

Copyright © 1980, Simulations Publications, Inc., New York, N.Y., 10010

Read this First:

The rules of this SPI simulation game are organized in a format known as the *Case System*. This system of organization divides the rules into *Major Sections* (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these *Major Sections* is introduced by a *General Rule*, which briefly describes the subject of the Section. Many times this *General Rule* is followed by a *Procedure* which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each *Major Section* consists of *Cases*. These are the specific, detailed rules that actually regulate play. Each of these *Cases* is also numbered. The numbering follows a logical system based upon the number of the *Major Section* of which the *Cases* are a part. A *Case* with the number 6.5, for example, is the fifth *Primary Case* of the sixth *Major Section* of the rules. Many times these *Primary Cases* are further subdivided into *Secondary Cases*. A *Secondary Case* is recognizable by the fact that it has two digits to the right of its decimal point. Each *Major Section* can have as many as nine *Primary Cases* and each *Primary Case* can have as many as nine *Secondary Cases*. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a *Case* is located in the rules. As a further aid, an outline of the *Major Sections* and *Primary Cases* is given at the beginning of the rules.

How the Section and Case Numbers Work:



The preceding example would be the number of the third *Secondary Case* of the fifth *Primary Case* of the sixth *Major Section* of the Rules.

How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the *General Rules* and *Procedures* and read the *titles* of the *Primary Cases*. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The *Case* numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
 Rules Questions Editor for
 Berlin '85
 257 Park Avenue South
 New York, N.Y. 10010

1.0 INTRODUCTION

2.0 GAME EQUIPMENT

- 2.1 The Game Map
- 2.2 Charts and Tables
- 2.3 The Playing Pieces
- 2.4 Game Scale
- 2.5 Parts Inventory

3.0 SETTING UP THE GAME

4.0 SEQUENCE OF PLAY

5.0 MOVEMENT

- 5.1 Movement Restrictions and Prohibitions

5.2 Effects of Terrain

5.3 Effects of Other Friendly Units

6.0 ZONES OF CONTROL

- 6.1 Effects on Movement
- 6.2 Multiple Zones

7.0 COMBAT

- 7.1 Which Units Attack
- 7.2 Multiple Unit and Multi-Hex Combat
- 7.3 Combat Strength Unity
- 7.4 Effects of Terrain
- 7.5 Diversionary Attacks

7.6 Combat Resolution

7.7 How to Retreat

7.8 Displacement

7.9 Advance After Combat

8.0 ARTILLERY

- 8.1 Barrage Attacks
- 8.2 Combined Attacks
- 8.3 Adjacent Attacks
- 8.4 Final Protective Fire (FPF)
- 8.5 Defense
- 8.6 Terrain Effects
- 8.7 Unit Integrity
- 8.8 Poison Gas (Optional)

9.0 AIRPOWER

- 9.1 Restrictions and Prohibitions
- 9.2 Air Superiority

10.0 COLLATERAL DAMAGE

- 10.1 How Collateral Damage Is Effected
- 10.2 Which Hexes Can Incur Collateral Damage
- 10.3 Terrain Effects on Collateral Damage
- 10.4 Limitations on Collateral Damage
- 10.5 Effects of Ruin on Existing Terrain
- 10.6 Collateral Damage Table
- 10.7 Firestorm

11.0 UNTRIED UNIT STRENGTH

12.0 BRIDGE DEMOLITION

13.0 REINFORCEMENTS

- 13.1 Restrictions on Reinforcements
- 13.2 Airlanding Reinforcements

14.0 SUPPLY

- 14.1 Supply Sources
- 14.2 Tracing Lines of Supply
- 14.3 Supply Effects

15.0 THE U-BAHN

16.0 NIGHT GAME-TURNS

- 16.1 Airpower at Night
- 16.2 Night Movement

17.0 NATO EMERGENCY REINFORCEMENTS

- 17.1 Reinforcement Table Results
- 17.2 Reinforcement Prohibitions
- 17.3 Reinforcement Table

18.0 PARATROOPS

- 18.1 Scatter Diagram
- 18.2 Paratroop Destruction
- 18.3 Drop Eligibility
- 18.4 First Turn Restrictions
- 18.5 Survival Table
- 18.6 Survival Modifiers

19.0 "HONORS OF WAR"

- 19.1 Results
- 19.2 Restrictions
- 19.3 Honors of War Table
- 19.4 Surrender Points
- 19.5 Surrender Points Record Track

20.0 VICTORY CONDITIONS

- 20.1 City Control
- 20.2 Victory Evaluation

21.0 SCENARIOS

- 21.1 Operation Unity
- 21.2 Operation Werewolf
- 21.3 Operation Medicine Wheel

REMOVING THE RULES FROM THIS ISSUE:

Open the magazine to the center, bend the staples with a penknife or screwdriver; lift out the rules and close staples.

[1.0] INTRODUCTION

Berlin, '85 is an operational level simulation of a hypothetical attempt by the Warsaw Pact to seize the city of West Berlin within the context of a general conventional East-West war. The playing pieces represent the actual units which could conceivably become involved. The game map represents the actual terrain of Berlin and East Germany over which such a battle would be fought. The two players (NATO and Warsaw Pact) maneuver their units across the map and conduct combat according to the rules of play. Victory is determined at the end of Game-Turn 16 or whenever the Warsaw Pact Player achieves control of the city (whichever comes first).

[2.0] GAME EQUIPMENT

GENERAL RULE:

The game equipment consists of the rules, map, charts and tables (printed on the map), one sheet of 200 die-cut playing pieces, and two dice.

CASES:

[2.1] THE GAME MAP

The 22" x 32" game map represents all of West Berlin as well as the surrounding countryside. A hexagonal grid has been superimposed over the terrain features on the mapsheet in order to regulate the positioning and movement of the playing pieces. To make the mapsheet lie flat, backfold it against the machine-made folds. Players will note that each hexagon (hereafter called *hex*) has its own four digit identity number.

[2.2] CHARTS AND TABLES

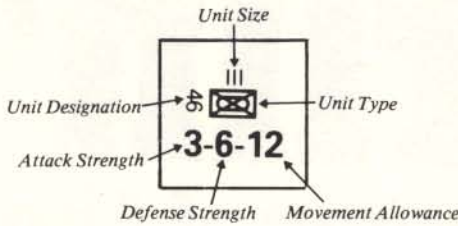
A number of aids are included to assist in play: the Terrain Effects Chart, Reinforcement Table, Combat Results Table, Turn Record Track, Survival Table, Surrender Points Record Track, Collateral Damage Table, Scatter Table, and "Honors of War" Table. The use of each is explained in the appropriate Rules Sections.

[2.3] THE PLAYING PIECES

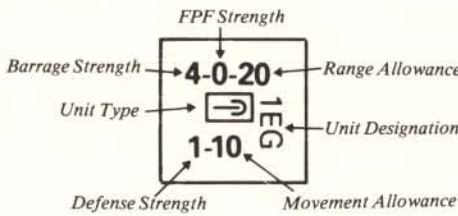
The cardboard playing pieces (hereafter called *units*) represent the military and paramilitary formations which could be involved in a battle in the Berlin area. The numbers and symbols on the pieces represent their Combat Strengths (Attack and Defense), movement capability, type, size, name, and (in the case of artillery) Barrage Strength, Final Protective Fire (FPF) Strength, and Range. Each unit is printed on both sides. One side is an untried side, which is turned up at the beginning of play, and the other is a tried side, which is turned up when the unit participates in combat. **Note:** Artillery units do not have an untried side. Their back face bears a tag showing their unit type and designation as an aid to sorting between games.

A number of markers are included to represent the allocation of Air Ground Support Points. Each marker represents one Ground Support Point. A few pieces do not represent military formations. These are markers used to indicate fires, ruins, persistent poison gas, and destroyed bridges, and to record the passage of Game-Turns and the accumulation of Surrender Points.

[2.31] How to Read the Unit Designations NON-ARTILLERY UNIT



ARTILLERY UNIT



UNIT TYPES

Front		Back
	West Berlin Police	
	East Berlin Police	
	Infantry	
	Mechanized Infantry	
	Paratroop	
	Tank (Armored)	
	Reconnaissance	

	Commando	
	Engineer	
	Military Police	
	Headquarters Detachment	
	Towed Artillery	
	Self-Propelled Artillery	
	Rocket Artillery	
	Anti-Tank Artillery	
	Ruin Marker	
	Persistent Gas Marker	
	Fire Marker	
	Blown Bridge Marker	

UNIT SIZES

I = Company; II = Battalion; III = Regiment; BG = Battle Group.

Units may be identified by a single number or by a two-part designation. In two-part designations, the number to the right of the unit symbol is the unit's superior formation. This may be a division, regiment, or brigade. Police units are identified by a neighborhood or administrative district name. Battalion-sized units are numbered consecutively within the division, when the division is the superior formation shown. As a general rule, there are three battalions per brigade, and three brigades or regiments per division.

Some designations have been abbreviated: G = Guards; EB = East Berlin; EG = East Germany; SFDB = Secteur Francais de Berlin; SFDB = Special Forces Detachment Berlin; LGS = Labor Guard Service; USAE = United States Army Europe; SBG = Support Battle Group; WG = The Welsh Guards; RAN = The

Royal Anglians; GH=The Green Howards; PR=The Parachute Regiment; RA= Royal Artillery; RSDG=Royal Scots Dragoon Guards; Jg=Jagerbrigade; C="C" Company; F="F" Company.

[2.32] Definition of Terms

Attack Strength is the relative strength of a non-artillery unit used to attack other units, and is expressed in terms of Attack Strength Points.

Defense Strength is the relative strength of a unit used to defend against the attacks of Enemy units, and is expressed in terms of Defense Strength Points.

Combat Strength is the relative strength of a unit (as used in either attack or defense) and is expressed in terms of Combat Strength Points.

Barrage Strength is the relative strength of an artillery unit when attacking Enemy units, and is expressed in terms of Barrage Strength Points.

Final Protective Fire (FPF) Strength is the relative ability of an artillery unit to add to the Defense Strength of Friendly units, and is expressed in terms of FPF Strength Points.

Movement Allowance is the maximum number of clear terrain hexes through which a unit may move in a single Movement Phase; each such hex requires the expenditure of one Movement Point of the Movement Allowance. More than one Movement Point may be expended for some hexes.

Range Allowance is the maximum number of hexes that may lie between the hex occupied by an artillery unit using its FPF or Barrage Strength (exclusive), to the defending unit's hex (inclusive).

[2.4] GAME SCALE

Each hex on the map represents one kilometer of real terrain from side to side. Each Game-Turn is equivalent to 8 hours of real time. Every third Game-Turn is a night Game-Turn (tinted on the Turn Record Track).

[2.5] PARTS INVENTORY

Each copy of *Berlin, '85* should include:

- 1 22" x 32" map
- 1 sheet of 200 die-cut playing pieces
- 1 rulebook
- 2 dice (not included in *S&T* Edition)
- 1 Box assembly (not included in *S&T* Edition)

If any of these parts are missing or damaged, fill out the Complaint Card enclosed in the game (not in *S&T* edition) and return it to SPI with the appropriate items checked on the card.

Those who have the *S&T* edition of *Berlin '85* should address their complaints to:
Customer Service
Simulations Publications, Inc.
257 Park Avenue South
New York, New York 10010

Note: The process used in the manufacturing of the die-cut counters used in SPI games sometimes results in colors from one counter overlapping the color of a neighboring counter, or in the slightly off-center printing of the letters and/or numbers on a counter. SPI cannot replace counters displaying these minor manufacturing inaccuracies. Only counters that are illegible can be replaced by SPI.

[3.0] SETTING UP THE GAME

GENERAL RULE:

The cardboard playing pieces should be carefully punched out of the unit counter sheet and sorted by color and type. Players should then decide which side each will play and select a scenario. The playing pieces are set up according to the rules for

each individual scenario as described in this Rules Section.

PROCEDURE:

The Players consult the Initial Deployment listed in the scenario. Included there is a list of the strengths of each unit which is in play (on the map) during the first Game-Turn. Unit values are listed as follows: Combat Strength (shown as a "U")-Movement Allowance. For artillery units: Barrage Strength-Final Protective Fire (FPF) Strength-Range Allowance-Defense Strength-Movement Allowance. Players will be instructed to set up their units within defined parameters. In all cases the NATO Player sets up his forces first, followed by the Warsaw Pact Player. Units used in the scenario, but not available on map at the start of the game, are set aside and brought into play according to the rules governing reinforcement. Not all units are used in every scenario.

[4.0] SEQUENCE OF PLAY

GENERAL RULE:

The game is played in successive Game-Turns, composed of alternating Player-Turns. During each Game-Turn the Players maneuver their units and resolve combat in sequence according to the following outline and within the limits of the rules which follow. At the conclusion of Game-Turn 16 (or at the conclusion of any Game-Turn in which the Warsaw Pact Player controls Berlin) the game ends and victory is assessed.

SEQUENCE OUTLINE

The Game-Turn is divided into a Warsaw Pact Player-Turn and a NATO Player-Turn. The Warsaw Pact Player-Turn is always executed first. The Player whose Player-Turn is currently in progress is termed the Phasing Player. The activity which he may undertake is outlined below.

1. Movement Phase

The Phasing Player's units may move in any direction(s) up to the limits of their individual Movement Allowances within the restrictions of the rules of movement, Zones of Control, terrain effects, etc. The Phasing Player may bring reinforcements onto the map according to the reinforcement rules and as allowed by the Reinforcement Schedule for the scenario. The non-Phasing Player may not move his units. No combat is allowed.

2. Combat Phase

The Phasing Player conducts attacks against the non-Phasing Player's units in the order chosen by the Phasing Player. Each attack is conducted according to the following sequenced procedure:

- A. The Phasing Player states which of his ground units are attacking which defending units.
- B. The Phasing Player allocates Barrage Strength Points (if he wishes) from non-adjacent artillery units and Ground Support Points.
- C. The non-Phasing Player allocates Final Protective Fire Strength (if he wishes) from non-adjacent artillery units and ground support points.
- D. The Combat Differential (total attacking strength minus total defending strength) is calculated, the die is rolled, and the indicated result (see Combat Results Table) is immediately applied. The "They Shall Not Pass" option may now be exercised.
- E. The Phasing Player checks for collateral damage where such is possible due to concentrations of artillery and hex type.

This concludes the Player-Turn. This sequence is repeated by the opposing Player in the same manner, at which time the Game-Turn is over and the Game-Turn Marker is advanced one box on the Turn Record Track. Players continue to follow

this sequence until the Warsaw Pact Player captures Berlin or the end of Game-Turn 16, whichever comes first.

[5.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, any number of Phasing units may move through contiguous hexes in any direction(s) within the limitations of 5.1 through 5.3. Movement may be affected by night (16.0), supply status (14.0) or the use of *underground* movement via the U-Bahn (15.0). Warsaw Pact units may be forced to interrupt movement while the NATO Player rolls for bridge demolition (12.0).

PROCEDURE:

Units move one at a time, tracing a path of contiguous hexes through the hex grid. Each unit pays one or more Movement Points from its Movement Allowance to enter each hex.

CASES:

[5.1] MOVEMENT RESTRICTIONS AND PROHIBITIONS

[5.11] Movement may never take place out of sequence. Phasing units may move during their own Movement Phase, only. During the Combat Phase, a unit which is attacking or defending may be called upon to advance or retreat after combat is resolved. This is not considered movement and uses no Movement Points. During the Enemy Player's Movement Phase, Friendly units may not move.

[5.12] A Friendly unit may never enter a hex containing an Enemy unit.

[5.13] A unit may never expend more Movement Points than its total Movement Allowance in any one Movement Phase. A unit may expend any or all of its Movement Points in its Movement Phase. Units are never forced to move. However, unused Movement Points may not be accumulated or transferred.

[5.14] A unit may not exit an Enemy controlled hex during a Movement Phase of a day Game-Turn. An Enemy controlled hex may be left only during a retreat or advance as a result of combat or as a result of *Disengagement* during a night Game-Turn (see 16.22).

[5.15] Once a unit has moved and the Player's hand has been withdrawn it may not move further during the Player-Turn.

[5.16] The ability of units to move to their full allowance is affected by their supply status. A unit may be either supplied or unsupplied. Unsupplied units have their Movement Allowance halved (round down). See 14.0.

[5.17] West Berlin police units may not move or retreat out of West Berlin. If forced to do so, they are eliminated.

[5.18] No police units on either side may ever voluntarily enter an Enemy ZOC. If forced to do so, they are eliminated.

[5.2] EFFECTS OF TERRAIN

[5.21] A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of hexes, a unit may have to expend more than one Movement Point. See the Terrain Effects Chart printed on the mapsheet.

[5.22] A unit which moves from one road hex directly into an adjacent road hex through a road hexside (i.e., one containing the road symbol) expends only 1 Movement Point regardless of the other terrain in the hex.

[5.23] A unit which moves from one Autobahn hex to an adjacent Autobahn hex through an Autobahn hexside expends $\frac{1}{2}$ Movement Point regardless of the other terrain in the hex.

[5.24] A unit which moves from one U-Bahn hex directly into an adjacent U-Bahn hex through a U-Bahn hexside while "underground" expends 2 Movement Points regardless of the other terrain in the hex. The Phasing Player must state that he is using *underground movement* upon entering a hex in this manner. Units may not use U-Bahn movement to exit an Enemy controlled hex in which they begin their Movement Phase (see 15.0).

[5.25] The costs to cross water hexsides, ferry hexsides, bridge hexsides, and border hexsides are assessed in addition to the costs to enter the terrain in the hex. Note that bridges are implied wherever a road or Autobahn crosses a water hexside. Units crossing ferry or bridge hexsides pay the ferry or bridge cost (not the water cost) for that hexside. Roads and U-Bahns do not extend across border hexsides. Autobahns do extend through border hexsides. **Note:** The rail line has no effect on movement.

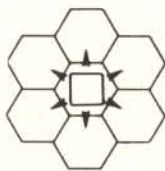
[5.26] A unit may not enter a hex if it does not have sufficient Movement Points remaining to pay the Movement Point cost to enter the hex and the hexside being crossed. **Note:** Units may enter lake hexes, but may not end their Movement Phase in a lake hex. They are destroyed if they attempt to do so. It costs 9 Movement Points to traverse a lake hex (1 for the hex and 8 for the entry and exit hexsides). Thus, a police unit (8 MP's) would never be able to enter a lake hex because the unit would not then have sufficient MP's left to continue moving out of the hex.

[5.27] Terrain Effects Chart (see mapsheet)

[5.3] EFFECTS OF OTHER FRIENDLY UNITS

[5.31] A Friendly unit may move through Friendly occupied or controlled hexes at no extra Movement Point cost, but may not end the Movement Phase stacked in the same hex with another Friendly unit. Stacking is prohibited.

[5.32] There is no limit to the number of Friendly units that may pass through a single hex in one Game-Turn.



[6.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control (ZOC) of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes and inhibit the movement of Enemy units. All units must cease movement when they enter an Enemy controlled hex (**Exception:** see 5.24). Units in an Enemy Zone of Control are forced to attack during their Combat Phase. Supply cannot be traced through an Enemy controlled hex which is not occupied by a Friendly unit (**Exception:** see 14.22).

CASES:

[6.1] EFFECTS ON MOVEMENT

[6.11] All units exert a Zone of Control at all times. The presence of Zones of Control is never affected by other units, Enemy or Friendly, except when tracing supply.

[6.12] Units do not pay any additional Movement Points to enter an Enemy controlled hex. Units using the disengagement option during night Game-

Turns pay two Movement Points to exit an Enemy Zone of Control.

[6.13] There are only three ways to exit a hex in an Enemy Zone of Control: by retreat or advance as a result of combat; by removal of the Enemy unit exerting the Zone of Control as a result of combat; or by disengagement (see 16.22).

[6.14] Zones of Control extend into all types of hexes except ruin and urban hexes and across all types of hexsides except water hexsides. Zones of Control do not extend into ruin or urban hexes. They *do* extend *out of* urban and ruin hexes. The presence of ferries or bridges does not negate the effect of water hexsides on Zones of Control.

[6.2] MULTIPLE ZONES

[6.21] If there are both Enemy and Friendly Zones of Control exerted in a given hex, both Zones co-exist and the hex is mutually controlled by both Players.

[6.22] There is no additional effect when more than one unit exerts a Zone of Control into a given hex.

[6.23] In most instances, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex and they are equally and mutually affected. When a unit is in an urban or ruin hex, that unit's Zone of Control extends out of the hex, but the Zones of Control of adjacent units do not extend into the urban or ruin hex. This principle is important in determining who must attack and/or be attacked during the Combat Phase.

[7.0] COMBAT

GENERAL RULE:

Combat between adjacent opposing units in each other's Zones of Control is mandatory. Artillery units are the only units which may attack units to which they are not adjacent. See also Airpower Rules (9.0) for the effect of Ground Support Strength Points. The Phasing Player is termed the attacker; the other Player is the defender, regardless of overall strategic situation. All attacks must be announced at the beginning of the Combat Phase, and the defender must be given the option to allocate FPF. Attacks are then resolved individually according to the following procedure. **Note:** Players may disregard this stricture and both announce and resolve each combat sequentially upon mutual agreement. This method of conducting combat allows anomalies to creep into the rules and is frowned upon by the developer, but it does tend to speed play.

The outcome of each combat situation may be affected by the terrain occupied by the units, their supply status, morale, and by the presence of ruins and poison gas as well as by special bonus shifts. Combat effects are expressed in terms of units of one or both Players retreated or destroyed.

PROCEDURE:

Total the Attack Strength, Barrage Strength, and Ground Support Strength of all attacking units involved in a specific attack; total the Defense Strength and the Final Protective Fire of all units which are the object of a specific attack. Subtract the total strength of the defending units from the total strength of the attacking units. The result is the Combat Differential expressed in Points. It may be either a positive or a negative number. The Combat Differential may be adjusted for terrain, supply, gas, and morale by shifting the appropriate number of columns to the left or right on the Combat Results Table. All shifts are cumulative and are applied by subtracting the total number of shifts in each direction from each other so as to ex-

ecute a single net shift in one direction or the other. **Example:** If thirteen Strength Points were attacking a unit with four Strength Points in a park hex, the combat differential would be +9. Because the defender is in a park hex, before resolving the attack, the attacker shifts one column to the left (from the +9-11 column to the +6-8 column).

Having determined the proper column on the Combat Results Table, the attacker rolls the die. The result indicates a line which is cross-indexed with the proper Combat Differential column. The intersection of line and column yields a combat result. This should be immediately applied to the involved units before going on to resolve any other combat. Separate combats may be resolved in any order that the attacker desires.

CASES:

[7.1] WHICH UNITS ATTACK

[7.11] All Phasing units which are in an Enemy Zone of Control must attack at least one adjacent Enemy unit. All non-Phasing units which have a Phasing unit in their Zone of Control must be attacked. The Phasing Player may resolve his attacks in any manner desired within the provisions of this rule. Phasing units which are not required to attack may still voluntarily participate in combat.

[7.12] A defending unit may be attacked by as many as six adjacent units, with possible additional artillery Barrage Strength (see 8.0) and Ground Support (see 9.0)

[7.13] No unit may attack or be attacked more than once per Combat Phase.

[7.14] Non-artillery units may only attack if in a hex adjacent to the defending unit(s).

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[7.21] If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it must attack all those adjacent Enemy units which are not engaged by some other attacking unit.

[7.22] Units in two or more different hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent to (or are within range of) the Enemy occupied hex.

[7.23] Attacks may involve any number of attacking or defending units. For the attacks to be resolved as a single combat, however, all the attacking units except barraging artillery must be adjacent to all the defending units.

[7.3] COMBAT STRENGTH UNITY

A given unit's Combat Strengths are always unitary. That is, a unit's strength may not be divided among different combats, or lent to other units.

[7.4] EFFECTS OF TERRAIN

[7.41] Defending units, only, benefit from the terrain in the hex they occupy and/or that hex's perimeter hexsides. Terrain in hexes occupied by attacking units has no effect on combat.

[7.42] The effect of terrain (on combat) has been integrated into the Combat Results Table. After establishing the Combat Differential column, the Player will shift a number of columns to the left as specified on the Terrain Effects Chart for the terrain which the defending unit occupies.

[7.43] The effects of terrain are cumulative. A defending unit benefits from the terrain in the hex it occupies as well as the terrain in all hexsides through which it is attacked by adjacent units. However, hexside benefits for a type of hexside apply only if all attacking units are attacking through that type of hexside.

[7.44] When two or more defending units are being attacked in a single combat and are on two

different types of terrain, each having a different effect on the combat differential, then the entire attack is modified by the one terrain type most favorable to the defender.

[7.5] DIVERSIONARY ATTACKS

[7.51] Attacks at differentials less than -7 are resolved on the -7 column on the Combat Results Table. Attacks at differentials greater than $+12$ are resolved on the $+12$ column.

[7.52] The Phasing Player may never voluntarily reduce the differential of any given attack. That is, he may never voluntarily shift to the left of his combat differential column.

[7.53] A Player may choose to execute an attack at an unfavorable Combat Differential in order to achieve a better Combat Differential in another attack. There are no restrictions on a Player's ability to mount such "diversionary attacks."

[7.6] COMBAT RESOLUTION

Combat is resolved by indexing the results of a die roll with a column representing the adjusted Combat Differential on the Combat Results Table. Results are interpreted as follows:

D1, 2, 3 or 4=Defender retreats the indicated number of hexes (1, 2, 3, 4). Each Player retreats his own units. He must retreat his units in accordance with the Retreat Rules (see 7.7). Units may retreat only through traverseable hexes. A traverseable hex is one the unit could enter during its Movement Phase. Units may *not* retreat across water hexsides.

A1, 2 or 3=Attacker retreats the indicated number of hexes (1, 2 or 3) as in a "D1, 2, 3" result.

Br=Both the attacker and defender must retreat one hex. The defender retreats first. (**Note:** this means that if the defender is surrounded by units or Zones of Control, it may be eliminated). The attacking units then retreat.

Ae=All attacking units eliminated. Defender may advance into the hex.

De=All defending units eliminated. Attacker may advance into the hex.

Ex=Exchange. All of the defending units are eliminated first, then an equal or greater number of the attacking Strength Points are lost. Note that all exchanges take place using the printed strengths (Attack Strength for attacking units; Defense Strength for defending units) of the units involved. Non-adjacent attacking artillery units are never affected by Exchange results.

Ax=All defending units are retreated one hex. Then a number of attacking Strength Points equal to or greater than the Defense Strength of the defending unit(s) are lost. Note that this loss is calculated in the same manner as a normal Exchange result, except that the defending unit is retreated rather than eliminated.

[7.61] **Combat Results Table**
(see map)

[7.7] HOW TO RETREAT

When the combat result requires units to retreat, the owning Player must immediately move those units individually the indicated number of hexes away from their combat position. This movement is not normal movement and is subject to the following restrictions. If the unit is unable to retreat within these restrictions, it is eliminated instead.

[7.71] A retreating unit may not enter an Enemy controlled hex. Friendly units do not negate Enemy Zones of Control for purposes of retreat.

[7.72] A unit may not retreat across a water hexside (including a water hexside crossed by a bridge or ferry).

[7.73] Where possible, a retreating unit must retreat into or through vacant hexes. If no other route is available, the retreating unit may enter Friendly occupied hexes, displacing every Friendly unit whose hex it moves into or through (see 7.8).

[7.74] A retreating unit must terminate its retreat the combat result-indicated number of hexes away from its former combat position. If it cannot do so, and can retreat only a portion of the number of required hexes, it is eliminated in the last hex to which it is able to retreat. The retreat path (see 7.91) terminates in the hex in which a unit is eliminated. (**Exceptions:** 7.75 and 7.76).

[7.75] A unit retreating through an urban hex has the option to end its retreat there, even if it has not retreated the full number of hexes mandated by the combat result. It must, however, have retreated at least one hex in order to use this option. There is no adverse effect upon a unit for exercising this option.

[7.76] A Player who does not wish to execute a combat-mandated retreat may declare "They Shall Not Pass." The die is then rolled. If the resulting number is less than or equal to the number of hexes the unit must retreat, it is destroyed. If the number is greater than the number of hexes the unit would have had to retreat, the unit remains in place. It is not required to retreat and suffers no adverse effects due to the refusal to retreat. Only units which are currently in supply may employ this option. When more than one unit is forced to retreat, each unit retreats (or uses the "They Shall Not Pass" option) individually in sequence. **Example:** If two attacking units are required to retreat, one could execute the "They Shall Not Pass" option and the other could retreat normally. The first option would be executed before the Player was required to state what action the second unit was taking.

[7.8] DISPLACEMENT

[7.81] If Friendly units occupy hexes in the only possible retreat route available to a retreating unit, those Friendly units are displaced (moved out of their hexes) by the retreating unit. Displaced units are moved one hex (by the owning Player) as if they were themselves retreating. Then the retreating unit enters the vacated hex and, if necessary, continues its retreat. The retreating unit may displace as many units as necessary to complete its retreat.

[7.82] If displacement would cause the elimination of any of the displaced units, the retreating unit is eliminated instead. Displaced units are subject to destruction in the same manner as retreating units (i.e., they would be destroyed if they were forced to displace into an Enemy ZOC, etc). Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them. A unit may be displaced more than once per Combat Phase, if that is the only alternative. Displaced artillery units which have not yet engaged in combat, may not fire during that Combat Phase. Units may not displace Friendly units if other paths of retreat are available.

[7.83] A unit against which any attack has been announced may not be displaced during that Phase until after the attack in which it is involved has been resolved. Similarly, a Phasing unit which is participating in any attack may not be displaced until after the attack in which that unit is involved has been resolved.

[7.9] ADVANCE AFTER COMBAT

[7.91] Whenever a defending unit is forced to retreat as a result of combat, it will leave a path of

vacant hexes behind it called the path of retreat or retreat path. Any or all Friendly victorious non-police units which participated in the combat and were adjacent to the retreated unit may advance along the Enemy path of retreat.

[7.92] The advancing victorious units may cease advancing in any hex along the path of retreat.

[7.93] Advancing victorious units may ignore Enemy Zones of Control.

[7.94] Only victorious non-police units which were adjacent to the retreating unit during the combat and participated in that combat may advance. Non-adjacent artillery units may not advance after combat. Units which use the "They Shall Not Pass" option may not advance.

[7.95] An advancing unit may not stray from the path of retreat. **Exception:** see 7.98.

[7.96] The option to advance must be exercised immediately before any other combat resolution. Units are never forced to advance after combat. Advancing units may neither attack nor be attacked in the remainder of that Phase, even if their advance places them next to Enemy units whose battles have not yet been resolved, or who were not involved in combat. Advances are executed after all retreats (or "They Shall Not Pass" options) stemming from the combat have been executed, but before any collateral damage checks are made.

[7.97] **Example**
(see map sheet)

[7.98] Attacking units may advance two hexes whenever a defending Enemy unit is eliminated as a result of an unsuccessful attempt to apply the "They Shall Not Pass" option. The first hex of the advance must be the hex vacated by the eliminated unit. The second hex of the advance may be any adjacent traverseable hex.

[7.99] Attacking units may always advance into the hex vacated by a unit eliminated in combat. They must cease their advance in the hex, and may not advance into a second hex as in 7.98.

[8.0] ARTILLERY

GENERAL RULE:

Artillery units may participate in combat from adjacent and non-adjacent hexes. The artillery unit's Barrage Strength may be used to attack Enemy units. The artillery unit's Final Protective Fire Strength may be used to supplement the Defense Strengths of other Friendly defending units. In either case, artillery units need not be adjacent to, but must be within range of the defending unit. An artillery unit may use both its Barrage Strength and Final Protective Fire Strength in a single Game-Turn. When attacked, an artillery unit defends itself with its own Defense Strength.

CASES:

[8.1] BARRAGE ATTACKS

A barrage attack is an attack made by an artillery unit against an Enemy unit in a hex that is not adjacent to the hex occupied by the artillery unit. Such an attack may only be made by an artillery unit which is not adjacent to any Enemy unit.

[8.11] Artillery units may (but are not forced to) attack non-adjacent Enemy units within range.

[8.12] Range from the barraging artillery unit to the defending unit is counted by including the target hex (defending unit's hex), but not the barraging unit's hex.

[8.13] Artillery units may only attack a single Enemy occupied hex when barraging, except when making a combined attack with other units attacking from adjacent hexes (see 8.2).

[8.14] Barraging artillery suffer no combat results; they are never destroyed or retreated as a result of their own attacks. Of course, other units cooperating with the barraging artillery units from an adjacent position would be affected by combat results.

[8.15] Attacks made solely by Artillery are ineffective unless a result of D2, D3, D4, or De is rolled. Any other result is read as "No Effect."

[8.16] Artillery units may barrage attack unoccupied hexes in the same manner as Enemy occupied hexes. Artillery units may not attack hexes occupied by Friendly units. **Note:** this tactic can be useful in creating firestorms or ruins or firing gas to temporarily interdict hexes. When an unoccupied hex is barrage attacked, the normal combat procedure is bypassed. Instead, collateral damage is checked for and any ancillary effects (ruin, fire, gas) are applied to the hex.

[8.2] COMBINED ATTACKS

[8.21] Artillery units may attack alone, in concert with other barraging artillery and/or ground support, or in concert with any Friendly units making adjacent attacks, adding their bombardment Combat Strength to the attack. These attacks are called combined attacks.

[8.22] When Friendly units are attacking adjacent Enemy units in more than one hex in a single combat, the barraging artillery units need to be within range of only one of the defending units to add their Barrage Strength to the attack.

[8.3] ADJACENT ATTACKS

[8.31] When in the Zone of Control of an Enemy unit(s), artillery units must participate in a "normal" attack (i.e., not a barrage attack) against that Enemy unit(s) (see 7.0). In making this attack, the artillery unit uses its Barrage Strength.

[8.32] In a Combat Phase in which an artillery unit must attack from an adjacent hex, it may attack as many units as it is adjacent to (as per 7.21). An artillery unit conducting a "normal" attack against adjacent units may not attack non-adjacent units (barrage attack) in the same Combat Phase.

[8.33] Artillery units attacking from an adjacent hex suffer any results of their attacks (as per 7.6).

[8.4] FINAL PROTECTIVE FIRE (FPF)

[8.41] A non-Phasing artillery unit which has not yet been subject to an attack in the current Combat Phase, has suffered no adverse combat results in its previous Combat Phase, and is not in the ZOC of an Enemy unit may use its Final Protective Fire Strength (FPF) to supplement the Defense Strength of Friendly units which are under attack. A non-Phasing artillery unit which does not meet these criteria may not use its FPF during the current Enemy Combat Phase.

[8.42] The Friendly defending unit receiving Final Protective Fire must be in the range of the artillery unit providing the FPF. This range is computed to the hex occupied by the defending unit (the Friendly unit), not to the hex occupied by the attacking unit (the Enemy unit).

[8.43] FPF Strength Points are added to the Defense Strength of the unit receiving Final Protective Fire.

[8.44] When an artillery unit supplies FPF it is not affected by any combat result.

[8.45] FPF may not be used to supplement the Defense Strength of Friendly units which are under attack solely by Enemy artillery (either adjacent or non-adjacent).

[8.5] DEFENSE

When an artillery unit is attacked in any fashion it uses its Defense Strength, not its FPF Strength or Barrage Strength.

[8.6] TERRAIN EFFECTS

[8.61] An artillery unit may use its Barrage or FPF Strength anywhere within its Range Allowance, regardless of intervening terrain or units (either Enemy or Friendly).

[8.62] Defending units benefit from the terrain in the hex they occupy when attacked by artillery (regardless of range). Defending units do not receive any hexside benefits if attacked solely by artillery. Defending units do receive hexside benefits if they are subject to a combined attack involving adjacent non-artillery units, all of which are attacking across the terrain hexside type in question.

[8.7] UNIT INTEGRITY

[8.71] Non-adjacent Warsaw Pact rocket artillery units may only engage in combined attacks against units which are being attacked by one or more adjacent units from the same division as the rocket artillery units. Units from other divisions may also be participating in the attack, but at least one adjacent attacking unit must be of the same division as the supporting rocket artillery. This rule does not affect the ability of Warsaw Pact rocket artillery units to attack units to which they are adjacent or to bombard non-adjacent units which are not under attack from adjacent hexes.

[8.72] NATO artillery units may only provide FPF to units of their own nationality. NATO artillery units may only engage in combined attacks against units which are being attacked by at least one adjacent unit of the same nationality as the barraging artillery unit. This rule does not affect the ability of NATO artillery units to attack units to which they are adjacent or to bombard non-adjacent units which are not under attack from adjacent hexes.

[8.73] Artillery units may never supply FPF to police units (regardless of nationality). Artillery units may not participate in a combined attack unless at least one of the adjacent attacking units involved in the combat is a non-police unit.

[8.74] Air Ground Support Points may be used to support any Friendly non-police units. They are not subject to the restrictions of 8.71 and 8.72.

[8.8] POISON GAS (Optional)

[8.81] Warsaw Pact artillery units (only) may fire poison gas at NATO units or unoccupied hexes. The Warsaw Pact Player simply declares that he is firing poison gas. The effects of the gas are applied immediately, regardless of any combat effects which may (or may not) occur in the hex being fired upon. Gas may not be fired into hexes which already contain a gas marker.

[8.82] A gas marker is immediately placed in the hex being fired upon. The marker remains in the hex until the end of the Game-Turn following that in which the gas was fired (i.e. a gas marker placed in Game-Turn 2 would be removed at the end of Game-Turn 3).

[8.83] The MP cost to enter a hex containing a gas marker is doubled. In night Game-Turns, the cost for entering the hex would be tripled (rather than quadrupled) to simulate the combined effects of night and gas.

[8.84] During the Game-Turn in which the gas marker is placed in a hex, all attacks against units occupying that hex are resolved 2 columns higher on the Combat Results Table than would normally be mandated by the Combat Differential for the attack.

[8.85] During the Game-Turn following that in which a gas marker was placed in a hex, all attacks against units occupying that hex are resolved 1 column higher on the Combat Results Table than would normally be mandated by the Combat Differential for the attack.

[8.86] Supply may not be traced through a hex containing a gas marker.

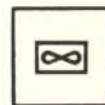
[8.87] The Warsaw Pact Player may fire gas at hexes occupied by Warsaw Pact units only as a form of FPF. In this case, a die is rolled. On a roll of 1-4, the unit receiving FPF receives a 2-column shift in its favor on the Combat Results Table and the effects of 8.84 are ignored for that Player-Turn only. The 1-column defender penalty for defending in a gassed hex is applied on succeeding Player-Turns. If the resulting die roll number is 5-6, the effects of 8.84 are applied normally.

[8.88] Artillery units which fire gas apply their Barrage and FPF Strengths to any combats in the hex against which they are firing gas just as if they were firing a normal barrage or FPF mission. The effects of the gas are applied in addition to the effects of normal fire.

[8.89] Only Warsaw Pact artillery units may fire gas. NATO artillery units do not have this capacity. No air ground support points of either side may be considered to be employing gas.

Note: This is a (very) optional rule. There is some debate as to whether the Warsaw Pact would use poison gas against a populated area. Further, use of the gas rule gives the Warsaw Pact a huge (almost insurmountable, in fact) advantage. The rule is included simply as a matter of speculative interest.

[9.0] AIRPOWER



GENERAL RULE:

Air power in the game is represented by the allocation of Ground Support Points on a Turn by Turn basis. Only the Warsaw Pact Player receives Air Points except during NATO Emergency Reinforcement Turns. Warsaw Pact Air Point allocations are listed on the Turn Record Track. Players record the use of Ground Support Points by placing the Ground Support markers provided on the units being assisted or attacked by the Ground Support Points. Ground Support Points are presumed to fly in from off the map. They do not operate from on-map airbases.

PROCEDURE:

Ground Support Points may be used during any Combat Phase in the same manner as artillery, and can function as Barrage Strength and FPF. They may not, however, barrage attack Enemy units except as part of a combined attack. **Example:** A Player has 10 Ground Support Points allocated in a given Game-Turn. When he is the Phasing Player he may use these Points as Barrage Strength Points. When he is the non-Phasing Player he may use these same Points as FPF. The Player Places a number of markers equal to the number of Points being allocated directly on the hex where they will be employed.

CASES:

[9.1] RESTRICTIONS AND PROHIBITIONS

[9.11] One Ground Support Point equals one Artillery Strength Point (both Barrage and FPF).

[9.12] A Player may assign any number of his available Ground Support Points to a target unit, or he may split them up between targets.

[9.13] Ground Support Points have unlimited range. They may attack any Enemy unit on the map. They are not subject to the restrictions of 8.7.

[9.14] Ground Support Points may not be accumulated from Game-Turn to Game-Turn. If they are not used in the Turn allocated, they are lost.

[9.15] No Player ever receives Ground Support Points on night Game-Turns. Air superiority is determined normally during night Game-Turns, however.

[9.2] AIR SUPERIORITY

[9.21] During Turns in which the NATO Player has air superiority, the Warsaw Pact Player may not receive any Air Ground Support Points. He may not use airlanding, air supply, or paratroop operations that turn. Only NATO airlanding and air supply is possible. Despite the presence of NATO parachute units in the game, no NATO paratroop operations are ever possible, even when NATO has air superiority.

[9.22] During all Game-Turns except those during which the NATO Player has air superiority, the Warsaw Pact Player is considered to have air superiority. The NATO Player achieves air superiority as a result of a dice roll of 11 or 12 on the Reinforcement Table (printed on the map). NATO air superiority lasts only for one Game-Turn (but may be achieved again on new dice rolls of 11 or 12 on the Reinforcement Table). During Turns in which the NATO Player has air superiority, only NATO airlanding and air supply operations are permitted. During Turns in which the Warsaw Pact Player has air superiority, only Warsaw Pact airlanding, air supply, and paratroop operations are permitted.

[10.0] COLLATERAL DAMAGE

GENERAL RULE:

Whenever the concentration of explosives employed against a given hex reaches a critically high level, there is a chance that collateral damage will result in the hex. Collateral damage represents the rubble of buildings, blocking of roads, and obliteration of landmarks used for sighting and fire correction. Collateral damage has the effect of making a hex more difficult to move through and easier to defend.

PROCEDURE:

Whenever the total number of Artillery and Ground Support Barrage and FPF Strength Points of both sides firing into a hex equals or exceeds the number in the left-most column for that terrain type on the Collateral Damage Table, the Phasing Player must roll a die. The resulting die roll number is indexed with the column representing the number of Artillery and Ground Support Points firing into the hex (found by reading along the row of numbers for that hex type until a number is found which equals the strength of the units of both sides firing into the hex). The intersection of the die roll line with the column representing Fire Strength yields a result. That result will be either "-" (no effect) or "d" (Collateral damage). If collateral damage results, a Ruin marker is placed in the hex. The hex then functions as a "ruin" hex and the MP costs and combat shifts for ruins are added to the normal MP costs and combat shifts for the hex.

CASES:

[10.1] HOW COLLATERAL DAMAGE IS EFFECTED

[10.11] All collateral damage checks are made individually as an integral part of the combat procedure for a particular combat. Checks are made and results are applied after retreats and advances are executed, but before going on to resolve any other combats.

[10.12] When more than one hex is being attacked in the same combat, a single collateral damage check is made for both hexes. The die is rolled once and modified according to the terrain in each individual hex attacked. It is thus possible for one hex attacked to suffer collateral damage while another hex attacked in the same combat is unaffected due to a difference in modifiers affecting the die roll.

[10.2] WHICH HEXES CAN INCUR COLLATERAL DAMAGE

Only urban, industrial, suburban, forest, rough, and park hexes are checked for collateral damage. No other hexes suffer collateral damage under any circumstances.

[10.3] TERRAIN EFFECTS ON COLLATERAL DAMAGE

The effects of terrain are incorporated into the Collateral Damage Table. Only the row of numbers corresponding to the type of terrain in the hex being fired into is used when attempting to find the column corresponding to the Fire Strength directed against the hex.

[10.4] LIMITATIONS ON COLLATERAL DAMAGE

A hex may only suffer collateral damage once during the game. A hex containing a "ruin" never acquires a second Ruin marker. No collateral damage check is ever made for a hex which contains a Ruin marker.

[10.5] EFFECTS OF RUIN ON EXISTING TERRAIN

[10.51] Roads cease to function in Ruin hexes. Ruin hexes may not be entered at the road movement rate.

[10.52] Autobahns continue to function in Ruin hexes. Ruin hexes may be entered at the Autobahn movement rate (see 5.23).

[10.53] The functioning of bridges, ferries, and border hexsides is unaffected by the presence of ruins.

[10.54] U-Bahns continue to function in ruin hexes. Ruin hexes may be entered at the U-Bahn movement rate. (See 5.24.)

[10.55] The overall terrain type of the hex is not altered by collateral damage. Places represented by special symbols contained within the hex (supply, barracks, etc.) continue to function. **Exception:** 10.73. Movement and combat effects assessed as a result of the presence of a Ruin marker are in addition to those effects assessed for the hex's normal terrain features.

[10.6] COLLATERAL DAMAGE TABLE (see mapsheet)

[10.7] FIRESTORM

[10.71] Artillery or Air Points attacking or firing at a POL (Petrol-Oil-Lubricants) hex have their Barrage Strengths tripled for purposes of determining collateral damage. If the hex suffers collateral damage, a Fire Marker is placed in the hex. The Fire Marker remains in the hex until the end of the Turn following that in which it was placed, at which time the marker is replaced by a ruin. Any unit occupying the hex when the Fire Marker is

placed in it is immediately eliminated. A unit which attempts to retreat as a result of combat out of a hex containing a POL symbol is destroyed if the hex suffers collateral damage as a result of that combat.

[10.72] Hexes containing Fire Markers may not be entered by any unit for any reason. Once the Fire Marker is removed, the hex may be entered normally. It is treated as a ruin. Supply may not be traced through a hex containing a Fire Marker.

[10.73] Once a hex has suffered a fire effect, it may never again be subject to fire. The POL symbol in the hex is considered destroyed (unlike a normal ruin in which the basic terrain type is altered but the symbols still exist). The other symbols in the hex (supply, barracks, objective) still count for purposes of assessing city control and **Surrender Points**, but have no effect on the game for any other purpose.

[10.74] At the beginning of each Player-Turn, the Phasing Player rolls one die for each POL hex which is adjacent to a hex containing a Fire Marker and which is not separated from that hex by a water hexside. On a die roll of 1 through 3, the fire spreads to the hex for which the die is rolled. A Fire Marker is placed in the hex and it is treated in all ways as if it had just suffered a collateral damage result.

[11.0] UNTRIED UNIT STRENGTH

GENERAL RULE:

All units except artillery units are untried. This means that when untried units are deployed on the map, they are placed on the side of the counter that shows only a capital "U" (instead of combat strengths) and the unit's Movement Allowance. Neither Player will know the exact value of an untried unit until the unit is about to engage in combat. Artillery units have a tag on the back of their counter indicating their type and the superior formation to which they are attached. They do not, however, have an "Untried" state.

PROCEDURE:

Units remain in an untried state until involved in combat. Once a unit has been committed to combat — after the allocation of all Barrage, Final Protective Fire, and Ground Support Points — the true strength of the unit is revealed by flipping the counter over to its combat side. Once units have been committed to combat, they may not be withdrawn, even if — because of the revealed strengths — the combat has now become unfavorable to the Phasing Player. Reinforcements always enter the map in their untried state. (**Note:** A unit with a strength of "0" equals a strength of "1" for exchange purposes.)

[12.0] BRIDGE DEMOLITION

GENERAL RULE:

At the instant the first Warsaw Pact unit moves into a hex of West Berlin of which one (or more) hexsides is a bridge, the NATO Player, at his option, may attempt to demolish the adjacent bridge(s). A die is rolled once per hexside to see if the bridges in that hexside are demolished. If the NATO Player does not exercise this option when a Warsaw Pact unit first moves adjacent to the bridge he may not attempt to demolish that bridge for the rest of the game. Demolition is entirely at the option of the NATO Player; he is never forced to attempt demolition.

PROCEDURE:

A die is rolled for demolition immediately, no matter what the Phase, whenever the first Warsaw Pact unit moves or retreats into any hex of which the bridge forms a side. A die roll of 1, 2, or 3 by the NATO Player demolishes the bridge. If demolition of a bridge succeeds, note is immediately made of the fact that the bridge no longer exists. The hexside is treated as if it were a normal water hexside. This change in the status of the hexside is effective immediately. A Destroyed Bridge marker is used to indicate those bridges which no longer exist.

If demolition of a bridge does not succeed, the bridge is considered to be intact for the remainder of the game. No attempt may be made to destroy the bridge at any other point in the game.

[13.0] REINFORCEMENTS**GENERAL RULE:**

Both Players may receive reinforcements depending upon the scenario. These appear during the owning Player's Movement Phase on the Game-Turn indicated on the Reinforcement Schedule for that scenario. The Reinforcement Schedule states the number and types of units received (including strengths). Warsaw Pact units may arrive via airlanding or paradrop. NATO units may only arrive via airlanding.

PROCEDURE:

During his Movement Phase, the owning Player places reinforcement units on the map within the limitations of 13.2 and/or 18.0. Airlanded units may be placed at any time during the Movement Phase of arrival. Paradropped units may be placed only at the end of the Movement Phase (they cannot move during the Turn in which they are dropped).

CASES:**[13.1] RESTRICTIONS ON REINFORCEMENTS**

[13.11] The Warsaw Pact Player may deliberately withhold reinforcements from Game-Turn to Game-Turn, bringing them into play (if at all) on some later Turn. NATO emergency reinforcements may not be withheld. They must appear during their scheduled arrival turn or not at all. The NATO Player may not refuse to accept emergency reinforcements. He must attempt to bring them into play if possible.

[13.12] Until they enter the map, reinforcements have no effect on play. They may in no fashion attack Enemy units or hinder their movement.

[13.2] AIRLANDING REINFORCEMENTS

[13.21] All NATO reinforcements must be airlanded. If they cannot be airlanded for any reason, they may not enter the game. Soviet paratroop units may voluntarily enter the game via airlanding instead of paradrop (see 18.0).

[13.22] To airland a unit, it is necessary to control an airfield. Up to nine units may be airlanded on a Friendly *Flughafen*. Up to three units may be landed on a Friendly *Flugplatz*. *Flughafen* have control towers attached. There are three of these: Templehof and Tegel in West Berlin and Schonefeld in East Germany. The four smaller (1 to 4 hexes) *Flugplatz* type airfields include: Gatow in West Berlin and Johannesthal (East Berlin), Staaken and Schonwalde in East Germany. Airlanded units are placed on any hex of the airfield on which they land. They may move up to half their Movement Allowance (round down) during the Turn in which they are airlanded. **Note:** Some units may

be placed on the airfield and then moved after which other units may be airlanded on the same hex(es).

[13.23] An airfield is Friendly for airlanding purposes if it was Friendly at the start of the game (see 19.44) and/or if Friendly units were the last to move through all hexes of the airfield and any adjacent control tower hex.

[13.24] Airlanding may only take place during a Turn in which the airlanding Player has air superiority. The Warsaw Pact Player has air superiority (see 9.2) during all Game-Turns except those in which the NATO Player is receiving emergency reinforcements. During those Turns, the NATO Player has air superiority. Units may be airlanded during night Game-Turns.

[13.25] Reinforcements which arrive in an Enemy Zone of Control may not move during the Game-Turn of arrival.

[14.0] SUPPLY**GENERAL RULE:**

All units are either in supply or out of supply. If in supply they function normally. If out of supply they suffer a diminution in their ability to conduct combat and move.

PROCEDURE:

In order for a unit to be in supply, it must be possible to trace a line of supply from that unit to a supply source. Supply is determined at the beginning of the Movement Phase and at the moment of each combat during each Player-Turn.

CASES:**[14.1] SUPPLY SOURCES**

[14.11] A West Berlin police unit is in supply if a line of supply can be traced to any supply hex in West Berlin.

[14.12] All other NATO units are in supply if a line of supply can be traced to a barracks hex in West Berlin.

[14.13] A Soviet or East German unit is in supply if a supply line can be traced to a Friendly road or Autobahn hex on any mapedge.

[14.14] During Turns in which a Player has air superiority (see 9.2) his non-police units may trace supply to any airfield which could be used by him for airlanding purposes.

[14.2] TRACING LINES OF SUPPLY

[14.21] A line of supply may be traced only through Friendly traversable hexes which are not in an Enemy ZOC. Supply may be traced across water hexsides (but not through lake hexes). A line of supply may be of any length. The presence of a Friendly unit in a hex negates Enemy ZOC's for purposes of tracing supply (only). A hex is Friendly to a Player's units if it was "held" by the Player at the beginning of the game or if Friendly units were the last to move through the hex (see 19.44).

[14.22] Supply may be traced through a U-Bahn hex which is in an Enemy ZOC by using the U-Bahn (as if supply were a unit moving through the hex) if Friendly units were the last to pass through that U-Bahn hex (see 15.0).

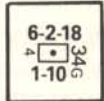
[14.23] NATO supply may not be traced through more than one border hexside.

[14.24] Supply may not be traced through hexes containing Fire or Gas markers. The presence of fire or gas in a hex supercedes all other terrain in the hex for the purposes of tracing supply. Thus, the U-Bahn could not, for example, be used to trace supply through a hex containing a Gas Marker.

[14.3] SUPPLY EFFECTS

[14.31] A unit which is out of supply at the beginning of the Movement Phase has its Movement Allowance halved (round down) for the duration of the Phase. It does not regain full movement capacity that Phase even if it subsequently moves into supply.

[14.32] A unit which is unsupplied at the moment of combat suffers a 2-column shift in favor of the opposing Player. Unsupplied units may not employ the "They Shall Not Pass" option.



[14.33] Artillery units which are out of supply may not provide FPF and may not barrage attack non-adjacent units. Warsaw Pact artillery units which are out of supply may not employ the "Gas" option.

[15.0] THE U-BAHN**GENERAL RULE:**

The U-Bahn (subway) which runs under both East and West Berlin is usable to circumvent Enemy ZOC's for purposes of movement and supply and to move through hexes at a slightly faster rate. Whenever a unit enters a U-Bahn hex via a U-Bahn hexside, the Player may state that the unit is moving via the U-Bahn. The unit then enters the hex at the U-Bahn rate and ignores all ZOC's and hexside crossing costs. Both sides may use the U-Bahn freely. At the end of its Movement Phase, any unit which has been using U-Bahn movement is considered to be above ground.

[16.0] NIGHT GAME-TURNS**GENERAL RULE:**

Every third Turn is a night Game-Turn (tinted on the Turn Record Track). During night Game-Turns, the normal rules are modified to account for the confusion of night fighting, lack of air support, and increased ability of units to infiltrate and exfiltrate along the front line.

CASES:**[16.1] AIRPOWER AT NIGHT**

[16.11] Neither side may receive or use Air Ground Support Points during night Game-Turns. Air superiority (see 9.2) is determined normally, however.

[16.12] Airlanding and air supply operations (but not paradrops) are permitted at night. Only the Player who has air superiority may conduct these types of operations.

[16.2] NIGHT MOVEMENT

[16.21] The MP cost for entering all terrain types and crossing all hexside types is doubled during night Game-Turns.

[16.22] Units which begin their Player-Turn in an Enemy Zone of Control during a night Game-Turn may exit that Enemy ZOC by Disengagement at a cost of 2 additional Movement Points. They must stop upon entering another Enemy ZOC. Units using the Disengagement option may not move directly from one Enemy-controlled hex into another Enemy-controlled hex. They may exit an Enemy ZOC only into a hex which is not Enemy-controlled.

[17.0] NATO EMERGENCY REINFORCEMENTS

GENERAL RULE:

Beginning with Game-Turn 2 and on any succeeding Game-Turns, the NATO Player may choose to roll for NATO emergency reinforcements. He may continue to roll for reinforcements during each Game-Turn that a cease fire is not in effect until he either receives land (not air) reinforcements or rolls a 2-5 result on the Reinforcement Table, after which he may not roll for reinforcements for the remainder of the game. The NATO Player is never forced to roll for reinforcements. However, once he rolls the dice, he is obligated to abide by the result. Reinforcements are of two types: air and land.

PROCEDURE:

Two dice are rolled secretly before the Warsaw Pact Movement Phase, but after the Warsaw Pact Player has had the option to offer "Honors of War" and the result corresponding to their total is found on the Reinforcement Table. This result is applied immediately. If a "No reinforcements" result is received, the NATO Player is not obligated to inform the Warsaw Pact Player of this fact. He may "fake" a reinforcement dice roll on succeeding Game-Turns. If any reinforcement is received (including air reinforcement), the NATO Player must immediately inform the Warsaw Pact Player of this fact. Regardless of the results of succeeding die rolls, the NATO Player is considered to have air superiority during the entire Turn during which he receives reinforcements (including just Air Ground Support Points).

CASES:

[17.1] REINFORCEMENT TABLE RESULTS

No Reinforcements. The NATO Player is informed by NATO HQ, Belgium that no reinforcement will be forthcoming. He receives no reinforcements and may not roll for emergency reinforcements for the remainder of the game. He may continue to roll the dice each Turn, but may never receive any reinforcements, regardless of the result.

No Effect. The NATO Player receives no reinforcement, but may roll for emergency reinforcement during succeeding Game-Turns.

Air Support. The NATO Player receives an emergency reinforcement of 6 Air Ground Support Points which he may use during both Combat Phases of that Game-Turn only. NATO has air superiority for the entire Game-Turn. Air Points are not received during night Game-Turns, but NATO is still considered to have air superiority.

Air Support and Jagerbrigade. The NATO Player receives an emergency reinforcement of 6 additional Ground Support Points and has air superiority for the duration of the turn. In addition, NATO HQ dispatches the 10th Jagerbrigade to Berlin as an emergency land reinforcement. A die is rolled. On a roll of 1-2, the reinforcement is received on any eligible airfield via airlanding. On a 3, the reinforcement is forced to abort due to heavy Warsaw Pact air activity and the reinforcements are permanently lost. There is no other adverse effect. On a roll of 4-6, the entire Jagerbrigade (7 units) is considered destroyed in the air. The units count as losses for Surrender Point determination. There is no other adverse effect.

[17.2] REINFORCEMENT PROHIBITIONS

[17.21] If all or some of the 7 units of the 10th Jagerbrigade cannot be airlanded due to a lack of

airfield capacity, they are permanently lost as if they had been forced to abort their mission.

[17.22] There is no effect on the receipt of Air Points or the establishment of air superiority due to a failure (for any reason) to receive emergency land reinforcements.

[17.23] Once a 12 has been rolled on the Reinforcement Table, the NATO Player may never again roll for emergency reinforcements, regardless of the results of the second die roll or his own inability to airland the reinforcements.

[17.3] REINFORCEMENT TABLE (see mapsheet)

[18.0] PARATROOPS

GENERAL RULE:

The Warsaw Pact Player receives paratroops at the beginning of the game which may enter the game as reinforcements on any one Game-Turn during which the Warsaw Pact Player has air superiority. Paratroops may enter the map via airlanding or paradrop. Any number of paratroops may be paradropped during any one Game-Turn in which air superiority is achieved. Once any paratroop unit has paradropped, no further paradrops may be initiated on succeeding Turns. Paradrops may be conducted on only one turn per game.

PROCEDURE:

At the end of his Movement Phase and after completing all movement for that Turn, the Warsaw Pact Player may announce a paradrop. He places all of the units which are to paradrop in their drop hexes and then rolls two dice for each unit on the Survival Table (18.5). The total is then modified for terrain and Enemy ZOC's. On an adjusted roll of "1" or less the unit is destroyed. On a roll of "2," "3," or "4" the unit scatters. On a roll of "5" or greater the unit lands successfully on target. If the unit scatters, the Scatter Diagram (18.1) is consulted and a die is rolled to determine the direction of scatter. The unit scatters into the adjacent hex indicated by the die roll number.

CASES:

[18.1] SCATTER DIAGRAM (see mapsheet)

[18.2] PARATROOP DESTRUCTION

A paratroop unit which begins the Combat Phase of the Turn in which it was dropped stacked with any other unit, including another paratroop unit, is destroyed. Non-paradrop units which begin a Combat Phase stacked with paratroop units are unaffected. A paratroop unit which begins the Combat Phase of the Turn in which it was dropped in a lake hex or a hex with a Fire or Gas Marker is destroyed. Destroyed paratroop units are permanently removed from play. They may not drop again. When a paratroop unit is destroyed as a result of scatter or a failure to survive its drop, the unit may not be considered to have made any hex Friendly prior to destruction.

[18.3] DROP ELIGIBILITY

A paratroop unit may only drop once per game. Only a paratroop unit may exercise this option. Paratroops may never enter the map except by paradrop or airlanding (see 13.0).

[18.4] FIRST TURN RESTRICTIONS

[18.41] Paratroops may not move except as a result of combat during the turn in which they are paradropped.

[18.42] Paratroops may not be targeted to land on a hex containing lake terrain or a hex occupied by another unit or a Fire or Gas Marker. Only one

unit may be targeted to paradrop into a particular hex during a Turn.

[18.43] Paratroops are in supply during their entire Turn of arrival when paradropped.

[18.5] SURVIVAL TABLE (see mapsheet)

[18.6] SURVIVAL MODIFIERS

[18.61] One is added to the survival dice roll of a unit dropping into an open or airfield hex.

[18.62] One is subtracted from the survival dice roll of a unit dropping into an industrial or suburban hex.

[18.63] Two is subtracted from the survival dice roll of a unit dropping into a rough hex.

[18.64] Three is subtracted from the survival dice roll of a unit dropping into a forest or urban hex.

[18.65] A modified die roll number greater than "12" is read as "12." A modified die roll number less than "1" is read as "1."

[18.66] A summary of all survival dice roll modifiers for terrain is included under the "Survival" column of the Terrain Effects Chart.

[18.67] A paradropped unit which is plotted to land in the Zone of Control of an Enemy unit subtracts 2 from its survival dice roll.

[19.0] "HONORS OF WAR"

GENERAL RULE:

The Warsaw Pact Player may attempt to induce a NATO surrender by offering the "Honors of War." Depending upon the current military situation, the NATO Player may be forced by the NATO high command (for humanitarian reasons, if no others) to accept.

PROCEDURE:

At the beginning of any Game-Turn (before emergency reinforcements are checked for), the Warsaw Pact Player may choose to offer Honors of War. If he does, a column on the Honors of War Table is found which is equal to or less than the total number of Surrender Points recorded on the Surrender Point Record Track on the mapsheet (use the column which most nearly approximates the total, but does not exceed it). Two dice are rolled and their total is indexed with the proper column on the Honors of War Table. The results are in effect for the entire Turn.

CASES:

[19.1] RESULTS

[19.11] A "B" result means that for the duration of that Game-Turn, one side or the other receives an additional one column shift (plus or minus at the discretion of the Player using the shift) for purposes of resolving combat involving adjacent units. The die is rolled a second time to see which side gets the bonus shift. On a 1-3, the NATO Player gets the shift; 4-6 the Warsaw Pact Player benefits. Bonus shifts may be employed both when attacking and when defending. This shift represents the morale effects that negotiations have on the troops.

[19.12] A "C" result means that there is a possibility of either a surrender or a cease fire. A die is rolled. On a roll of 1-3, a cease fire is in effect. No units may be moved and no combat may be resolved. The entire Turn is skipped. The Turn Marker is advanced one Turn and the game continues. On a roll of 4-6, the NATO Player surrenders, the game ends immediately, the city falls, and victory is evaluated.

[19.13] An "S" result means that there is a possibility of a NATO surrender. A die is rolled and NATO surrenders on a roll of 4-6. Any other roll is a "No Effect" and play proceeds normally.

[19.14] A "-1," "-2," "+1," "+2" means that the second die roll is modified by that number.

[19.2] RESTRICTIONS

[19.21] The Honors of War may be offered at any time after Turn 1. Honors of War may be offered once per Turn on any number of Turns during the game. A result on the table does not prohibit the Warsaw Pact Player from making a new attempt next Turn. However, for each Turn in which Honors of War are offered and the result is not a NATO surrender, the Warsaw Pact VP total is reduced by 20 points.

[19.3] HONORS OF WAR TABLE (see mapsheet)

Positive × 10	Negative × 10	Positive × 1	Negative × 1
-------------------------	-------------------------	------------------------	------------------------

[19.4] SURRENDER POINTS

[19.41] Surrender Points are awarded the Warsaw Pact Player during the game for destroying Enemy units and/or holding terrain. The Warsaw Pact Player records his Surrender Points on the Surrender Point Record Track. The NATO Player receives "negative" Surrender Points which he adds to the Warsaw Pact Player's total. The Surrender Point Markers are moved along the track to indicate changes in the level of Points accumulated. If the NATO Player has accumulated more points than the Warsaw Pact Player, the markers are turned over to show that the number on the track is negative.

[19.42] The NATO Player receives one Surrender Point for each Warsaw Pact police unit he destroys, two Surrender Points for each Warsaw Pact mechanized or artillery which he destroys, and three Points for each Warsaw Pact paratroop unit which he destroys.

[19.43] The Warsaw Pact Player receives one surrender point for each West Berlin police unit which he destroys and two Surrender Points for each NATO unit of any other type which he destroys. The NATO MP unit is considered a military, not a police, unit.

[19.44] The Warsaw Pact Player receives one Surrender Point for each objective hex or airfield hex in West Berlin which he holds and two Points for each barracks hex or air control tower hex in West Berlin which he holds. The NATO Player may reduce the current Surrender Point level by recapturing objective, airfield, air control tower, and barracks hexes. The Surrender Point value of the recaptured hexes is subtracted from the current Surrender Point level. "Holding" a hex is defined as being the last Player to move through a hex and/or having held the hex at the beginning of the game. In all scenarios, hexes in West Berlin are held by the NATO Player at the start of the game, and all other hexes are held by the Warsaw Pact Player. The hexes which a Player holds are termed "Friendly" to that player.

[19.45] Honors of War may only be offered when there is a total of at least +6 Surrender Points accumulated.

[19.5] SURRENDER POINTS RECORD TRACK (see mapsheet)

[20.0] VICTORY CONDITIONS

GENERAL RULE:

The game ends at the end of Game-Turn 16 or whenever the Warsaw Pact Player at the end of a Game-Turn has control of the city of West Berlin. Victory is then determined according to 20.2.

CASES:

[20.1] CITY CONTROL

[20.11] The Warsaw Pact Player is considered to have control of the city if he was the last to enter or pass through all hexes of the Gatow, Tegel, and Tempelhof airfields (including the Tegel and Tempelhof control towers), all objective hexes and all barracks hexes, or if NATO surrenders (see 19.0).

[20.2] VICTORY EVALUATION

[20.21] Victory is determined by awarding the Warsaw Pact Player Victory Points for controlling the city. The Warsaw Pact Player receives a number of Victory Points equal to the number of non-police units he has on the map when the city falls multiplied by the VP multiple for the Turn in which the city falls (see turn record track). No VP's are awarded if the city does not fall. Any Soviet mech or airborne divisions may be withheld from the game. All units of withheld divisions are worth 5 VP's when the city falls, regardless of the Turn in which that occurs. Previously withheld units may never enter the game except for the Soviet parachute division which may enter the game at any time as a reinforcement. Once the parachute division enters the game, it may no longer receive the VP value for being withheld.

[20.22] The NATO Player receives 5 VP's per Turn for each Turn during which one or more of his eligible artillery units "interdicts" Warsaw Pact communications. An eligible unit is an artillery unit within range of the rail line between hexes 0108 and 2302 which does not execute any other mission during the NATO Combat Phase and which is eligible to fire during that Phase. The NATO Player announces the execution of the mission and records the VP accumulation at the end of the Phase. NATO VP's are recorded as negative numbers subtracted from the Warsaw Pact VP total at the end of the game.

[20.23] The NATO Player receives 8 VP's per turn for each Turn during which any NATO unit (of any type) occupies a hex of the rail line between hexes 0108 and 2302, inclusive. These Points may be awarded only once per Turn (regardless of how many rail line hexes are occupied) and are awarded in place of (not in addition to) VP's awarded according to 20.22. The unit(s) occupying the rail line need not be in supply.

[20.24] The level of victory is given below depending upon how many VP's the Warsaw Pact Player has accumulated at the end of the game.

Warsaw Pact Decisive Victory	200 +
Warsaw Pact Substantive Victory	160-199
Warsaw Pact Marginal Victory	120-159
NATO Marginal Victory	80-119
NATO Substantive Victory	40-79
NATO Decisive Victory	39 or less

[21.0] SCENARIOS

GENERAL RULE:

There are three scenarios in *Berlin: '85*. The instructions for each scenario include historical notes, detailing briefly the anticipated events and

circumstances of the scenario; each side's initial order of battle and set-up instructions; alterations in the ground support schedule shown on the Turn Record Track; scenario length (in Game-Turns); special rules in effect for that scenario; and alterations in the standard victory conditions.

Units with an untried side always begin the scenario with their untried side showing. Units are listed by strength and type (a letter and number for most units; five numbers for artillery). When more than one unit of a type is included in the order of battle for a superior formation (i.e., the 9 mechanized battalions in each Soviet mechanized division), the strength and type will be followed by the appropriate multiple. The Combat Strengths of untried units are given as "U." The letter abbreviations used for unit types are as follows: M = Mechanized, A = Artillery, T = Tank, R = Recon, P = Police, MP = Military Police, I = Infantry, PC = Parachute, AT = Anti-Tank Artillery, SF = Special Forces, E = Engineer, HQ = Headquarters.

Example: The 6th Guards Mechanized Division would include nine mechanized battalions and one rocket artillery unit portrayed as follows: U-12M × 9, 4-0-20-1-10A × 1.

CASES:

[21.1] OPERATION UNITY

Historical Notes:

When the balloon goes up in Europe, the Warsaw Pact planners will be faced with the decision to either mount an assault against the NATO enclave in Berlin or to mask the city and contain any attempt by the garrison to sortie. If their decision is to assault, it is likely that the 20th Guards Army (reinforced) will be tapped for the job. To maximize security, the assault elements would probably move up to their start line for the assault sometime in the early morning and move directly from these start positions to the attack without benefit of artillery preparation. The scenario begins in the seasonal mists of an August morning with 60,000 Warsaw Pact troops massing within a few kilometers of Berlin. Operation Unity is about to begin.

[21.11] Initial Set-Up

The NATO Player sets up all of his units first. The Warsaw Pact Player sets up the units he will use in the attack (withholding any desired divisions). The Warsaw Pact Player moves first.

The NATO Player's Units

West Berlin Police Units:

U-8P × 36. Set up one per hex on any supply hexes or air control tower hexes in West Berlin.

United States Units:

U-12M × 3, U-12E × 1, U-8I × 2, U-12SF × 1, U-12MP × 1, U-12HQ × 1, 1-1-15-1-12A × 1. Set up one per hex in any hex within two hexes (one intervening hex) of a barracks hex in U.S. zone.

British Units:

U-12M × 3, U-9PC × 1, U-15R × 1, 3-2-14-2-12A × 2. Set up one per hex in any hex within two hexes (one intervening hex) of a barracks hex in British zone.

French Units:

U-12M × 1, U-12T × 1, U-15R × 1, 4-3-20-2-12A × 1. Set up one per hex in any hex within two hexes (one intervening hex) of a barracks hex in French zone.

The Warsaw Pact Player's Units

Ist East German Mechanized Division:

U-12M × 9, 4-0-20-1-10A × 1. Set up one per hex in any hexes of Potsdam (3409, 3509, 3510, 3610, 3611, 3710, 3711, 3810, 3811, 3911).

14th Guards Mechanized Division:

U-12M × 9, 4-0-20-1-10A × 1. Set up one per hex

in any hexes within three hexes of the southern mapedge.

19th Soviet Mechanized Division:

U-12M×9, 4-0-20-1-10A×1. Set up one per hex in any hexes in hexrows 37xx, 38xx, 39xx north of hexrow xx15, inclusive.

Soviet 6th Guards Mechanized Division:

U-12M×9, 4-0-20-1-10A×1. Set up one per hex in any hexes within three hexes of the north mapedge.

Soviet 34th Artillery Division:

6-2-18-1-10A×6, 5-1-25-1-10×3. Set up one per hex in any hexes in East Germany or East Berlin within 3 hexes of any mapedge. All units must be set up within 6 hexes of each other.

East Berlin Police:

U-8P×8. Set up in any urban hex in East Berlin.

[21.12] Reinforcement Schedule

Warsaw Pact Reinforcements

The Soviet 103rd Guards Parachute Division:

U-6PC×9. May arrive any time on Game-Turn 1 or succeeding Turns via airlanding or paradrop.

NATO Reinforcements

The West German 10th Jagerbrigade:

U-12M×5, 1-2-4-4-12A×1, 2-3-15-2-12A×1. May arrive only as NATO emergency reinforcements (see 17.0).

[21.13] Ground Support Schedule

See Turn Record Track on mapsheet.

[21.14] Scenario Length.

The scenario is 16 Game-Turns long.

[21.15] Special Rules

1. Warsaw Pact police units may not move or attack until Game-Turn Three.
2. The Warsaw Pact Player receives a combat bonus of two column shifts in both Combat Phases of the first Game-Turn. This shift is usable in attacks involving adjacent units only.

[21.16] Victory Conditions

See 20.0

[21.2] OPERATION WEREWOLF

Historical Notes:

It is late summer, 1985. Europe is in the grip of war fever. Soviet support of the OPEC boycott against America and Western Europe has led to increased East-West friction. Economic and political conflict has generated military preparations. In the isolated enclave of West Berlin, tension is high as units of the 20th Guards Army move into position on the perimeter of the city. The NATO training areas in the western districts have become collection points for neat rows of gleaming new APC's, their hatches dogged, their markings obliterated. For three weeks heavy crates labelled "Worldwide Amusements: Parts" have been arriving at USAE's Berlin HQ. Strangely enough, the likelihood of war has hardly affected Berlin's tourist industry. The Templehof terminal daily teems with new arrivals, deeply tanned, well-muscled young men in ill-fitting sport coats. Only a handful of people inside Berlin know that these new arrivals are part of the 10th Jagerbrigade. Operation Werewolf is in progress. When the expected Warsaw Pact assault commences, there will be a surprise lurking within the city.

[21.21] Initial Set-Up

The initial set-up is identical to 12.11 with the following exceptions:

West Berlin police units may be set up anywhere in West Berlin. They are not confined to setting up in supply and air control tower hexes.

The 3 Soviet mechanized divisions (19th, 14th Guards, 6th Guards) and the 34th Artillery Division may set up anywhere in East Germany or East

Berlin not in an Enemy ZOC. The ten units of a mechanized division must all set up within 12 hexes of each other.

After all Warsaw Pact units have set up, the NATO Player may set up the following units constituting the 10th Jagerbrigade anywhere in West Berlin:

U-12M×5, 1-2-4-4-12A×1, 2-3-15-2-12A×1.

[21.22] Reinforcement Schedule

The Reinforcement Schedule is identical to 21.12 with the exception that NATO receives no land units as emergency reinforcements. Instead, the NATO Player receives 6 Ground Support Points and may roll again for reinforcements on any succeeding Turn(s). In effect, a "12" on the Reinforcement Table is read as if it were an "11" for purposes of this scenario only.

[21.23] Ground Support Schedule

See Turn Record Track on mapsheet.

[21.24] Scenario Length

The scenario is 16 Game-Turns long.

[21.25] Special Rules

1. NATO police units receive a one column shift in their favor on both attack and defense throughout the game. This bonus shift applies even when both police and non-police units are involved in the same combat. This rule represents the attachment of militia to police companies during the period of tension which is assumed to precede the scenario. **Note:** A quarter of a million stands of arms have supposedly been stockpiled in Berlin for just this purpose.

2. NATO may demolish POL hexes in the same manner used to demolish bridges (12.0). Whenever a Warsaw Pact unit moves adjacent to a POL hex in West Berlin, this option may be exercised.

[21.26] Victory Conditions

See 20.0.

[21.3] OPERATION MEDICINE WHEEL

Historical Notes:

It is 1600 hours on day two of the war between NATO and the Warsaw Pact. As the two behemoths wrestle to the west, the top level leadership of the isolated Berlin garrison meets to discuss the implementation of contingency plans for a mass raid into East Germany. The four brigades of the secretly reinforced garrison are being masked by elements of the 20th Guards Army. There is a possibility that a strong enough thrust can be mounted to cut the main east-west rail line running just south of the city. Other possibilities include the cutting of the road network around the enclave and a nuisance attack into East Berlin. Time is short, however, and any raid must be mounted within the next 24 hours if it is to have any value at all for the troops fighting to the west. Outside the city, the Soviet screening force prepares to contain the expected sortie. Behind their protective guns long columns of vehicles snake westward to reinforce the Warsaw Pact assault on Germany.

[21.31] Initial Set-Up

Both Players receive the same initial forces as in 21.11 except that the Warsaw Pact Player does not receive the 103rd Guards Parachute Division or the 1st East German Mechanized Division. The NATO Player sets up all of his police units first anywhere in West Berlin (not necessarily on supply hexes). Then the Warsaw Pact Player sets up all of his units anywhere in East Germany or East Berlin. When all Warsaw Pact units have been set up the NATO Player sets up all of his non-police units anywhere in West Berlin (regardless of zone). Units may set up in Enemy Zones of Control. There is no Warsaw Pact Player Turn on the first Game-Turn. No units may ever be withheld from the initial set-up in this scenario.

[21.32] Reinforcements

Neither side receives reinforcements of any kind (including NATO emergency reinforcements). Emergency reinforcements are never rolled for in this scenario.

[21.33] Ground Support Schedule

The Warsaw Pact Player receives a random number of Air Ground Support Points each Turn during this scenario. The NATO Player never receives any Air Ground Support Points. The Ground Support Schedule on the Turn Record Track is ignored. Instead, the Warsaw Pact Player rolls a die at the beginning of each Game-Turn. He receives a number of Ground Support Points for use during that Turn (only) equal to the resulting number on the die.

[21.34] Scenario Length

The scenario begins on Game-Turn 7 and continues for 10 Game-Turns (until the end of Game-Turn 16).

[21.35] Special Rules

1. The "Honors of War" Table, Reinforcement Table, Survival Table, Scatter Diagram, and Surrender Points Record Track are not used in this scenario. Sections 17.0, 18.0, 19.0 and 20.0 are inoperative for purposes of this scenario.

2. West Berlin police units may enter both East Berlin and East Germany and may trace supply through one border hexside. They may also enter Enemy ZOC's.

3. NATO (but not Warsaw Pact) units may exit the mapedge during their Movement Phase (only) by paying two additional MP's to exit the mapedge (regardless of the type of terrain in the hex from which they exit). Units may exit the north, south and west (but not the east) mapedges.

4. The Warsaw Pact Player's units are out of supply at the beginning of the game. They remain out of supply until the Warsaw Pact Player succeeds in getting a new "supply priority." At the beginning of each Game-Turn starting with Game-Turn 8, the Warsaw Pact Player may attempt to place his units in supply by rolling a die. On a roll of 5 or 6, all Warsaw Pact units remain unsupplied. On a roll of 1-4, the Warsaw Pact units are given a higher supply priority. Beginning on the Game-Turn after the new priority is achieved, all Warsaw Pact units are considered to be in supply if they can meet the requirements of 14.0. This new supply priority pertains for the remainder of the scenario. If an attempt to achieve a new supply priority is unsuccessful, a new attempt may be made on each succeeding Game-Turn until the priority is achieved. If the NATO Player has occupied the rail line running between 0108 and 2302 at any point in the scenario, "1" is subtracted from the die roll to achieve a new supply priority.

5. The Warsaw Pact Player may demolish bridges in East Germany and East Berlin whenever a NATO unit first moves adjacent to those bridges. The method used is the same as in 12.0.

[21.36] Victory Conditions

The Victory Conditions in section 20.0 are inoperative for purposes of this scenario. Instead, both sides are given Victory Points (VP's) for destroying Enemy units and occupying terrain. In addition, the NATO Player receives VP's for exiting units from the map. VP's are awarded according to the following Victory Point Schedule:

NATO VP's:

- | | |
|--------|--|
| 1 VP | For each East Berlin police unit destroyed. |
| 2 VP's | For each Warsaw Pact non-police unit destroyed. |
| 2 VP's | For each NATO unit exited off the north or west mapedge. |

