

REVOLT in the EAST

Warsaw Pact Rebellion in the 1970's

- 1.0 INTRODUCTION
- 2.0 GENERAL COURSE OF PLAY
- 3.0 GAME EQUIPMENT
 - 3.1 The Game Map
 - 3.2 Game Charts and Tables
 - 3.3 The Playing Pieces
 - 3.4 Parts Inventory
 - 3.5 Game Scale
- 4.0 SEQUENCE OF PLAY
- 5.0 MOVEMENT
 - 5.1 How to Move Ground Units
 - 5.2 Airborne Movement
 - 5.3 Air Unit Movement
 - 5.4 Movement Inhibitions and Prohibitions
 - 5.5 Rail Movement Rates
- 6.0 STACKING
 - 6.1 Stacking of Friendly Ground Units
 - 6.2 Stacking of Friendly Air Units
 - 6.3 Effects of Enemy Ground Units
 - 6.4 Effects of Enemy Air Units
 - 6.5 Effects of Cities-in-Revolt
 - 6.6 Special Soviet Stacking Restrictions
- 7.0 COMBAT
 - 7.1 Which Units May Attack
 - 7.2 Multiple Unit and Multi-Hex Combat
 - 7.3 Effects of Terrain on Combat
 - 7.4 Effects of Air Units on Combat
 - 7.5 Combat Resolution
 - 7.6 Retreat as a Result of Combat
 - 7.7 Advance as a Result of Combat
 - 7.8 Cities-in-Revolt and Combat
- 8.0 ZONES OF CONTROL
- 9.0 REINFORCEMENTS AND REPLACEMENTS
 - 9.1 How Replacements/Reinforcements Appear
 - 9.2 When Reinforcements and Replacements Appear
 - 9.3 Where Reinforcements/Replacements Appear
- 10.0 SUPPLY
 - 10.1 NATO Supply Sources
 - 10.2 Soviet Supply Sources
 - 10.3 Warsaw Pact and Neutral Supply
 - 10.4 Effects of Supply on Ground Units
 - 10.5 Effects of Supply on Air Units
- 11.0 WARSAW PACT AND NEUTRAL NATIONS
 - 11.1 Countries-in-Revolt and The Warsaw Pact Revolt Table
 - 11.2 Unrevolted Countries
 - 11.3 Pro-Soviet Countries
 - 11.4 Neutral Countries
 - 11.5 Suppressed Countries
- 12.0 SUPPRESSING REVOLTS AND LIBERATION
 - 12.1 Suppressing Revolts
 - 12.2 Liberation
- 13.0 TERRAIN EFFECTS ON MOVEMENT AND COMBAT
 - 13.1 Terrain Effects Chart
 - 13.2 Effects of Terrain on Movement
 - 13.3 Effects of Terrain on Combat
- 14.0 THE SCENARIOS
- 15.0 VICTORY CONDITIONS
 - 15.1 Control by the Soviet Player
 - 15.2 Control by the NATO Player
 - 15.3 Control of Neutrals
 - 15.4 General Victory Criterion
- 16.0 PLAYERS' NOTES
- 17.0 SIMULATION NOTES

[1.0] INTRODUCTION

[1.1] THE SUBJECT OF THE GAME

Revolt in the East is a corps/army level simulation of the consequences of a possible revolt of the Warsaw Pact member nations and of the reactions of the Soviet Union and of the NATO allies. Also included in **Revolt in the East** are Scenarios dealing with the Hungarian Revolution of 1956 and of the Soviet invasion of Czechoslovakia in 1968.

[1.2] HOW THE GAME IS ORGANIZED

The rules to **Revolt in the East** are divided into Major Sections, which are arranged (basically) in the order in which they are used in a complete Turn of the game. Each Major Section is numbered with a whole number (e.g., 1.0, 2.0, 3.0, and so forth). Many of the Major Sections lead off with a General Rule, which is a simple statement of what that section covers. The detail of the specific rules in that Section is given in the Cases. These Cases are numbered decimally as subdivisions of the number of the Major Section (for example, Cases 5.1, 5.2 and 5.3 are all parts of Major Section 5.0). In some instances, the Cases themselves are subdivided into secondary Cases (for example, 5.11, 5.12 and 5.13 are all subdivisions of Case 5.1). Players new to conflict simulations should examine all the main components of the game before reading any further in the rules. Examine the charts and tables, the playing pieces and the map. Skim through the rules after reading this introduction, the Sequence of Play and the General Rules to all the Major Sections. Then break out the counters and place them on the map according to the Scenario directions. Now come back and read all the rules with the game set up in front of you.

[2.0] GENERAL COURSE OF PLAY

Revolt in the East is basically a two-Player game: one Player assumes the role of the Soviet Union and the other Player assumes the role of the Warsaw Pact and NATO nations. Each Player moves his units and executes attacks on Enemy units in turn, attempting to fulfill the Victory Conditions. To move from one hex to another, each unit expends a portion of its **Movement Allowance**. Combat is resolved by comparing the total **Strength Points** of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled and the outcome indicated on the **Combat Results Table** is applied to the units involved.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 22" x 16" mapsheet portrays the area of Eastern Europe where a revolt of the Warsaw Pact nations would be fought. A numbered hexagonal grid is superimposed on the terrain features on the mapsheet in order to regulate the movement and positioning of the playing pieces. To make the map lie flat, fold it against the direction of the creases. Small pieces of masking tape may be used at the corners of the map to keep it taut. Explanations of the terrain features will be found on the Terrain Effects Chart (TEC).

[3.2] GAME CHARTS AND TABLES

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the **Combat Results Table (CRT)**, the **Terrain Effects Chart (TEC)**, the **Warsaw Pact Revolt Table (WPRT)** and the **Turn**

Record Track; they are explained where presented in the appropriate rules section.

[3.3] THE PLAYING PIECES

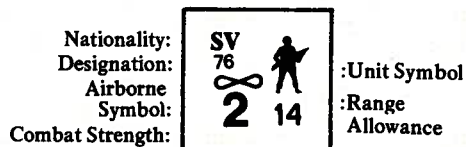
[3.31] The playing pieces represent actual military units that could fight in the event of a Warsaw Pact rebellion. The numbers and symbols on the playing pieces represent the strength and type of unit simulated by the particular playing piece. The playing pieces shall henceforth be referred to as "units."

[3.32] Sample Units

Infantry Ground Unit:



Airborne Ground Unit:



Airforce Unit:



City in Revolt Marker:



[3.33] Definition of Terms

Combat Strength: The relative strength of a unit when involved in combat, either defending or attacking. It is expressed in terms of **Combat Strength Points**.

Movement Allowance: The basic movement ability of a unit, expressed in **Movement Points**. Usually a unit expends one **Movement Point** of its total **Movement Allowance** for each hex entered. All ground units have a **Movement Allowance** of 8. Note that since the value is constant, it is **not** shown on the unit.

Range Allowance: The basic movement ability of air and airborne units is expressed in **Range Allowance**. An air or airborne unit may move within its **Range Allowance**, regardless of terrain, within certain restrictions which will be outlined later. This range number is shown on the unit.

Nationality Abbreviations Used on the Playing Pieces, Set-Up Indications, and the Turn Record/Reinforcement Track:

NATO NATIONS:	NE Netherlands
BE Belgium	TU Turkey
DN Denmark	UK United Kingdom
GK Greece	US United States of America
FR France	WG West Germany
IT Italy	(Federal Republic of Germany)
NEUTRAL NATIONS:	
AL Albania	
AU Austria	
YU Yugoslavia	

WARSAW PACT NATIONS:

BU Bulgaria HU Hungary
 CZ Czechoslovakia PO Poland
 EG East Germany RM Rumania
 (Democratic Republic of Germany)

UNION OF SOVIET SOCIALIST REPUBLICS:

SV Soviet

Note: Strictly speaking, the Soviet Union is a member of the Warsaw Pact; for game purposes, however, the term "Warsaw Pact" will exclude the Soviet Union.

[3.4] PARTS INVENTORY

The complete game of *Revolt in the East* should include the following parts:

22" x 16" Game Map

Rules Folder

Sheet of Die-Cut Counters (100 pieces)

Folio (Folio Edition only)

Sheet of Randomizer Chits (Folio Edition only)

If any parts are missing or damaged, please write:

Customer Service

Simulations Publications, Inc.,

44 East 23rd Street

New York, N.Y. 10010

Questions regarding the rules of the game will be answered if accompanied by a stamped, self-addressed envelope, and if phrased to be answered by a simple one word answer. Send rules questions to the above address and mark the envelope, "Rules Questions: *Revolt in the East*."

[3.5] GAME SCALE

Each hexagon on the mapsheet represents 56 kilometers of real terrain from side to side. Each Game-Turn is the equivalent of one week of real time. The units represent actual military forces that could participate in such a campaign. The NATO and Austrian ground units are corps; the Soviet and other, neutral ground units are armies. Soviet airborne units are corps, as are the airforce units of both sides.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

The game is played in turns called **Game-Turns**. Each Game-Turn is composed of two **Player-Turns**. The Player whose Player-Turn is in progress is called the **Phasing Player**. Each Game-Turn proceeds as follows:

[4.2] SEQUENCE OUTLINE

A. THE WARSAW PACT/NATO PLAYER-TURN

1. **Warsaw Pact/NATO Revolt Phase.** The Warsaw Pact/NATO Player counts the total number of cities in revolt and cross-indexes that number with a die roll on the Warsaw Pact Revolt Table. The result shows what countries revolt and become Friendly. Immediately place City Revolt Markers on each city in the country in revolt.

2. **Warsaw Pact/NATO Reinforcement/Replacement Phase.** The Warsaw Pact/NATO Player consults the Turn Record/Reinforcement Track and brings onto the mapsheet any units due him in the current Player-Turn. Replacements and reinforcements may move and participate in combat this Player-Turn.

3. **Warsaw Pact/NATO Movement Phase.** The Warsaw Pact/NATO Player may move all Friendly, activated units in any direction, to the limit of their Movement and Range Allowances, within the restrictions outlined in the Rules of Movement and Zones of Control.

4. **Warsaw Pact/NATO Combat Phase.** All Friendly, activated units may attack adjacent Enemy units. Combat is resolved as outlined in the Combat Rules.

B. THE SOVIET PLAYER-TURN

1. **The Soviet Reinforcement/Replacement Phase.** The Soviet Player brings onto the mapsheet all reinforcements and replacements due him in the current Player-Turn. These units may move and Participate in combat the Turn of appearance.

2. **Soviet Movement Phase.** All Soviet units may be moved up to the limit of their Movement and Range Allowances, within the limits outlined in the Rules of Movement and Zones of Control.

3. **Soviet Combat Phase.** All Friendly units may attack adjacent Enemy units. Combat is resolved as outlined in the Rules of Combat.

C. GAME-TURN INDICATION

After both Players have completed their respective Player-Turns, the Game-Turn Marker is advanced on the Game-Turn Record Track, signalling the start of a new Game-Turn. The sequence is repeated until twelve complete Game-Turns have been played. After the completion of the Twelfth Game-Turn, the winner of the game is determined according to the Victory Conditions.

[5.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units as he wishes, subject to the Zone of Control restrictions. During the appropriate Movement Phase, each unit may be moved as many or as few hexes as the Phasing Player desires, as long as its Movement and/or Range Allowance is not exceeded in a single Movement Phase. Unused Movement Points may not be accumulated from Phase to Phase or transferred from unit to unit.

PROCEDURE:

Move each ground unit and airborne unit using ground movement individually, tracing the path of its movement through the hexagonal grid. Once a unit has been moved and the Player's hand withdrawn, the unit may not be moved again, nor may the path be retraced and/or changed during that Movement Phase. Air units and airborne units using Air Mobile Movement follow the same procedure, except that they do **not** pay terrain costs. The Movement Allowance for all ground units, Warsaw Pact, NATO and Soviet, is **eight Movement Points**; the Range Allowance for all Soviet airborne units is **fourteen**; the Range Allowance for all Soviet air units is **fourteen**; and the Range Allowance for all NATO air units is **twenty**.

CASES:

[5.1] HOW TO MOVE GROUND UNITS

[5.11] All ground units, regardless of nationality, have a Movement Allowance of **eight** Movement Points per Friendly Movement Phase. Note that this constant number is **not** shown on the counter.

[5.12] During a Movement Phase, only the specified units are moved; all, some or none of these units may be moved. No other units may be moved and no combat may occur during this Phase.

[5.13] Movement is calculated in terms of Movement Points. Basically, each unit expends one Movement Point of its total Movement Allowance for each hex it enters, although some terrain costs more than one Movement Point to enter. The costs to enter various types of terrain and to cross River hexsides are summarized on the Terrain Effects Chart (see Case 13.2).

[5.2] AIRBORNE MOVEMENT

[5.21] Only the Soviet Player has airborne units. Airborne units have a Range Allowance of **fourteen**, and a ground Movement Allowance of **eight**.

[5.22] Airborne units may use either air movement or ground movement, or a limited combination of both in a single Movement Phase.

[5.23] To use air movement, an airborne unit must start the Movement Phase in a clear terrain hex. It may then be placed in any clear terrain hex within its Range Allowance, regardless of intervening units or terrain. This clear terrain hex in which it lands may not be in an Enemy Zone of Control and may be no more than four hexes (three intervening hexes) from another Friendly ground unit (this unit may also be an airborne unit, but it may not be an airborne unit that is using air movement itself in that Phase).

[5.24] After using air movement, an airborne unit may move **one** hex, regardless of terrain costs. This ground movement is in addition to the air movement.

[5.25] After an airborne unit has used air movement, it must be stacked for at least one whole Game-Turn with a Friendly air unit in order to use air movement again. For example, an airborne unit that has used air movement stacks with a Friendly air unit on Game-Turn Four. It must spend all of Game-Turn Five stacked with the air unit, not moving, and then may use air movement again on Game-Turn Six.

[5.26] Except for their additional air movement capability, airborne units function in **all** respects as all other ground units.

[5.3] AIR UNIT MOVEMENT

[5.31] All Soviet air units have a Range Allowance of **fourteen**; all NATO air units have a Range Allowance of **twenty**.

[5.32] Air units may **only** use air movement. They may not perform any ground movement.

[5.33] An air unit may move anywhere within its Range Allowance, regardless of the terrain or presence of Enemy Zones of Control. However, an air unit may not end the Movement Phase stacked with an Enemy unit, either ground or air. Air units have no specific bases, nor do they "return to base" (i.e., fly back to their hex-of-origin) when they move. They may fly to any hex within Range.

[5.34] Units using air movement (both air and airborne units) pay only **one** Movement Point per hex, regardless of the terrain type entered or crossed. Blocked hexsides do **not** inhibit air movement.

[5.35] Overflying a nation's territory is equivalent to moving a ground unit through that territory with respect to border violation.

[5.4] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.41] A Friendly unit may never enter a hex containing an Enemy ground unit. No more than two Friendly ground and/or airborne units may occupy a single hex at the end of their Movement Phase; there is no restriction on the number of air units that may occupy a single hex (see 6.0, Stacking).

[5.42] A ground unit must stop upon entering an Enemy-controlled hex. A ground unit may not leave an Enemy-controlled hex during the Movement Phase.

[5.43] A unit may not expend more Movement Points than its Movement (or Range) Allowance in any one Game-Turn. A unit may use all, some or none of its Movement Points in a Game-Turn. If a

unit does not expend all of its Movement (or Range) Allowance in a Movement Phase, it may not save its Movement Points for another Game-Turn or "loan" them to another unit.

[5.44] Units may only move during their own Movement Phase and not during any other Phase, although movement may occur during the Combat Phase as a result of combat (see Cases 7.6 and 7.7).

[5.45] There are supply restrictions in the game. Units which are surrounded by Enemy Zones of Control are affected (see 10.0, Supply).

[5.46] Warsaw Pact and Neutral units may never leave their respective Home Countries; if forced to do so by combat, they are eliminated instead.

[5.5] RAIL MOVEMENT RATES

NATO and Soviet ground units (but not Warsaw Pact or Neutral units) may move through terrain at reduced costs in certain parts of the map. This reflects the ability of a given army to take advantage of the rail net in countries that are friendly to them [note that the rail net is not shown on the map]. Use of the rail movement rate in no way inhibits the unit from performing any maneuver or action that it could perform while using normal movement rates. There is no decision to be made concerning the use of rail movement rates: when a unit is in a position to use these rates, it automatically does so.

[5.51] Soviet ground units entering hexes in the Soviet Union do so at **one-third the normal Movement Point cost**.

[5.52] Soviet ground units entering hexes in unrevolted Warsaw Pact countries do so at **one-half the normal Movement Point cost**.

[5.53] NATO ground units entering hexes in any of the NATO countries, do so at **one-third the normal Movement Point costs**. The NATO countries are: France, West Germany, Belgium, the Netherlands, Italy, Greece and Turkey.

[5.54] Soviet and NATO units pay normal entry costs when entering any hexes other than those described above. Note that a **suppressed** country is not an **unrevolted** country.

RAIL MOVEMENT EXAMPLE: A Soviet unit in the USSR enters a clear terrain hex. It expends one-third of a Movement Point to do so. It then enters the border into Poland (which is in an unrevolted state) and enters a clear terrain hex. It expends one-half of a Movement Point to do so. It then enters a rough terrain hex in Poland and expends one Movement Point to do so.

[6.0] STACKING

GENERAL RULE:

Stacking is the placement of more than one unit in a hex. There are restrictions upon how many units may occupy a single hex.

CASES:

[6.1] STACKING OF FRIENDLY GROUND UNITS

[6.11] During the Movement Phase, any number of Friendly ground units may move **through** a given hex, regardless of the number of Friendly units in that hex.

[6.12] A maximum of **two** Friendly ground units may be stacked in a single hex. The stacking limitation applies only at the **end** of the Movement Phase and during the entire Combat Phase.

[6.13] If at the end of the Movement Phase or during any other Phase, a unit is moved into a hex in excess of the stacking limitation, that unit is eliminated.

[6.13] Friendly ground units may **never** stack with Enemy ground units. If a Friendly ground unit stacks with an Enemy air unit, the Enemy air unit is displaced (shifted one hex) by the Owing Player.

[6.2] STACKING OF FRIENDLY AIR UNITS

[6.21] There is **no limitation** on the number of Friendly air units that may be stacked in a single hex.

[6.22] Friendly air units have no effect on the stacking limitations of Friendly ground units.

[6.23] Friendly air units may **never** be stacked with Enemy units, air or ground. If at the end of any Phase, a Friendly air unit finds itself stacked with an Enemy ground unit, the Friendly air unit is displaced one hex to a non-Enemy-occupied hex. If there is no such adjacent hex, the Friendly air unit is displaced the minimum number of hexes to the nearest hex not containing Enemy units.

[6.3] EFFECTS OF ENEMY GROUND UNITS

[6.31] At no time may Friendly units occupy the same hex as an Enemy ground unit. If a Friendly air unit finds itself in the same hex as an Enemy ground unit, the Friendly air unit is displaced (see Case 6.23).

[6.4] EFFECTS OF ENEMY AIR UNITS

[6.41] At no time may Friendly air units stack with Enemy air units.

[6.42] Friendly ground units may move into a hex occupied by an Enemy air unit. However, if this occurs, the Enemy air unit is displaced (see case 6.23). Players should note that the hex of displacement is always at the Owing Player's choice.

[6.5] EFFECTS OF CITIES-IN-REVOLT

[6.51] Cities-in-revolt count as one ground unit for Friendly stacking purposes.

[6.52] No Soviet air or ground units may stack with a city-in-revolt.

[6.53] A maximum of one NATO ground unit may stack with a city-in-revolt. Of course, there is no limitation to the number of NATO air units that may stack in such a hex.

[6.6] SPECIAL SOVIET STACKING RESTRICTIONS

Soviet units may **not** stack with either cities or armies of unrevolted Warsaw Pact countries.

[7.0] COMBAT

GENERAL RULE:

Combat occurs between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is the attacker, the non-Phasing Player is the defender, regardless of the overall strategic situation.

PROCEDURE:

Total the Combat Strengths of all attacking ground units involved in a specific attack and compare it to the total Combat Strength of the ground units in a hex under attack. State the comparison as a probability ratio: attacker's Strength to defender's Strength. Round off the ratio in favor of the defender to conform to the simplified odds found on the Combat Results Table. Then shift one column to the **right** for every air unit the attacker has in the combat (defending air units have no effect). Roll the die and read the result on the appropriate line under the odds. Apply the result immediately, before resolving any other attacks being made during the Combat Phase.

CASES:

[7.1] WHICH UNITS MAY ATTACK

[7.11] Units may attack only during their own specific Combat Phase. They may then attack any and all Enemy units which are adjacent to them. Only those units directly adjacent to a given Enemy unit may participate in an attack upon that unit.

[7.12] Attacking is completely voluntary; units are never compelled to attack and not every unit adjacent to an Enemy unit need participate in any attack. A Friendly unit in a stack that is not participating in a given attack is never affected by the results of that attack.

[7.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes (i.e., by as many as twelve ground units).

[7.14] No unit may attack more than once per Combat Phase and no Enemy unit may be attacked more than once per Combat Phase.

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[7.21] All units in a given hex must be attacked as a single, unified Combat Strength. The defender may not withhold a unit in a hex under attack. Different units in a hex may not be attacked separately, nor may one unit be attacked without involving the other unit in the same combat.

[7.22] The other unit in a hex that contains an attacking unit need not participate in that same attack or any other attack. Thus when one unit in a stack is attacking a given hex, the other unit in the stack could attack a different hex, or not attack at all.

[7.23] If a unit (or units) is adjacent to more than one Enemy occupied hex, it could attack all of them in a single combat. Thus, units in a single hex may attack more than one hex. The only requirement is that all attacking units must be adjacent to all defending units.

[7.24] A given unit's Combat Strength is always unitary. That is, a unit's Strength may not be divided among different combats, either for attack or defense.

[7.3] EFFECTS OF TERRAIN ON COMBAT

[7.31] Units defending in certain types of terrain may have their Combat Strengths increased. This is always expressed as a multiple of the Combat Strength for defense.

[7.32] A defending unit may only obtain the doubling effect of rivers if **all** the attacking units are attacking across River hexsides. If at least one ground unit is attacking through a non-River hexside, then the defending unit does **not** obtain any defensive advantage from the River hexside.

[7.33] The effects of terrain are cumulative. One always adds the multiples together and then subtracts "one" to obtain the new multiple. That is, if a unit is in Rough terrain and is being attacked across a River hexside, then its Combat Strength is **tripled**.

[7.4] EFFECTS OF AIR UNITS ON COMBAT

[7.41] The presence of air units in the attacking stack effects the odds on the Combat Results Table. For every attacking air unit, the odds column on the CRT is shifted one to the **right**. For example, if the combat odds called for a "2-1" attack and there were two attacking air units present, the adjusted combat odds would be "4-1." Note that this is the **only** effect of air units, they have no Combat Strength against ground units. The presence of **defending** air units has no effect on ground combat or the odds-raising by attacking air units.

[7.42] Air units may attack adjacent ENEMY AIR UNITS (instead of assisting ground combat). In this case, each air unit is considered to have a Combat Strength of one. Of course, terrain modifications have **no effect** on the Combat Strength of air units. Follow the same procedure outlined in ground combat (except that there is no shifting for air units attacking air units) and resolve the combat. The **only** combat effect that affects air units is "De;" any other result has no effect on the air units and it is ignored. Air units may only perform one task or the other in the same combat Phase: they may raise ground combat odds or attack Enemy air units, not do both.

[7.43] Air units are **never affected by the results of ground combat**. Should there be surviving air units in a vacated hex and Enemy (attacking) ground units advance into the hex, the defending air unit is displaced one hex (at the Owning Player's discretion). Should there be no open adjacent hex, the air unit is displaced the minimum number of hexes possible to an open hex.

[7.5] COMBAT RESOLUTION

All combat is resolved via the Combat Results Table. Each combat situation is completely resolved before going on to the next situation. The Phasing Player may resolve combat situations in any order he chooses.

[7.51] **Combat Results Table** (see map.)

[7.52] **EXAMPLE:** Two Soviet ground units, each with a Combat Strength of "6" attack a U.S. unit with a Combat Strength of "5." The Soviets have one air unit assisting in the attack. The odds are 12 to 5, which simplify to 2 to 1. They are then raised to 3 to 1 because of the air unit. The Soviet Player rolls the die and obtains an "Ex" result (Exchange). The U.S. unit is destroyed and one of the Soviet units is destroyed. The air unit is unaffected. The surviving Soviet unit advances into the vacated hex formerly occupied by the U.S. unit.

[7.53] Explanation of Combat Results

De = Defending ground units eliminated. All of the defending ground units are immediately removed from the map. The attacking units are unaffected.

Ae = Attacking ground units eliminated. All of the attacking ground units are immediately removed from the map. The defending units are unaffected.

Dr = Defending ground units retreat. All of the defending ground units are moved one hex by the Owning Player. Attacking units are unaffected.

Ar = All attacking ground units retreat. All of the attacking units are moved one hex by the Owning Player. The defending units are unaffected.

Ex = Exchange loss. All of the defending ground units are eliminated. Participating attacking units at **least equal** in Strength to the **printed** value of the defending units must also be eliminated (Owning Player's choice of units).

[7.6] RETREAT AS A RESULT OF COMBAT

Whenever the result is an "Ar" or "Dr," the indicated units must be moved one hex by the Owning Player. This movement is not considered to be part of normal movement and therefore expends no Movement Points. Retreating units must obey certain rules when doing so. If forced to violate any of these rules, the units are **eliminated** instead.

[7.61] Rules of Retreat:

All retreating units are moved one hex. They may not retreat through Blocked hexides or Sea hexides; they may not enter Enemy ground unit-occupied hexes or hexes upon which an

Enemy unit exerts a Zone of Control (whether or not that hex is occupied by a Friendly unit). They may not retreat into prohibited hexes or off the map. They may not retreat in violation of the Stacking Limits. Warsaw Pact and Neutral units may not retreat out of their Home Country. NATO and Soviet units whose retreat would force them to violate a political boundary may elect to eliminate themselves rather than do so.

[7.62] Retreat results have no effect upon air units. Air units have no effect upon retreats.

[7.7] ADVANCE AS A RESULT OF COMBAT

Whenever a hex is vacated as a direct result of combat, the victorious Player (i.e., the Player who has surviving ground units that were not forced to retreat) may elect to advance one of his participating ground units into that hex. This option must be exercised immediately before any other combat is resolved. This advance is **not** considered to be normal movement and expends no Movement Points.

[7.71] Ground units advancing as a direct result of combat may ignore the Zones of Control of Enemy units (i.e., they may move directly from one Enemy-controlled hex to another).

[7.72] If more than one hex is vacated as a result of a single combat, any of such hexes are available for a single victorious unit to advance into. That is, if there are two vacant hexes and two victorious units, each of the units could advance into one hex apiece.

[7.73] Air units never advance as a result of combat nor do they have any effect upon such advances.

[7.8] CITIES-IN-REVOLT AND COMBAT

[7.81] All cities-in-revolt have a self-Defense Strength of "one." This means that they may defend at a Combat Strength of one, but may **never** attack.

[7.82] Only a combat result of "De" affects a city-in-revolt. All other combat results have no effect on cities-in-revolt.

[7.83] If a Friendly unit is stacked with a city-in-revolt and that hex is attacked, the unit and the city are treated as one combined Defensive Strength. If any result other than a "De" is obtained against the city/unit combination, only the unit is affected. Victorious attacking units may only advance after combat into a city-in-revolt when a "De" is obtained against such a city/unit combination. When an "Ex" result is obtained, only the unit (not the city) is affected. The attacker must lose units whose Combat Strength is equivalent to the **total** Strength defending in the hex.

[8.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any units 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.

CASES:

[8.1] EFFECTS ON MOVEMENT

[8.11] All ground units exert a Zone of Control throughout the Game-Turn, regardless of the Phase or Player-Turn. The presence of Zones of Control is never negated by units, Enemy or Friendly.

[8.12] Units do not pay any additional Movement Points to enter an Enemy-controlled hex, unlike some other SPI games.

[8.13] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat. **Units may not, therefore, leave an Enemy-controlled hex during the Movement Phase.**

[8.14] Obviously, if a given unit is in an Enemy-controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[8.15] If there is an Enemy and a Friendly Zone of Control exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no **additional** effect from having more than one unit exerting Zones of Control onto a single hex.

[8.16] Only ground and airborne units exert Zones of Control and are affected by Zones of Control. Air units neither exert nor are affected by Zones of Control.

[8.2] ZONES OF CONTROL AND BORDERS

[8.21] Zones of Control do **not** extend across the borders of NATO and Warsaw Pact countries (i.e., the East-West German border) until NATO intervention has been triggered.

[8.22] NATO Zones of Control, once NATO intervention has been triggered do **not** automatically extend into unrevolted Warsaw Pact or Neutral countries. The NATO Player may, however, declare that his Zones of Control **do** extend into these countries. If this occurs, the countries in question become pro-Soviet.

[8.23] The Zones of Control of Warsaw Pact and Neutral countries **never** extend across the borders of their Home Country. For example, East German Zones of Control would not extend into Poland, regardless of their respective revolt status.

[9.0] REINFORCEMENTS AND REPLACEMENTS

GENERAL RULE:

Reinforcements are additional units that come into play after the game has begun. The appearance schedule for these units is indicated (by Scenario) on the Turn Record Track on the map. **Replacements** are destroyed units that return to play after an elapsed time. Only NATO and Soviet units appear as reinforcements and replacements; Warsaw Pact and Neutral units **never** do so.

CASES:

[9.1] HOW REINFORCEMENTS/REPLACEMENTS APPEAR

[9.11] Reinforcements/replacements appear during the Owning Player's Reinforcement/Replacement Phase. The Owning Player may delay the appearance of these units (either voluntarily or because all their placement hexes are Enemy-occupied) to any later Friendly Reinforcement/Replacement Phase.

[9.12] Reinforcements/replacements may appear in a placement hex that is in an Enemy Zone of Control. They may appear in Friendly-occupied placement hexes. They may appear in violation of the Stacking Limit. They may not appear in Enemy-occupied hexes.

[9.13] Reinforcements/replacements expend one Movement Point (or Range Point) in the act of placement. They may move and fight normally in the Player-Turn in which they are placed.

[9.2] WHEN REINFORCEMENTS AND REPLACEMENTS APPEAR

[9.21] Reinforcements appear as per the schedule printed on the Turn Record Track on the map. Units are available on the Game-Turn shown if the appropriate Scenario Code Letter follows the unit indication. The four Scenarios are coded as follows:

s = Standard Scenario; y = Yugoslav Scenario; c = Czech Scenario; h = Hungarian Scenario.

EXAMPLE: "2SV6+AFsyc" indicates that two Soviet ground units (each with a Strength of "6") and one Soviet airforce unit are due to appear in all Scenarios except the Hungarian Scenario.

[9.22] Soviet reinforcements are always available precisely on the indicated Game-Turn; NATO reinforcements may be voluntarily delayed due to the lack of NATO intervention result on the Warsaw Pact Revolt Table. At the start of the game, the Soviet and NATO Players each set up the indicated units on the Turn Record Track. If the NATO Player does **not** achieve an intervention result at the start of the Second Game-Turn, all NATO reinforcements are moved one space to the right. Thereafter, if an intervention result is **not** achieved in succeeding Game-Turns, the NATO reinforcements are moved an additional space to the right for each such non-intervention result. Any NATO reinforcements that are pushed off the right-hand end of the Track by this procedure **never** appear in the game. Note that since NATO automatically intervenes in the Hungarian Scenario, the NATO reinforcements always appear on time in that Scenario.

[9.23] NATO replacements appear two Game-Turns after the original unit is destroyed. When a unit is destroyed, place it on the Turn Record Track two Game-Turns ahead of the current position of the Game-Turn Marker. EXAMPLE: A NATO unit destroyed in Game-Turn Three reappears as a replacement on Game-Turn Five. Note that Warsaw Pact units in revolt are **not** considered NATO units.

[9.24] Soviet replacements appear four Game-Turns after the original unit is destroyed. EXAMPLE: A Soviet unit destroyed in Game-Turn Three reappears as a replacement in Game-Turn Seven. Pro-Soviet Warsaw Pact units are not replaceable.

[9.25] There is no limit to the number of units that may appear as replacements, nor is there a limit to the number of times a given unit may go through the procedure.

[9.3] WHERE REINFORCEMENTS/REPLACEMENTS APPEAR

[9.31] NATO reinforcements/replacements may be placed on any of the Scenario starting hexes on the map that contain a start code of the nationality of the appearing NATO unit. That is to say, a US unit, for example, could only be placed in a hex in which a US unit started the game in that particular Scenario.

[9.32] Soviet units may be placed in any hex(es) on the east map edge in the Soviet Union.

[10.0] SUPPLY

GENERAL RULE:

In order for units to function at full capacity, they must be in supply. In order to be in supply, a unit must be able to trace a Supply Path to a Source of Supply. These Sources of Supply differ between NATO, Soviet and Warsaw Pact units.

PROCEDURE:

A Supply Path is a path of hexes of any length that is traced from the unit to a Supply Source. Supply Paths cannot be traced through Enemy ground units, Enemy Zones of Control or prohibited terrain. Enemy air units have no effect upon a Supply Path.

CASES:

[10.1] NATO SUPPLY SOURCES

NATO units must be able to trace a Supply Path to any hex on the west map edge free from Soviet units or Zones of Control.

[10.2] SOVIET SUPPLY SOURCES

Soviet units must be able to trace a Supply Path to any hex on the east edge of the map free from NATO units or their Zones of Control.

[10.3] WARSAW PACT AND NEUTRAL SUPPLY

[10.31] Warsaw Pact and Neutral units are **always** in supply in their Home Countries.

[10.32] Warsaw Pact and Neutral units may **never** leave their Home Countries. If forced to do so as a result of combat, they are immediately eliminated instead.

[10.4] EFFECTS OF SUPPLY ON GROUND UNITS

[10.41] A unit that is out of supply loses its ability to attack, its Combat Strength (on defense) is cut in half (retaining all fractions), and its Movement Allowance is cut in half. In effect, this means that a ground unit's Movement Allowance is reduced to **four** Movement Points.

[10.42] For combat purposes, supply is judged at the **instant of combat**.

[10.43] For movement purposes, supply is judged at the **beginning** of the Player-Turn.

[10.44] The presence of Friendly units in a hex does not negate the effects of Enemy Zones of Control for purposes of tracing a Supply Path.

[10.5] EFFECTS OF SUPPLY ON AIR UNITS

[10.51] Air units determine their supply state for all purposes at the beginning of the Movement Phase. Air units trace to the same Supply Sources as their respective ground units.

[10.52] Air units that are out of supply may not move at all nor may they participate in any offensive combat. If forced to displace, they may not be displaced to a hex that will put them in supply (unless there is no alternative).

[10.53] Unsupplied air units that are attacked by Enemy air units are halved in Combat Strength (i.e., reduced to one-half Point each).

[11.0] WARSAW PACT AND NEUTRAL NATIONS

GENERAL RULE:

The Warsaw Pact nations are: Bulgaria (BU); Czechoslovakia (CZ); East Germany (EG); Hungary (HU); Poland (PO); and Rumania (RM). The Neutral nations are: Albania (AL); Austria (AU); and Yugoslavia (YU).

Warsaw Pact Nations can be in any one of the following four states at any given point in the game: 1. Unrevolted; 2. In Revolt; 3. Suppressed; 4. Pro-Soviet.

Neutral Nations can be in any one of the following four states: 1. Neutral (uninvaded); 2. Pro-Soviet; 3. Pro-NATO; 4. Suppressed.

CASES:

[11.1] COUNTRIES IN REVOLT AND THE WARSAW PACT REVOLT TABLE

See the Warsaw Pact Revolt Table on the map. At the beginning of each NATO Player-Turn, the NATO Player rolls the die and cross-indexes the die number on the Table with the current number of unsuppressed Cities-in-Revolt on the map. The result will be either a list of Warsaw Pact country abbreviations or the acronym "NATO." If a country abbreviation(s) is the result, this means that that country is in revolt. If the result is "NATO," this means that NATO forces intervene on the side of any Warsaw Pact countries in revolt.

EXAMPLE: In the Warsaw Pact Revolt Phase of the First Game-Turn of the Standard Scenario, the NATO Player rolls the die, obtaining a "2." Since there are no Cities-in-Revolt at the beginning of the game, the "0" Column is used, indicating that Czechoslovakia revolts. Three Revolt Markers are placed (one on each city in Czechoslovakia). The NATO Player may now move and operate the Czechoslovakian units (but he may not move any NATO units, since NATO has not yet intervened).

[11.11] A country may only revolt **once per game** via the Warsaw Pact Revolt Table. If a country has revolted and then been successfully suppressed, a second revolt result has no effect.

[11.12] Countries-in-Revolt are controlled by the NATO Player. He may operate the combat units of such countries so long as they remain within the country's borders (if forced to leave as a result of combat, they are eliminated instead). The combat units of Countries-in-Revolt as well as the Cities-in-Revolt have Zones of Control. They are treated as NATO units in all respects except that they cannot be replaced and may never leave their country.

[11.13] Cities-in-Revolt have a Self-Defense Strength of one. That means that they can defend, but not attack. Cities-in-Revolt **do** count against the Stacking Limit of two.

[11.14] The movement of Soviet units through Countries-in-Revolt is at the basic Movement Allowance.

[11.15] Zones of Control of units of Countries-in-Revolt **do not** extend across their borders.

[11.2] UNREVOLTED COUNTRIES

[11.21] Combat units of unrevolted countries **do not** have Zones of Control and may not be moved by either Player.

[11.22] Soviet units may freely enter unrevolted countries without triggering a revolt. In fact, the movement costs for Soviet units moving through unrevolted countries is halved.

[11.23] Zones of Control of NATO units **do not** extend across borders into unrevolted countries. Zones of Control of Soviet units **do** extend across the borders of unrevolted countries.

[11.24] If a NATO unit crosses the border of an unrevolted country, it then becomes a pro-Soviet country.

[11.3] PRO-SOVIET COUNTRIES

[11.31] A Neutral or Warsaw Pact country becomes pro-Soviet when a NATO unit crosses its border. A NATO unit may cross the border of a Neutral or unrevolted Warsaw Pact country only after NATO intervention has been triggered **and** all Soviet units have been driven out of East Germany (in the Standard Scenario).

[11.32] Pro-Soviet units are moved by the Soviet Player. Note that the cities of pro-Soviet countries have **no** intrinsic Combat Strength as do the cities

of Countries-in-Revolt. Nor do they affect Stacking.

[11.33] Pro-Soviet units may not leave their Home Countries and their Zones of Control do not extend across their borders.

[11.34] Pro-Soviet units and countries are Friendly to the Soviet Player in all ways and are operated by him.

[11.4] NEUTRAL COUNTRIES

[11.41] The only Neutral countries on the map are Austria, Yugoslavia and Albania.

[11.42] Neutral units may not be moved until their country is invaded either by NATO or by the Soviets. Once invaded, they become Friendly to the non-invading side.

[11.43] Neutral countries that are invaded by Soviet forces become pro-NATO, i.e., the equivalent of Countries-in-Revolt, **except** that they have no Cities-in-Revolt. Neutral cities do not affect Stacking and have no intrinsic self-Defense Strength.

[11.44] The units of uninvaded Neutrals may not be moved and their units exert no Zone of Control.

[11.5] SUPPRESSED COUNTRIES

[11.51] A Suppressed Country is one that has had all of its national armies and Cities-in-Revolt destroyed by the Soviet forces (or NATO forces in the event of a pro-Soviet country).

[11.52] All of the cities in a Country-in-Revolt must be occupied until all Cities-in-Revolt and all national armies are destroyed. If a city is unoccupied, it reverts to revolt status.

[11.53] Once a country has been suppressed, it is necessary only to occupy the **capital** city of the country in question to prevent it from revolting again. (The capital of East Germany is Berlin, the capital of Poland is Warsaw, the capital of Hungary is Budapest, the capital of Rumania is Bucharest and the capital of Bulgaria is Sofia.)

[11.54] A suppressed country can regain revolt status (see Case 12.2, Liberation).

[11.55] Soviet units move at normal Movement costs through suppressed countries.

[12.0] SUPPRESSING REVOLTS AND LIBERATION

[12.1] SUPPRESSING REVOLTS

[12.11] To suppress a Country-in-Revolt, all of its national armies must be destroyed and all of its cities occupied by Soviet ground units.

[12.12] The Game-Turn following suppression of a revolt, the Soviet Player need only keep a garrison in the capital city of the country in question to keep it from revolting again.

[12.13] If the garrison from the capital city is removed for any reason at the end of a Game-Turn, the country automatically revolts again. All of its cities ungarrisoned by Soviet ground units become Cities-in-Revolt.

[12.2] LIBERATION

[12.21] Liberation occurs when a NATO unit occupies a suppressed city or drives out of it any Soviet ground units. When this occurs, the city in question regains revolt status.

[12.22] Liberated cities **do** count in the Cities-in-Revolt column on the Warsaw Pact Revolution Table.

[12.23] Liberated cities count in all ways as Cities-in-Revolt.

[12.24] The national armies of liberated countries **never** reappear. Once a national army is destroyed, it is permanently lost.

[12.25] For all practical purposes, Neutral country cities cannot be liberated, as they may **never** revolt in the first place.

[13.0] TERRAIN EFFECTS ON MOVEMENT AND COMBAT

GENERAL RULE:

All ground units pay a certain cost (in Movement Points) to enter the various types of hexes on the map. Certain hexsides impose an additional cost when units traverse them. When units are defending in any type of terrain other than clear terrain, their Strength is, in many instances, multiplied.

CASES:

[13.1] TERRAIN EFFECTS CHART

(See below.)

[13.2] EFFECTS OF TERRAIN ON MOVEMENT

Units may never enter a hex unless they have sufficient Movement Points to do so. Note that cities have no effect upon movement (NA); the movement cost to enter a city is dependent upon the other terrain in that hex. Note that units may not trace Supply Lines through impassable hexes or hexsides. Crossing River hexsides that correspond to NATO or Soviet borders is performed at the cost for crossing a River hexside wholly within the country being entered.

EXAMPLE OF MOVEMENT: A NATO unit begins its Movement Phase in West Germany, hex 2606. It moves three hexes southeast, to hex 2308 (expending 1MP to do so). It proceeds due east (expending 2MP to enter the Rough hex 2309 in Czechoslovakia and 1MP each to enter 2310, 2311, 2312 and 2212—the city of Brno) and hooks southeast into Brno, having expended a total of seven Movement Points.

[13.3] EFFECTS OF TERRAIN ON COMBAT

The effects of terrain on the Defensive Strength of units is cumulative. This cumulative effect is

modified to the extent that units may **never be more than tripled** in Defensive Strength due to any combination of terrain. Air units never benefit from terrain. When two or more defending units on **different** hexes are being attacked in a single combat and one of the hexes multiplies the Defensive Strength and the other does not, only the unit(s) actually in the multiplying terrain benefits from it.

[14.0] THE SCENARIOS

GENERAL RULE:

The four Scenarios present two hypothetical, near-future situations in which Warsaw Pact nations revolt against Soviet hegemony and two "might-have-been" situations that could have arisen around the historical events of the Hungarian uprising in 1956 and the Soviet invasion of Czechoslovakia in 1968.

Each Scenario presents the key to the starting forces for each country (their Orders of Battle) and for the reinforcements, and various special rules associated with the play of that Scenario.

PROCEDURE:

Players choose sides in some mutually acceptable manner. Each Player takes the indicated starting units and deploys them on the map. Each Player takes the units to be available as reinforcements and places them in the appropriate boxes on the Turn Record Track. Unit starting positions are shown on the map and on the Turn Record Track according to the following system:

Ground units are indicated by a quantity number (if more than one of the same type unit is to be placed in the position); nationality abbreviation; unit Combat Strength; and Scenario Code Letter(s).

EXAMPLE: "US5sy" indicates a US ground unit having a Combat Strength of five, which is placed in the Standard Scenario and the Yugoslavian Scenario.

All nationality abbreviations correspond to those used on the counters themselves.

[13.1] TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost to Enter or Cross:			Effect on Defensive Strength of Unit in Hex
	Normal Situation	Soviet Unit in Unrevolted Warsaw Pact Country	Soviet Unit in Soviet Union or NATO Unit in NATO Country	
Clear Hex	1 MP	½ MP	½ MP	No effect.
City Hex	NA	NA	NA	No effect.
Rough Hex	2 MP	1 MP	¾ MP	Doubled.
Mountain Hex	4 MP	2 MP	1½ MP	Tripled.
Sea Hex	Ground units prohibited.			NA
River Hexside	+1	+½	+½	Doubled*.
Blocked or All-Sea Hexside	Ground units may not cross.			NA

* Note that the defender is doubled only if all the attacking units are attacking through River hexsides.

Airforce units are indicated by the letters "AF" followed by the Scenario Code(s). Nationality of airforces are not indicated since they are all either NATO or Soviet. To further distinguish units, the Soviet positions are printed in brown ink and all NATO, Warsaw Pact and Neutral positions are printed in blue ink on the map.

Scenario Codes are as follows: s = Standard Scenario; y = Yugoslav Scenario; c = Czechoslovakian Scenario; h = Hungarian Scenario.

Be very careful to place units only in those positions that have the proper Scenario Code. Many units appear in the same position in two or more Scenarios, but there is some significant variation, so one should remain alert when setting up units on the map and track.

After all units have been placed, start the First Game-Turn. All Scenarios are twelve Game-Turns in length and all make use of the Victory Conditions described in Major Section 15.0.

ORDER OF BATTLE AND REINFORCEMENT SUMMARIES

The following tables list the starting Order of Battle and total reinforcements available for each Scenario. Players should use this list to pre-sort the counters that they will need for a given Scenario and then deploy those counters as indicated by the map and Turn Record Track codes. The nationalities and Strengths of the units are listed down the left hand side, the Scenarios across the top, and the quantities of units starting on the map in the columns (quantities of units appearing as reinforcements will be listed in parentheses).

NATO ORDER OF BATTLE AND REINFORCEMENT SUMMARY

Unit Type	Standard & Yugoslav Scenario	Czech Scenario	Hungarian Scenario
BE 3	1	1	1
DN 2	1	1	1
FR 4	(1)	(1)	(1)
FR 3	1	1	1
FR 2	(1)	(1)	(1)
GK 3	1	1	1
IT 4	1	1	1
NE 3	1	1	1
TU 3	1	1	1
UK 6	0	0	1
UK 5	(1)	(1)	(1)
UK 4	1	1	(1)
US 6	1	0	0
US 5	1	1	(1)
US 4	(1)	1(1)	2
WG 8	3	3	0
WG 7	1	1	0
NATO (1)	1	1	1
NATO AF	3(2)	3(2)	3(2)
Totals:	18(6)	18(6)	14(7)

WARSAW PACT ORDER OF BATTLE SUMMARY

The starting Orders of Battle for Warsaw Pact countries are identical in all Scenarios, except for minor variations in the Czechoslovakian and Hungarian Scenarios. Note that there are never any Warsaw Pact reinforcements.

Standard and Yugoslavian Scenarios:

All Warsaw Pact Units **except for**:
One EG 1, one CZ 3 and one HU 3 (leaving a total of seventeen units).

Czechoslovakian Scenario:

All Warsaw Pact units **except for**:
One EG 1, one CZ 2 and one HU 3 (leaving a total of seventeen units).

Hungarian Scenario:

All Warsaw Pact units **except for**:
Two EG 3, one CZ 2 and one BU 3 (leaving a total of sixteen units).

NEUTRAL COUNTRY ORDER OF BATTLE SUMMARY

The starting Orders of Battle for Neutral countries is identical in all Scenarios, **except for** the deletion of the AU 3 in the Hungarian Scenario. This gives a total of seven Neutral units in the Hungarian Scenario and eight in all other Scenarios (i.e., all the Neutral units). There are never any Neutral or Warsaw Pact reinforcements.

SOVIET ORDER OF BATTLE AND REINFORCEMENT SUMMARY

Unit Type	Standard & Yugoslav Scenarios	Czech Scenario	Hungarian Scenario
SV 8	6	6	5
SV 7	8	7(1)	6(1)
SV 6	1(5)	1(5)	2(4)
SV 5	2(2)	2(2)	2(2)
SV 2	(3)	(3)	(3)
AF	2(2)	2(2)	2(2)
Totals	19(12)	18(13)	17(12)

[14.1] STANDARD SCENARIO Revolt in the East, 1977

Set up starting units and reinforcements with the Code "s."

[14.11] **Berlin Garrison Special Rule:** The NATO (1) ground unit placed in Berlin is immobile and may never attack; it may only use its Combat Strength on the defense and its Strength is used in addition to the self-Defense Strength of Berlin itself. When East Germany revolts, this unit **does** exert a Zone of Control. Soviet units may attack this unit without triggering NATO intervention. Once destroyed, the unit may never return as a replacement.

[14.12] **NATO Intervention Pre-conditions:** NATO units are totally immobile until East Germany revolts and until NATO intervention has been triggered by the Warsaw Pact Revolt Table. Intervention may only be triggered if East Germany has revolted prior to the intervention result being obtained on the Table (if such is not the case and a "NATO" result is obtained, it has no effect). Once intervention is triggered, NATO units may move **only** in NATO territory and into East Germany until all Soviet ground units have been expelled from East Germany. Once this condition has been met (at the end of any NATO Player-Turn), NATO units are freed from all movement restrictions and may enter any country (regardless of the possible reintroduction of Soviet ground units into East Germany).

[14.13] **Optional NATO Intervention Deadline:** If the Warsaw Pact Revolt Table has not triggered NATO intervention on or before Game-Turn Four, NATO automatically intervenes on or after Game-Turn Five if East Germany has revolted. The revolt die is rolled on Game-Turn Five, and any result is in addition to automatic NATO intervention. Players may or may not use this deadline, as they see fit.

[14.2] YUGOSLAVIAN REVOLUTION SCENARIO

Set up starting units and reinforcements with the Code "y." Use Special Rule 14.11.

[14.21] The Yugoslavian units in hexes 1608, 1114 and 0914 are pro-NATO; the remaining three units are pro-Soviet. Belgrade and Zagreb begin the game as Cities-in-Revolt. These cities **do** count towards the total of Cities-in-Revolt on the map. Note that the other Yugoslavian cities are not subject to revolt (although they may be captured and controlled by the NATO Player).

[14.22] **NATO Mobility:** From the start of the game, NATO units may maneuver freely in their own territory without waiting until they are called upon to intervene or East Germany revolts. When an intervention result is achieved, NATO units may enter any country on the map, regardless of which countries have or have not revolted.

[14.23] **Limited NATO Intervention:** In addition to the standard, full-scale NATO intervention that is triggered by the Warsaw Pact Revolt Table, NATO units may make a limited intervention (moving into Yugoslavia **only**) if the proper conditions are met. In each Warsaw Pact Revolt Phase (except Game-Turn One), the die is rolled an additional time. If the adjusted number is "7" or greater, limited intervention takes place. The die roll is adjusted (upward) by adding to it the number of Yugoslavian Cities-in-Revolt and a number equal to one-third of the total number of pro-Soviet and Soviet units in Yugoslavia. **EXAMPLE:** Two Yugoslavia Cities-in-Revolt plus one-third of five Soviet/pro-Soviet counters in Yugoslavia equals an adjustment of "3" (2+1). The die roll is "5," which means limited intervention is triggered (5+3=8).

Of course, if full-scale intervention is triggered on or after the Game-Turn in which limited intervention is triggered, it supercedes limited intervention.

[14.24] There is no Warsaw Pact Revolt Phase in the First Game-Turn of this Scenario, nor is there any limited intervention die roll.

[14.25] **Italian Transit:** NATO ground units may exit the map from hex 2401 and re-enter on hex 1801 (or vice-versa) at a cost of six Movement Points.

[14.26] **Soviet and Warsaw Pact Intervention:** Beginning with the Soviet Movement Phase of the First Game-Turn, the Soviet Player may move his units into Yugoslavia. This in no way alters the pro-Soviet status of that half of the Yugoslavian Army. Additionally, the Soviet Player may move into Yugoslavia (in his Movement Phase) as many as two each of the units of loyal (i.e., unrevolted) Warsaw Pact countries. These units may transit the territory of other loyal Warsaw Pact nations, but they must do so in the most direct possible route towards Yugoslavia. Should the countries of such units subsequently **revolt**, the units under Soviet command are immediately removed from play (eliminated). While under Soviet command, these units (and the pro-Soviet Yugoslavians) move and fight during the Soviet Player-Turn.

[14.27] Historical Notes

The time is fall, 1978. Tito has just died, leaving a less than completely effective successor. The Soviets have, in their own inimitable way, been stirring up trouble and have funded and armed dissident groups, appealing to ethnic divisions, pan-slavism and a fear of the West and Western ideas, and general traditionalism. Opposed to them are other ethnic groups with the Serbs

probably more pro-Soviet than the Croats and those who have no intention of bowing to Moscow. The pro-Soviet Yugoslavs stage a partially successful *coup d'état* and seize portions of the country. The anti-Soviet forces promptly call for revolt and a civil war is in the making. The pro-Soviet forces promptly call for Soviet aid and the USSR, following the Brezhnev Doctrine, gives it to them. The anti-Soviet side calls for NATO intervention and the West, still remembering the frustration of Hungary, 1956, responds, although less rapidly than the Soviets. Thus, the battlefield is set.

[14.3] CZECHOSLOVAKIA RESISTS, 1968

Set up starting units and reinforcements with the Code "c;" use Special Rule 14.11.

[14.31] Czechoslovakia is in revolt at the start of the game. There is no Warsaw Pact Revolt Phase in the First Game-Turn.

[14.32] From the start of the game, NATO units may maneuver within NATO territory. Once intervention has been triggered by the Warsaw Pact Revolt Table, NATO units are free to enter any country they wish. No other countries other than Czechoslovakia need to have revolted prior to NATO intervention.

[14.33] Historical Notes

In 1968, the Communist Regime in Czechoslovakia started to liberalize its domestic policy. Many reforms were initiated that their neighbor to the east looked upon with cocked eyebrow. In August, 1968, the Soviets decided that Czechoslovakia had gone too far. This was the Brezhnev Doctrine of preserving socialism, at least as the Soviets define it. Of course, the Czechs did not resist and the takeover was bloodless. But what if the Czechs had resisted and their resistance had sparked other revolts in Eastern Europe and what if NATO had decided to intervene?

[14.4] HUNGARIAN REVOLT SCENARIO, Seven Days of Freedom, 1956

Set up starting units and reinforcements with the Code "h." Use Special Rule 14.11.

[14.41] Hungary is in full revolt at the start of the game; place City-in-Revolt Markers on both cities.

[14.42] Full-scale NATO intervention is in effect at the start of the game. NATO units move freely and may enter any country.

[14.43] When totaling Cities-in-Revolt during the Warsaw Pact Revolt Phase, always subtract one Hungarian city (due to lack of sympathy for Hungary on the part of the other Warsaw Pact nations).

[14.44] **Soviet Movement Cost Modification:** Soviet units in the Soviet Union move at the costs shown on the Terrain Effects column titled "Soviet Units in Unrevolted Warsaw Pact Country." In all other countries, the Soviets move at the costs shown in the "Normal Situation" column.

[14.45] Historical Notes

In late October and early November of 1956, Hungary rose in revolt against Soviet domination. For one week, they were free from the Soviet yoke. However, the Soviets decided that they could not afford a free Hungary in the midst of their other satellites and sent massive troop formations into that unfortunate state to crush the Freedom Fighters. The US, NATO and the UN stood idly by and let this happen. This is another "what if?"

Scenario, based on what would have happened had NATO answered the frantic calls for help from Budapest.

[15.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is determined at the end of the final (Twelfth) Game-Turn. Unlike other SPI games, there are no Levels of Victory; a Player either wins or loses the game. Basically, the Player controlling the most cities wins the game.

PROCEDURE:

At the completion of the Twelfth Game-Turn, Players count the total number of cities within the Warsaw Pact and Neutral countries that they control. Cities within the borders of the Soviet Union or NATO countries do **not** count one way or another towards victory. **Only** cities within the Warsaw Pact and Neutrals count towards victory.

CASES:

[15.1] CONTROL BY THE SOVIET PLAYER

[15.11] For the Soviet Player, a city is considered controlled if it is 1) unrevolted; 2) pro-Soviet; or 3) suppressed (see Section 11.0).

[15.12] A city is **unrevolted** if its country has never been called on to revolt on the Warsaw Pact Revolt Table.

[15.13] A city is **pro-Soviet** if its country has been invaded by NATO units **prior** to its being called on to revolt by the Warsaw Pact Revolt Table. All cities within such a country are pro-Soviet. Note that a pro-Soviet city may be occupied by NATO forces, in which case it becomes liberated and is controlled by the NATO Player).

[15.14] A city is considered **suppressed** if at one time it revolted and was occupied by Soviet troops. The city may or may not need to be garrisoned by Soviet units (see Case 12.1) to be considered suppressed.

[15.2] CONTROL BY THE NATO PLAYER

[15.21] The NATO Player controls a city for victory purposes if the city is 1) in revolt; or 2) liberated.

[15.22] A city is considered **in revolt** if its country has been called upon to revolt by the Warsaw Pact Revolt Table and the city has not been suppressed by Soviet forces.

[15.23] A city is considered **liberated** if it was either suppressed or pro-Soviet and has subsequently been occupied by NATO forces.

[15.3] CONTROL OF NEUTRALS

[15.31] If a country was Neutral at the beginning of the Scenario and remained so through the entire game (that is, not invaded either by the Soviets or NATO), its cities are considered **Neutral** and count for **neither** Player for victory purposes.

[15.32] A Neutral country that is **invaded** by the Soviet Player immediately assumes revolt status and its cities are treated as such for victory purposes (even though such cities do not have an intrinsic Defense Strength).

[15.33] A Neutral country that is invaded by NATO forces immediately assumes a pro-Soviet status and its cities are treated as such for victory purposes.

[15.4] GENERAL VICTORY CRITERION

For victory purposes, it is necessary only to control the cities. It is **not** necessary to trace a line of communications (as in other SPI games) for it to count toward victory. It is only necessary to determine the status of each city within the Warsaw Pact and Neutral countries to determine victory.

[16.0] PLAYERS' NOTES

Soviet Tactics: Everything depends upon which countries in the Warsaw Pact rebel. The best thing that can happen is for East Germany to revolt first, followed by Poland. The **worst** thing that can happen is for Bulgaria to revolt followed by East Germany or Poland. The Soviet Player **must** react with speed and crush each revolt as it occurs. Every city that remains in revolt at the end of a Game-Turn increases the chances for other countries to revolt and the everpresent spectre of NATO intervention. If Poland revolts while the Soviet Army is involved elsewhere, look out!

The Soviet Player has one tremendous advantage that should be used to the utmost: airborne troops. These are extremely useful in getting to areas that the rest of the army cannot reach in one Turn.

NATO Tactics: The NATO Player is initially playing for time. He must face the fact that unless NATO intervention is triggered, he will lose the game. Therefore, he must use the Warsaw Pact units under his control to delay the Soviets at every turn. Ignore losses; it's the number of Cities-in-Revolt that count, not the number of bodies. Once East Germany revolts, NATO forces should be massed along the border of East Germany and Czechoslovakia. When NATO intervention is triggered, plunge into the Eastern European countries and inflict as many casualties as rapidly as possible on the Soviets.

Although the Soviets are slow to recover from their losses, they **do** recover. In the later stages of the game, the Soviets often make a comeback and go over to the offensive. Always remember that the Soviets are stronger than NATO and that if they can ever concentrate their forces, NATO is in for trouble.

[17.0] SIMULATION NOTES

The core of the game is the Warsaw Pact Revolt Table. It represents our "guesstimate" of a chain-reaction revolt of the Eastbloc, given that a revolt arises in one of those nations in the first place. The system is biased to produce an East German revolt, which draws in NATO. This is, in fact, the "worst case" from a Soviet viewpoint: a rebellion that produces a re-united Germany.

The faster NATO replacement rate reflects the depth of the NATO system, as opposed to the "everything up front" philosophy of the Soviets. Pact units are irreplaceable because the Soviets keep them deliberately fragile as a security measure (they really **don't** trust them).

The units in the game are the actual units now on duty in Eastern Europe (making allowances for rotation). The uniformity of the Movement Allowances simulates the equalizing effect of motorization/mechanization in modern armies when treated on this scale. Victory hinges on control of key cities since they are the psychological and material focus of any rebellion in an industrialized nation.

DESIGN CREDITS FOR REVOLT IN THE EAST

Game Design: James F. Dunnigan

Physical Systems Design and Graphics: Redmond A. Simonsen

Development and Rules:

Christopher Allen, Redmond A. Simonsen

Graphic Production: Manfred F. Milkuhn, Linda Mosca, Larry Catalano.

Research: David C. Isby

REVOLT IN THE EAST

Copyright © 1976, Simulations Publications, Inc., New York

DN 3 2	WG 1 8	WG 2 8	WG 3 8	WG 6 7	NE 3 3	UK BAOR 4	UK 2 6	UK 1 5	BE 3 3
FR 2 3	FR 3 2	FR 1 4	US 5 5	US 7 6	US 3 4	US 4 4	IT 5 4	GK 3 3	TU 1 3

NATO

NATO Berlin (1)	NATO 1 20	NATO 2 20	REVOLT	REVOLT	REVOLT	REVOLT	REVOLT	REVOLT	REVOLT
NATO 3 20	NATO 4 20	NATO 5 20	REVOLT	REVOLT	REVOLT	REVOLT	REVOLT	REVOLT	REVOLT

SV 11G 8	SV 36 8	SV Hun 8	SV 1G 8	SV 20G 8	SV 18G 8	SV 31G 7	SV 28 7	SV 7G 7	SV 5G 7
SV 13 7	SV 8G 7	SV 35 7	SV 2G 7	SV Bof 6	SV 6 6	SV 30 6	SV 1 6	SV 67 6	SV 18 6

SOVIET

SV Olm 5	SV 37 5	SV 17 5	SV 5 5	SV 78 2 14	SV 103G 2 14	AU 3	YU 1 2	YU 2 2	YU 4 4	NEUTRAL
SV 108G 2 14	SV 1 14	SV 2 14	SV 3 14	SV 4 14	GAME TURN	AL 1	YU 5 4	YU 3 2	YU Bh 1	

PO 1 3	PO 4 5	CZ 1 3	CZ 2 3	EG 1 3	EG 2 3	EG 1 1	RM 1 3	RM 2 3	RM 3 3
PO 2 4	PO 3 4	CZ 3 3	CZ 1 2	HU 1 2	HU 2 2	HU 1 3	BU 1 3	BU 2 3	BU 3 2

WARSAW PACT

REVOLT in the EAST

Copyright © 1976, Simulations Publications, Inc., New York

[11.1] WARSAW PACT REVOLT TABLE (See Section 11.0.)

Die Roll	Total Number Of Cities Currently in Revolt					
0	1	2	3	4	5	
1	EG	EG,CZ	EG,CZ,HU	EG,CZ,HU,PO	EG,CZ,HU,PO,RM	All
2	CZ	EG,CZ	EG,CZ,HU	EG,CZ,HU,PO	EG,CZ,HU,PO,RM	All
3	HU	HU	PO	RM	BU	NATO
4	PO	PO	RM	BU	NATO	NATO
5	RM	RM	BU	NATO	NATO	NATO
6	BU	BU	NATO	NATO	NATO	NATO





TERRAIN KEY

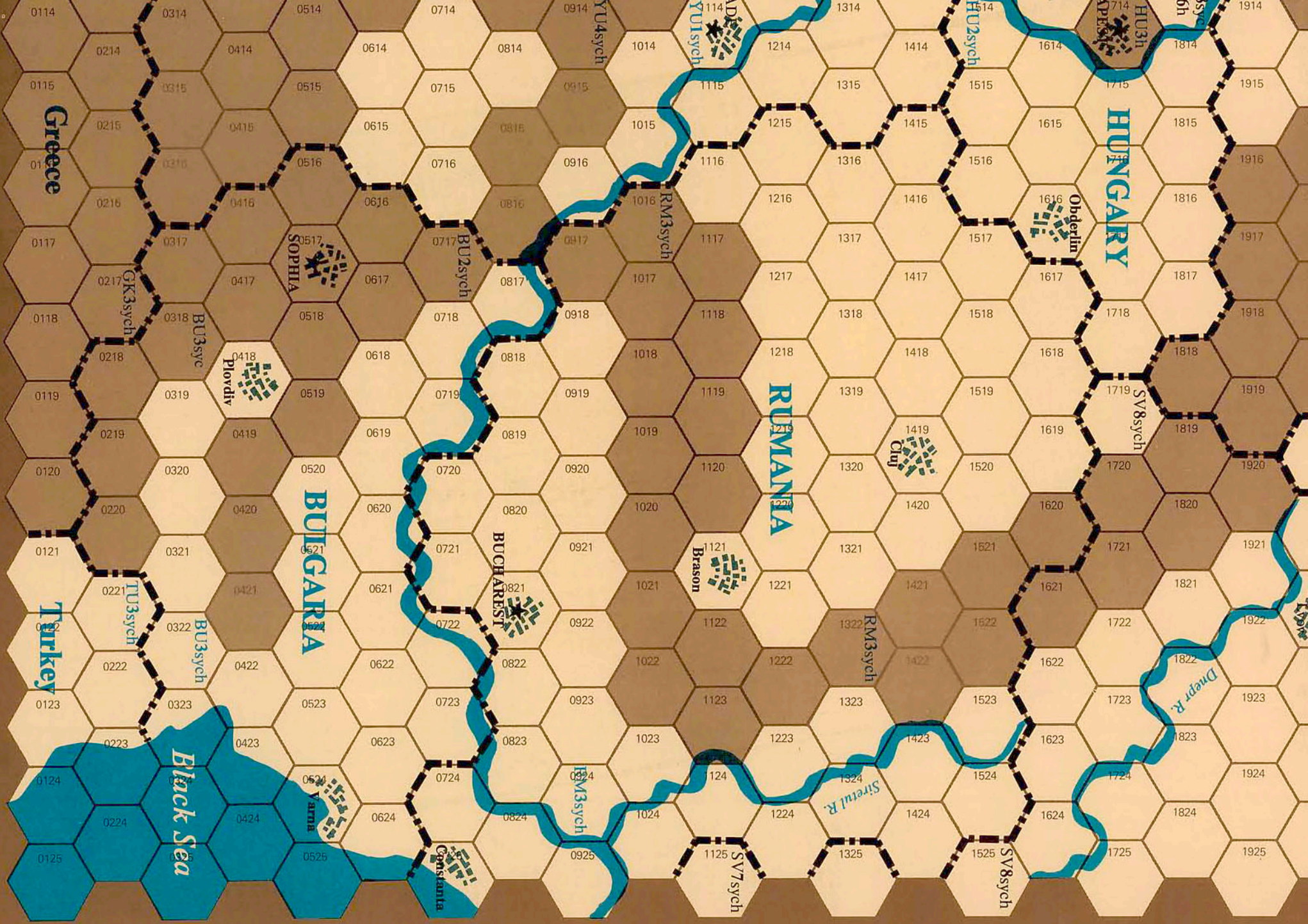
Clear	Rough	Mountain
City	Capital	Sea
Blocked	River	Border



[7.51] COMBAT RESULTS TABLE (See Cases 7.5, 7.6 and 7.7.)

Die Roll	Probability Ratio (odds): Attacker's Strength to Defender's Strength										Die Roll
	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	
1	Ar	Dr	Dr	Ex	Ex	De	De	De	De	De	1
2	Ar	Ar	Dr	Dr	Ex	Ex	De	De	De	De	2
3	Ar	Ar	Ar	Dr	Dr	Ex	Ex	De	De	De	3
4	Ae	Ar	Ar	Dr	Dr	Dr	Ex	Ex	De	De	4
5	Ae	Ae	Ar	Dr	Dr	Dr	Dr	Ex	Ex	De	5
6	Ae	Ae	Ar	Ar	Dr	Dr	Dr	Dr	Ex	Ex	6

Attacks executed at Odds greater than "7-1" are treated as "7-1;" attacks executed at worse than "1-4" are treated as "1-4."



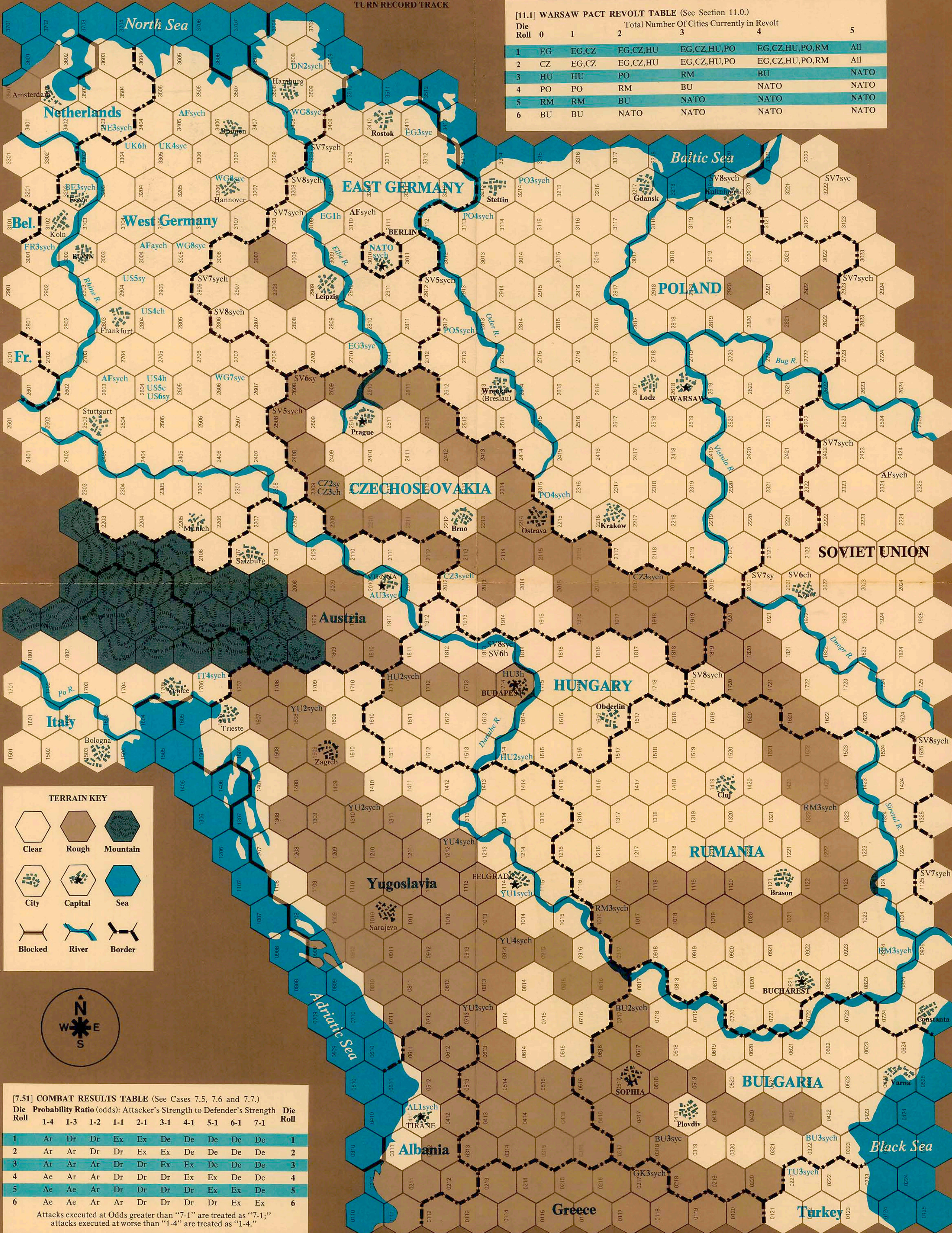
REVOLT in the EAST

Copyright © 1976, Simulations Publications, Inc., New York

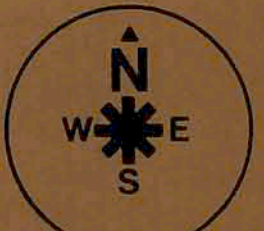
1	FR2+AFsych	UK5sych	FR4syc	US4syc	FR4h	6	7	8	9	10	UK4+USsh	11	END
2	2SV6+AFsyc	2SV6syc	AFsych	SV5syc	SV5+AFh	SV5h							
3		3SV2+SV7h	2AV6h	2SV6h									

[11.1] WARSAW PACT REVOLT TABLE (See Section 11.0.)

Die Roll	0	1	2	3	4	5
1	EG	EG,CZ	EG,CZ,HU	EG,CZ,HU,PO	EG,CZ,HU,PO,RM	All
2	CZ	EG,CZ	EG,CZ,HU	EG,CZ,HU,PO	EG,CZ,HU,PO,RM	All
3	HU	HU	PO	RM	BU	NATO
4	PO	PO	RM	BU	NATO	NATO
5	RM	RM	BU	NATO	NATO	NATO
6	BU	BU	NATO	NATO	NATO	NATO



TERRAIN KEY



[7.51] COMBAT RESULTS TABLE (See Cases 7.5, 7.6 and 7.7.)

Die Roll	Probability Ratio (odds): Attacker's Strength to Defender's Strength									Die Roll	
	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	
1	Ar	Dr	Dr	Ex	Ex	De	De	De	De	De	1
2	Ar	Ar	Dr	Dr	Ex	Ex	De	De	De	De	2
3	Ar	Ar	Ar	Dr	Dr	Ex	Ex	De	De	De	3
4	Ae	Ar	Ar	Dr	Dr	Ex	Ex	De	De	De	4
5	Ae	Ae	Ar	Dr	Dr	Dr	Ex	Ex	De	De	5
6	Ae	Ae	Ar	Ar	Dr	Dr	Dr	Ex	Ex	Ex	6

Attacks executed at Odds greater than "7-1" are treated as "7-1;" attacks executed at worse than "1-4" are treated as "1-4."