

DESIGN/OPTIONAL RULES & SYSTEMS

BAOR**The Enhancement and Standardization of the Central Front Series**

by Charles T. Kamps, Jr.

In the *BAOR* issue of *S&T*, we decided to "bite the bullet" and revise and integrate the standard rules so that you'd have one set of system-wide statements without a lot of exceptions and modifying clauses. This article gives you some of the background on why and how this came about as well as providing an extra group of rules which *also* apply to all the games in the system. It is probable that the CF System will continue to evolve (because of its contemporary subject) and we will maintain the system in the pages of *MOVES*. I hope we get the entire system done before the Soviet economy collapses and they're no longer a believable threat. Or vice-versa! — Redmond

The Central Front Series is an evolutionary project. Readers who are familiar with the first two games in the series, *Fifth Corps* and *Hof Gap*, will notice improvements in *BAOR*, which will be retrofitted to the earlier games. Doing *modern* simulations is more challenging than *historical* ones for two reasons: first, there is no "historical" outcome and postmortem to guide the designer, and second, information on weapon effects, order of battle, and relative capabilities is often hard to come by. The designer must research current military periodicals and accounts of recent conflicts to form a basis of understanding for terrain, units, and mechanics. More important, he must rely on assistance from folks in the military who can provide the "feel" of the current situation, as well as up-to-date facts and a candid view of the potential combatants.

In some cases, things just outright change during the course of time. For instance, *Fifth Corps* and *Hof Gap* were completed prior to the West German government's final decision on army reorganization. We knew something was coming, and had a good idea of the way things would look according to Bonn's official announcements. The organizational structure finally approved for the West German Army is reflected in *BAOR*. For those interested, as an economy measure the West Germans will retain their old standard organization in peace, but will cross-attach units in war, and add another battalion to each brigade by forming an *ad hoc* headquarters and borrowing companies from the original battalions. Thus, the wartime composition of a panzer brigade will be: 1×arty bn (18×155SP), 1×AT co (12×SP Hot ATGM), 2×panzer bns (41×*Leopard* each), 1×panzer bn (28×*Leopard*, 11×*Marder* IFV, 9×*Milan* ATGM), and 1×panzer-grenadier bn (35×*Marder* IFV, 27×*Milan* ATGM, and 6×120mm mortars). The panzer-grenadier brigade will consist of 1×arty bn (18×155SP), 1×AT co (12×*Hot* SP ATGM), 1×panzer bn (41×*Leopard*), 2×

panzer-grenadier bns (24×*Marder* IFV, 10×M113 APC, 27×*Milan* ATGM, 6×120mm mortars each), and 1×panzer-grenadier bn (13×*Leopard*, 24×*Marder* IFV, and 18×*Milan* ATGM).

Another example of the difficulty in designing a modern game is that we had no firm information on West German battalion garrison locations for the first two games. Knowing that many German battalions were spread out over the countryside, it seemed fair to concentrate them around their brigade headquarters locations, but allow them enough flexibility in placement to avoid preemptive air strike. We now know where the battalions should be placed, and have incorporated this information into *BAOR*. In some cases it means that the West Germans are more concentrated than in the other games, but accuracy is served. Updated strengths and locations for the West Germans in *Fifth Corps* and *Hof Gap* will appear in the next issue of *MOVES*.

Several points concerning the counter mix should be clarified here. Readers will note the absence of the British 1st Armoured Division and supplementary Territorial light infantry battalions from the game. As the 1st is located off the north edge of the *BAOR* map, and fairly far forward, it will appear in the *North German Plain* game. This, of course, will not preclude players from moving it wherever they wish when the mapsheets are joined.

The extra infantry battalions doctrinally have a two-fold mission: rear area security and augmentation of regular anti-tank units. After reflecting the sections in the combat strengths of the regular *BAOR* units, and subtracting platoons necessary to guard headquarters, convoys, bridges, etc., there was little point in retaining the "battalions" as they were reduced to nil strength. The Field Forces provide the tactical rear area security. Note that there are no West German HSK units in *BAOR*. Stationed to the west of the mapsheet, they provide some form of deep rear area security. The strategic parachute option available to the Soviets should highlight the rationale for HSK deployment off the map. In fact, the HSK units in *Fifth Corps* and *Hof Gap* should be treated the same way.

Recent information indicates that the Soviets have converted most of their Category I artillery, at the division level, over to self-propelled M-1973 and M-1974 models, and attached regimental artillery to tank regiments. Soviet pieces in *BAOR* reflect these changes in strength and capability. The rules for Multiple Rocket Launcher artillery is meant to simulate the area saturation volley fire of these weapons. The rule is simply a late comer which should have been in the earlier games.

Hand in hand with the Soviet pre-emptive air strike, is the virtual elimination of initiative determination. When calculated, the pre-emptive strike (as it applied to combat units) represented only part of the Pact's air strike ability. The remainder of the Soviet tactical air force will hit NATO air fields (roll for initial supremacy) and command/control centers. Under such conditions, it is unlikely that NATO will be able to sufficiently recover the initiative during the first five days of combat; so, initiative determination gives NATO a chance that will probably not occur during the span of the game.

The Pact's southern entry option in the Thin Red Line scenario gives the Soviets the opportunity to do some serious outflanking. The one Game-Turn penalty imposed on units for using the south edge simulates the traffic control difficulties those units would encounter by crossing paths with the units entering the *Fifth Corps* map, also through the Harz.

NATO special rules have been expanded slightly. Corps artillery is allowed to support any nationality as, in reality, it would be answering calls for fire from other artillery headquarters, and not the supported front line unit. The surprise attack bonus has been extended to attack helicopters because they *are* maneuver units capable of taking advantage of flanks and terrain.

The air interdiction rule expands the scope of air point allocation without involving a lot of additional dirt. The original air rules were very limited in application. With air interdiction, your A-10 (or MiG-27) jocks can cause the enemy real anxiety. When units leave their air defense umbrella and hit the road in column, they open themselves up to the attack planes — something not previously simulated in the series.

Several other features were modified as well. NATO may now target towns (but not cities) for nuclear strikes. Air defense fire against air mobile units is not quite as effective as before. German tactical doctrine has been added as an option that is highly recommended, as it illustrates the basic doctrinal inconsistencies between the NATO allies.

Victory conditions, for the Thin Red Line scenario, were approached with an aim toward the stated objectives of both sides. The Soviets must achieve a certain rate of advance with their spearhead elements to accomplish their ends, while NATO must hold on to as many urban areas as possible. To an extent, the conditions were modified for play balance. The "pure" ones are addressed in the optional rules included in this issue.

As part of its ongoing "shell game," the British Ministry of Defence has announced its second major unit reorganization in five years. In game terms this will mean virtually nothing, as all combat battalions and gar-

rierson locations will be unaffected. The changes will have an impact on higher headquarters, and reduce the administrative overhead in BAOR by a couple of thousand men. For the benefit of readers of the *BAOR* article in *S&T* 88, the new British organization is outlined below.

During 1982–1983, 2nd Armoured Division HQ will redeploy to the United Kingdom and take up residence with North East District HQ. It will redesignate as HQ 2nd Infantry Division, and command two newly formed Territorial brigades in Britain, as well as the 5th Field Force. The UK-based brigades will be the 15th (HQ: Topcliffe, Yorks) and the 49th (HQ: Chilwell, Notts). The 5th Field Force will be redesignated 24th Infantry Brigade. Brigade titles have not been publicized for the 6th and 7th Field Forces. A new formation, known as 2nd Infantry Brigade will also form, with a headquarters located at Shorncliffe, Kent.

In *BAOR*, the absence of 2nd Division HQ will mean that two of the remaining divisions will command three brigades each, while the odd division will have two brigades in Germany and (as planned) a third brigade in Britain which will reinforce it in wartime. The first steps toward a “new” organization (i.e., terminology) were taken during 1981, when the term *brigade* was chosen to replace *task force* to represent the intermediate headquarters between division and battalion. These changes are presented below.

Optional Rules for the Central Front Series

(*Fifth Corps, Hof Gap, BAOR, North German Plain, Donau Front*)

Those readers receiving *BAOR* in *S&T* nr. 88 will notice the absence of optional rules, and the incorporation of formerly optional or exclusive rules into the new standard rules. After a lot of feedback, soul searching, and re-analysis, a new set of standard rules was released with *BAOR*. These standard rules are now applicable to all the games in the series, even those yet to come. Barring any catastrophe, these standard rules will not change again. It is highly recommended that owners of *Fifth Corps* and *Hof Gap* read the standard rules in *BAOR* carefully, since a number of changes are subtle and yet highly important to correct play of the games.

This article is intended to present all valid optional rules for the entire Central Front series, as well as identify rules applicable to the first two games (*Fifth Corps* and *Hof Gap*) which appeared in *BAOR*. Players should remove these center four pages to add to their games.

A number of exclusive rules in *BAOR* are also “standard” in nature and will be included in the two remaining games of the series (*North German Plain* and *Donau Front*). They should be considered standard for *Fifth Corps* and *Hof Gap* as well:

[17.3] WARSAW PACT MARCH ORDER DIAGRAMS

[21.1] WARSAW PACT DOCTRINE

BAOR Intermediate HQ Redesignations: 1981

DIV	TASK FORCE (old)	BRIGADE (new)	HQ LOC
1st Armd	Alfa	7th Armd	Soltau
	Bravo	22nd Armd	Hohne
2nd Armd	Charlie	4th Armd	Munster
	Delta	12th Armd	Osnabruck
3rd Armd	Echo	33rd Armd	Paderborn
	Foxtrot	6th Armd	Soest
4th Armd	Golf	11th Armd	Minden
	Hotel	20th Armd	Detmold

The following lists give the unit titles which are represented by abbreviations on the playing counters:

British:

AAC: Army Air Corps; **Ang:** Royal Anglian Regt; **BW:** Black Watch; **DER:** Duke of Edinburgh's Royal Regt; **GG:** Grenadier Guards; **Glo:** Gloucestershire Regt; **Hvy:** Heavy Regt; **K's:** The King's Regt; **KSB:** King's Own Scottish Borderers; **LG:** Life Guards; **LI:** Light Infantry; **Para:** The Parachute Regt; **Q.Hus:** Queen's Own Hussars; **Qns:** The Queen's Regt, **QRH:** Queen's Royal Irish Hussars; **O.Yeo:** Queen's Own Yeomanry; **RA:** Royal Artillery; **RE:** Royal Engineers; **RGJ:** Royal Green Jackets; **RHF:** Royal Highland Fusiliers; **RHA:** Royal Horse Artillery; **RRF:** Royal Regt of Fusiliers; **RSDG:** Royal Scots Dragoon Guards;

RWF: Royal Welch Fusiliers; **R. Yeo:** Royal Yeomanry; **WFR:** Worcestershire & Sherwood Foresters; **5 RIDG:** 5th Royal Inniskilling Dragoon Guards; **9/12L:** 9th/12th Royal Lancers; **13/18:** 13th/18th Royal Hussars; **15/19:** 15th/19th King's Royal Hussars; **17/21:** 17th/21st Lancers; **RTR:** Royal Tank Regt

Belgian:

A: Artillerie; **Bev:** Bevrjiding; **CA:** Chasseurs Ardennais; **CaC:** Chasseurs a Cheval; **Cy:** Cyclistes; **Gd:** Guides; **Gr:** Grenadiers; **JtP:** Jagers te Paard; **Kar:** Karabiniers; **Lg:** Ligne; **Ln:** Lanciers; **WR:** Wielrijders

Warsaw Pact:

A: Artillery; **BE:** Belorussian; **DAG:** Division Artillery Group; **G:** Guards; **GA:** Guards Army; **GT:** Guards Tank; **GTA:** Guards Tank Army; **Hvy:** Heavy; **LR:** Long Range; **RAG:** Regimental Artillery Group; **SA:** Shock Army; **Spec:** Special; **T:** Tank; **TA:** Tank Army

Notes: British unit designations represent the composition of BAOR as of early 1981. Individual units are transferred constantly — in the case of infantry battalions, every two or three years. Warsaw Pact artillery units carry a brigade size symbol as they represent collections of battalions — even though the units with numerical designations are called divisional artillery “regiments” by the Soviets. ■■

[21.2] WARSAW PACT AIR SUPREMACY

[21.3] WARSAW PACT INITIATIVE

(**Note:** It is intended that the Warsaw Pact player have automatic initiative on all Game-Turns of all scenarios of *BAOR* and *Hof Gap*, as well as during the Battle for Fulda and Fifth Corps scenarios for *Fifth Corps*. There may be an occasion in the forthcoming games to have variable initiative, so the initiative segment has been retained in the sequence of play. It is highly unlikely, however, that it will be realistically used in the future.)

[21.6] NATO CORPS ARTILLERY

In the next issue of *MOVES*, there will be an article covering the linkage of all three games of the series, with scenario instructions, and an updated Master Unit Deployment List for *Hof Gap* and *Fifth Corps* which changes West German strengths, unit designations, and locations, based on recent Bundeswehr reorganization. The article will also deal with items such as the Warsaw Pact preemptive strike, and non-West German NATO paralysis.

[24.0] NUCLEAR WARFARE

GENERAL RULE:

Nuclear warfare may be initiated by either Player during the Nuclear Attack Segment of any Game-Turn. Nuclear warfare is not simultaneous; the Warsaw Pact Player resolves any nuclear attack he wishes to conduct in a single Nuclear Attack Segment before the NATO Player resolves any of his. If the NATO Player is the first Player in the game to actually resolve a nuclear attack, the Warsaw Pact Player may conduct his nuclear attacks *after* the NATO Player (in that Nuclear Attack Segment

only). Each Player may conduct nuclear attacks against Enemy units with nuclear weapons fired from his artillery units or delivered by airpower.

PROCEDURE:

The number of nuclear weapons available to each Player for the duration of the game, the strength of each, and the method of their employment is listed on the Nuclear Weapons Charts (24.6). As a Player uses his available weapons, he notes their expenditure on a separate sheet of paper.

CASES:

[24.1] USE OF NUCLEAR WEAPONS

The Nuclear Weapons Chart lists the method by which each type of nuclear weapon is employed, either fired from a certain type of artillery unit or delivered by air.

[24.11] An artillery unit may fire a nuclear weapon which it is eligible to deliver into any hex within its range. Certain artillery units possess a special range for firing nuclear weapons (as listed on the chart) which represents battlefield missiles which are attached to the artillery unit and for which separate counters are not provided. An artillery unit does not gain an FP for firing a nuclear weapon, but must be in supply to do so. A single artillery unit is allowed to fire only one nuclear weapon per Game-Turn.

[24.12] A Player may use a nuclear weapon deliverable by air anywhere on the Game-Map. This does not require the expenditure of an Air Point, but may only be executed if the opposing Player does not possess air superiority. Within these restrictions, any number of eligible nuclear weapons may be delivered by air per Game-Turn.

[24.2] RESOLUTION OF NUCLEAR ATTACKS

Each nuclear weapon is assigned an Attack Strength on the Nuclear Weapons Chart. To

resolve a nuclear attack, the strength of the weapon is compared to the Nuclear Defense Strength of the unit under attack. This strength is "1" if the unit is soft, or "2" if the unit is hard. The comparison, stated as a ratio, is located on the Combat Results Table as if a prepared attack was being conducted in flat terrain (regardless of the terrain actually in the hex under attack). The die is then rolled and the defender's combat result is applied to the unit being attacked. The attacker's combat result is ignored.

[24.21] Any number of nuclear weapons (within the restrictions of those available) may be assigned to attack a given hex or unit. However, a separate attack is conducted for each nuclear weapon used.

[24.22] If more than one unit occupies a hex in which a nuclear attack is being resolved, each unit is attacked separately by the full strength of the nuclear weapon(s).

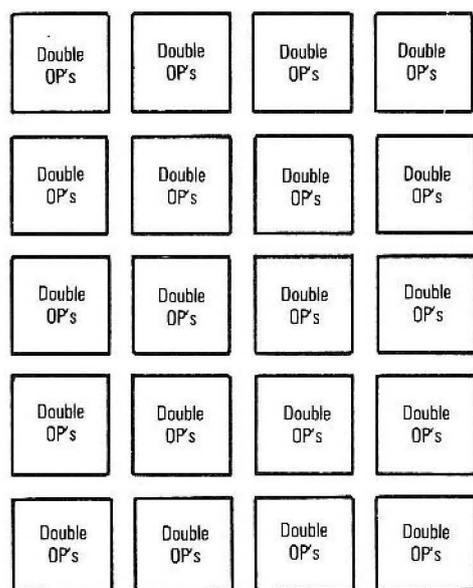
[24.3] EFFECTS OF NUCLEAR ATTACKS

[24.31] Any combat result incurred by a unit defending in a nuclear attack must be applied as an FP gain. No retreat is possible.

[24.32] A unit subjected to a nuclear attack (whether it suffers any FP gain or not) may not expend any Operation Points in the next Friendly Player Phase. The unit may be flipped to its FP side during the Phase however.

[24.33] NATO units are prohibited from entering any hex subjected to a nuclear attack (by either Player) in the first NATO Player Phase following the attack.

[24.34] The Operation Point cost for entering a hex subjected to a nuclear attack is doubled for the entire Game-Turn in which the attack is resolved. Players may use facsimiles of the markers shown below to indicate the effects of a nuclear attack in a hex.



[24.4] NATO ASSIGNMENT OF NUCLEAR WEAPONS

The NATO Player must plot nuclear weapon expenditure one Game-Turn in advance of actual employment. During the Nuclear Attack Segment, the NATO Player secretly writes down the identity number of a target hex or the designation of a target unit for each nuclear weapon he wishes to employ. He must also note the type of nuclear weapon used and the method by which it will be delivered (naming the specific artillery unit if the weapon will be fired by artillery). During the Nuclear Attack Segment of the next Game-Turn, the at-

tacks of all nuclear weapons so assigned are resolved. If a Warsaw Pact unit is the assigned target of an attack, and the unit has been moved adjacent to a NATO unit or into a city hex, the attack is cancelled. Likewise, if the chosen delivery system is no longer available (i.e., the Warsaw Pact has air superiority or the assigned artillery unit is not within range), the attack must be cancelled.

[24.41] The NATO Player may not choose a hex that contains a West German city, or that is occupied by, or adjacent to, a NATO unit as a target hex.

[24.42] A cancellation of a nuclear attack is considered an expenditure, and the assigned nuclear weapon is no longer available.

[24.43] The NATO Player may plot as many nuclear attacks as he wishes in a single Game-Turn, up to the limit of weapons provided by his Nuclear Weapons Chart.

[24.5] WARSAW PACT ASSIGNMENT OF NUCLEAR WEAPONS

Nuclear attacks conducted by the Warsaw Pact Player are resolved in the same Nuclear Attack Segment in which they are declared. Each nuclear attack is declared against a specific target hex containing any number of NATO units (see 24.22). As long as a target hex is not adjacent to Warsaw Pact units, any hex may be chosen as a target. The Warsaw Pact Player must adhere to a rigid schedule of nuclear weapon expenditure. In the first Nuclear Attack Segment that the Warsaw Pact Player conducts nuclear warfare, he may expend up to 33 nuclear weapons. In each of the next six Nuclear Attack Segments that follow, he may expend up to 6 nuclear weapons. At the end of this period, the Warsaw Pact Player may expend a maximum of 3 nuclear weapons per Game-Turn for the duration of the game. The limits on expenditure given above are maximums; the Warsaw Pact Player is free to expend fewer than allowed but doing so does not allow him to expend more in subsequent Game-Turns.

[24.6] NUCLEAR WEAPONS CHARTS

(see charts and tables)

[24.7] ATOMIC DEMOLITION MUNITIONS (ADM's)

Atomic Demolition Munitions (ADM's) may be used by the NATO Player only. They are nuclear weapons designed to enhance the obstacle value of the terrain.

[24.71] ADM's may only be assigned to friendly NATO units, and only during the Nuclear Attack Segment of the Game-Turn prior to the Game-Turn of use.

[24.72] On the Game-Turn following the turn of assignment of an ADM, the holding unit may detonate the ADM in any one hex that it passes through during the course of its first Movement Phase.

[24.73] A hex in which an ADM has been detonated costs a unit twice the normal number of OP's to enter. In addition, the effects of Autobahns, roads, and access hexsides are nullified by the ADM.

[24.74] An engineer unit that enters a hex subjected to ADM demolition restores the normal entry cost of that hex.

[25.0] WEST GERMAN TERRITORIAL UNITS

GENERAL RULE:

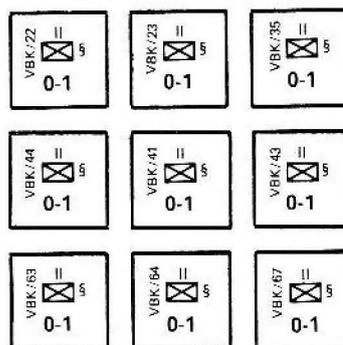
In each scenario the NATO Player may deploy a certain number of Wehrbereichskommando static infantry battalions. These units are deployed hid-

den and may never be moved. Static infantry battalions may be supported by West German artillery and attack helicopter units. Although these units are battalion-sized, they are considered to be company-sized for purposes of exerting a ZOC (see 6.24).

CASES:

[25.1] DEPLOYING

Before the start of play, the NATO Player secretly writes down the hex numbers of each city hex in which he wishes to place a static infantry battalion. During play, as soon as a Warsaw Pact unit moves adjacent to a city hex containing a static battalion, the NATO Player must declare that unit's presence. If the Warsaw Pact unit occupies a hex controlled by that static battalion, it must cease its movement as per 5.22. Players may make facsimiles of the counters as shown below to use during play.



[25.2] PROPERTIES OF STATIC BATTALIONS

Each static infantry battalion is treated as a soft unit possessing an Attack Strength of "0" and a Defense Strength of "1." Static battalions may neither move, attack, nor expend Operation Points in any manner. Static battalions may never retreat; they must absorb all adverse combat results by gaining FP's.

[25.21] NATO units of any nationality may be stacked in a hex occupied by a static battalion. The static infantry unit does not count for purposes of stacking, although it may add its Defense Strength to that of any units stacked with it.

[25.22] If units which are stacked with a static battalion are retreated as a result of combat, the static battalion is automatically eliminated.

[25.23] Static infantry battalions may never participate in an attack nor contribute toward the application of column shifts when resolving a NATO attack.

[25.24] The current FP level of each static infantry battalion is shown by placing the appropriate FP marker in the hex it is considered to occupy. The FP level of a static battalion is never averaged with other units occupying the same hex. Each static battalion may possess from 0 to 4 FP's; when such a unit is called upon to gain a fifth FP, it is eliminated. Remove the FP marker from play.

[25.3] AVAILABILITY OF STATIC BATTALIONS

The following static battalions are available for use in the first three games of the series, and must be placed within the limits of the cities listed:

BAOR: VBK 22 (Hannover), VBK 23 (Hildesheim), VBK 35 (Detmold), VBK 44 (Kassel).

Fifth Corps: VBK 41 (Koblenz), VBK 43 (Wiesbaden).

Hof Gap: VBK 63 (Ansbach), VBK 64 (Wurzburg), VBK 67 (Bayreuth).

[26.0] WEST GERMAN DOCTRINE

COMMENTARY:

Current West German tactical thought is heavily influenced by the political concept of "forward defense." With the advent of this doctrine, traditional German excellence in mobile defense has been sacrificed to the idea of holding as much ground, as far forward, as possible.

GENERAL RULE:

No West German unit may retreat to fulfill combat loss requirements until it is within 2 FP's of being destroyed. Therefore, a West German mechanized or armored battalion could not retreat until it had a cumulative total of 3 FP's. Similarly, a West German company could not retreat until it had absorbed at least 2 FP's, and an artillery unit could not retreat until it had accumulated 4 FP's (except when being attacked by counter battery fire only).

[27.0] POLISH UNRELIABILITY

COMMENTARY:

Polish forces are among the best trained and equipped units in the Warsaw Pact. While they would undoubtedly be very tenacious in the defense of their homeland, their enthusiasm for a Soviet war of aggression might be of a low order.

CASES:

[27.1] COMBAT LOSSES

To simulate deteriorating morale, *double* all com-

bat losses against Polish units from the Combat Results Table.

[27.2] DETERMINING UNRELIABILITY

All Polish non-artillery units participating in attacks are subject to unreliability. For each such unit or stack, the Warsaw Pact Player must roll one die on the Polish Unreliability Table (27.3) at the time he declares combat. Based on the number of FP's the unit/stack in question currently possesses, the Table will yield a result which either allows or denies the unit the ability to participate in the attack. This procedure is initiated separately for each stack for each attack throughout the game.

[27.3] POLISH UNRELIABILITY TABLE (see charts and tables)

[28.0] DOCTRINAL VICTORY CONDITIONS

COMMENTARY:

Victory conditions for the Central Front Series are based on relative criteria regarding Warsaw Pact advance rates and NATO's ability to retain control of urban areas. These victory conditions have been modified for game balance. Actual "victory conditions" for the Warsaw Pact, based on their announced goals (i.e., planned rate of advance) are presented below. As an additional comment, the West Germans would consider the loss of 100 km of terrain, about half of the game map, as a devastating defeat.

GENERAL RULE:

Soviet victory conditions may be judged according to the following rates of advance:

Last Two Numbers of Advance Hex:

Game-Turn	Marginal Victory	Substantive Victory	Strategic Victory
4	34	30	26
5	30	25	20
6	26	20	14
7	22	15	08
8	18	10	02
9	14	05	Exit
10	10	Exit	none

[29.0] EXITING ENEMY CONTROLLED HEXES

If the Phasing Player is attempting to move *all* the units in a particular Enemy-controlled hex out of that hex in accordance with 6.2, his die roll is modified as follows:

"1" is subtracted from the die roll during a P.M. night turn or during ground fog; or if the unit is separated from all Enemy units' ZOC's by a river hexside.

"1" is added to the die roll for each adjacent hex in excess of one, which contains an enemy unit exerting a Zone of Control over the Phasing unit or stack.

[30.0] HOF GAP TERRAIN

Units may not move, advance, or retreat into or out of a rough terrain hex except through Autobahn, road, or access hexsides on the *Hof Gap* map. Units may conduct normal attacks and exert Zones of Control into such hexes as usual. Airmobile and Airborne *Infantry* units, only, are exempt from any of the above restrictions.

[24.6] NUCLEAR WEAPONS CHART

NATO Nuclear Weapons

WEAPON SIZE/TYPE	ATTACK STRENGTH	NUMBER PER MAP	METHOD OF USE
BOMB			
100 KT	15	2	Air
50 KT	12	3	Air
10 KT	7	3	Air
3 KT	4	4	Air
MISSILE			
100 KT	15	2	<i>US</i> 4(5)4 SP*; <i>BR</i> 4(4)4 SP*; <i>Bel</i> 3(4)3 hard SP*; <i>NL</i> 2(8)2 SP*; <i>WG</i> 5(6)5 Arty*; <i>FR</i> 3(5)3 non-divisional Arty*
50 KT	12	3	
10 KT	7	6	
1 KT	4	7	
CANNON			
2 KT	7	7	<i>US</i> 4(5)4 SP; <i>BR</i> 4(4)4 SP; <i>Bel</i> 3(4)3 soft SP; <i>NL</i> 3(4)3; <i>WG</i> 5(6)5
1 KT	4	14	
0.2 KT	2	21	
ADM's	(see 24.7)	6	Any unit including non-artillery types)

Notes: This chart includes nuclear weapons for all games and NATO units, including *US* (United States), *BR* (British), *Bel* (Belgian), *NL* (Netherlands), *WG* (West Germany), and *FR* (French).

* = All units (except French) firing these weapons are assumed to have an attached *Lance* missile battery with a range of 27 hexes. French units are assumed to have an attached *Pluton* missile battery with a range of 30 hexes and a capacity to fire only 10 KT or 50 KT missiles.

Warsaw Pact Nuclear Weapons

WEAPON SIZE/TYPE	ATTACK STRENGTH	NUMBER PER MAP	METHOD OF USE
BOMB			
100 KT	15	4	Air
10 KT	7	4	Air
MISSILE			
100 KT	15	5	Non-divisional Arty*
50 KT	12	14	Non-divisional Arty*
10 KT	7	5	Non-divisional Arty*
20 KT	11	21	DAG Arty*
5 KT	6	21	DAG Arty*
CANNON			
8 KT	12	14	All Arty. except RAG/DAG

Notes: Cannon nuclear weapons may be fired by divisional artillery which has a numerical identifier instead of a "RAG" or "DAG" designation.

* = Non-divisional artillery firing these weapons is assumed to have an attached *SCUD-B* missile battalion with a range of 70 hexes. DAG artillery firing these weapons is assumed to have an attached *FROG-7* battalion with a range of 17 hexes.

[27.3] POLISH UNRELIABILITY TABLE

CURRENT FP LEVEL	DIE-ROLL TO ATTACK
0	1-5
1	1-4
2	1-3
3	1-2
4	1
5	na

Procedure: Roll one die for each non-artillery Polish unit, cross-indexing the current FP level of the unit/stack in question with the "Die roll to attack" column. The unit/stack may only participate in the attack if the die result is within the numbers shown (inclusive), *na* = not allowed.