SEVEN DAYS TO THE RIVER RHINE

GREAT ESCAPE GAMES

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Through the book you will see QR Codes like the one opposite. Scan these with your smart phone or tablet to see a video which will explain that part of the rules. You'll need a QR Scan app for your device which are generally free.

Don't scan this one though, it's only here as an example!

"Today comrades we begin the liberation of the oppressed workers who have slaved for long years under their fascist German overlords. Soon the glorious Peoples Red Army will sweep away these puppets of the Imperialist Yankees and establish a workers' paradise that the rest of the European continent will willingly embrace. As we begin on this great endeavour let us be mindful of the objective and the name of our great Crusade. Comrades, Seven Days to the River Rhine!"
Message from the CinC Soviet Group Forces in Germany

"We are just receiving reports from the Ministry of Defence that Warsaw Pact forces have now crossed the West German border and are advancing across a broad front. Sources in Brussels have confirmed that NATO forces are now heavily engaged and there are eyewitness accounts of fighting taking place to the east of Hamburg. We have received reports of at least two very large explosions near the city of Fulda. It is not yet confirmed if these are the result of conventional weapons or the detonation of nuclear devices. The Prime Minister is expected to address the nation within the next 30 minutes."
BBC Newsflash, Wednesday 12th April

Throughout the second half of the 20th Century the forces of the North Atlantic Treaty Organisation and those of the Soviet led Warsaw Pact faced each other across the East/West German border. Millions of men and thousands of tanks and aircraft remained at a heightened state of alert ready to go into action at a moment's notice should the unthinkable happen and the Cold War turn Hot! Had the balloon gone up it would have been a war of unthinkable ferocity and destructiveness. Tank battles dwarfing Kursk would have been fought across West Germany as the Soviet led forces hurled themselves at their outnumbered capitalist opponents. Thankfully, such a conflict never happened and we can only speculate how such a conflict would have played out. With the *Seven Days to the River Rhine* ruleset gamers can simulate the hypothetical battles of that time using forces and units representative of the period.

INTRODUCTION

Seven Days to the River Rhine is a set of fast play rules simulating armoured combat during the 1980s in Europe when the Cold War between the NATO alliance and Soviet led Warsaw Pact could easily have turned Hot. The rules cater for games with lots of armour and infantry and other supporting weapons in any scale. The mechanics are remarkably simple and the method of activation presents players with tricky tactical decisions to ponder, creating a sense of high tension and drama.

It is a game especially suited to large, multi-player games in which each side has one player acting as the overall commander for the battle, developing and coordinating an overall plan for the achievement of operational objectives, and entrusting individual players to execute those plans. It is a game in which simplicity is the ultimate sophistication.

The rules are deliberately uncomplicated to allow players to concentrate on the scale of the battle, but the action/reaction system ensures that all players are constantly involved at all times making tactical decisions affecting their own commands.

US M577 Command Vehicle: Battle Front Miniatures

Throughout this book, the characters of **Starshy Leytenant Vasilov** and **Sergeant Bradford** will appear to give tactical advice. Listen to them; they know what they are talking about!

WHAT YOU WILL NEED

To play *Seven Days to the River Rhine* you will need suitable models, dice (d10's for firing, d6's for activation/reaction and various tests), tape measures, a playing surface, scenery, morale markers and command tokens (see below) and of course an opponent.

COMMAND TOKENS

Command tokens are the engine of *Seven Days to the River Rhine* and are fully explained on page 6. A command token is spent to activate your units or to bolster their morale. Players will require tokens for each side and a bag, cup or other opaque container to keep them in. Command tokens for various nations are available from the Great Escape Games web store at: **www.greatescapegames.co.uk.**

> **Starshy Leytenant Vasilov says:**
>
> *The Red Army manuals instruct that the most able commanders are those who manage their resources and maintain the momentum. Any temptation to indulge in a 'Yankee' style gung-ho attack must be tempered with the ability to react to enemy counter attacks. In all combat situations keep an element of reserve strength in order to react to unforeseen circumstances, whether in defending the Rodina or attacking the capitalists. The people and the party will not forgive a careless commander.*
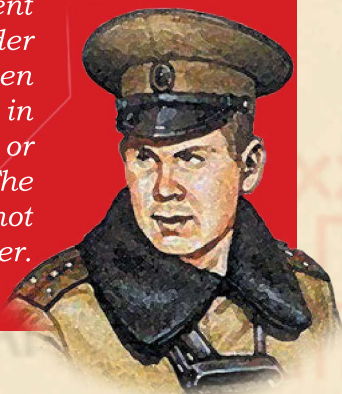
MORALE MARKERS

Morale markers are vital to track the effects of suppressive fire on units and are fully covered on page 19. The accumulation of morale markers will hamper the ability of a unit to perform actions. Each unit has a morale rating and if the number of morale markers should exceed this rating then the unit is considered to have been dispersed, destroyed, or surrendered. Again, any sort of token may be used and the Great Escape Games store has morale markers specifically designed with this game in mind.

UNIT TYPES

These rules were created to allow for a fast flowing game. Therefore, all units fall into one of five basic categories:

Infantry Detachments. These represent infantry sections of perhaps 5-10 men. When selecting models for your infantry unit, it does not matter what the model is equipped with, they are just classed as infantry. This speeds up game play by avoiding the need to check equipment or weapons each time the unit is activated – we just assume that the infantry are equipped with whatever they need to do the job e.g. anti-tank weapons when firing at a tank, grenades when fighting at close quarters, etc. Some larger infantry teams may be armed with heavy support weapons such as guided missiles. Such units will be detailed in the ORBAT tables.

British Infantry: Battle Front Miniatures

Support Teams. Groups of 2-4 men armed with mortars, automatic grenade launchers, and anti-tank guided missile (ATGM) teams.

British Milan Team:
Battle Front Miniatures

Light vehicles. These include armoured personnel carriers (APC), armoured cars, tracked and wheeled reconnaissance vehicles and other lightly armoured vehicles. APCs play an important role in moving infantry around the battlefield, but they are generally only lightly armoured. Some wheeled vehicles will also be classed as All Terrain Capable. Each model on the table represents one real life vehicle.

Main Battle Tanks (MBT). These are the standard Cold War medium to/heavy tanks. Famous examples include the Soviet T62, the British Chieftain, the German Leopard family and the fearsome American M1 Abrams. Each model on the table represents one real life vehicle.

Helicopters. A relatively late addition to the arsenal of both sides. The attack helicopter is a fast, usually armoured helicopter capable of destroying armour with long range anti-tank missiles and attacking infantry and light vehicles with rapid fire cannons and rockets. Each model on the table represents one real life machine. The infamous Soviet Mi-24 'Hind' and NATO 'Cobra' are well known examples.

Your entire force of units is known as a Battlegroup. Each player will generally control one Battlegroup.

A NOTE ON SCALE AND BASING

Seven Days to the River Rhine is not tied to a particular scale of model soldiers. The authors tend to play with 15mm scale figures and vehicles. Vehicle models represent one vehicle, but infantry units and teams represent a number of soldiers. At our own preferred 15mm scale, we mount several figures on a single stand to represent these units. However, if you are playing in a larger scale (e.g. 28mm) you may want to use individual figures we suggest 4 to represent an infantry unit.

Light Vehicle:
US M901 ITV
- Battle Front Miniatures

Helicopter:
Soviet Mi-24
- Battle Front Miniatures

4

MBT: US M1 Abrams - Battle Front Miniatures

GAMING AREAS

The bigger the better is our philosophy when playing *Seven Days to the River Rhine*. Although the game works well on any size battlefield, smaller tables will obviously compact the action. Larger gaming tables give greater scope for tactical movement, flanking manoeuvres and the ability to regroup when things don't go so well. In 15mm scale, we play occasional small battles on the standard 6' x 4' tables that are popular at most wargames clubs, but even relatively minor encounters feel so much more like a sweeping armoured battle on a playing surface of double the size.

Of course, a large playing area begs for a combination of settlements, woodland and open areas for vehicles to negotiate before they turn into shooting galleries! If you make the extra effort arranging a larger gaming area, and populating it with plenty of varied terrain features you will be rewarded with a spectacular game. Go Big!

TERRAIN

The photographs in this book will give you a flavour of the terrain density that is best for playing *Seven Days to the River Rhine*. A mix of areas congested with buildings/ vegetation and others comprising of open ground will provide players with interesting tactical questions to address and, most importantly, make your gaming area look both attractive and believable. If, after you set up the terrain, you can stand back, take a look, and say, "Yeah, that looks awesome, I want to play!", then you're certainly on the right track. Of course, if you're just after a quick game on a club night, you may not have the time to lavish on this exercise, so just ensure that you have plenty of terrain placed in a logical and somewhat realistic manner. Even when representing more sparse battlefields like the open terrain of the North German Plain keep in mind that ground is not billiard table flat, there are little hillocks here and there along with clumps of trees and buildings providing opportunity for cover and concealment. Make the terrain part of the game.

TERRAIN TYPES

Terrain collections will be varied, so a guide is provided as to the classifications of terrain. Players may need to define which classification of terrain particular scenery pieces represent prior to a game. The terms used in *Seven Days to the River Rhine* are "easy going," "rough," "very rough" and "impassable."

Easy going: roads, light scrub, fields, & gentle slopes.

Rough ground: woods, marsh, low walls, hedges, woodland, ditches, steep slopes, most rubble, and buildings.

Very rough ground: heavy woods, streams (chest high), very heavy rubble and wire (for infantry).

Impassable: cliffs, deep lakes/rivers, anti-tank obstacles (for vehicles).

Some of this terrain such as woods and areas of rubble will be terrain covering an area of the table, whilst linear terrain like walls and hedges and terrain features like buildings will be represented by models. The rules for how terrain affects movement and firing will be found in the appropriate rules sections.
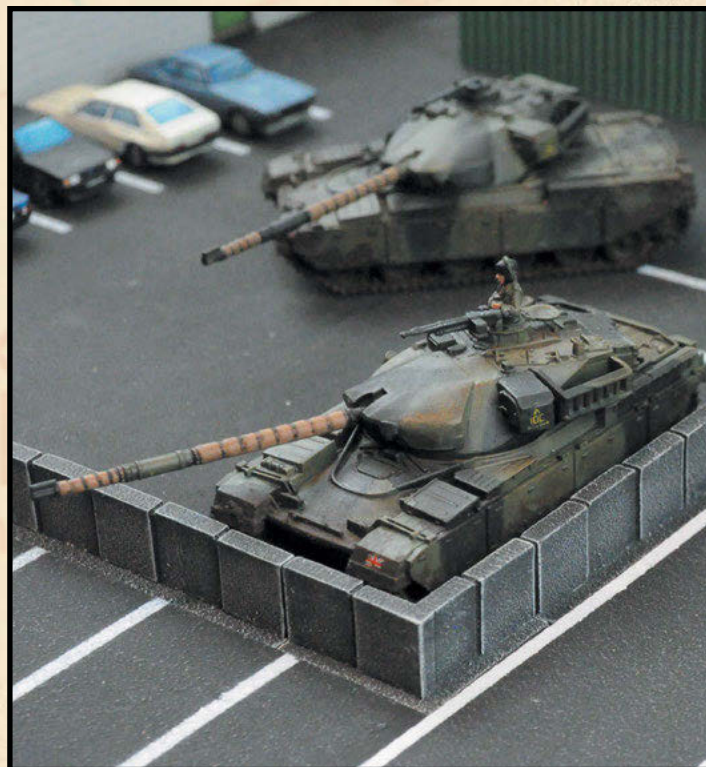
MBT: British Chieftains & Scenery - Battle Front Miniatures.
15mm cars: North Star

GAME RULES

SEQUENCE OF PLAY SUMMARY

1. Create a pool of Command tokens.

2. Roll 1d10 for initiative.

3. The player with the initiative may play command tokens to either activate a Unit or make a Battlegroup Morale Check.

4. The player with initiative continues to repeat Step 3 until they either run out of command tokens, voluntarily hand over initiative to the opponent or the opponent has seized the initiative by rolling a natural '6' result on a reaction roll. Once an active player has passed over the initiative, the reactive player now becomes the active one. They must spend at least one command token before passing the initiative back.

5. Continue with steps 3 & 4 until both players have run out of command tokens.

COMMAND TOKENS AND CREATING THE BATTLEGROUP POOL

A battlegroup will have a pool of command tokens to use during a turn. Take one command token for each MBT, Light Vehicle, Infantry, or Support Team. However, if you purchase an APC to transport infantry or support teams you do not gain a separate command token for the transport. You also do not take a command token for an Attack Helicopter.

If the unit designated as the Battlegroup commander is still in play you can take two additional command tokens. These tokens will be lost if the Command unit is destroyed.

At the start of the next turn, remember to remove any command tokens which represented a destroyed/removed unit.

Example

Mike has a battlegroup consisting of three T72 MBT's, six Infantry teams and three Support teams being transported in nine BMP2 APC's plus a Mi-24 Attack helicopter.

One of the T72s is designated as Mike's Battlegroup Commander.

Mike will take a total of fourteen command tokens, three for the T72s, nine for the Infantry and Support units and two bonus tokens for the command unit.

The BMP2 and Mi-24 units do not add command tokens to the battlegroup pool.

If Mike were to lose a T72 and three Infantry teams during the turn, at the beginning of the next turn, he would only be able to add ten command tokens to the pool. Additionally, if the destroyed T72 had been the command unit then he would also lose the bonus two command tokens taking the total down to eight command tokens.

Scan the QR Code below with your phone/tablet to take you to a short video explaining the count up of the command tokens and the Commander.

COMMAND UNITS

When choosing forces for a scenario a player may select one to represent a command unit. This represents the Battlegroup commander taking an active part in the ensuing battle. A bonus 2 command tokens are added to the Battlegroup command token pool.

However, committing a valuable commander to the battle has some risk. If the commander unit is destroyed either directly or through accumulation of morale markers the owning player must immediately make a dice roll to determine a temporary loss of command tokens.

If the loss is incurred by a NATO battlegroup then roll 1d6 and this represents the number of command points removed from the unused pool of command tokens.

If the loss is incurred by a Warsaw Pact battlegroup then roll 2d6 and take the highest roll. This represents the number of command points removed from the unused pool of command tokens.

At the beginning of the next turn designate a new unit to become the battlegroup commander. All temporarily removed command tokens are returned to the Battlegroup pool.

Remember to remove any command tokens for destroyed units.

INITIATIVE & ACTIONS

INITIATIVE

In *Seven Days to the River Rhine* Initiative (who goes first!) is determined at the start of each turn with each side rolling a d10. The side with the highest score may choose to start as the active player or can pass over the initiative. In the event of a tie, roll again until you have a winner.

CHANGES OF INITIATIVE

Initiative remains with the active player until one of three events occur.

1) The active player spends all their command tokens.

2) The active player voluntarily passes the initiative to their opponent who becomes the active player (they may save some tokens to react to their opponent later that turn).

3) The opposing player seizes the initiative by rolling a '6' when reacting.

PASSING THE INITIATIVE

Once an active player has passed over the initiative, the reactive player now becomes the active one.

They must spend at least one command token before passing the initiative back. Players may pass the initiative as many times as they like; indeed, it is often the case that this will happen, especially near the end of a turn.

Sergeant Bradford says:
Once you have accomplished what you need to in a turn, pass the initiative over to the enemy.

They should have enough morale problems to have to spend command tokens to counter them, and you will still have command tokens left to react to any counter attack.
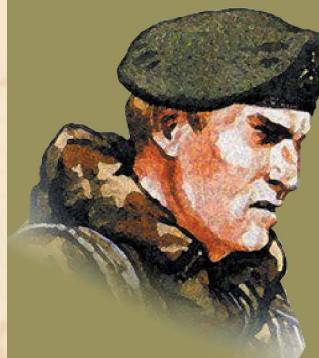
Soviet BMP 1: Battle Front Miniatures

ACTIVATING UNITS

The player with the initiative may activate each of their units one or more times by spending one of their Battlegroup's pool of command tokens for each activation. A unit may perform actions such as move and/or shoot (or shoot, then move) when activated. The owning player declares the action before executing it or making any rolls. Units may be activated any number of times during a turn but, if activating a further time beyond the first, must take an activation test by rolling a d6. The player must score higher than the number of activations the unit has already had plus any morale markers it has accumulated. Whether the test is passed or failed, the command token is always placed with the unit as normal. Note that a natural score of '6' rolled for a command test will always succeed regardless of how many command tokens or morale markers the unit may have.

Example

Mark has already activated a Chieftain MBT this turn. This is indicated by the command token next to the tank.

If Mark wants to activate it again, he would need to perform a command test. He needs to roll 2+ (anything but a '1') i.e. a number greater than the one command token already placed next to it. If successful, he may activate the unit further times as long as he keeps passing the test.

If the Chieftain had also accumulated two morale markers as well then Mark would need to roll 4+

When activating a unit with a command token, you can use that token to perform up to two different actions. Moving at normal speed is a single action, as is shooting; moving at rapid speed counts as two actions. You can therefore combine two single actions together in an activation.

Overview of Actions:

Move: The unit may be moved a distance up to the 'Normal Movement' value given in the movement table on page 13. If two Move actions are declared the unit may move up to the 'Rapid Movement' value given in the movement table on page 13.

Shoot: A unit's first or second action may be a shoot action. A unit may not perform more than one shoot action in each activation.

Embark: An infantry or support unit may use this action to board an APC or truck.

Disembark: An APC or truck may use this action to unload a carried infantry or support unit.

Possible Combined Actions:

- Move and Shoot
- Shoot and Move
- Rapid Move (this uses both actions)
- Move/Fire & Embark (Infantry Units only)
- Fire & Embark (Support Units only)
- Move/Fire & Disembark (Transport Units only)
- Disembark & Move/Fire (Transport Units only)
- Firing an Anti-tank Guided Missile (this uses both actions) see page 25
- Battlegroup Morale Check (this uses both actions) see page 10
- Fall Back (this uses both actions) see page 10

Scan the QR Code above to see a short video on activating units and the affect of morale markers and command tokens.

EMBARKING & DISEMBARKING INFANTRY & SUPPORT TEAMS

EMBARKING

This action can only be performed by an infantry unit or support team.

If such a unit is within 1" of a friendly APC or truck it may use an Embark action to board that vehicle. Remove the infantry/support unit from the table.

If the infantry/support unit's first action is Embark then the second action is lost.

DISEMBARKING

This action can only be performed by an APC or truck.

If a vehicle carrying an infantry or support unit performs a Disembark action the infantry or support unit may be placed within 1" of the vehicle. If a terrain feature is within 1", the infantry or support unit may move directly into it. The Disembark action may be the first or second action performed by the vehicle.

It is possible to react to a Disembark action if it is the second action.

Example

The Soviet player has a BMP1 APC with an infantry detachment on board. If they want to disembark the infantry the BMP must be activated and one of its actions would need to be a Disembark. This can either be the first or second action. So the player can either choose to Move or Shoot and then Disembark the Infantry or Disembark the Infantry and then Move or Shoot as the second action. Note to do anything with the now disembarked infantry the player would have to activate that unit.

The British player has an infantry unit which he wishes to embark on a nearby FV432 APC. If the Infantry starts its activation within 1" of the FV432 the infantry unit can shoot as its first action and then board the FV432 declaring Embark as its second action. If the infantry unit was not within 1" of the APC it could use its first action to move and get within 1" of the FV432 and board it using Embark as its second action. Note Embark counts as a move action so support units may not shoot during an activation where they embark.

US MBT Abrams, M113, Infantry & Scenery:
Battle Front Miniatures
White building: 4Ground

SPECIAL ACTIONS

BATTLEGROUP MORALE TESTS

The accumulation of morale markers will degrade your force and prevent it from performing effectively; multiple activation is difficult and offensive capability is hampered. By spending a command token, the player may attempt to remove morale markers. Specific units are not nominated before spending tokens and rolling.

Roll a d6: on a score of 1 the test fails; on a score of 2-5 the player removes one morale marker from any unit in the battlegroup; on a score of 6 the player removes all of the morale markers from a single unit and gets to roll again.

When the player declares that a unit will take an action, but after any activation check, the command token is placed either with the activated unit or in a separate pile if it is being used for a Battlegroup Morale test.

Starshy Leytenant Vasilov says:

The cumulative effects of incoming fire, even if it doesn't cause many casualties, will have a degrading effect upon troop capabilities. It may be tempting to throw everything into an attack, but a successful commander will save some of their strength in order to bolster wavering troops at the right time. Be prepared to react to enemy moves by using some of this strength when one of your units in under severe pressure.

FALL BACK

A unit may choose to Fall Back, which is a special type of movement away from the enemy. The vehicle or personnel move away from the enemy under the cover of smoke either to a more defensible position or completely out of sight.

A Fall Back is classed as a double action.

A unit falling back that has previously been activated (or has attempted to react), must be reactivated using the normal reactivation method. However, morale markers are ignored when calculating modifiers for rolling to activate a Fall Back move. A unit which executes a Fall Back may move at rapid rate but may not shoot. A unit that is unable to move further away from all enemy units within 12" may not fall back. Vehicles may fall back in reverse, but only do so at normal movement rate. Units which execute a Fall Back move may remove morale markers. Roll a d6 and remove that many morale markers.

After successfully completing a Fall Back order the unit may not be reactivated or react that turn. Flip over all command tokens attached to the unit to indicate this. If the unit fails an activation or reaction test when attempting to Fall Back all command tokens are still turned over and the unit may not be activated and will do nothing for the remainder of the turn.

Scan the QR Code above to see a short video about a Fall Back order and rolling to remove markers.

PLATOON ACTIONS

Note: Some special actions will occasionally allow the activation of more than one unit simultaneously. These are noted below.

Platoon Move (Any Nationality)

A grouping of three units of the same type (i.e. infantry detachments, support teams, light vehicle or MBT) may activate as one if they are within 6" of another unit in the group and they are declaring a normal or rapid move with no firing. This type of movement may be used to bring units from off-table. Each unit is given a command token. Only one enemy unit may react to a Platoon move. Units may only ever conduct one platoon move activation in a turn but after it is completed, the individual units may activate and react although they will of course count as having taken one action already in the turn.

Platoon Tank Fire (Soviet or Warsaw Pact Only)

A grouping of three Soviet MBTs of the same type may activate as one group as long as they are within 6" of another unit in the group and they are declaring a move and fire or fire and move order. Each unit is given a command token. This type of movement may not be used to bring units from off table. One enemy unit may react to a platoon fire. Units conducting a platoon fire order must fire at the same unit, they cannot split fire between multiple targets. Units may only conduct one platoon fire activation, but after it is completed individual units may take actions and reactions, although they will of course count as having taken one action already in the turn. Soviet tanks making this move will always incur a penalty for movement even if the model has not actually moved.

Soviet T72's: Battle Front Miniatures

REACTIONS

Each time the active player has declared an action for one of their units the interrupting player may declare a reaction (e.g. "my Leopard 2 will fire at your T64 as it moves across the road"). The reacting unit must have a clear Line of Sight (LOS) to the activating unit.

To react the player must spend a command token and must also roll a reaction test to see if it succeeds. The reacting player rolls a d6 and the score required to successfully react depends on the status of the activating unit.

To react to a MBT/Light Vehicle/APC activating in the open a 3+ is required.

To react to an Infantry Team/Support Team activating in the open a 4+ is required.

To react to an MBT/Light Vehicle/APC activating from cover or obscured a 4+ is required.

To react to an Infantry team activating from cover or obscured a 5+ is required.

As with normal activation, tests add one to the scores required for each command token and morale marker on the reacting unit. Regardless of modifiers, a 6 always succeeds.

If the reaction roll fails, the command token is wasted and still placed next to the reacting unit; the active player continues with their originally declared action.

If the reacting player passes the d6 roll, the reacting unit is activated and takes an action before the active unit. Reacting units may declare that they will shoot and move (or vice versa), move, or shoot. The reacting unit executes the first half of the declared reaction (e.g. shoot), then the active unit executes both of its actions, before the reactive unit completes its reaction (the second half, e.g. move).

Play then proceeds as normal with the active player completing their declared action and continuing if they wish to activate more units. Sometimes this will mean that the declared action may be wasted.

For example a T72 reacting to an M1A1 firing at it may succeed and move out of sight before it can be fired upon. In this case, the firer may target a different enemy unit as long as it is within 4" of the original target's position. A NATO unit may change targets by rolling 3, 4, 5, or 6 on a d6 whilst a Warsaw Pact Unit may change targets on a result of 4, 5, or 6. If there are no other eligible targets, the action is wasted.

If reacting by firing at a unit that had declared any movement, then the target benefits from the usual -1 modifier to the firer's score to hit for target movement in addition to any other modifiers that may apply.

Sergeant Bradford says:

While the opposing force holds the initiative, a good commander will choose the right place and time to react to enemy actions to avoid taking casualties or to blunt an aggressive attack.
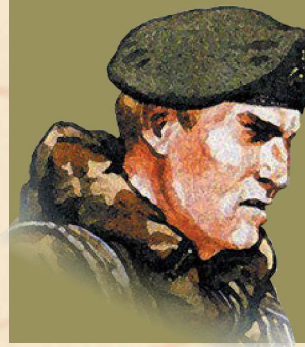
Do not be tempted into reacting to every action – this will only waste valuable and limited command resources.

– But be decisive when the stakes are high or an opportunity arises.

Scan the QR Code above to see a video about how Reactions work.

SEIZING THE INITIATIVE

If the Reaction roll is a 6, the reactive player has now seized the initiative. Their unit interrupts as above and both players complete their actions but now they reverse roles. With players always allowed to react, as long as they have command tokens, the initiative can change hands quickly and often.

Example

A Chieftain declares it will advance and fire at the flank of a T64. The Soviet player declares they will react with another T64 and fire at the Chieftain. They roll for the reaction and get a 6, seizing the initiative! The T64 fires and misses. The Chieftain then completes its declared action. However, since they have seized the initiative, the Soviet player is now the active player. The active player must spend at least one command token before passing the initiative back.

MOVING

Units move according to their type as listed below. Rapid movement and Rapid Road movement require the use of both actions in the activation.

Units may move at 'Normal' and Fire or 'Rapid' and not fire.

Type	Normal	Rapid	Rapid Road
Infantry & Support Teams	6"	9"	12"
Light Vehicles, APC, & Fast MBT	12"	18"	24"
MBT	10"	15"	20"

As firing an ATGM counts as a double action ATGM Support Teams or vehicles armed with ATGMs may not fire if they moved either 'normal' or 'rapid' in this activation.

VEHICLE MOVEMENT

Vehicles may make a turn or a series of turns up to 180° at normal rate and may make a turn or turns up to 90° total at rapid. They may move in reverse, but only at normal rate.

INFANTRY PROXIMITY

Any vehicle starting its move within 12" of enemy infantry that it is aware of (i.e. that it can see), without friendly infantry equidistant or closer to the enemy, may only move half of its normal distance, unless it is moving further away from that enemy.

TURRET MOVEMENT

Turning a turret does not count as moving.

MOVING THROUGH TERRAIN (VEHICLES)

Vehicles may only move at normal rate when negotiating Rough or Very Rough terrain. Additionally, when any vehicle attempts to move through Rough or Very Rough Terrain (e.g. a tank driving through dense woods or through the rubble of a building) there is a chance that it may become slowed or bogged down. This is determined by taking a terrain test.

Soviet T72's & Scenery: Battle Front Miniatures
15mm Cars: North Star Military Figures
Building: 4Ground

TERRAIN TEST

The player must declare what the unit is attempting to do - e.g. "my tank is going to drive over this hedge and then shoot at your nearest tank" - before taking the terrain test. To make the test roll a d6. The score must equal or exceed the value shown in the table below.

Vehicle Type	Rough	Very Rough
Wheeled	6	Impassable
ATV	3+	4+
Tracked	2+	3+

If the unit fails, immediately move the vehicle so it fully enters the terrain and then stops or if it is a linear obstacle like a wall, it stops after crossing it. The unit may not attempt any further actions this turn, even if it intended to do so. It cannot be used to react to any enemy action for the remainder of the turn.

In the example above Tank A has failed the terrain test and stops just after the wall. Tank B has passed the test and is free to complete its move beyond the wall.

INFANTRY AND SUPPORT TEAMS MOVEMENT

Infantry and support teams may move in any direction and may finish the move facing in any direction.

MOVING THROUGH TERRAIN (INFANTRY / SUPPORT TEAMS)

Infantry detachments and support teams are unaffected by most terrain. When moving through rough or very rough ground they may not rapid move. When negotiating very rough terrain, infantry must test in the same manner as vehicles. The score the unit requires is shown below:

Type	Rough	Very Rough
Infantry/Support Team	No Test	4+

In the example above Tank A has failed the terrain test and stops just inside the wood. Tank B has passed the test and is free to complete its move on the other side of the wood.

Scan the QR Code above to see a video about movement and terrain.

FIRING

ARC OF FIRE

Infantry units/sniper teams have a 360° arc of fire and support teams have a 90° arc of fire to the front. Turreted Light Vehicles and MBTs have a 360° arc. Vehicles with fixed forward weapons have a 90° arc of fire to the front.

RANGES

In the context of our battlefields, there are no weapon ranges. The only exception is that infantry may only fire at a range of up to 12" at enemy vehicles with portable anti-tank weapons (RPGs, LAWs etc.)

HOW TO FIRE

Each unit can only fire one weapon per activation, even if they have multiple weapons.

If an unblocked line of sight (LOS) can be traced between the firing unit and the target unit and the firing weapon is in arc then a unit can carry out a Fire action.

The following terrain features or units will block LOS:

- Buildings, Woods, Hills
- Enemy vehicles and all wrecked vehicles both Friendly and Enemy.

D10s are rolled to see if a unit hits when performing a Fire action. The charts below show the number of d10s that are rolled when a unit fires.

Unit Firing at a Vehicle:

Firing Unit	Range up to 12"	Range 12" & above
Vehicle (Gun or ATGM)	1d10	1d10
Vehicle Autocannon	2d10	2d10
Stationary Infantry	1d10	N/A
Moving Infantry	1d10	N/A
Stationary Support	1d10*	1d10

*Note that Support Teams armed with ATGM cannot fire at targets at 12" or less

Unit Firing at an Infantry/Support Team:

Firing Unit	Range up to 12"	Range 12" & above
Vehicle (Gun or ATGM)	2d10	1d10
Vehicle Autocannon	2d10	2d10
Stationary Infantry	2d10	1d10
Moving Infantry	1d10	1d10
Stationary Support	1d10*	1d10

*Note that Support Teams armed with ATGM cannot fire at targets at 12" or less

The base score to hit for each unit is listed in its entry in the ORBAT tables. The die roll is subject to the modifiers shown below. The "firer moved" penalty is only applied if the firer moved in the current activation (not the current turn). It applies whether the unit moves and fires or fires and moves in an activation.

Firing Modifiers:

MBT, APC, Light vehicle moved this Activation	-1
Reaction firing against a target that is moving in its activation	-1
Unit within terrain or LOS more than 50% obscured by terrain or smoke or other obstacles (Units with Thermal sights ignore)	-1
Enemy dismounted Infantry or Support Team within 12" of firing unit. This is ignored if friendly Infantry or Support Team equidistant or closer at the moment the unit shoots	-1
ATGM firing at a range of under 12"	No Fire
Per morale marker on firing unit	-1

US Infantry, M113, M901 ITV & Scenery
Battle Front Miniatures
Petrol Station: 4Ground

TERRAIN EFFECTS ON FIRING

USING TERRAIN FOR COVER

No unit that is entirely inside a wood terrain area and has no part of its base touching the edge of the terrain area can have a LOS traced to it.

Any unit that is entirely within a wood terrain area but is also touching the edge of the terrain feature can draw a LOS to a unit outside the terrain feature.

Any unit that is entirely within a wood terrain feature but is also touching the edge of the terrain feature can be targeted by a unit outside the feature. It will however, benefit from the -1 firing modifier 'LOS to target obscured by terrain or smoke.'

If two opposing units are both entirely within a terrain feature but within 2" of each other they may draw a LOS to each other and both benefit from the -1 firing modifier 'LOS to target obscured by terrain or smoke'.
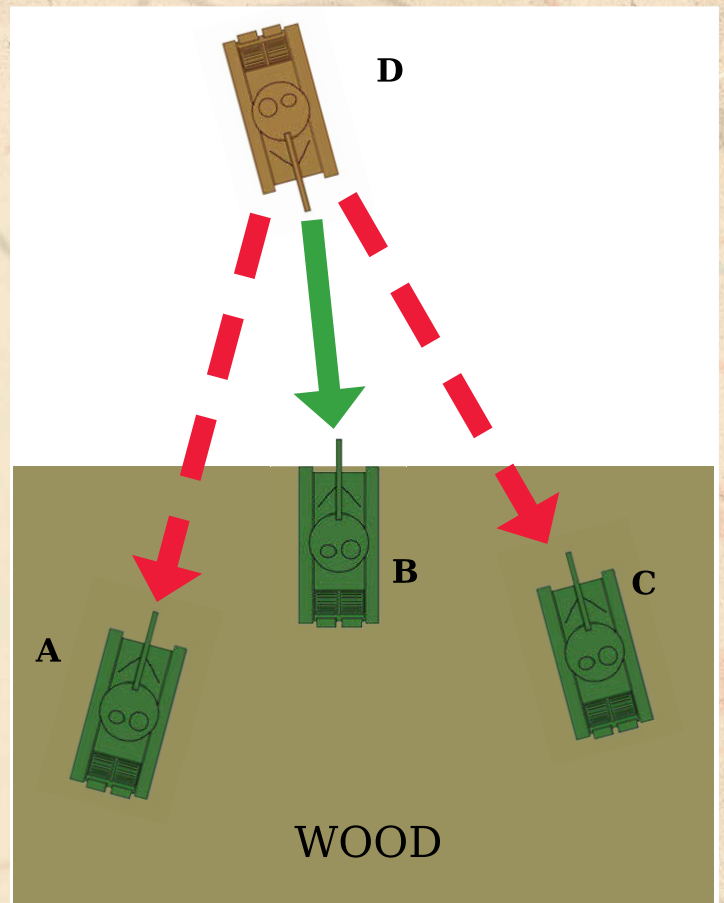
In the above example there is no LOS between Tank D and Tanks A and C A LOS exists between Tank D and Tank B. If Tank B is fired at by Tank D, it benefits from the -1 firing modifier 'LOS to target more than 50% obscured by the terrain feature.'

British Infantry, FV432 & Scimitar: Battle Front Miniatures
British MBT Challenger I: Skytrex
15mm Cars: North Star Military Figures
Petrol Station: 4Ground

USING LINEAR OBSTACLES FOR COVER

If a unit is behind a wall or hedge or positioned behind a building so that more than 50% of it is obscured from the perspective of the firing unit, it may claim the -1 Firing Modifier "Target more than 50% obscured by terrain feature".

If the firing unit is touching a linear obstacle and its LOS to a target crosses that obstacle the target does not gain the -1 Firing Modifier "Target more than 50% obscured by terrain feature".

In the examples below Tank B will gain the -1 Firing Modifier "Target more than 50% obscured by terrain feature" when fired at by Tank A.

If Tank B fires, Tank A will not benefit from the -1 Firing Modifier "Target more than 50% obscured by terrain feature".
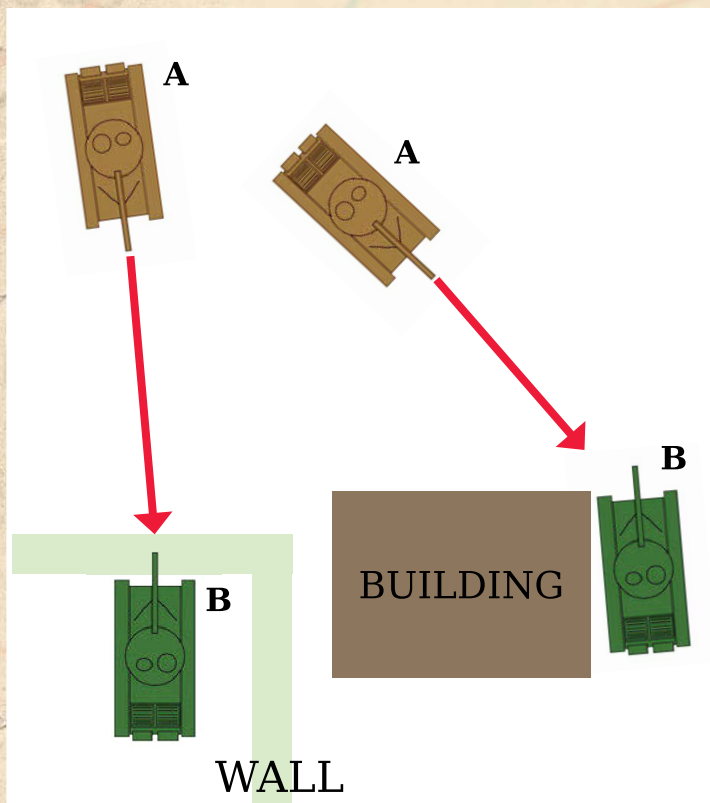
EFFECTS OF HITS AGAINST VEHICLES

If a hit is scored against an MBT, light vehicle, or APC you must determine if the weapon has penetrated the vehicle's armour.

SIDE/FRONT ARMOUR

Vehicle armour values are presented as a number (e.g. for a Chieftain Mk.9 this is 17/14) for the front followed by a number for the side, rear and top. The front, side, and rear aspects are determined by drawing an imaginary line from each corner of the vehicle model as shown in the diagram below. Whichever aspect of the target the firer's gun is facing determines the aspect that is hit.
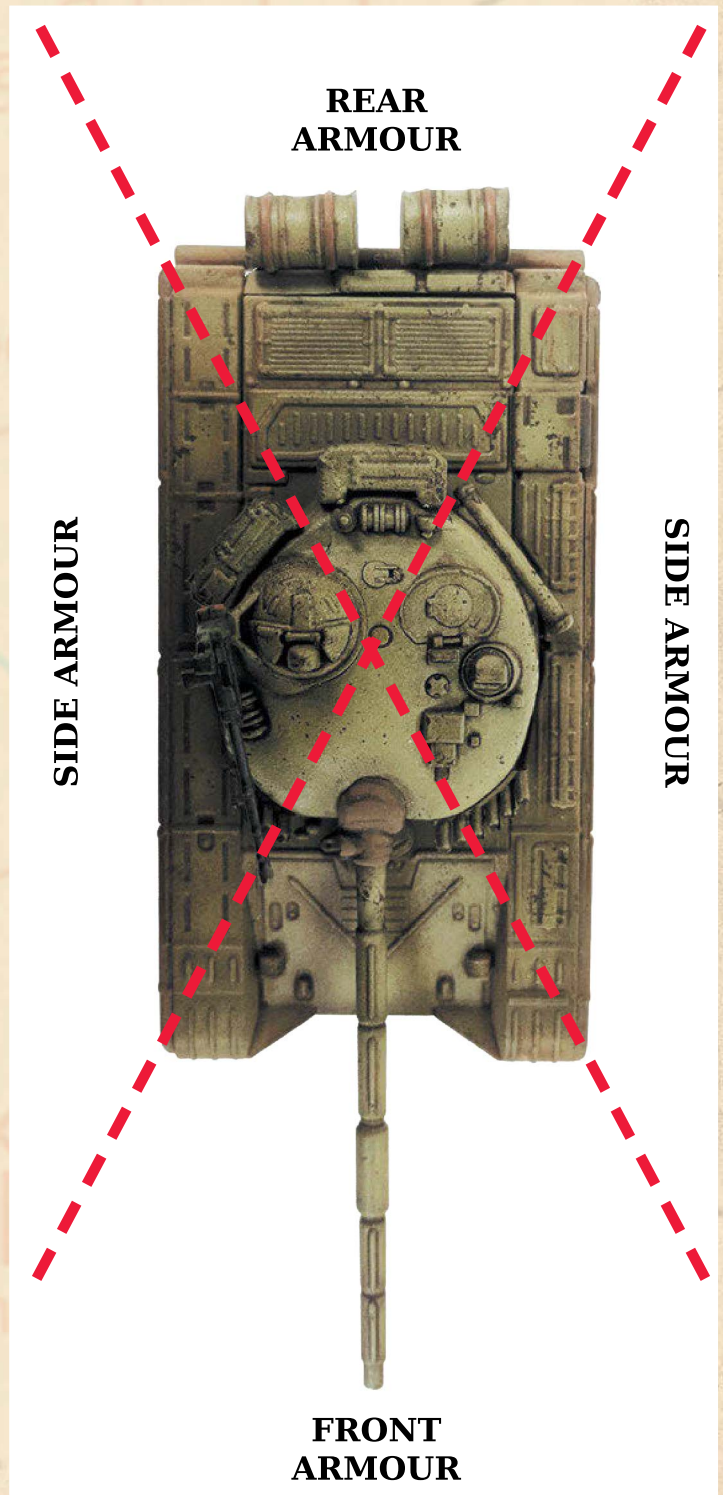
Soviet T72 - Battle Front Miniatures

ARMOUR PENETRATION

Any hit by a weapon capable of exceeding the target's armour value will inflict one morale marker on the vehicle. To determine the penetration value roll a d10 and add the unit's weapon value.

If the penetration value equals the vehicle's armour which is facing the shot the vehicle will gain enough morale markers to take it up to its full morale value. This represents the near lethal shot has caused either significant damage or totally shocked the hapless crew. Such a vehicle is incredibly vulnerable and any additional hit causing a morale marker will take it out of the game.

> **Sergeant Bradford says:**
>
> *Any tank or its crew can be temporarily disabled by a solid but non-lethal hit. Such a vehicle becomes a sitting duck for the next damned commie who decides to take a shot.*
>
> *Don't give him the chance, try a Fall Back order, you might get your vehicle out of sight and the crew will sure appreciate the opportunity to pull themselves together.*
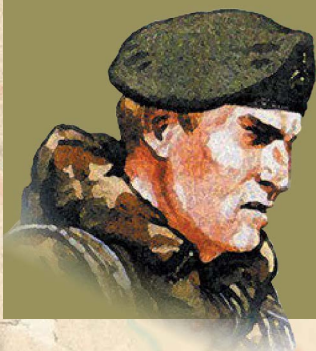
If the penetration value exceeds the vehicle's armour facing the shot then the round has penetrated. The vehicle is destroyed. Roll 1d6 and apply results below.

If the firing weapon value is already greater than the target's armour rating then there is no need to roll the d6, just roll on the Penetrations result table.

Penetration Results:

Roll 1d6	
1-4	**Foom!** The vehicle is destroyed. If the vehicle is an APC, any transported infantry detachments or support teams immediately disembark and gain enough morale markers to equal their morale value.
5-6	**Kaboom!** The vehicle blows up in a spectacular and violent fashion causing consternation to nearby friendly units. If the vehicle is an APC all transported Infantry detachments or Support Teams are considered destroyed and all friendly units within 4" and in LOS of the destroyed vehicle suffer one morale marker.

SOVIET VEHICLE VULNERABILITY

Soviet MBTs and light vehicles are more vulnerable to catastrophic explosions. Add +1 to the die roll when rolling for penetration results.

British Infantry, Scenery &
Soviet T72: Battle Front Miniatures
15mm Cars: North Star Military Figures

Scan the QR Code above to see a video about the firing procedure including Line of Sight, Terrain and converting hits on infantry.

EFFECTS OF HITS AGAINST INFANTRY AND SUPPORT TEAMS

Any hit or hits inflict a morale marker. Most units (exceptions are detailed in the Orders of Battle Special Rules, page 25) only inflict a single morale marker, regardless of how many hits they score in an activation.

Against infantry and support teams, the shooter can attempt to cause further damage (i.e. "convert" hits) by rolling a d6 for each hit inflicted. The score required depends on if the target is in any cover. Check this and refer to the table below to determine the dice score needed. A successful roll inflicts a further single morale marker. If rolling two dice i.e. you scored two hits, this just gives you two chances to inflict a further single morale marker. Again, most units will inflict just a single extra morale marker unless so noted in the 'Hit Convert' Column of the table below. We refer to this as a casualty roll.

UNIT DESTROYED

If a unit has more morale markers than its morale value (vehicles have their own morale value) which can be found in the ORBAT, it is too badly mauled to continue fighting and immediately counts as destroyed. Whether it is routed, wiped out, damaged beyond use or surrenders is not catered for, what is important is it takes no further part in the battle.

Example

An infantry detachment fires at close range against an enemy infantry unit in the open. It scores two hits, inflicting a single morale marker. Rolling a d6 for each of the hits, the unit scores 4+ (i.e. "converts") for both hits. This inflicts another single morale marker on the enemy.

Unit Firing at Infantry/Support Team:

Firer	Range up to 12"	Range 12" & above	Hit Convert	Target is in -		
				Open	Cover	Fortification
Infantry - Stationary	2d10	1d10	1d6	4,5,6	5,6	6
Infantry - Moving	1d10	1d10	1d6	4,5,6	5,6	6
Gun - AT under 7	2d10	1d10	1d6	4,5,6	5,6	6
Gun - AT 7 and above	2d10	1d10	2d6	4,5,6	4,5,6	5,6

*Note ATGM may only target infantry in fortifications/ buildings

SMOKE

All units are able to utilise smoke to conceal their position. A unit must be eligible to fire smoke (i.e. it must not have used rapid movement). It may be used directly by the unit benefiting, or it may be fired from supporting units whichever the case, the unit benefiting activates and rolls to hit with the smoke. A score of 5+ is required for success and no modifiers apply to the roll.

If successful, the target unit is obscured and benefits from cover against enemy fire. A unit protected by smoke may not fire for the rest of the turn. The smoke dissipates at the end of the turn.

There may be other units that incidentally benefit from the smokescreen due to line of sight; this is fine. As noted units with the Thermal special rule are not affected by smoke.

CLOSE COMBAT

Resolve close combat situations as you would do for infantry shooting at infantry. Again, this is a simplification/abstraction to keep the pace of the game flowing quickly. We can also assume that most infantrymen would not want to get involved in hand to hand fighting and would prefer to shoot and throw grenades anyway!

19

ATTACK HELICOPTERS

The attack helicopter's primary role is to seek out and destroy enemy targets on the ground with a variety of gun and missile type weapons. Since the days of Vietnam, the heavy armament on these machines has often earned them the nickname of 'Gunships'.

Whilst potentially vulnerable to modern anti-aircraft defences and high performance jet fighters their high manoeuvrability and ability to operate at extremely low altitudes makes them difficult targets. Able to strike from extremely long ranges due to sophisticated sensors and accurate guided weapons the expectation was that these versatile machines would be a very important force multiplier.

Using Attack Helicopters

An attack helicopter may be selected like any other unit from the ORBAT but it will not generate a command token.

Attack helicopters may never react.

To activate an attack helicopter the player spends one or two command tokens but only rolls one activation test.

• By spending one command token the attack helicopter may be placed anywhere on the owning player's table edge.

• By spending two tokens the attack helicopter may be placed anywhere on any side table edge. It may never be placed on the opponent's table edge or within 12" of the opponent's table edge.

An attack helicopter may be reactivated like any other unit. However, if it fails it may not be reactivated again that turn.

Attacking with Helicopters:

After an activated attack helicopter is placed on a specified board edge it may immediately make one attack against an enemy unit. An attack helicopter may fire one of its integral guns, its rocket pods, or an anti-tank guided missile An attack helicopter may draw a line of sight to any target on the board with the following exceptions.

• If the LOS between the attack helicopter and its target crosses a building, hill, or woods terrain feature and the target is behind and within 6" of the feature then it may not be engaged.

• If a target is fully inside a wood it may not be engaged by an attack helicopter.

An attack helicopter firing its guns, rockets or an ATGM is treated like a normal unit making a single fire action. After the attack helicopter has completed its firing and after any reaction, and AA fire against it has been resolved, the attack helicopter is removed from the board.

Reaction Anti-Aircraft Fire

The defending player may react with any one dedicated AA unit or infantry unit with a LOS to the firing attack helicopter. The infantry unit is assumed to be armed with a man portable surface-to-air guided missile such as a Stinger or SAM7 Strela.

The reacting AA unit must spend a command token and roll a 3+ (additional command tokens and morale markers will affect this as normal).

The dedicated AA unit may be firing a rapid fire autocannon or a surface to air missile (SAM). Fire by a rapid fire autocannon will hit an attack helicopter before it fires any weapons. Reaction fire by a surface-to-air missile (SAM) will hit the attack helicopter after it completes firing any weapon.

An attack helicopter subject to AA reaction fire may choose to dodge and abort its attack. The attack helicopter is immediately removed from the table. It may of course be reactivated but it will possess at least one command token.

A unit with rapid fire auto cannons such as the ZSU-23(4) 'Shilka', will hit an attack helicopter rolling a 6+ on a d10.

A unit equipped with a surface-to-air missile such as a tracked Rapier will hit an attack helicopter by rolling a 5+ on a d10.

An infantry unit armed with a man portable surface-to-air missile will hit an attack helicopter by rolling 8+ on a d10.

These rolls to hit will be affected by morale markers in the normal way for shooting.

The effect of a successful AA attack is determined by rolling a d6.

1 or 2	The helicopter evades the attack but does not make an attack
3 or 4	The helicopter completes its attack but is so badly damaged it is removed from the game
5 or 6	The helicopter is immediately shot down without making an attack
+2 to the die roll if the AA weapon is a SAM. (This modifier does not apply to man portable SAM's)	
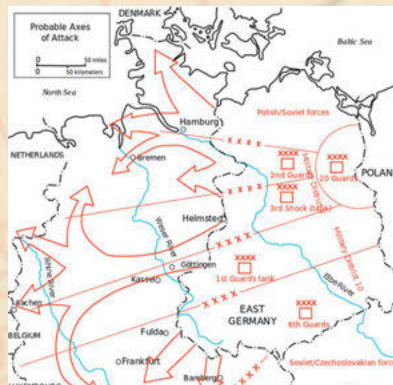
Scan the QR Code above to see a short video about Attack Helicopters.

US Infantry, MBT Abrams, M113, M163 VADS
Soviet Hind Mi-24: Battle Front Miniatures
Petrol Station: 4Ground
15mm Cars: North Star Military Figures

TACTICAL ADVANTAGE CARDS

Tactical advantage cards represent those events and situations that are often not directly under the control of the local commander. These can be random events or actions performed or ordered by the upper echelons of the player's armed forces, such as unexpected reinforcements, air strikes and artillery barrages.

USING TACTICAL ADVANTAGE CARDS

At the beginning of the game each side is randomly dealt five Tactical Advantage cards face down. These may be examined by the owning player and before the first turn commences two of these cards may be discarded and two replacement cards pulled randomly from the remaining deck of Tactical Advantage cards.

A Tactical Advantage card may be played at any point by a player during one of their own or the opposing player's activations. Each card is played one at a time and the other player may play their own cards in reaction to this.

Example

The Soviet Player decides to use the Airstrike Tactical Advantage card to make an air attack on the British player's forces. The British player then responds with an Anti-air Tactical Advantage card to stop the attack. However, the Soviet player then responds by playing an Intelligence Coup Tactical Advantage card which negates the effect of the Anti-air card and allows the original Airstrike card to take effect.

TACTICAL ADVANTAGE CARD INVENTORY

Communications:

Play at any time. Select any friendly unit. The unit may immediately make a single move action. Special: If a command token is spent, an enemy unit can be given one movement action. You decide what that movement is. All rules for movement should be followed. A unit may not be moved off the table or into impassable terrain.

Against all odds:

Play this card at any time on a friendly unit that is about to be removed due to accrual of morale markers. Roll a d6; you may immediately remove that number of morale markers from the unit.

Divisional Artillery Available:

Play at the start of the game before rolling for initiative. Roll 1d10 for each enemy unit; on an 8+, it receives a single morale marker. Dismounted infantry and support groups may take an additional morale marker as normal. Off board units may choose to avoid this roll but may not move onto the table that turn.

Precision Guided Artillery Strike:

Play at any time you have initiative. Up to two enemy MBT, APC or light vehicles within LOS of your Command Team or a dedicated scout/recce vehicle are attacked by Precision Guided Munitions fired by friendly off table artillery. Targets will be hit on a base 8+ with no to hit modifiers. The PGM has a 'Weapon' value of 9 and is always assumed to hit side armour.

Reserves:

Play at any time. One MBT or one infantry detachment of your choice is despatched from your upper echelon HQ formation. The unit may be placed on a friendly table edge. If an infantry unit is selected, you may also select an appropriate APC for free but the infantry unit must be embarked in it.

Superior Marksmanship:

Play when you announce a firing action with an MBT or other light vehicle or helicopter. You may reroll your roll to hit.

Depleted Uranium Munitions:

Play this card before rolling for penetration with any MBT with a weapon value of 10+. You may roll two dice for penetration, discarding the lowest result.

Territorials/Infiltrators:

Play at any point when an enemy MBT, APC or light vehicle is within 6" of a wood or building not occupied by enemy infantry. Determined West German reservist or Spetsnaz troops take a shot at the enemy before melting away. Hit is automatic and has a weapon value of 10.

Anti-Air:

This card will automatically counter any Airstrike Card.

Air Cover:

Play this card when an enemy attack helicopter is activated and before it attacks. Friendly aircraft arrive. The player activating the attack helicopter may choose to abort their attack and the defending player rolls a d10. If a 9+ is rolled, the attack helicopter is still engaged and shot down.

Alternatively, the player may decide to continue the attack. The defending player rolls a d10 and if a score of 6+ is rolled, the attack helicopter is shot down.

For the Rodina! (Soviet):

The fighting spirit of the Soviet soldiers, fired by patriotism and loyalty to the Party, makes them unstoppable!

Play when you have the initiative. Roll 1d6. That number of units may activate for free and immediately perform a rapid move which must take them closer to the enemy table edge.

Intelligence Coup:

Play to negate the effect of any enemy Tactical Advantage Card.

Panic:

Play at any time on an enemy unit that has just taken one or more morale markers. The unit must immediately Fall Back.

Push on Lads: (NATO):

Play at the beginning of a turn when you win the initiative. Any unit which declares an action which involves movement which would take it closer to the enemy can reroll failed activations. Each failed activation can only be rerolled once. The effects of the card end immediately on losing initiative.

US AH-1 Cobra: Battle Front Miniatures

Electronic Warfare:

A blizzard of electronic interference jams enemy communications. Roll 1d6. The result is the number of command tokens your opponent must discard for this turn. This card can be countered by Communications or Electronic Warfare Tactical Advantage Cards.

Airstrike:

Friendly air assets mount an attack on enemy forces. Play this card and designate an enemy unit which has LOS to your command unit or any unit with the Scout/Recce trait. That unit is immediately hit on an unmodified d10 roll of 3+. The 'Weapon' value is 12, hits side armour and is not affected by special armour. Countered by Anti-Aircraft or Electronic Warfare.

Tank Missile:

During the 1970s, the Soviet Union became concerned about the ability of its tanks to destroy heavily armoured NATO tanks. One school of thought championed the idea of tanks capable of firing Anti-Tank Guided Missiles with high penetration HEAT warheads through their main gun barrels.

Play this card to allow a Soviet tank with the Tank Missile trait to fire an ATGM. The missile hits d10 roll of 4+, this can be modified as normal. The 'Weapon' value is 11h.

Roll a d6, if the roll is a 5 or 6 the card is not discarded and may be used again in a later activation.

Inspirational Junior Leader:

An inspirational leader steps to the fore when the battlegroup commander becomes incapacitated.

If a commander unit is destroyed, play this card to avoid the temporary loss of command tokens normally incurred.

ORDERS OF BATTLE

Following are orders of battle for the main belligerents who faced each other in Europe during the 1970s and 1980s. For most games, you may wish to forego formal army lists and use historical orders of battle. In fact, we highly recommend this method as no Soviet General would have called their Yankee counterpart to check how many points he had before their encounter in the Fulda Gap at the end of 1986. It is also recommended for scenario designers to force restrictions on players' choice of forces – the Orders of Battle do this somewhat – as real life commanders rarely had the luxury of selecting what they wanted from an "army list."

Nevertheless, a points system is included for players who wish to use a method of providing balance for their games. Still, as many battles pitched a superior attacking force against a defending one, most scenarios benefit from an intentional imbalance of relative strengths. A force of around 500 points might give you 10 to 15 units to control, plenty for a full evening's gaming. Whilst 200-250 points per player in big, multi-player games will be compact enough for even novice players to handle.

Each unit also has a Break Point (BP) value. Totalled up, these represent the entire Battlegroup's Break Point. Once a Battlegroup reaches its Break Point, it withdraws from the battle and the game ends.

SUPPORT UNIT SELECTION

When selecting a force players may only choose one support unit for every two infantry units selected. E.g. A player selecting a United Kingdom force would need to have chosen four Infantry teams if they wanted to also choose two MILAN support teams.

ORDERS OF BATTLE SPECIAL RULES

HEAT ROUNDS AND SPECIAL ARMOUR

A weapon value in the ORBAT entries suffixed by an **'h'** value represents a gun or missile round of the HEAT (High Explosive Anti-Tank round) type. E.g., a Swingfire ATGM has a weapon value of 12**h**.

An Armour value suffixed by an **'s'** represents a vehicle fitted with special armour. E.g., a Soviet T64 has front armour values of 16**s**.

During the latter stages of WW2 and throughout the 1960s the penetrative power of HEAT made it the weapon of choice in tank vs tank battles, especially when used with the newly developed anti-tank guided missiles. However, by the late 1970s new armour technologies such as 'reactive', 'composite' and 'Chobham' reduced the effectiveness of these rounds.

If a weapon with an **'h'** suffix on its weapon value hits a vehicle with armour that has an **'s'** suffix when rolling for armour penetration roll 2 d10 and count the lowest value.

Note: Advanced HEAT weapons such as the Improved TOW ATGM have advanced Tandem warheads designed to defeat special armour.

> ### Example
>
> A T64B with Special Armour is hit by a Swingfire missile which has a weapon value of '12h'. Instead of rolling 1d10 the British player must roll 2d10 for penetration adding only the lowest result to the weapon value. In this case they roll a '3' and a '7'. Whilst 7 +12 is enough to penetrate the T64's armour,they must take the '3' giving a total value of 15 which is not enough to penetrate.

APC

An APC may transport either one infantry or one support unit. When choosing forces for a scenario you may only choose an APC if you also choose an infantry or support unit to be transported in it.

E.g. you may buy a Soviet BMP1 APC and also a Soviet infantry unit to be transported by it for a total points value of 47 (14+33). You may not buy APCs as stand-alone units. APCs never generate command tokens for the Battlegroup Command Token Pool.

ATGM (ANTI-TANK GUIDED MISSILES)

The ATGM revolutionised armoured combat by placing a warhead capable of defeating even the thickest tank armour in a missile which could be guided to its target over very long ranges using a variety of guidance methods such as a thin control wires or a laser beam designator. These relatively small and easy to carry weapons also gave infantry the ability to take on armoured vehicles on equal terms. First used to great effect in the 1973 Yom Kippur War they became a major component of both NATO and Warsaw Pact armies during the Cold War.

As well as equipping infantry and support teams ATGMs are often fitted to APCs as secondary weapons and a number of Soviet tanks could also fire them from their main guns.

ATGM teams count as infantry/support teams (i.e. you roll two dice against them for shooting) but they only ever get to use one die whether shooting at enemy infantry detachments or vehicles. In a given activation, ATGM teams may only fire when stationary.

Firing an ATGM is a double action. The first action prepares the ATGM whilst the second fires it. This means an ATGM Support Team or a vehicle armed with an ATGM cannot fire and move in the same activation.

Vehicles or infantry armed with ATGM may react by firing but add one to the reaction roll.

Unless stated in the ORBAT an ATGM may not fire at targets closer than 12". Cold War period ATGMs need to travel a certain distance before they arm themselves.

ATGMs may only target infantry detachments and support teams if they are inside a building or a bunker.

Due to their significant 'back blast' if ATGM support teams fire from inside a building or bunker they gain one automatic morale marker.

GRENADE LAUNCHER

This unit can engage vehicles with a weapon value of 2 for penetration purposes. To determine additional damage against Infantry/Support units treat a grenade launcher as 'Gun - AT 7 and above, Artillery & ATGM' on the Effects of Hits against Infantry and Support Teams table, see page 19.

RECCE

Various units are specially trained and employed for the reconnaissance/scouting role.

A Scout/Recce unit will always react on a 3+ to any unit in any situation and is only affected by morale markers NOT command tokens.

Additionally if an enemy unit activates within LOS of a friendly Scout/Recce vehicle ANY friendly unit may perform a reaction, even if it does not have a LOS to the activating unit. This represents the Scout/Recce units warning the parent formation of enemy activity. Recce/Scout units will also allow the usage of various tactical advantage cards.

MORTAR TEAM

Mortar teams count as infantry/support teams (i.e. you roll two dice against them for shooting). Mortar teams may only fire when stationary.

Mortar teams may fire directly or indirectly at any target that can be seen by them or a friendly unit, as long as the target is no closer than 12". Mortars ignore the modifier for enemy in cover, unless in a fully enclosed bunker or trench works.

A hit inflicts a morale marker and subsequent hits in the same activation against an infantry unit inflict a further morale marker, and may inflict additional morale markers as normal.

They count as having 0 anti-vehicle value.

For the first shot, mortars require an 8+ to hit. This is indicated by a To Hit value of 8+m in the ORBATS. Further attempts in the same turn against the same target confer a cumulative +1 bonus to hit as long as the target remains in the same position; this is defined as the model remaining within 3" of any part of the target area. This means that a player cannot activate the target unit, shuffle sideways and then claim that it is not in the target area! Mortars may not fire from within trees or buildings.

CONCEALED SHOOTER

Various nations introduced technical innovations to reduce the vulnerability of dedicated ATGM vehicles. These included the raised 'Cherry Picker' launchers on the US M901 and LAV-AT vehicles or the radical change in launch trajectory of the British Swingfire ATGM.

Any unit reacting to an ATGM shot from a vehicle with this trait subtracts -1 from its reaction roll.

FIXED FORWARD

Vehicles with fixed forward weapons have a 90° arc of fire to the front.

LAW

These represent the small portable infantry anti-tank weapons such as LAWs or RPGs. Infantry with this option may fire at a vehicle with these weapons. They have a range of 12" and a weapon value of 8. They are not affected by Special Armour.

FAST MBT

This tank is noted as being exceptionally speedy. It will use the fast MBT category on the Movement table.

RAPID FIRE AUTO CANNONS

Rapid fire weapons such as the 25mm Bushmaster on the M2 Bradley and the 30mm cannon on the BMP2 are indicated by an 'a' suffix on the weapon value E.g. '4a' or '6a'. When firing a Rapid Fire Auto Cannon roll two dice to hit and take the highest score.

AAG (ANTI-AIRCRAFT GUN)

This unit is armed with rapid firing anti-aircraft guns and may react to enemy attack helicopters as detailed on page 20. Note older AAG like the ZSU 57 will hit attack helicopters on a 7+ as noted in the ORBAT.

SAM (SURFACE-TO-AIR MISSILE)

This unit is armed with surface-to-air missiles and may react to enemy attack helicopters as detailed on page 20.

ROCKETS

An attack helicopter armed with rockets may attack enemy targets requiring a 5+ to hit. To determine additional damage against Infantry/Support units treat rockets as 'Gun - AT 7 and above, Artillery & ATGM' on the Effects of Hits against Infantry and Support Teams table.

ATV (ALL TERRAIN VEHICLE)

This wheeled vehicle is specially designed to handle rough cross country terrain. This vehicle will always use the ATV value when making a terrain test.

THERMAL

Thermal imagers are an advanced form of camera carried by some NATO vehicles and support units. By detecting infrared radiation as visible light, such cameras allow military units to see heat emissions of enemy units through smoke, darkness, or heat-permeable obstructions like woods or some building materials. Units with the Thermal Special Rule ignore the -1 firing modifier for 'Unit within terrain or where LOS more than 50% obscured by terrain of smoke or other obstacles'.

MANPAD

This infantry unit may react to enemy attack helicopters as detailed on page 20.

TANK MISSILE

Any tank with this ability can take advantage of the Tank Missile tactical advantage card.

British Rapier SAM System: MJFigures
Scenery: Battle Front Miniatures

SCENARIOS

The scenarios listed provide good guidelines for designing your own games and provide a great framework for playing what are referred to as "pick-up" games (i.e. games arranged at short or no notice without necessarily knowing who your opponent is beforehand). They assume a playing area of at least 6' x 4', so be prepared to modify aspects of the scenario for smaller gaming tables. A number of scenario special rules are presented below to provide tactical challenges and a flavour of operations of this nature.

With just a little foresight, games of *Seven Days to the River Rhine* are turned into real gaming events. There are many, many real life engagements to echo, either with a researched attempt to recreate the conditions and forces or just a nod to the historical battle. Simply setting up an interesting gaming area will give the opportunity to discuss what type of encounter you might play and conditions for establishing victory.

If your gaming group is sizeable, having a game referee plan the scenario and adjudicate adds an extra dimension as the opposing sides might have only an idea of the strength of the enemy or their dispositions. Additional scenario rules may be known to one side and not the other, or only to the referee. Players can be fed limited intelligence prior to the game to use in their battle plans and the belligerents may even have different objectives.

Our scenarios are great for when you're learning to play *Seven Days to the River Rhine*, but the ones you develop will be better!

US M113 APC: Battle Front Miniatures

MULTI-PLAYER GAMES

One player per side is nominated as the senior officer commanding the operation. This player does not need to control forces in action; they distribute extra resources and co-ordinate the other players in their group. An infantry unit is used to represent the CO and may be activated in the normal manner and acts as a command unit.

The other players each have a force with a command unit. Each player receives their normal allocation of tokens, and the commanding officer receives an additional four tokens which they distribute as they see fit at the very start of each turn. If the CO unit is lost, these bonus tokens are lost. Tokens may only be spent on the units belonging to the player with them.

Reserves are drawn from a pool of troops under the command of the senior officer. Players request reserves from HQ and, if received, the player spends a token or tokens in the normal manner to bring the additional units into the game.

Such games can often benefit from the attentions of a referee. Referees can prepare guidelines for force compositions, terrain, maps, deployments and any special rules or unforeseen circumstances that may befall the troops and commanders involved.

SCENARIO RULES

In the example scenarios provided the following special rules add a level of variety and option. They can also be used when designing your own scenarios.

AGGRESSIVE COMMAND

The commander of the force generates an additional d6 command tokens per turn instead of the normal two. Roll each turn. This is an especially thematic rule when simulating the initial Warsaw Pact invasion or a desperate NATO counter attack.

HIDDEN DEPLOYMENT

The decisive battles of any 'Hot War' in Europe in the late 20th Century would have been fought in West Germany over countryside broken up by a myriad of large villages and small towns. NATO tactics were often based on using these built up areas as defensive 'hedgehogs' to stop Warsaw Pact advances in their tracks or provide bastions which, if bypassed, could threaten vital supply lines.

Infantry and anti-tank missile teams would remain hidden amongst the buildings, awaiting the approach of enemy armoured and infantry units.

Here the defenders are awaiting an attack in a village or town. No defending units are deployed on the tabletop. The defending player receives an allotment of numbered hidden marker tokens equal to 1½ times (round up) the number of actual units they have. These are deployed on the gaming table before the attacker deploys.

It is perfectly acceptable for the attacker to go and make tea while the defender deploys his markers. The defender may place markers inside terrain. The attacker is not permitted to examine the insides of buildings or peruse the defender's side of the gaming area prior to deployment! The attacker may ask the defending player to reveal a hidden marker if:

1. It is in the open and an attacking unit has clear line of sight to it, and the hidden marker is a vehicle in the open.

2. If it is within 4" of one of the attacker's units and that attacking unit did not rapid move this turn.

3. If it is within 12" of one of the attacker's recce units and that attacking unit did not rapid move this turn.

Hidden markers may activate and move at the same rates for infantry without being revealed, unless they meet with the conditions above.

A hidden marker that is revealed, or fires, will no longer count as hidden. Units may not subsequently hide later in the game. From the start of the game, the attacker must keep spending command tokens until at least one enemy unit is revealed, or half of his command tokens are spent.

DUG IN AND WAITING – AMBUSH!

The defending force has had time to prepare its deployments and it is incumbent on the attacker to dictate the coming engagement and maintain forward momentum. Dug-in troops count as hidden (see above) until they are activated or spotted.

Dug-in units need a 3+ on a d6 to react as normal, but will seize the initiative if they succeed on the very first occasion in the battle. A failed attempt to react does not reveal the hidden unit. Tactically, a defending player may wish to delay activating units early in the game so as not to inform the enemy of their unit dispositions.

Sergeant Bradford says:
Attacking a dug-in position is a daunting task for any commander. A well trained enemy will conceal their dispositions until an opportune moment arises, and this is no excuse to be hesitant! Have a plan and see it through and keep going. A hesitant commander will find that the enemy completely dictates the battle where and when they want to, forcing the attacker to be reactive. An aggressive one will be able to focus overwhelming firepower on the enemy in order to force them to concede their chosen ground or face destruction.

OBJECTIVES

Some scenarios utilise objectives as defined in the briefing. These may be as simple as a crossroads or a bridge, or more complicated, such as a village split into three separate objectives. Once one side has claimed an objective, it remains theirs until taken by the enemy (you do not need to leave troops behind to hold it).

RANDOM OPERATION LENGTH

The game lasts a number of turns as indicated in the scenario briefing. Following the end of the final turn, roll a d6. On a score of 4+, a further turn is played. The game ends after this additional turn.

RESERVES

Units held in reserve do not contribute to the pool of tokens a player has. At the start of a turn, before any tokens are drawn, a player declares which reserves are entering the battlefield. They roll a number of d6 for each unit and, for each score of 3+, one of the reserve units (owner's choice) is available. The owning player takes one token for each available unit.

Each reserve unit must be activated by the use of a token to enter the gaming area. If any reserve unit is not activated and fails to enter the gaming area, it is considered lost or broken down and takes no further part in the game. A token is removed as it would be for a destroyed unit.

Units which start off the table may only make a movement onto the table and cannot shoot. Use this method during subsequent turns until all units are deployed.

PRELIMINARY BOMBARDMENT

An artillery and rocket barrage precedes the attack. Roll a d10 for each defending unit; on a 9+, it receives one morale marker. Infantry/support teams may take a casualty as normal. Armoured vehicles that are hit suffer no further penalty.

VICTORY CONDITIONS

Each scenario may have different objectives and/or victory conditions. As a general rule, when a force drops below its Break Point (see page 24), then it is counted as destroyed, beaten or surrendered, or has run out of steam and withdraws from the battle.

At the start of the game, each side must calculate its Break Point according to the victory conditions in the mission briefing. At the end of each turn, each side calculates the total Break Point value of the units it has lost. Then each side rolls a d6 and adds this to the total. If the force commander has been lost, add 2 to this total. If the score exceeds the force's Break Point, then the game ends in defeat. It is possible for both sides to break in the same turn and, in most cases, a draw will result.

Soviet Infantry, MBT T72, BMP1 US Infantry, MBT Abrams, M113 APC & Scenery: Battle Front Miniatures
15mm Cars: North Star Military Figures
Petrol Station: 4Ground

MEETING ENGAGEMENT

As one side attempts to secure strategically important features, a counter attack is launched to deny the enemy.

Terrain

The gaming area is set up in a mutually agreeable way on any size of gaming area. Each side has a defined deployment area which may be opposite corners, long or short table edges and/or involve roads or preclude certain areas. At least four objectives must be defined at this stage. As a guideline, four is enough for a game of up to 1000 points per side and one should be added per 500 points of troops above 1000. Each objective should be at least 6" from any table edge but may be next to each other; for example, a village may represent two objectives.

Order of Battle

Both sides have an equal number of points, but start the game with up to three quarters (number of units, not points or BP value) on the tabletop (with an equivalent number of tokens).

Scenario Special Rules

• Objectives
• Random Operation Length
• Reserves

Deployment

For the initial deployment, the players should take it in turns to place a unit on the tabletop until all units are deployed, at which point the game commences.

Iinitiative

Roll a d6 with the highest scorer choosing whether to start with the initiative or not. All units count as having moved at the start of the game.

Reserves

Reserves may be activated from turn 3.

Length of Game

Seven turns plus Random Operation Length.

Victory Conditions

Each force's Break Point is ⅔ of its total BP value. If both forces are unbroken at the end of the game, count the number of objectives held to determine the victor.

+++

ESCALATING ENGAGEMENT

With an operation in full flow, opposing reconnaissance elements sight each other and further troops are drawn in to destroy enemy forces.

Terrain

The gaming area is set up in a mutually agreeable way on any size of gaming area. Each side has a defined deployment area which may be opposite corners, long or short table edges and/or involve roads or preclude certain areas.

Order of Battle

Both sides have an equal number of points, but start the game with up to one third on the tabletop (with an equivalent number of tokens).

Scenario Special Rules

Random Operation Length
Reserves

Deployment

For the initial deployment, the players should take it in turns to place a unit on the tabletop until all units are deployed at which point the game commences. Units deploy up to one move from the table edge.

Initiative

Roll a d6 with the highest scorer choosing whether to start with the initiative or not. All units count as having moved at the start of the game.

Reserves

Up to half of the reserves (number of units) may be activated from turn 2. The remainder may enter from turn 3.

Length of Game

Until one side is defeated.

Victory Conditions

Each force's Break Point is ⅔ of its total BP value.

CAPTURE

The attacker is ordered to engage dug-in enemy forces and destroy them in order to seize a strategic settlement or position as part of a wider offensive. The defender must repel the enemy assault and prevent the loss of their position.

Terrain
Terrain is set up in a mutually agreeable way on any size of gaming area. The terrain should be set up so that the defender has a defined position or positions to defend, such as a village or natural obstacles. Objectives can be of any size; in fact, bigger objectives such as a village or a line of fields make for great games. The attacker has a defined "start line" or "start lines" which may be as uncomplicated as a short or long table edge or may involve additional roads or restrict certain portions of the table edge. The attacker has a rear position defined as a short or long table edge.

Order of Battle
The attacker has double the value of the defender. The defender has an additional number of tokens generated at the start of each turn by rolling a D6 per friendly unit on the tabletop. Each 5 or 6 rolled generates an additional token.

Soviet Infantry & BMP1 & Scenery:
Battle Front Miniatures
White Building: 4Ground
15mm Cars: North Star Military Figures

Scenario Special Rules
Dug-in and Waiting
Hidden Deployment
Objectives
Random Operation Length
Reserves

At least one area (should be more in bigger games) of any size is defined as the objective. It must be within 6" of the centre line of the table.

Deployment
The defender deploys all of their hidden markers anywhere on the tabletop that is at least 12" from the attacker's start line(s). The attacker deploys up to ⅔ of their units within one normal move of their deployment areas.

Initiative
The attacker starts the game as the active player. All units count as having moved at the start of the game.

Reserves
Reserves may be activated from turn 2.

Length of Game
Seven turns plus Random Operation Length.

Victory Conditions
The defender's break point is ⅔ of their total BP value. The attacker's break point is ½ of their total BP value. If there are no defending units within 12" of any objective(s) at the end of a turn, then they must have at least one unit within 12" of any single objective by the end of the following turn or the game ends as a victory for the attacker.

BREAKTHROUGH

An assault is launched on a portion of the enemy line in order to penetrate into their rear areas and sow panic and confusion. The defender does not occupy prepared defences and is expected to hold the line and repel the attack until reinforcements arrive or the enemy is exhausted.

Terrain

Terrain is set up in a mutually agreeable way on any size of gaming area. The defender chooses a table edge to defend. The attacker has a defined "start line" or "start lines" which may be as uncomplicated as a short or long table edge or may involve additional roads or restrict certain portions of the table edge. The attacker's area should also be defined as (roughly) one third of the gaming area; the defender may not deploy units in this area.

Order of Battle

Both sides have the same number of points. The defender must spend at least half of his points on infantry units or support units.

Scenario Special Rules

• Aggressive Command,
or,
• Preliminary Bombardment
• Random Operation Length
• Unprepared

The attacker may choose to use a preliminary bombardment or assign an aggressive command to the operation, not both.

Deployment

The defender deploys all of his units anywhere on the tabletop that is not within the attacker's third and at least 24" from the attacker's start line(s). No defending unit may be within 18" (this may be reduced to 12" on a smaller table) of another defending unit. The attacker deploys all of his units within one normal move of his deployment areas.

Initiative

The attacker starts the game as the active player. All attacking units count as having moved at the start of the game.

Reserves

There are no reserves in this scenario.

Length of Game

Seven turns plus Random Operation Length.

Victory Conditions

The third of the gaming area furthest from the attacking player's start line is defined as the objective. If the attackers have at least one third of their BP value in this zone at the end of the game, they win. It is assumed they have broken through and elements begin marauding through the rear echelon areas creating mayhem. If this condition is not met, then reinforcements are deemed to have arrived in strength so that the attacker must withdraw.

NATO

The North Atlantic Treaty Organization (NATO) was formed as an international alliance on 4 April 1949 for the collective defence of Western Europe and North America against the threat of the Soviet Union and its satellite states. Initially composed of Belgium, Canada, Denmark, France, Iceland, Italy, Luxembourg, the Netherlands, Norway, Portugal, the United Kingdom, and the United States the organisation's most important element was Article Five which stated that: If an armed attack occurs against one of the member states, it shall be considered an attack against all members, and other members shall assist the attacked member, with armed forces if necessary!

The alliance grew in the 1950s with the addition of Greece, Turkey, and West Germany and was able to field huge armies as well as formidable naval and air assets. As a last resort NATO was also able to rely on the nuclear umbrella of the US, UK and French strategic forces.

FRANCE

Although a founding member of NATO, in 1966 France chose to withdraw from the integrated military command of the Alliance. Despite this, French units continued to be forward based in West Germany and the general expectation was that any invasion would see French forces joining NATO's defence in the CENTAG area. The continued reliance on the venerable AMX-30 MBT means that French armoured formations are perhaps not as capable as some of their NATO allies, especially when dealing with the latest generation of Soviet tanks. However, the French army does field excellent ATGM and anti-aircraft assets and the mechanised infantry are well served by the versatile AMX-10P APC.

Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
Atk Helo	Gazelle HOT	n/a	n/a	2	5+	n/a	4+	10h	Rockets	90	11
MBT	AMX30S	14	12	10	0	6				46	6
Light	VAB AT	11	9	n/a	5+	4	4+	12h	ATV	46	6
Light	AMX Roland	12	11	n/a	n/a	4			SAM	35	4
Light	ERC 90 F4 Sagaie	10	8	9	5+	4			Recce, ATV	30	4
Light	AMX13	12	10	9	5+	5				28	4
Light	AMX10 RC	11	9	10	5+	4			ATV	26	3
Light	AMX13 DCA AA	11	9	4A	4+	4			AA Gun (6+)	25	3
Light	AMX VCI	12	11	n/a	8+m	4			Mortar	25	3
Light	AMX10 VLA	11	9	0	5+	4			Recce	17	2
Light	AMX10P	11	9	3a	5+	4			APC	11	1
Light	VAB	11	9	0	5+	4			APC, ATV	9	1
INF	Infantry	n/a	n/a	8i	5+	4			MANPAD, LAW	33	4
SPRT	Milan Team	n/a	n/a	n/a	5+	3	3+	11h		38	5
SPRT	Mortar	n/a	n/a	n/a	8+m	3			Mortar	29	4

UNITED STATES

Senior partner in the NATO alliance the United States had maintained a large military force in West Germany since 1945. Despite possessing some of the most capable forces in NATO the United States' 7th Army's area of responsibility, CENTAG, was ironically in the more easily defended southern sectors of West Germany. This had been dictated by the historical positions held by US forces at the end of the Second World War.

Following the lows of the Vietnam War the United States military regained its confidence and pride in the 1980s, bolstered by the introduction into service of a new generation of highly effective weapons and platforms such as the M1 Abrams MBT and Bradley Infantry fighting vehicles. Additionally supported by numerous missile armed attack helicopters and precision guided air and artillery launched weapons the 7th Army would have defended the 'Fulda Gap' against the powerful Soviet and Czechoslovakian forces it directly faced.

Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
Atk Helo	AH64 Apache	n/a	n/a	4a	4+	n/a	3+	12h	Rockets	110	14
Atk Helo	AH1 Cobra	n/a	n/a	4a	5+	n/a	3+	12h	Rockets	100	13
MBT	M1A1	19s	17s	11	4+	6			Fast, Thermal, Special Armour	90	11
MBT	M1 'Imp'	19s	17s	10	4+	6			Fast, Thermal, Special Armour	78	10
MBT	M1	18s	16s	10	5+	6			Fast, Special Armour	65	8
MBT	M60A3	14	12	10	5+	6				46	6
MBT	M60A1	14	12	10	6+	6				32	4
Light	LAV-AT	10	8	n/a	5+	4	3+	12h	ATV, Concealed Shooter, Thermal	53	7
Light	M901	10	8	n/a	5+	4	3+	12h	Concealed Shooter, Thermal	50	6
Light	HMMWV TOW	8	8	n/a	5+	3	3+	12h	ATV, Thermal	40	5
Light	M551 Sheridan	13	11	10h	5+	5			Recce	35	4
Light	M2 Bradley	13	11	4a	4+	4	3+	12h	APC, Thermal	35	4
Light	MIM-72 Chaparral	10	8	n/a	5+	4			SAM	35	4
Light	LAV-25	10	8	4a	4+	4			Recce, ATV, Thermal	32	4
Light	Sgt York	13	11	4a	4+	4			AA Gun (6+)	28	4
Light	M163	10	8	4a	5+	4			AA Gun (6+)	23	3
Light	HMMWV SAM	10	8	n/a	8+	4			MANPAD	20	3
Light	LAV-M	10	8	n/a	8+m	4			Mortar, ATV	18	2
Light	M106	10	8	n/a	8+m	4			Mortar	18	2
Light	M113 FIST	10	8	0	5+	4			Recce	15	2
Light	HMMWV	10	8	0	5+	4			Recce	15	2
Light	M114	10	8	0	5+	4			Recce	12	1
Light	AAVP7	11	9	3	4+	4			APC	11	1
Light	M113	10	8	0	5+	4			APC	7	1
INF	Infantry	n/a	n/a	8i	5+	5			MANPAD, LAW	33	4
SPRT	Mortar	n/a	n/a	n/a	8+m	3			Mortar	29	4

UNITED KINGDOM

Initially a post-war occupation force the BAOR (British Army on the Rhine) held key positions in NATO's NORTHAG area, defending the northern parts of West Germany. Unfortunately, the North German Plain was excellent tank country which the Warsaw Pact was expected to exploit to the best of its ability using its vast superiority in numbers of armoured vehicles. However, the British were in possession of some of the world's best MBTs in the form of the heavily armoured and big gunned Chieftain and its successor the Challenger. These along with highly professional infantry and light forces equipped with anti-tank guided missiles, were expected to sell themselves dearly in the best traditions of the British Army. Their primary task was to hold up the Warsaw Pact advances long enough to give reinforcements from the United States time to deploy and stabilise the front lines.

| Type | Name | Armour | | Wpn | To Hit | Morale | ATGM | | Notes | Pts | BP |
		Front	Side				To Hit	Wpn			
Atk Helo	Lynx	n/s	n/a	n/a	n/a	n/a	3+	12h		90	11
MBT	Challenger 1	19s	17s	11	4+	6			Thermal, Special Armour	90	11
MBT	Chieftain Mk9	17	14	10	4+	6			Thermal	63	8
MBT	Chieftain Mk5	16	14	10	5+	6				53	7
MBT	Centurion Mk11	13	11	9	5+	6				36	5
Light	Tracked Rapier	8	8	n/a	n/a	4			SAM	30	4
Light	Fv438	10	8	n/a	5+	4	4+	11h	Concealed Shooter	26	3
Light	Striker	10	8	n/a	5+	4	4+	11h	Concealed Shooter	26	3
Light	Saladin	10	8	7h	6+	4			ATV Recce	22	3
Light	Scorpion	11	9	7h	5+	4			Recce	20	3
Light	Scimitar	11	9	4a	4+	4			Recce	19	2
Light	FV432M	10	8	n/a	8+m	4			Mortar	18	2
Light	Fox	10	8	4a	4+	4			ATV Recce	18	2
Light	Warrior	12	10	4a	4+	4			APC	16	2
Light	Spartan	10	8	0	5+	4			Recce	15	2
Light	FV432	10	8	0	5+	4			APC	7	1
Light	Saxon	9	8	0	5+	4			APC	5	1
INF	Infantry	n/a	n/a	8i	5+	5			MANPAD, LAW	33	4
SPRT	Milan	n/a	n/a	n/a	5+	3	3+	11h		38	5
SPRT	Mortar	n/a	n/a	n/a	8+m	3			Mortar	29	4

British Challenger MBT: Skytrex

FRG

The Federal Republic of Germany joined NATO in the early 1950s and for many of the former Western allies it was uncomfortable to see Germans back in uniform so soon after the end of the Second World War. However, the Bundeswehr by the 1970s and 1980s had become a key element in NATO's frontline defences. Initially closely controlled and equipped with US equipment the West German army slowly developed into a formidable fighting force with growing quantities of excellent West German produced equipment. The Leopard family of MBTs proved a worthy successor to an earlier generation's Tiger and Panther tanks, whilst the Marder Infantry fighting vehicle helped revolutionise the role of the infantry on the modern battlefield.

However, perhaps the most important aspect of the Bundeswehr was its dedication and commitment to protecting territory that it called home. Had it had been called upon to defend West Germany the invaders would have faced a formidable and determined opponent prepared to fight to the last man.

| Type | Name | Armour | | Wpn | To Hit | Morale | ATGM | | Notes | Pts | BP |
		Front	Side				To Hit	Wpn			
Atk Helo	Bo105	n/a	n/a	2	5+	n/a	4+	10h	Rockets	90	11
MBT	Leopard 2	18s	16s	11	4+	6			Fast MBT, Thermal, Special Armour	85	11
MBT	Leopard 1A5	15s	13s	10	4+	6			Special Armour	60	8
MBT	M48A2GA2	14	12	10	5+	6				46	6
MBT	Leopard A1	13	11	10	5+	6				45	6
Light	Jaguar 2	13	11	n/a	5+	4	3+	12h	Thermal	57	7
Light	Roland	10	8	n/a	4+	4			SAM	35	4
Light	Jaguar 1	12	10	n/a	5+	4	4+	10h		29	4
Light	Marder	12	9	4a	4+	4	3+	11h	APC	25	3
Light	Jgpz Kanone	12	10	8	5+	5			Fixed Forward	23	3
Light	Gepard	13	11	5A	4+	4			AA Gun (6+)	22	3
Light	Luchs	10	8	3a	4+	4			ATV, Recce	18	2
Light	M113 Panzer Moerser	10	8	n/a	8+m	4			Mortar	18	2
Light	Fuchs	10	8	0	4+	4			APC, ATV	9	2
Light	M113G	10	8	0	5+	4			APC	7	1
Light	Wiesel HOT	10	8	n/a	5+	4	4+	10h		26	6
INF	Infantry	n/a	n/a	8i	5+	5			MANPAD, LAW	33	4
SPRT	Milan Team	n/a	n/a	n/a	5+	3	3+	11h		38	5
SPRT	Mortar	n/a	n/a	n/a	8+m	3			Mortar	29	4

FRG Leopard 2 MBT:
Battle Front Miniatures

CANADA

Closely coordinating with their US Army neighbours in NATO's CENTAG region Canada contributed a reinforced brigade to the defence of Western Europe, replacing their old Centurion tanks with the highly capable C1 variant of the West German Leopard. Formations like the Royal Canadian Dragoons were an effective fighting force highly respected by other NATO armies.

The deployment of the unusual ADATs vehicle which combines the traits of a SAM and an ATGM platform greatly enhances this force's versatility.

Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
MBT	Leopard C1	14s	12s	10	4+	6				57	7
Light	ADATS SAM	12	10	n/a	n/a	4	4+	12h	SAM	47	6
Light	M150 TOW	10	8	n/a	n/a	4	4+	12h		45	6
Light	M125	10	8	n/a	8+m	4			Mortar	18	2
Light	AVGB Cougar	10	8	7h	5+	4			ATV	12	2
Light	Lynx	10	8	0	5+	4			Recce	12	2
Light	M113 OP	10	8	0	5+	4			Recce	12	2
Light	M113	10	8	0	5+	4			APC	7	1
Light	AVGB Grizzly	10	8	0	5+	4			APC ATV	7	1
INF	Infantry	n/a	n/a	8i	5+	5			MANPAD, LAW	33	4
SPRT	Mortar	n/a	n/a	n/a	8+m	3			Mortar	29	4

DENMARK

Denmark occupies a very strategic geographical position in relation to the Baltic Sea. As long as NATO controls Denmark then Soviet naval forces would be bottled up and unable to break out into the North Sea and Atlantic Ocean. NATO forces assigned to the defence of this area were known as LANDJUT. The Danish 'Jutland' Division would represent the major element of this force, supported by mobile elements of the US Marine Corps and the British and West German armies. Whilst Leopard 1 MBTs formed the bulk of the Danish forces the old Centurion tank still served in some numbers and reconnaissance forces were bolstered by old M-41 Walker Bulldog light tanks extensively upgraded to DK-1 modern standards including thermal sights.

Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
MBT	Leopard 1A5	15s	13s	10	4+	6			Special Armour	60	8
MBT	Centurion Mk5 mod	13	11	9	5+	6				36	5
Light	M150 TOW	10	8	n/a	5+	4	4+	12h		45	6
Light	Land Rover TOW	7	7	n/a	5+	3	4+	12h		35	4
Light	M41 DK-1	12	10	8	4+	5			Recce, thermal	40	5
Light	M125	10	8	n/a	8+m	4			Mortar	18	2
Light	M113	10	8	0	5+	4			APC	7	1
INF	Infantry	n/a	n/a	8i	5+	5			MANPAD, LAW	33	4
SPRT	Mortar	n/a	n/a	n/a	8+m	3			Mortar	29	4

NETHERLANDS

Contributing to the NATO NORTHAG area the Royal Netherlands Army was tasked with forward defence of the Dutch frontier, supporting British and West German forces facing a Warsaw Pact armoured thrust across the North German plain. Whilst some outspoken critics might point at a certain relaxed discipline in the *Koninklijke Landmacht* it is a professional force boasting an excellent range of equipment including the highly capable Leopard 2 MBT. The infantry is highly mobile, carried and supported by a range of vehicles based on the versatile YPR765 chassis, whilst its air defence is handled by the West German built Gepard self-propelled anti-aircraft system.

| Type | Name | Armour | | Wpn | To Hit | Morale | ATGM | | Notes | Pts | BP |
		Front	Side				To Hit	Wpn			
Atk Helo	Bo105	n/a	n/a	2	5+	n/a	4+	10h	Rockets	90	11
MBT	Leopard 2	18s	16s	11	4+	6			Fast, Thermal, Special Armour	85	11
MBT	Leopard 1	14	12	10	4+	6				54	7
Light	YPR-765 AT	10	8	n/a	5a	4	3+	12h	Thermal	50	6
Light	M113 C&V	10	8	4a	4+	4			Recce	23	3
Light	Gepard	13	11	5a	4+	4			AA Gun (6+)	22	3
Light	M106	10	8	n/a	8+m	4			Mortar	18	2
Light	YPR765 OP	10	8	0	5+	4			Recce	15	2
Light	YPR-765	10	8	4a	4+	4			APC	14	2
Light	Fuchs	10	8	0	4+	4			APC, ATV	9	1
Light	M113	10	8	0	5+	4			APC	7	1
INF	Infantry	n/a	n/a	8i	5+	4			MANPAD, LAW	33	4
SPRT	Mortar	n/a	n/a	n/a	8+m	3			Mortar	29	4
SPRT	Dragon	n/a	n/a	n/a	5+	3	4+	9h		23	3

Leopard 1 MBT:
Battle Front Miniatures

Gepard:
Battle Front Miniatures

BELGIUM

The Belgian Armed Forces (*Defensie or La Défense'*) provide the 1st Belgian Corps as another element of NATO's NORTHAG forces forward deployed into West Germany in northern Hesse and north Rhine-Westphalia. The *16de Pantserdivisie* and *1er Division d'Infanterie* are supplied with an eclectic mix of West German, British and US equipment. The heavy armour is composed of Leopard 1 variants whilst the light armour and reconnaissance forces are made up of British Scorpions and Scimitars. The infantry in the field rely on the US M113 APC for transport.

Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
Atk Helo	Alouette HOT	n/a	n/a	2	5+	n/a	4+	10h	Rockets	90	11
MBT	Leopard 1A5	15s	13s	10	4+	6			Special Armour	60	8
MBT	Leopard A1	13	11	10	5+	6				45	6
Light	AIFV B Milan	10	8	n/a	n/a	4	3+	11h		40	5
Light	AMX13	12	10	9	5+	5				28	4
Light	Striker	10	8	n/a	n/a	4	4+	12h	Concealed Shooter	26	3
Light	Scorpion	11	9	7h	5+	4			Recce	25	3
Light	Scimitar	11	9	4a	4+	4			Recce	24	3
Light	Jgpz Kanone	12	10	8	5+	5			Fixed Forward	23	3
Light	Gepard	13	11	5a	4+	4			AA Gun (6+)	22	3
Light	AIFV B OP	10	8	0	5+	4			Recce	20	3
Light	M113	10	8	0	5+	4			APC	7	1
INF	Infantry	n/a	n/a	8i	4+	5			MANPAD, LAW	33	4
SPRT	Milan Team	n/a	n/a	n/a	5+	3	3+	11h		38	5
SPRT	Mortar	n/a	n/a	n/a	8+m	3			Mortar	29	4

Scimitar:
Battle Front Miniatures

Scorpion:
Battle Front Miniatures

M113:
Battle Front Miniatures

THE WARSAW PACT

In May 1955, the Soviet Union and seven Soviet satellite states signed the Treaty of Friendship, Cooperation, and Mutual Assistance, a collective defence treaty in, Poland. Famously known as the Warsaw Pact, it was ostensibly a reaction to the incorporation of West Germany into the NATO alliance that same year. It also, conveniently for the Kremlin, allowed the Soviet Union to tie the military forces of its allies into a single command structure dictated by the wishes of the USSR. This was demonstrated in 1968 when Warsaw Pact forces went into Czechoslovakia to quell a democratic uprising. The Pact included Albania, Bulgaria, Czechoslovakia, East Germany, Hungary, Poland, Romania, and the Soviet Union. One of the major strengths of the Pact was its common usage of Soviet designed equipment built in the USSR or in local national factories.

SOVIET UNION

The Soviet Union maintains an extremely large military force in Eastern Europe ostensibly originally for defence but more recently much more configured for attack. The main offensive units are centred in the Soviet Group of Forces Germany which contains the majority of the so called category 1 divisions. These have the latest and most effective equipment and are fully manned at all times. Other fronts and occupation forces within the Warsaw Pact territories will also have a number of category 1 divisions, but the majority will be category 2 which have less capable equipment and require the call up of reserves to become fully operational. Finally, there are the category 3 formations that are 'mothballed' and would require two months after mobilisation is announced to become effective. These divisions would have the least capable equipment. Category 1 units would likely have T80, T64, or T72 MBTs whilst Category 2 would field the T62 and Category 3 the T55. It would be a similar story for APC/IFV, ATGM and AA unit deployments too, with category 1 units having the best available. Even in the late 1970s, a category 3 armoured unit might still have access to the venerable T34 tank, providing some interesting gaming match-ups. Whilst overall not as effective on an individual unit basis as their NATO counterparts the Soviets' overwhelming numerical superiority make them a formidable opponent.

Soviet Mi-24: Battle Front Miniatures

Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
Atk Helo	Mi-24 'Hind'	n/a	n/a	4a	5+	n/a	4+	12h	Rockets	100	13
MBT	T80U	18s	16s	11	5+	5			Fast, Thermal, Tank Missile, Special Armour	75	9
MBT	T80B	18	16	10	5+	5			Fast, Tank Missile	62	8
MBT	T64B	17s	14s	10	5+	5			Fast, Special Armour, Tank Missile	60	8
MBT	T72B	16s	13s	10	5+	5			Fast, Special Armour, Tank Missile	60	8
MBT	T72A	15s	13s	10	5+	5			Fast, Special Armour	44	6
MBT	T55M6	15	12	8	5+	5			Tank Missile	40	5
MBT	T64A	16	14	10	6+	5			Fast	38	5
MBT	T72 Ural	15	13	10	6+	5			Fast	35	4
MBT	T62M	15	12	9	5+	5			Tank Missile	34	4
MBT	T55M	15	12	8	5+	5				30	4
MBT	T62A	14	12	9	6+	5				28	4
MBT	T55A	14	12	8	6+	5				24	3
MBT	T34/85	12	10	7	6+	5				18	2
Light	MTLB AT	10	8	n/a	n/a	4	4+	12h		45	6
Light	SAM 9 Gaskin	10	8	n/a	n/a	4			SAM	35	4
Light	SAM 13 Gopher	10	8	n/a	n/a	4			SAM	35	4
Light	BRM1	11	9	7h	6+	4			Recce	30	4
Light	SAM 8 Gecko	8	6	n/a	n/a	4			SAM	30	4
Light	BRDM Spandrel	10	8	n/a	n/a	4	4+	10h		26	3
Light	ZSU57	10	8	6	5+	4			AA Gun (7+)	21	3
Light	ZSU23 Shilka	10	8	5a	5+	4			AA Gun (6+)	21	3
Light	ASU85	11	9	8	6+	5			Fixed Forward	18	2
Light	BMD2	11	9	4a	5+	4	4+	10h	APC	19	2
Light	2S9 Nona Mortar	10	8	n/a	8+m	4			Mortar	18	2
Light	BRDM2	10	8	n/a	5+	4			ATV, Recce	15	2
Light	BMP1	11	9	7h	6+	4	5+	9h	APC	14	2
Light	BMD1	11	9	7h	6+	4	5+	9h	APC	14	2
Light	PT76	11	9	7h	6+	5				14	2
Light	ASU57	10	8	6	6+	4			Fixed Forward	10	1
Light	BTR50	10	8	0	5+	4			APC	7	1
Light	BTR60	10	8	0	5+	4			APC, ATV	7	1
Light	BTR70	10	8	0	5+	4			APC, ATV	7	1
Light	BMP2	11	9	4a	5+	4	4+	10h	APC	19	2
INF	Infantry	n/a	n/a	8i	5+	5			MANPAD, LAW	33	4
SPRT	Mortar	n/a	n/a	n/a	8+m	3			Mortar	29	4
SPRT	Saxhorn Team	n/a	n/a	n/a	5+	3	4+	10h	ATGM 4+ 10h	27	3
SPRT	AGS-17	n/a	n/a	2	5+	3			Grenade Launcher	15	2

QUICK REFERENCE SHEET

TURN SEQUENCE

1. Create a pool of Command tokens. One per Unit (not Transports or Attack Helicopters) + 2 for Command Unit.

2. Roll 1D10 for initiative. The player with initiative is called the Active Player, the player without is the Reacting player.

3. The Active player may play command tokens to either activate a unit or make a Battlegroup Morale Check.

4. The Active player continues to repeat Step 3 until they either run out of command tokens, voluntarily hand over initiative to the Reacting player or the Reacting player has seized the initiative by rolling a natural '6'result on a reaction roll. Once the Active player has passed over the initiative, the Reacting player becomes the active one. They must spend at least one command token before passing the initiative back.

5. Continue with step 3 & 4 until both players have run out of command tokens.

ACTIVATING A UNIT

• First Activation Token on a unit requires no Command check.

• Subsequent actions require a test to succeed; Roll 1d6 and score higher than current number of Command tokens + Morale markers on the unit. (Do not count Command token used for this activation) Roll of '6' always succeeds.

REACTING

Reacting player may react to an action by spending a command token on the reacting unit; roll 1d6 and score the following to react (adding +1 to the score required for each Command token/morale token the reacting unit currently has). Roll of '6' always succeeds and additionally gives reacting player the initiative.

• To react to a MBT/Light Vehicle/APC activating in the open a **3+**
• To react to an Infantry Team/Support Team activating in the open a **4+**
• To react to an MBT/Light Vehicle / APC activating from cover or obscured a **4+**
• To react to an Infantry team activating from cover or obscured a **5+**

MOVING

Units move according to type. May move at 'Normal' and Fire or 'Rapid' and not Fire.

MOVEMENT RATE TABLE

Type	Normal	Rapid	Rapid Road
Infantry & Support Teams	6"	9"	12"
Light Vehicles, APC, & Fast MBT	12"	18"	24"
MBT	10"	15"	20"

MOVING THROUGH TERRAIN TEST

Vehicle Type	Rough	Very Rough
Wheeled	6	Impassable
ATV	3+	4+
Tracked	2+	3+

Type	Rough	Very Rough
Infantry/Support Team	No Test	4+

FIRING

D10s are rolled to see if a unit hits when performing a Fire action. The charts below shows the number of d10s that are rolled when a unit fires.

Firing at a vehicle:

Firing Unit	Range up to 12"	Range 12" & above
Vehicle (Gun or ATGM)	1d10	1d10
Vehicle Autocannon	2d10	2d10
Stationary Infantry	1d10	N/A
Moving Infantry	1d10	N/A
Stationary Support	1d10*	1d10

*Note that Support Teams armed with ATGM cannot fire at targets at 12" or less.

Firing at an Infantry/Support Team:

Firing Unit	Range up to 12"	Range 12" & above
Vehicle (Gun or ATGM)	2d10	1d10
Vehicle Autocannon	2d10	2d10
Stationary Infantry	2d10	1d10
Moving Infantry	1d10	1d10
Stationary Support	1d10*	1d10

*Note that Support Teams armed with ATGM cannot fire at targets at 12" or less.

The base score to hit for each unit is listed in the ORBAT tables. The die roll required to hit is subject to the modifiers shown below. The"firer moved"penalty is only applied if the firer moved during the current activation (not the current turn). It applies whether the unit moves and fires or fires and moves in an activation.

Firing Modifiers:

MBT, APC, Light vehicle moved this activation	-1
Reaction firing against a target that is moving in its activation	-1
Unit within terrain or LOS more than 50% obscured by terrain of smoke or other obstacles (Units with thermal sights ignore)	-1
Enemy dismounted Infantry or Support Team within 12" of firing unit. This is ignored if friendly Infantry or Support Team equidistant or closer at the moment the unit shoots	-1
ATGM firing at a range of < 12"	No Fire
Per Morale marker on firing unit	-1

VEHICLE DAMAGE AND PENETRATION

- Any successful hit by a firing unit whose weapon value +10 exceeds target units armour; place one morale token on target.
- Roll d10 and add to firing unit's Weapon value.
- If the calculated value less than vehicle's armour, no additional effect.
- If the calculated value equal to target vehicle armour add enough morale tokens to equal unit's morale value.
- If calculated value greater than target vehicles armour roll on Penetration Results Table.

Penetration Results:

Roll 1d6			
1-4	**Foom!** The vehicle is destroyed. If the vehicle is an APC, any transported infantry detachments or support teams immediately disembark and gain enough morale markers to equal their morale value.	5-6	**Kaboom!** The vehicle blows up in a spectacular and violent fashion causing consternation to nearby friendly units. If the vehicle is an APC all transported Infantry detachments or Support Teams are considered destroyed and all friendly units within 4" and in LOS of the destroyed vehicle suffer one morale marker.

Soviet Vehicle Vulnerability Modifier: Soviet MBTs and Light vehicles add +1 to the Die roll when rolling for Penetration results.

UNIT FIRING AT INFANTRY/SUPPORT TEAM

Any hit against an Infantry or Support base automatically places one morale marker on the target. This may then be converted by consulting the table below and rolling further d6.

Firer	Range up to 12"	Range 12" & above	Hit Convert	Target is in -		
				Open	Cover	Fortification
Infantry - Stationary	2d10	1d10	1d6	4,5,6	5,6	6
Infantry - Moving	1d10	1d10	1d6	4,5,6	5,6	6
Gun - AT under 7	2d10	1d10	1d6	4,5,6	5,6	6
Gun - AT 7 and above	2d10	1d10	2d6	4,5,6	4,5,6	5,6

*Note ATGM may only target infantry in fortifications/buildings