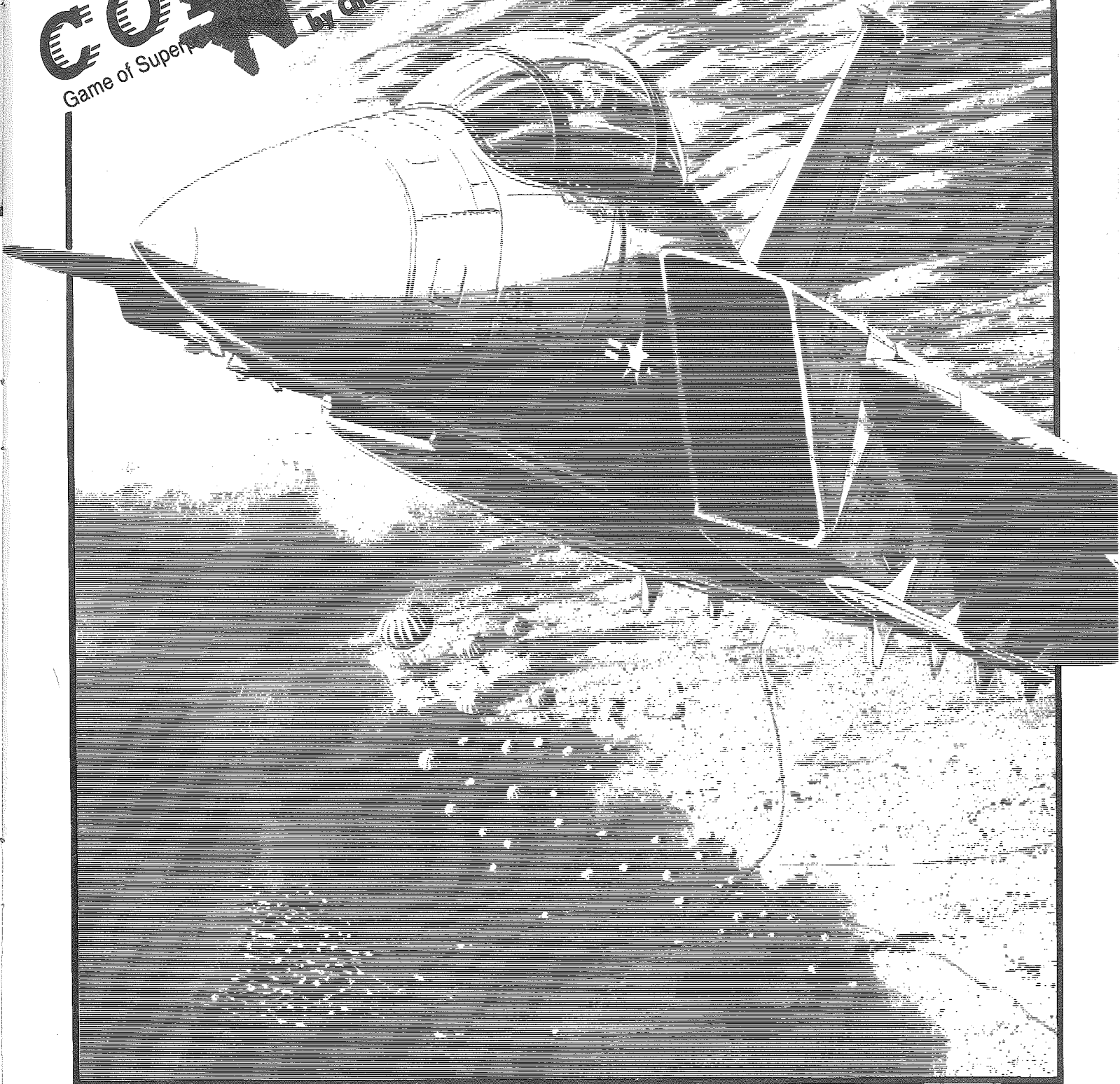


# CENTRAL COMMAND™

Game of Super  
Operation in the Straits of Hormuz  
by Charles T. Kamps, Jr.



# CENTRAL COMMAND™

Game of Superpower Confrontation in the Straits of Hormuz

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## INTRODUCTION

The CENTRAL COMMAND™ Game simulates potential warfare between the United States and the Soviet Union over the critical area of the Strait of Hormuz sometime during the late 1980s. The game concentrates on a hypothetical land and air campaign for possession of airfield and port facilities in Iran that

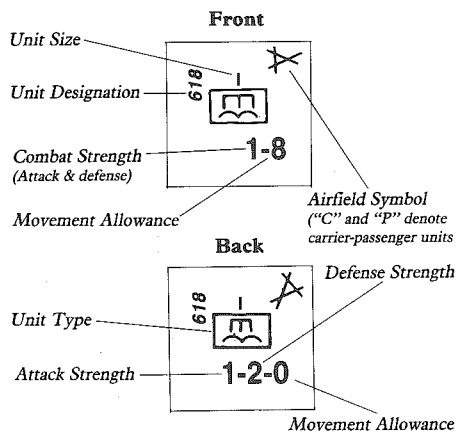
could dominate the critical outlet for Western oil supplies from the Persian Gulf. It is assumed that other forces may be involved in combat elsewhere in Iran at the same time, limiting ground and air unit participation around the Strait to the forces included in this game. These off-board forces are assumed to be engaged in naval, naval/air, offensive counterair, or deep interdiction operations beyond

the limited time frame of this game.

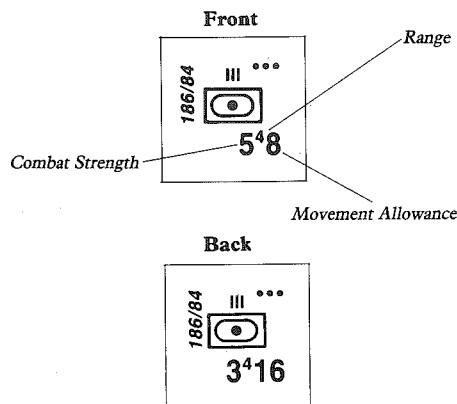
The game is not based on any known plans of the nations involved, and the units represented were chosen to demonstrate the theoretical capabilities and limitations of various forces when applied to this region. The map scale is four kilometers per hex and, the time scale is twenty-four hours per turn.

### Sample Unit Types

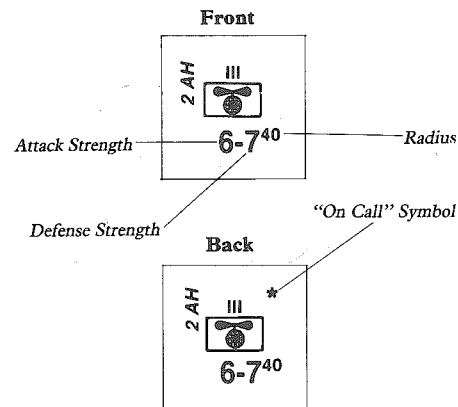
#### GROUND UNIT



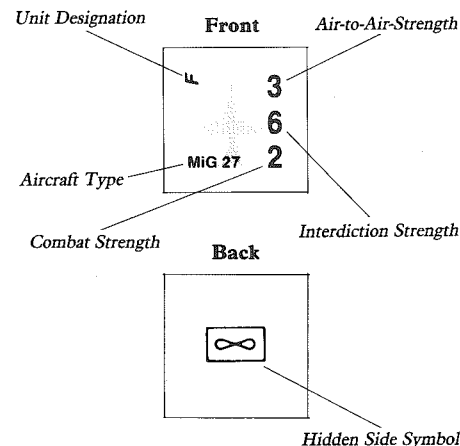
#### ARTILLERY or MRL UNIT



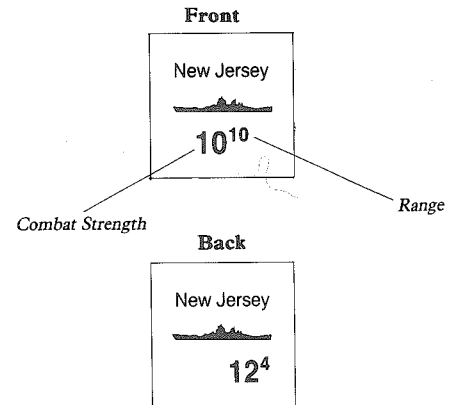
#### HELICOPTER UNIT



#### AIR UNIT



#### BATTLESHIP UNIT



### UNIT TYPE SYMBOLS

#### "Hard" Units



Motorized



Mechanized



Tank



SP Artillery



Armored Recon



Airborne Mechanized



Airborne Recon



Airborne Assault Gun



Airborne Tank



Amphibious Mechanized



#### "Soft" Units

Infantry



Artillery



Multiple Rocket Launcher



Anti-Tank



Engineer



Airborne Engineer



Airborne Artillery



Airmobile Artillery



Airborne Anti-Tank



Airmobile Infantry



Heavy Airmobile Infantry



Marine Infantry



Airborne Ranger Infantry



Marine Recon Infantry



Airborne Infantry



Airmobile Engineer



#### Helicopter Units



Attack



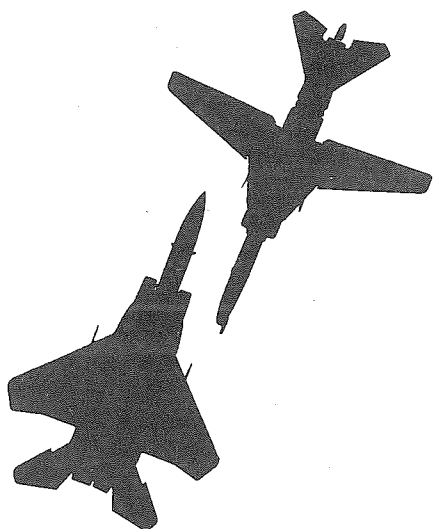
Light Transport



Medium Transport



Heavy Transport



## Game Parts

### A. Parts List

Each copy of this game includes:

One 21" x 33" game map

One sheet of 200 cardboard playing pieces

One 16-page rules booklet

Two six-sided dice (not included in magazine version)

One game box (not included in magazine version)

### B. The Game Map

The game map portrays the area of southeastern Iran where the hypothetical battle occurs. The Terrain Key on the map explains the symbols used. A grid of hexagons is superimposed on the map for movement purposes, and each hexagon (or "hex") on the map has its own four-digit number used to identify the hex.

### C. Game Charts and Tables

These visual aids simplify and illustrate game functions. They include the Terrain Effects Chart, the Combat Results Table, the Combat Results Table Modifier Charts, the Helicopter Lift Chart, and the Soviet Airborne Arrival Chart.

### D. Playing Pieces and Equipment

The pieces, called *units*, represent military formations that might take part in this campaign. The numbers and symbols on the pieces represent the combat strength and movement ability as well as the unit type depicted by each piece. The game also includes markers to depict supply sources and blown bridges, and to mark the passage of time. Two dice are needed to play the game.

## Glossary of Game Terms

**Adjacent:** A unit is adjacent to another when the hex it is in shares a hexside with a hex occupied by the other unit.

**Air-to-Air Strength:** The relative strength of an air unit when attacking or defending against another air unit.

**Artillery:** Generic term for units armed with heavy-ranged weapons, including: Artillery, Self-Propelled (SP) Artillery, Airborne Artillery, Airmobile Artillery, and Multiple Rocket Launcher (MRL) units (unless otherwise noted).

**Attack Strength:** The relative strength of a ground unit when attacking another ground unit. Some helicopters also have attack strengths.

**Combat Strength:** The relative strength of a ground or helicopter unit when attacking or defending (this takes the place of separate attack/defense strengths), or the relative strength of an air unit involved in combat with enemy ground units adjacent to friendly ground units.

**Defense Strength:** The relative strength of a ground or helicopter unit when attacked by another unit.

**Deployed Side:** The front side of a unit equipped with armored fighting vehicles, representing the unit arrayed in battle order. Such units have their full combat strength and a movement allowance of 8, and are *hard* units.

**Direct Fire:** An attack by an artillery unit that is adjacent to the unit it is attacking.

**Entrenched Side:** The back side of a ground unit depicted by having a 0 movement allowance. These units are *soft* units.

**Hard Units:** Units equipped with armored fighting vehicles. See unit type symbols.

**Hidden Side:** The back side of an air unit. Air units are placed on the map with their *hidden* sides up. The face of an air unit is only revealed for the resolution of combat.

**High-Speed Side:** The back side of a unit equipped with armored fighting vehicles, representing the unit in march column. Such units have approximately half their *deployed* combat strength, a movement allowance of 16, and are *hard* units.

**Indirect Fire:** An attack by an artillery unit that is not adjacent to the unit it is attacking.

**Interdiction Strength:** The relative strength of an air unit used when attacking enemy ground units that are not adjacent to friendly ground units. This value is also used to resolve attacks against enemy supply lines.

**Mobile Side:** The front side of a ground unit that has a 0 movement allowance on its back side. These units are *soft* units.

**Movement Allowance:** The maximum number of movement points that a unit can use in a turn.

**On Call Side:** Back side of a helicopter unit, marked by an \* symbol. This means the unit is grounded during the friendly player's turn, but can use reaction movement during the enemy player's turn.

**Phasing Player:** The person whose turn is in progress.

**Range:** The maximum number of hexes between the hex occupied by any unit conducting indirect fire (exclusive) and the hex it is firing into (inclusive).

**Soft Units:** Units having no intrinsic armor protection. See unit type symbols.

**Surprise Attack:** An attack by US units in which the enemy is attacked from opposite sides or from a triangular position, with the attacking units 120 degrees apart. **EXAMPLE:** A Soviet ground unit in hex 2733 is attacked from hexes 2732 and 2734, or else from hexes 2732, 2633, and 2833. Other units may also be participating in the attack.

## Unit Designations

**Unit Designation:** The military identity numbers of a unit.

US Army battalions have a battalion number followed by a dash, then a regimental number. US Army companies have a company letter in addition to battalion and regimental numbers. Some independent companies and battalions have only a battalion number. US Marine (USMC) battalions have a slash separating the battalion and regimental numbers.

Soviet units have a battalion or regimental number followed by a slash, then a division designation. Soviet airborne troops have both battalion and regimental numbers, separated by a dash, and no division number (they are all from the same division).

Iranian units have a four-digit hex code number indicating the hex where they begin the game.

**Unit Size:** The unit size is a standard military symbol: ... = platoon, I = company, II = battalion, III = regiment, X = brigade (used here as a collection of artillery battalions).

US air units are squadrons of 12 to 24 planes, while Soviet air units are squadrons of about 15 planes.

**Unit Abbreviations:** **US ARMY:** CS (Combat Support Aviation Battalion), MH (Medium Helicopter Battalion).

**US MARINES:** M (Marines), Rcn (Reconnaissance), T (Tank), AA (Assault Amphibian), LAV (Light Armored Vehicle), TOW (Anti-tank Guided Missile), HML (Light Helicopter), HMM (Medium Helicopter), HMH (Heavy Helicopter), HMA (Attack Helicopter), VMFA (Fighter/Attack Squadron), VMA (Attack Squadron), VMA(AW) (All Weather Attack Squadron).

**US AIR FORCE:** Sq (Squadron), TFS (Tactical Fighter Squadron), TSG (Tactical Fighter Group), BMS (Bomber Squadron).



**SOVIET ARMY:** **AH** (Assault Helicopter), **TH** (Transport Helicopter), **ASLT** (Air Assault).

**Unit Colors:** US division designations are not printed on the units. For convenience, divisions are distinguished by the color of the counters: The Army's 82nd Airborne Division (and attached XVIII Airborne Corps troops) is tan. The 101st Airborne Division (Air Assault), plus attached troops, is light green. The 1st Marine Division is light blue. Marine air units are also shown in blue, while US Air Force units are green.

Iranian units are yellow, while Soviet units are various shades of red.

**Special Unit Symbols:** *C*, *P*, and . Some units have exactly the same numerical designations. They are parts of the same unit and are broken up to portray the carrier vehicles (*C* in the upper right corner) and the passenger infantry (*P* in the upper right corner). See the movement rules. The airfield symbol is unique to two US engineer units with airfield building capability. See the engineer rules (18.5).

### How to Play the Game

The CENTRAL COMMAND™ Game requires two players: a US player who controls the United States forces, and a Soviet player who controls the Soviet forces. The Iranian units can come under the control of one or the other players or remain neutral. Players should consult the scenario instructions for the scenario they wish to play, and set up the appropriate forces on the map. Most units will enter the map as reinforcements during play.

The game is played in *game turns*, each consisting of two *player turns*. The player turn is divided into several *phases*. The person whose player turn is in progress is called the *phasing player*. During his turn, the phasing player can move and attack with all of his units according to the rules. The other player then moves and attacks with his units in the next player turn.

At the completion of both player turns, the end of one game turn is recorded. Play continues for 20 game turns, after which the players consult the victory conditions to determine the game's winner.

Because there are many different types of units, most of which have special abilities, less experienced players should begin with the introductory scenario. This is a fairly straight fight between the US Marines and Soviet ground forces that does not use airborne or air-mobile units, and only a limited number of air units.

### How to Win: Victory Conditions

The winner is determined at the end of game turn 20. Victory is decided by the number of vital hexes held by the US player at the end of that turn. There are seven vital hexes: the airfields in hexes 2334, 2439, 2839 and 2841, and the ports in hexes 2945, 2948 and 2951. To count for victory purposes, a vital hex must be

physically occupied by at least one US ground unit. The number of vital hexes held determines the level of US victory or defeat in descending order:

Vital Hexes Held	Level of Victory
7	US Strategic
6	US Decisive
5	US Marginal
3-4	Soviet Marginal
2	Soviet Decisive
0-1	Soviet Strategic

## PART 1: SEQUENCE OF PLAY

Each game turn is divided into a *first player turn* and a *second player turn*. Each scenario specifies which side will be the first or second player. Each game turn proceeds strictly as outlined below:

### FIRST PLAYER TURN

**A. Unit Deployment Phase.** The first player examines his ground and helicopter units and flips them to the front or back side as he desires. Once this choice is made, the player cannot voluntarily change his deployment until his next unit deployment phase.

### B. Enemy Air Interdiction Phase

**1. Enemy Placement.** The enemy (second) player can place air units to interdict friendly supply lines or to attack units that are not adjacent to his units.

**2. Interception.** The first player can place friendly air units to intercept enemy interdictors in this phase.

**3. Air-to-Air Combat.** Combat is resolved between interdictors and interceptors. Defeated units abort their missions and are removed from the map. Both players check for losses to their air units.

**4. Enemy Ground Attacks.** Surviving interdictors that were to attack enemy units now do so, using their interdiction strength, then check for losses and leave the map. Supply line interdictors remain in place and do not check for losses at this time.

**C. Movement Supply Determination Phase.** The first player checks the supply status of his units for movement purposes, including the effects of successful enemy interdiction.

**D. Ground Movement Phase.** The first player moves his ground units according to the rules of movement. Friendly reinforcements can enter by road, sea, and air as applicable and can be used normally in the game turn in which they appear.

### E. Friendly Air Phase

**1. Friendly Placement.** The first player can place air units (that have not already been

used) to support his ground attacks or to attack enemy units not adjacent to his own. (Note that interdictions against enemy supply lines are not placed at this time.)

**2. Enemy Interception.** The second player can move previously unused air units to intercept friendly air units. Also, the second player can place air units to support defending ground units at this time.

**3. Air-to-Air Combat.** Combat now takes place between opposing air units. Defeated units abort their missions and are removed from the map. Both players check for losses to their air units.

**4. Friendly Ground Attacks.** Friendly air units now attack enemy units not adjacent to friendly ground units with their interdiction strength, check for losses, and leave the map. Air units committed over enemy units that are adjacent to friendly ground or helicopter units remain on the map until the ground combat phase.

**F. Battleship Deployment Phase.** The US player (whether first or second) can place the battleship *New Jersey* on or off the map, in any all-sea hex, and place it on its front or back side as desired. This happens in each player turn regardless of who is the phasing player. If the *New Jersey* is placed on the map, the Soviet player can roll to attempt its destruction.

**G. Helicopter Movement Phase.** The first player can move helicopter units to any hexes within their radius of movement not occupied by enemy units. The helicopter units can transport ground units that have not yet moved during the player turn.

**H. Helicopter Reaction Phase.** The second player can move helicopter units that are on their *On Call* side to any hexes not occupied by enemy units within their radius of movement. The helicopter units can transport ground units that began the phase stacked with them.

**I. Combat Supply Determination Phase.** Both players check the supply status of their units for combat purposes.

**J. Ground Combat Phase.** The first player attacks as desired with his ground units, helicopter units, and units transported by helicopters, according to the rules of combat. The combat strengths of any attacking or defending air units are added, as well as indirect artillery fire. Ground unit losses are assessed, retreats and advances are conducted, and participating air units are checked for losses and returned off the map, including air units conducting supply interdiction from Phase B.

### SECOND PLAYER TURN

The second player repeats the player turn sequence, as described above for the first player, with the players' roles reversed in each case. The game turn marker is advanced one space at the completion of the second player turn.

## PART 2: MOVEMENT

Each player can move some, none, or all of his ground units during the ground movement phase of his player turn. Each unit moves by expending *movement points* from the movement point allowance printed on the unit. Each unit is moved individually, hex by contiguous hex, in any direction or combination of directions, subject to terrain restrictions. Movement into a hex "costs" a certain number of movement points. When a unit has spent all of its movement points it must end its movement for the phase. Retreats and advances after combat are considered *special movement* (13.0, 14.0).

### [1.0] How to Move Units

Each ground unit has a movement allowance, consisting of a number of movement points. These are spent to enter map hexes according to the Terrain Effects Chart (see the map). A player can spend any number of points in moving a unit, up to the limit of the unit's movement allowance. Movement points cannot be saved from one game turn to the next, nor can they be transferred from unit to unit. Each unit is moved individually, and the player completes one unit's movement before going on to the next.

**[1.1]** A unit cannot be moved into or through an enemy-occupied hex except when conducting an *overrun* (5.0). Moving adjacent to enemy units can cost additional movement points (zones of control, 3.0). Friendly units do not impede the movement of other friendly units.

**[1.2]** Movement through various types of terrain will cost a number of movement points depending on the terrain type, the unit type, and the season of the year. Certain terrain types are prohibited to some units. The presence of highways, all-weather roads, fair-weather roads, track hexsides, and bridges negate the basic terrain cost of entering a hex and allow a unit to move faster through hexsides crossed by roads, bridges, etc. These costs are listed on the Terrain Effects Chart (1.4).

**[1.3]** During the course of play, units will enter the map as reinforcements at airfields, ports, and on roads. Units entering on roads whose entry is blocked by an enemy unit can enter the map through the nearest unblocked mapedge hex. The owning player can decide which of two equidistant hexes to use.

**[1.4]** Any ground unit that exits the map for any reason is out of play and cannot return to the map.

**[1.5] Terrain Effects Chart** (See charts and tables)

### [2.0] Stacking

When more than one friendly unit occupies a single hex, the units are referred to collectively as a *stack*. The number of units allowed in a single stack is limited. Stacking restrictions apply to all units, but the limits are different for ground, helicopter, and air units. All stacking

limits apply at the end of every movement phase. If there are more units of a given type in a hex than allowed, excess units of the owning player's choice are eliminated.

**[2.1]** Ground unit stacking is exclusive from and in addition to air and helicopter stacking. Most of the ground unit counters are marked with a stacking point symbol to aid in stacking.

- The US player can stack up to two battalion-sized units, plus two company-sized units in a hex. As three company-sized units are equal to one battalion-sized unit, the US player can stack up to eight company-sized units in a hex.

- The Soviet player can stack up to one regiment (mechanized, motorized, or tank), plus one artillery unit of any size, plus one additional battalion (of any type) in a hex. Three airborne or airmobile battalions equal one regiment for stacking purposes.

- Iranian units have the same stacking limits as US units, but can never stack with either US or Soviet units.

- Carrier (C) and passenger (P) units of the same designation are considered one unit for stacking purposes.

**[2.2]** Air unit stacking is exclusive from and in addition to ground unit and helicopter stacking.

- The US player can have up to 2 air units in a hex.

- The Soviet player can have up to 3 air units in a hex.

**[2.3]** Helicopter unit stacking is exclusive from and in addition to ground and air unit stacking.

- The Soviet player can have up to 1 helicopter unit in a hex.

- The US player can have up to one battalion-sized helicopter unit in a hex. Three company-sized helicopter units equal one battalion-sized unit.

**[2.4]** Informational markers do not count against stacking limits.

*EXAMPLE: The US player could conceivably have eight ground companies, three helicopter companies, and two air units in a single hex.*

### [3.0] Zones of Control

Each ground and helicopter unit exerts a zone of control (ZOC) into all six hexes adjacent to the hex it occupies. A hex into which a unit exerts a ZOC is called a *controlled hex*. Hexes controlled by friendly units inhibit the movement of enemy units and the tracing of friendly supply lines (16.0). Friendly zones of control never affect friendly units. Air units do not have zones of control and are not affected by them.

**[3.1]** Units entering an enemy ZOC must stop and move no further in the current movement

phase, unless the moving unit is a helicopter unit (6.2) or a ground unit conducting an *overrun* (5.0). Helicopter units never expend additional movement points to enter an enemy ZOC.

**[3.2]** Ground units must pay an additional movement point cost to enter an enemy-controlled hex.

- The following ground units do not expend additional movement points to enter an enemy ZOC: armored reconnaissance, airborne armored reconnaissance, Airborne Ranger infantry, and Marine recon infantry.

- Other ground units with a movement allowance of 4 must spend 1 movement point to enter an enemy ZOC.

- Other ground units with a movement allowance of 8 or 16 must spend 4 movement points to enter an enemy ZOC.

**[3.3]** Units beginning their movement phase in an enemy ZOC can leave, but cannot move directly into another enemy ZOC unless they are helicopter units or are ground units conducting an overrun. Units leaving an enemy ZOC do not expend any additional movement points.

**[3.4] Pinned Soft Units.** Soft units other than airborne ranger infantry and Marine recon infantry in flat or flat/hard terrain that are not stacked with at least one hard unit must roll 1-3 on one die to move out of an enemy ZOC. Failure means the unit may not move. Airborne Ranger infantry and Marine recon infantry (and soft units in different terrain or stacked with a hard unit) can freely leave enemy ZOCs.

**[3.5]** There is no additional effect for more than one unit controlling a given hex. If enemy and friendly ZOCs are inserted into the same hex, that hex is mutually controlled by both players.

**[3.6]** The presence of a friendly unit negates enemy ZOCs for purposes of tracing friendly supply lines (16.1) and conducting retreats (13.0) in the hex occupied by that unit. Friendly units do *not* negate enemy ZOCs for purposes of general movement.

**[3.7]** Zones of control do not extend into city or port hexes.

### [4.0] Passenger/Carrier Movement

Units with the same designation and a P or C symbol are the passenger and carrier units of the same formation. When stacked together with the carrier placed on top of the passenger, the passenger is considered to be riding in the carrier. Both units are considered one *hard* unit for stacking purposes and have the carrier's movement allowance. In combat, their strengths are added. When the passenger is stacked on top of the carrier unit, or is separated from its carrier, the passenger retains its *soft* status and its own movement allowance. Normally, only the proper passenger can ride in a given carrier (see 4.2, however).

**[4.1]** Passengers can mount or dismount carriers at any time during the owning player's movement phase, at no additional movement point cost. Units can combine mounted and dismounted movement at a proportional rate. *EXAMPLE: A dismounted unit expends 2 movement points to reach a carrier with a movement allowance of 8. The carrier can expend up to 4 movement points after the passenger unit arrives. If the carrier has a movement allowance of 16, it would have 8 movement points remaining.*

**[4.2]** The US Marine amphibious mechanized companies can carry Marine infantry and recon battalions. Each company can carry one battalion. In this case, passengers are interchangeable, and any company can carry any battalion.

**[4.3]** For the purposes of Combat Results Table modifiers (12.3), the combined passenger/carrier unit is a *hard* unit.

**[4.4]** When a passenger unit is dismounted from its carrier (stacked on top), the two units are still considered one for the purposes of stacking.

**[4.5]** Carrier units cannot transport passenger units that have their entrenched sides upward.

### **[5.0] Overruns**

An overrun is a special form of movement that can be made only by *hard* units moving

through a flat/flat-hard hex containing only *soft* enemy units. The overrunning unit ends its move in the first hex past the enemy-occupied hex. *The overrunning units must attack the overrun units in the ensuing combat phase.*

**[5.1]** Overruns cannot be made against hexes containing *hard* ground units or helicopter units.

**[5.2]** To overrun an enemy unit, the overrunning unit must begin its move in (or move into) a hex adjacent to the units being overrun, pay-

ing any applicable terrain and ZOC costs. The overrunning unit then moves into the enemy hex, paying terrain and ZOC costs. Finally, the overrunning units must exit the enemy hex into one of the three hexes on the opposite side of the overrun unit. The overrunning units must pay terrain and ZOC costs for the last hex and end their move there. Road movement can be used in an overrun if applicable.

**[5.3]** If no eligible exit hex exists due to terrain or the presence of enemy units, an overrun cannot be made.

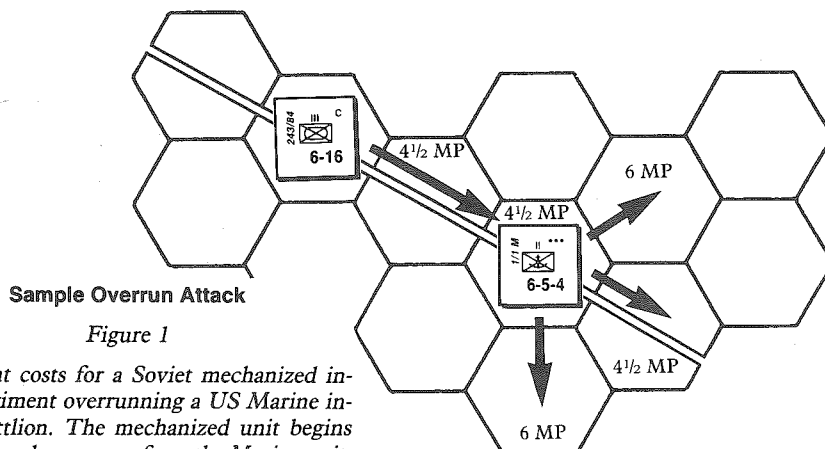


Figure 1

*Movement costs for a Soviet mechanized infantry regiment overrunning a US Marine infantry battalion. The mechanized unit begins its move two hexes away from the Marine unit, moves adjacent, then overruns the Marine unit, ending its move in one of the indicated hexes adjacent to the Marine unit.*

## **PART 3: HELICOPTER OPERATIONS**

Helicopters allow players to move certain ground units by air and to conduct combat operations at extended distances. They have some characteristics of air units and some of ground units, as well as several unique abilities of their own.

### **[6.0] Helicopter Movement**

Helicopter units have identical front and back sides, except that the back side is marked with the \* symbol (the *on call* side). Face-up helicopter units move and conduct combat normally during the owning player's turn. Units with the *on call* side face up cannot act during the owning player's turn, but can operate during the enemy player's turn in the helicopter reaction phase.

**[6.1]** The movement allowance of a helicopter unit is called its *radius of action*. During the helicopter movement phase (or the helicopter reaction phase for the non-phasing player), a helicopter unit can move a number of hexes equal to its radius of action.

Helicopter units ignore terrain, paying one movement point for each hex entered. Helicopter units that are transporting ground units modify their movement as noted below.

**[6.2]** Helicopters can enter one enemy-controlled hex at no penalty. For each additional enemy-controlled or enemy-occupied hex a

helicopter unit moves into during a phase, the unit must undergo air defense fire. The enemy player rolls one die for each ZOC or enemy-occupied hex the helicopter unit enters. On a result of 1, the helicopter unit and any ground unit it was transporting are considered destroyed and removed from play. On any other roll, the helicopter unit can continue to move.

A helicopter unit can end its move in an enemy ZOC, but not in a hex occupied by an enemy unit of any type.

### **[7.0] Helicopter Transport**

Helicopter units can transport eligible ground units. The Helicopter Lift Chart shows which ground units can be transported by which type of helicopter unit.

**[7.1] Helicopter Lift Chart** (See charts and tables)

**[7.2]** Each helicopter unit can transport one unit within its lift ability each helicopter movement or helicopter reaction phase. To transport a ground unit, the helicopter unit moves to the hex of the eligible ground unit, picks up the unit, and moves to a destination hex, where the ground unit is placed. The total distance moved by the helicopter unit cannot be greater than the helicopter's radius.

**[7.3]** The transported unit must be on its mobile side. It cannot expend movement points of its own either before or after helicopter transport, but it can take part in combat.

**[7.4]** A helicopter unit that has transported a ground unit can either return to the hex where it began the phase (or another hex within its radius) or remain with the unit it transported. In effect, a transporting helicopter unit can move twice the number of hexes as its printed radius in a movement phase.

**[7.5]** Helicopter units can freely transport ground units into hexes in enemy ZOCs. They can also transport ground units that begin the phase in an enemy ZOC, except when the friendly unit occupies a flat/flat hard hex in an enemy ZOC. Helicopters cannot transport units into hexes occupied by enemy air units.

### **[8.0] Helicopter Combat**

Helicopter units are treated as ground units for combat, with the following exceptions:

- There are no terrain restrictions placed on their retreat.
- They can retreat through enemy ZOCs (but not enemy-occupied hexes). Enemy air units in the same hex will prevent retreats. Helicopter units retreating through enemy ZOCs must undergo air defense fire (6.2).
- Retreating helicopters can transport friendly units within their capacity when retreating. Such units must be stacked with the helicopter at the time of combat in a non-flat/flat hard hex, and must be on their mobile side.

## PART 4: AIR COMBAT

Air units are handled very differently from ground units. Both players maintain their air units off the map, and out of sight of the other player. Each air unit can be used once per player turn, *except the US B-52 unit, which can be used only once per game turn*. Following the sequence of play, one player places air units on the map (hidden side up), followed by the opposing player. Air units can be placed anywhere on the map: there are no range limitations. After air-to-air combat, air units remaining in a hex can carry out other missions.

### [9.0] Air-to-Air Combat

[9.0] When called for in the sequence of play, air-to-air combat takes place between opposing air units. One player has placed his air units (face down) in a hex to carry out a mission (support of ground units, interdiction of supply, or attack on enemy ground units not adjacent to friendly ground units). The enemy player has moved intercepting air units to the same hex and air-to-air combat ensues.

[9.1] To resolve air-to-air combat, both players flip their air units to the front sides. Each player rolls one die and adds the number rolled to the total air-to-air strength of his involved air units. The players compare totals, and the player with the highest total wins the combat. The winner's air units can remain in the hex to carry out the original mission or return off map if desired. The loser's air units must "abort" (leave the map).

[9.2] After the loser's air units leave the map, both players check for combat losses. Each player rolls two dice for each of his own air units that participated in the combat. A winning air unit is removed from play on a roll of 12 on two dice. A losing air unit is removed on a roll of 2 or 12. Any other result has no effect.

[9.3] In case of a tie, both sides abort and each air unit involved is destroyed on a roll of 12.

### [10.0] Air-to-Ground Combat

[10.1] Air units intended to support a ground attack are placed on top of the units to be attacked during the air unit placement phase. The other player places any air units desired in the same hex to intercept the enemy air units and to support the defense of the hex. Also, the non-phasing player may place air units to support any other defending ground unit, regardless of the presence of opposing air units.

After the resolution of air-to-air combat (9.0), the winner's air units remain in the hex under attack and add their combat strength to the total of the attacker's or defender's ground unit combat strength, as appropriate. Thus only one player will have the benefit of air units in a single ground combat. The winner of air-to-air combat has the choice of adding the combat strength of some, all, or none of his air units to the ground combat.

Each air unit involved in ground combat must roll for combat losses as in air-to-air combat (simulating the effects of enemy air defense fire). On a roll of 12 on two dice, the air unit is destroyed. At the end of the ground combat phase, all remaining air units leave the map. *EXCEPTION: Air units interdicting supply lines, see 11.0.*

[10.2] During the enemy interdiction phase and the friendly air phase, the appropriate players can use air units to attack enemy ground units that are not adjacent to friendly ground units. This type of attack is resolved the same way as a ground support mission, except that no friendly ground units are involved and the attacking air units use their interdiction strength instead of their combat strength.

All enemy units in the hex must be attacked as

a whole, and they derive the benefit of the terrain they occupy. Odds are determined and combat resolved on the Combat Results Table. Only *Defender Eliminated* results count; any other result is treated as *No Effect*.

[10.3] **Bridge Interdiction.** Several types of air units can destroy bridges during the interdiction phase. A B-52 or A-6 unit, placed adjacent to a bridge, can destroy it on a roll of 1 through 5 on one die. An Su-24 unit can destroy a bridge on a roll of 1 through 3.

[10.4] **Tunnel Interdiction.** The US A-6 air unit can destroy the tunnel in hex 1439 on any air interdiction phase by rolling a 12 on two dice. The effect is the same as its destruction by engineers (18.0).

### [11.0] Air Interdiction of Supplies

Per the sequence of play, a player can use air units during the air interdiction phase in an attempt to deny enemy units a *line of supply* (16.0). To do this, the player places air units on any hex. The enemy player can place air units on the same hex to intercept the interdictors. Air-to-air combat is resolved, and both players check for air losses.

If the interdicting air units win, remaining in the hex, their interdiction strengths are doubled. The result is the number of enemy combat strength points (or defense strength points if a unit has attack/defense strengths) that can't use that hex to trace a supply line for one complete game turn (i.e., until the same interdiction phase in the next game turn). Which combat strength points are unsupplied is decided by the owning player and must be rounded up to the strength of the nearest whole ground unit. Interdicting air units leave the map at the beginning of the interdiction phase of the following game turn, or can remain to attempt interdiction again.

## PART 5: COMBAT

Combat takes place between a unit or units and enemy units in an adjacent hex. Combat is at the option of the phasing player. The phasing player is termed the attacker and the non-phasing player is the defender, regardless of the overall strategic situation.

Only one enemy-occupied hex can be attacked in a single combat. Furthermore, the phasing player must attack all enemy units in the hex, and the defender cannot withhold any units in a hex under attack. The attacker need not use all units in an attacking stack. He can withhold some from the attack. Units not participating in an attack, but adjacent to a defender, are not subject to combat losses. Attacking units from several hexes (as well as non-adjacent artillery) can combine to attack one hex.

When the phasing player attacks, the following steps are undertaken, in order:

A. The attacker states which enemy-occupied hex he is attacking and which of his units adjacent to that hex are participating.

B. The attacker commits artillery units, chemicals, electronic warfare, and in-place air units to aid the attack, if available.

C. The defender may commit artillery and in-place air units to aid the defending ground units.

D. The attack strengths of all the attacking units (including committed air and artillery units) are totaled and compared to the total defense strengths of all the enemy units (including air and artillery units) in the hex being attacked. The comparison is stated as a ratio of the attacker's strength to the defender's strength. Round off the ratio in favor of the defender (e.g., 14 to 5 = 2 to 1).

E. The combat ratio is used to determine which column on the Combat Results Table (12.1) will be used to resolve combat. The terrain occupied by the defender is found on the left of the table and cross-indexed with the appropriate odds ratio to the right. This determines the basic results column, which can be shifted right or left depending on combat mod-

ifiers (Combat Results Table modifiers in charts 12.3, 12.4, 12.5).

F. The attacker rolls one die, cross-referencing the die roll with the appropriate column to yield a combat result (explained in 12.2). The effects of the combat result are immediately applied.

[12.0] **Combat Charts and Tables** (see charts and tables)

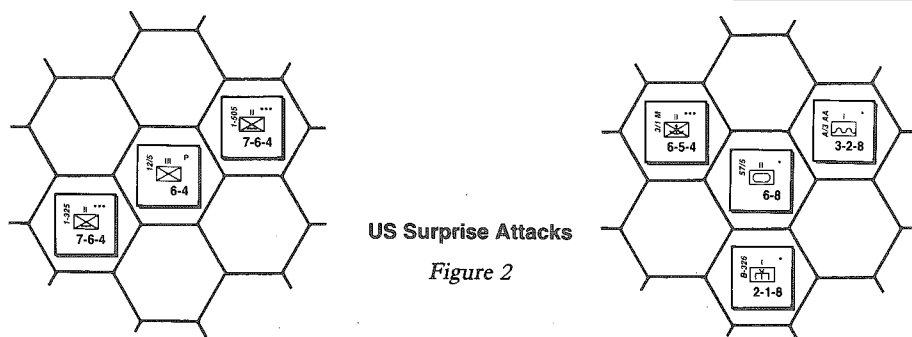
[12.1] **Combat Results Table**

[12.2] **Explanation of Combat Results Table**

[12.3] **Combat Results Table Modifiers: Odds Column Shifts**

[12.4] **Combat Results Table Modifiers: Die Roll Additions and Subtractions**

[12.5] **Miscellaneous Combat Modifiers**



US Surprise Attacks

Figure 2

Only US units can perform surprise attacks. Left: Two US airborne units surround a "soft" Soviet infantry regiment (passenger element). Right: US Marine units surround a "hard" So-

viet armor battalion. Once surrounded, the combat strengths of Soviet units are *halved*. This does not apply to Soviet airborne or air assault units. See Chart 12.5 on the mapsheet.

### [13.0] Retreats

Retreats are always conducted by the owning player. Retreating does not require the expenditure of movement points. A unit can be retreated into any adjacent hex as long as the following restrictions are adhered to (in order):

**A.** A unit cannot be retreated into an enemy-occupied hex or off the game map. A unit can retreat into an enemy-controlled hex if it is occupied by a friendly unit.

**B.** A unit cannot retreat across a river, wadi, or intermittent river (wet season) hexside, unless the hexside is traversed by an intact bridge.

**C.** A unit cannot retreat into any terrain that would be prohibited to it during movement, except via highway, road, or track.

**D.** A unit must retreat into the hex requiring the fewest number of movement points for it to enter.

**E.** A unit must end its retreat as many hexes away from its original hex as the number of hexes it was required to retreat.

**[13.1]** If no permissible retreat route is open to a unit, it is considered destroyed in the last hex it could legally retreat to.

**[13.2]** A unit can retreat through or onto other friendly units, but if these are involved in a subsequent combat, the retreating unit does not contribute to the strength of the hex. It is, however, subject to elimination or retreat from the subsequent combat result. In the case of an *Exchange* result, the unit is not counted in the exchange, but is eliminated anyway.

**[13.3]** Units that end their retreat overstacked due to retreating onto a friendly stack, must be brought within stacking limits by the owning player during his next movement phase, or be eliminated.

**[13.4]** A unit on its *entrenched* side that must retreat is flipped to its *mobile* side.

### [14.0] Advance After Combat

Whenever a defending unit is retreated or eliminated as a result of combat, it will leave a hex or path of hexes behind it called the *path of*

*retreat*. Any or all victorious attacking units are allowed to advance along the enemy path of retreat, and can deviate from it. Advance after combat does not require the expenditure of movement points. Stacking restrictions apply at the end of an advance after combat.

**[14.1]** The following cases determine which units can advance:

- A unit on its entrenched side cannot advance after combat.

- A non-entrenched unit adjacent to and attacking an enemy unit can advance after combat. Defending units never advance after combat.

- A unit that is stacked with an attacking unit but did not add its strength to the attack can advance after combat.

- Artillery units participating in an attack by direct fire can advance after combat. Those conducting indirect fire cannot.

- **Soviet Second Echelon:** Soviet units adjacent to friendly attacking units, but not adjacent to the defending hex, can be used as a second echelon. Any such units can advance after combat as if participating in the attack. Second echelon units abide by normal advance after combat rules, except that the first hex they enter must be that of an attacking unit that has advanced after combat.

**[14.2]** The first hex entered by a unit advancing after combat must be the hex vacated by the defending unit at the instant of combat. If an advance of greater than one hex is allowed, the unit can then advance into any adjacent hex. If a unit deviates from the path of retreat, however, its advance must stop upon entering an enemy-controlled hex.

**[14.3]** A unit cannot advance across a river, wadi, or (wet season) intermittent river unless entering the hex occupied by the defender at the beginning of the combat phase.

**[14.4]** The length of an advance after combat is equal to the number of hexes the defending unit was required to retreat, regardless of how many hexes it actually could retreat.

**[14.5]** Attacking units may cease to advance at

any point. If more than one unit is being advanced, they can advance into the same or different hexes.

**[14.6]** Advancing units can ignore enemy ZOCs as long as they are advancing along the path of retreat.

**[14.7]** A unit can advance across an unbridged river/wadi/intermittent river (wet season) hexside only if it is entering the hex occupied by the defender at the instant of combat.

### [15.0] Artillery

Artillery units, including Artillery, Airborne and Airmobile Artillery, Self-propelled (SP) Artillery, and Multiple Rocket Launcher (MRL) units, can participate in combat by direct or indirect fire. The attacker and defender declare use of their artillery units in a combat during steps B and C of the combat procedure.

**[15.1]** An artillery unit adjacent to an enemy unit participates in a combat by *direct fire*. It adds its combat strength either to non-artillery units for the attack or to other defending units in the same hex when being attacked. Any number of adjacent artillery units can participate in direct fire. Any artillery type unit conducting direct fire is subject to all combat results.

**EXCEPTION:** Soviet artillery units using *direct fire* have their combat strength doubled when stacked with at least one non-artillery unit.

**[15.2]** An artillery unit participating in combat with non-adjacent enemy units uses *indirect fire*. An attacking artillery unit must be within range of the enemy unit. A defending artillery unit must be in range of the friendly unit under attack. An artillery unit using indirect fire is not affected by any combat results. An artillery unit using indirect fire in a multi-hex attack does not count toward the column shift bonus for multi-hex attack.

**[15.3]** Artillery units can use indirect fire attacks against enemy units that are not being attacked by other friendly (adjacent) ground units during the combat phase, including enemy artillery units. All enemy units in the hex are combined for defense strength, benefitting from terrain in the hex but not from river/wadi hexsides. No modifications are made to the Combat Results Table. Only *Defender Eliminated* results count, all others being *No Effect*.

**[15.4]** Artillery units stacked with non-artillery units can use their printed combat strength for defense at all times. Artillery units that are alone in a hex, or stacked only with other artillery type units, defend with the following strengths in all circumstances:

- SP artillery on its deployed side = printed strength
- Non-SP artillery on its entrenched side = printed strength
- SP artillery on its high-speed side = 2
- Non-SP artillery on its mobile side = 1

## PART 6: SPECIAL FUNCTIONS

### [16.0] Supply

To move and fight with full potential, a unit must be in supply. A unit is in supply if it can trace a supply line to a *supply source*. Supply for movement purposes is determined during the movement supply determination phase, and all units in supply at that time are in supply for the remainder of the player's movement phase. Supply for combat is determined during the combat supply determination phase, and all units in supply at that time are in supply for the remainder of the combat phase (including advances and retreats after combat).

**[16.1] Supply Lines:** A supply line consists of two parts. The first part consists of a path of hexes leading from the hex occupied by the tracing unit (exclusive) to a highway, road, or track-entered hex (inclusive) that would not cost the unit more than *half* its highest movement allowance. The second part consists of a path of connected road or highway hexes, or track-crossed hexsides, leading from the last hex of the first part to a friendly supply source.

● The length of the first part of the supply line can be summarized:

Highest Movement	Supply Line in Movement Points
4 or 5	2
8	4
16	8

● A supply line cannot be traced through an enemy-occupied hex. A supply line can be traced through a hex in an enemy ZOC only if that hex is occupied by a friendly ground unit.

● A supply line cannot be traced through a hex that is prohibited to movement for the unit tracing supply, except along highways, roads, or tracks.

● A supply line cannot be traced through an unbridged river, wadi, or intermittent river (wet season) hexside unless a friendly engineer unit is adjacent to the hexside.

**[16.2] Supply Sources:** Supply sources for units are as follows:

#### Soviet Supply

● All units of the Soviet 103rd Guards Airborne Division (*i.e.*, all units with the airborne symbol) are always in supply and never need to trace a line of supply.

● The Soviet 5th Guards Motorized Rifle Division can trace supply to any road leading off the east edge of the map.

● The Soviet 84th Guards Motorized Rifle Division can trace supply to any road leading off the north edge of the map.

● The four Soviet air assault units and four helicopter units can trace supply to a road leading off either the north or east map edges.

#### US Supply

● All units of the US 82nd Airborne Division are always in supply and never need to trace a line of supply.

● Units of the US 101st Airborne Division (Air Assault) trace supply to a Friendly Airhead (17.2).

● Units of the US 1st Marine Division, including helicopters, trace supply to a friendly port. Some units of the 1st Marine Division (MAU and MAB) that can land by amphibious shipping can trace supply to a friendly beachhead. The Marines have a limited line of supply. To determine the maximum permissible length of the Marines' supply line (ground), the US player rolls 4 dice at the beginning of the game. The sum of the four rolls equals the maximum length (in hexes) of any Marine supply line traced on the ground. This figure stands for the rest of the game.

#### Other Units

● Air units, the *New Jersey*, and all Iranian units never require supply.

### [16.3] Supply by Helicopter

● Any unit that was transported by a helicopter unit from a position where it was in supply is in supply until the same phase in the next game turn.

● Any unit that is stacked with a transport helicopter unit that is within its radius of a supply source is supplied. Such a transport helicopter can be interdicted.

● Each *on call* transport helicopter unit that does not move in a game turn can supply one stack of friendly units within its radius, as long as it can trace a path free of enemy units and ZOCs to the stack. The helicopter unit can be interdicted.

### [16.4] Effect of Being Out of Supply

Units that are out of supply have their movement allowance halved, and attack at half strength (fractions are rounded up). If a defending unit is out of supply, the attacker adds 1 to his die roll for combat resolution.

### [16.5] Shifting Supply Sources

The US player can shift his sources of supply as follows:

● Airheads can be freely moved between airfields occupied by US units during the US unit deployment phase. Only one airhead can be placed in a hex.

● The beachhead marker can be placed in any coastal hex occupied by a MAU or MAB unit during the US unit deployment phase.

### [17.0] Reinforcements

Reinforcements enter the game during their friendly movement phase, as described below, by land (road), sea (port), or air (airfield/airhead). The cost to enter the map as a reinforcing unit is 1 movement point regardless of method of entry. Reinforcing units may con-

tinue moving and have combat the turn they enter play, including units landing at a US airhead.

### [17.1] US Reinforcements

All US reinforcements must be planned two game turns in advance of actual entry. Prior to the start of the game, the US player sets up his reinforcements for turns 1 and 2 on the Game Turn Record Track. Once committed, these cannot be changed. On each succeeding game turn, as reinforcements are brought in, the US player also places his reinforcements on the Record Track two turns in advance of the turn in progress.

**US 82nd Airborne Division:** This force arrives primarily by parachute and partly by air landing. On game turn 1, the US player can bring in both Airborne Ranger infantry battalions, one Airborne infantry battalion, and one company-sized unit of any type. Thereafter, each game turn, the US player can bring in one battalion-sized unit of any type and one company-sized unit of any type. Units of the 82nd Airborne enter on any flat/flat-hard or airfield hex the US player desires. The only exception is 82nd Airborne helicopter units, which can only enter on an airhead (17.2) that is occupied by a friendly unit. Airborne units can land in an enemy ZOC but, if they do, they must attack at least one adjacent enemy-occupied hex in the ensuing combat phase.

**US 101st Airborne Division (Air Assault):** These units can enter only at the 101st airhead. These units can enter in lieu of 82nd Airborne units. That is, the US player is limited to bringing in either one battalion and one company of the 82nd or one battalion and one company of the 101st per turn. The airhead where units of the 101st enter is also the supply source for the division. The US player can switch his airhead markers from one valid airhead to another at will. For the purposes of reinforcement, each of the three 2(3)8 airmobile artillery battalions is considered to be a company-sized unit.

**1st Marine Division, MAU, and MAB:** The Marines require both an airhead and a port to enter play. In addition, parts of the division can land directly on the coast.

A. Most of the Marine units will enter through a port (simulating match-up with prepositioned equipment ships). The Marines must have a USMC airhead (secured by other friendly units) that can trace a line of supply to a port. (Actually, the Marine personnel fly to the region while their equipment, in ships at Diego Garcia, meets them at a friendly port.) The Marines cannot use the 101st Division airhead. When these conditions have been met, and in accordance with time restrictions in the scenario, the US player can bring Marine units into play.

Each friendly movement phase, the US player can bring in one Marine infantry battalion, plus one other battalion-sized unit (the LAV counters are treated as one unit), plus two company or platoon-sized units, at the friendly



port hex. The port entry hex also serves as the supply source for the Marines. These units are in addition to units of the 82nd and 101st Airborne Divisions.

**B.** The US player can, at his option, bring in portions of the 1st Marine Division as follows:

- **MAU:** One Marine Infantry battalion can be used as a Marine Amphibious Unit (MAU). It can enter the game as detailed in the scenario instructions. The MAU enters on any coastal hex (except swamp) and can place a port marker (if landed at a port) or a beachhead marker on the hex of entry. This hex serves as the supply source for the battalion. The unit can land in an enemy ZOC.

- **MAB:** The US player can form a Marine Amphibious Brigade, consisting of three Marine infantry battalions, one 4(6)8 artillery battalion, one tank company, one engineer company, one TOW antitank platoon, one amphibious mechanized company, one light transport helicopter battalion (group), and one attack helicopter company (squadron). The Marine Amphibious Brigade (MAB) enters in the same manner as the MAU.

**Other Units:** US Air Force, Marine air units, and the battleship *New Jersey* enter the game off-map as per scenario instructions.

**[17.2] Airheads.** The primary mission of the 82nd Airborne Division is to secure one or more airheads for the arrival of the 101st Airborne Division (Air Assault) and the 1st Marine Division. There are three ways this can be accomplished:

1. One of the 4 airfields on the map (2334, 2439, 2839, 2841) can be occupied. The US player can place an airhead marker on any airfield occupied by one of his units. An airhead cannot be used to bring in reinforcements or serve as a supply source unless at least one engineer unit occupies it.
2. An airfield can be built on one of the 5 highway hexes that can serve as airfields (2841, 2339, 2039, 2139, 1338). An engineer unit must occupy the hex for one complete game turn. Thereafter, it functions as an airfield airhead hex.
3. An airfield can be built in flat or flat/hard terrain, as described in case 18.5.

An airhead cannot be used for reinforcements or as a source if the hex is successfully interdicted by enemy air units. However, enemy ZOCs do not prevent airheads from being used to bring in units or supplies. An airhead that is destroyed in combat is returned to play in the US player's next unit deployment phase.

#### **[17.3] Soviet Reinforcements**

**5th and 84th Soviet Motorized Rifle Divisions:** These enter as per scenario instructions on road map-edge hexes. Units can be stacked when entering the map or stretched out one behind the other. Units pay movement costs for the type of road on which they enter the map, plus one additional movement point for actu-

ally entering the map. If a US unit blocks a road entry hex, Soviet units can enter the map on the nearest unblocked map-edge hex, paying normal terrain entry costs. The Soviet player decides in which of two equidistant hexes his units will enter.

**Airmobile and Helicopter Units:** The four Soviet helicopter units and four airmobile battalions can enter with either the 5th or 84th Divisions (or some with each) at the Soviet player's option. Helicopters (and passengers) can enter flying from a hex simulated just off the map-edge of entry.

**103rd Guards Airborne Division:** This division enters in the same manner as the US 82nd Airborne Division, but at the time given in the scenario instructions. See the *Soviet Airborne Arrival Chart*.

**Air Units:** All Soviet air units are available on turn 1 in all scenarios.

**[17.4] Soviet Airborne Arrival Chart** (See charts and tables)

#### **[18.0] Engineer Operations**

Aside from the combat modifiers that they contribute (charts 12.3 and 12.4), engineer units are useful for crossing rivers and wadis, destroying and repairing bridges and the tunnel, and building airfields.

**[18.1] River/Wadi Crossing:** Engineer units can assist other ground units in crossing unbridged river, wadi, and intermittent river (wet season) hexsides. A ground unit crossing such a hexside that has an engineer unit adjacent to that hexside has the normal crossing cost in movement points halved. (In the case of units with a movement allowance of 4 or 5, this reduces the cost of crossing a wadi to no extra movement points.)

**[18.2] Bridge Destruction:** Engineer units can destroy bridges during a friendly movement phase. To destroy a highway bridge, the engineer unit expends 2 movement points adjacent to the bridge at any time during its movement. To destroy any other bridge, an engineer unit must expend 1 movement point in the same manner. Only one attempt can be made per turn to destroy a given bridge, and the US player must roll a 1-5 on one die to be successful. A *Bridge Out* marker is placed in an adjacent hex, pointing to the destroyed bridge, and normal terrain costs must then be paid to cross the hexside.

**[18.3] Bridge Repair:** Engineer units can, during a friendly movement phase, remove a *Bridge Out* marker by spending 4 movement points adjacent to a highway bridge or 2 movement points adjacent to any other destroyed bridge. Units that cross a bridge hexside during the phase it is being "repaired" pay a movement penalty:

Unit's Movement Allowance	Penalty
4 or 5	1 movement point
8	2 movement points
16	4 movement points

**[18.4] Tunnel Destruction:** Hex 1439 is a tunnel with a highway running through it. Normally units pay the highway movement cost to go through the tunnel. Any US engineer unit can destroy the tunnel by spending an entire friendly movement phase on hex 1439 and rolling a 1-5 on one six-sided die. Only one attempt to destroy the tunnel can be made in a given turn. At the end of the phase, the tunnel is destroyed and the hex becomes *dissected terrain*. The second part of a supply line cannot be traced through the hex.

Any Soviet non-airborne, non-airmobile ground unit can repair the tunnel. When the first such unit moves adjacent to hex 1439, the Soviet player rolls one die. The resulting number is the number of game turns that the tunnel remains destroyed, beginning with the game turn in progress. After the required number of game turns, both the tunnel and the highway are considered restored to normal.

**[18.5] Airhead Construction:** The US player can build airheads (airfields) with engineer units. To do so he must stack one engineer unit that bears the airfield symbol (an airborne light equipment company) with two other engineer units on the prospective airhead hex for a number of turns:

- 2 game turns for a flat-hard hex
- 6 game turns for a flat hex (dry season)
- 9 game turns for a flat hex (wet season)

At the completion of the appropriate number of turns, an airhead marker is placed on the hex. One engineer unit must remain on the hex to keep the airhead operational. During the airhead building process, any game turn a Soviet ground unit is adjacent to the engineer stack does not count for building purposes.

#### **[19.0] Electronic Warfare**

Each division in the game (Soviet 5th, 84th, 103rd; US 82nd, 101st, 1st Marine) can support one attack per game turn with *electronic warfare* (EW). As long as at least one unit of a particular division is involved in an attack, that division can support the attack with electronic warfare, even in combination with units from other divisions. However, no more than one division can add its bonus to any single attack. Each side is permitted a maximum of three EW-supported attacks per turn (assuming that all three divisions of that side attack during the turn).

**A.** Just before rolling the die for combat resolution, the attacker can announce that he is supporting the attack with EW, that is, after both sides have declared artillery and air support in combat.

**B.** The player rolls one die for EW, with results below:

**1** = Air support for the defender (if applicable) is rendered ineffective and cannot be added to the defense of the hex.

**2** = Same as the above result, plus any helicopter units (plus passengers) that moved to the hex under attack during the helicopter reaction phase are immediately returned to the hex they began movement from, and cannot participate in the defense.

**3** = Same as the above two results, plus indirect artillery support for the defender is rendered ineffective and cannot be added to the defense of the hex. Furthermore, artillery units declared to support that defense cannot be used to support any subsequent combat for the remainder of the current phase.

**4-6** = No Effect.

**C.** Only one division can support each attack with EW (*i.e.*, one die roll is permitted) even if more than one division participates in the same attack.

## [20.0] Chemical Attacks

Each Soviet division can support one attack per game turn with *chemicals* (a maximum of three per turn if all three divisions attack). At least one Artillery/Rocket Launcher or air unit must be contributing its combat strength to the attack.

Units in a hex that is subjected to an attack supported by chemicals have their defense or combat strengths halved, rounding fractions up. The Soviet player declares the use of chemicals at the same time that he declares artillery/air support for the attack.

## [21.0] The USS New Jersey

The only naval piece represented in the game is the battleship *New Jersey*. US Navy carrier battle groups are assumed to be fully occupied with the naval/air battle at sea. The *New Jersey* begins the game off map and enters according to scenario instructions.

**[21.1]** During the battleship deployment phase of each player turn, the US player can move the *New Jersey* on (or off) the map. It has unlimited movement, but can only end its move either off the map or on an all-sea hex.

**[21.2]** Each air unit movement phase that the *New Jersey* remains on the map, the Soviet player rolls two dice. On a result of 2 or 12, the *New Jersey* is eliminated from play. Other results have no effect. The *New Jersey* cannot be attacked in any other way.

**[21.3]** Any combat phase the *New Jersey* is on the map, the US player can use it as he would an artillery unit. He can flip it from front to back side and vice versa at any time.

## SCENARIOS

Players decide by mutual agreement which scenario they will play. After choosing a scenario, the US player rolls one die to determine the season for the game. The introductory

game is always *dry season*. Otherwise, a result of **1-3** indicates the *dry season* (May-November); a result of **4 or 5** indicates the *wet season* (December-April); a result of **6** allows the player to roll again until a **1-5** appears. The applicable season, dry or wet, is consulted on the Terrain Effects Chart throughout the game. When playing the *US Nightmare* scenario, the Soviet player has the option of choosing the *dry season* instead of consulting the die roll.

## Introductory Scenario: Operation Goalkeeper

This scenario uses only the US Marine and Marine air units and the two Soviet motorized divisions and Soviet air units. All other units are set aside.

**Background:** In the context of a full-scale Soviet invasion of Iran, most Soviet and US forces are drawn off to the battle for the oil fields to the northwest. The US 1st Marine Division, holding the US line of communications at the Strait, is challenged by two Soviet motorized rifle divisions.

**Set up:** The US player places all units of the 1st Marine Division (except helicopters) anywhere within 12 hexes of Bandar Abbas Int'l Airport (hex 2839). The Marines can draw supply from any port or airfield within 12 hexes that they can trace a supply line to. All USMC air units are available on turn 1, as is the *New Jersey*. No US Army, Air Force, or helicopter units are available. The rules for forming the MAU and MAB forces are ignored here.

No Iranian units are used.

Soviet forces start off the map. The 5th Guards Motorized division enters the east map edge on turn 1. No Soviet Airborne, Airmobile, or helicopter units are used in this scenario. All Soviet air units are available off the map on game turn 1.

**First Player:** The Soviet player moves first.

**Reinforcements:** The US player receives no reinforcements.

The Soviet player receives the 84th Guards Motorized Division on the north map edge on turn 5. The US player cannot destroy the tunnel in this scenario.

**Game Length:** The game ends at the completion of turn 10.

The standard victory conditions are used to determine the winner.

## Scenario 1: The "Come As You Are" War

**Background:** Iran makes a surprise announcement that it will close the Strait of Hormuz. Both superpowers are caught partially prepared to deal with the crisis. The United States moves quickly to seize critical areas around the Strait in order to preserve the flow of Persian Gulf oil to Western Europe and Japan. The Soviets use American intentions as an excuse to intervene.

**First Player:** The Soviet player rolls one die. On a result of **1-3**, the Soviet player moves first. On a result of **4-6**, the US player moves first.

**The Iranians:** Iranian units are set up on their *entrenched* sides (deployed side for the tank unit) in the hexes printed on the counters. Iranian units cannot move or attack, but will defend against any force that attacks them. If either player attacks Iranian units, the opposing player controls the Iranians for purposes of artillery support, retreats, etc. The Iranians cannot be supported by the air or artillery units of either side.

## Soviet Forces:

**A. 103rd Guards Airborne Division.** The Soviet player rolls one die and consults the Soviet Airborne Arrival Chart for the number of battalions available on turn 1.

**B. 5th Guards Motorized Rifle Division.** All units enter on the east map edge on turn 7.

**C. 84th Guards Motorized Rifle Division.** All units enter on the north map edge on turn 12.

**D. Soviet Helicopter and Airmobile units.** These enter with either the 5th or 84th Divisions at the Soviet player's option.

**E. Soviet Air Units.** All air units are available off map on turn 1.

## US Forces:

**A. The 82nd and 101st Airborne Divisions.** These enter according to the reinforcement rules (17.1).

**B. 1st Marine Division.** This division enters according to the reinforcement rules (17.1). No units will arrive before turn 6.

**C. MAB.** If formed, the MAB will arrive on turn 15.

**D. New Jersey and the MAU.** These can enter on the game turn equal to the sum rolled on two dice (*i.e.*, a sum of six means these forces can enter no sooner than turn 6).

**E. US Air Units.** All US Marine air units are available on turn 1. All other US air units are available on the turn equal to one plus the roll of a six-sided die (*i.e.*, a roll of 4 means the rest of the air units are available on turn 5).

## Scenario 2: US Nightmare Scenario

**Background:** Red factions in Iran stage a coup and "ask" the USSR for "brotherly socialist assistance." The Soviet Army, poised to invade, rolls across the border. The Iranian Army, mostly tied down at the Iraqi border, disintegrates. The US, preoccupied by stepped-up Cuban and Nicaraguan guerrilla activity in Central America, responds a "day late and a dollar short."

**First Player:** The Soviet player moves first.

**The Iranians:** No Iranian units are used in this scenario.

**Soviet Forces:**

**A. 103rd Guards Airborne Division.** The Soviet player rolls one die and consults the Soviet Airborne Arrival Chart.

**B. 5th Guards Motorized Rifle Division.** All units enter on the east map edge on turn 5.

**C. 84th Guards Motorized Rifle Division.** All units enter on the north map edge on turn 9.

**D. Soviet Helicopter and Airmobile**

**units.** Enter with either the 5th or 84th Divisions at the Soviet player's option.

**E. Soviet Air Units.** All air units are available off map on turn 1.

**US Forces:**

**A. 82nd and 101st Airborne Divisions.** All units enter according to the reinforcement rules (17.1).

**B. 1st Marine Division.** All units enter according to the reinforcement rules (17.1).

The Marines cannot begin to arrive at their port prior to turn 6.

**C. MAB.** If formed, the MAB is available turn 16.

**D. New Jersey and MAU.** Roll 3 dice for the game turn the USS *New Jersey* is available. No Marine Amphibious Unit can be formed.

**E. US Air Units.** All US Marine air units are available on turn 1. The other air units are available the game turn equal to two plus a six-sided die roll. ■■

**US Central Command Order of Battle**

Unit	Base	Personnel (Planes)
US Central Command HQ	MacDill AFB, FL	1,100
US Third Army	Ft. McPherson, Ga	134,500
XVIII Airborne Corps	Ft. Bragg, NC	
82nd Airborne Divn.	Ft. Bragg, NC	16,500*
101st Air Assault Divn.	Ft. Campbell, Ky	18,700*
24th Mechanized Infantry Dvn.	Ft. Stewart, Ga	19,000*
9th Infantry Dvn.	Ft. Lewis, Wa	16,000*
6th Air Cavalry Brigade	Ft. Hood, Tx	2,000*
1st Corps Support Command		
75th Ranger Infantry Regt.	Ft. Benning, Ga	
5th Special Forces Group (3 bns)	Ft. Bragg, NC	
US Ninth Air Force	Shaw AFB, SC	33,000
1st TFW	Langley AFB, Va (72 F-15s)	
27th TFW	Cannon AFB, NM (80 F-111Ds)	
121st TFW	Rickenbacker AFB, Oh (72 A-7s)	
347th TFW	Moody AFB, Ga (72 F-4Es)	
354th TFW	Myrtle Beach AFB, SC (72 A-10s)	
366th TFW	Mountain Home AFB, Id (80 F-111As)	
388th TFW**	Hill AFB, Ut (72 F-16s)	
150th TAG	Kirtland AFB, NM (A-7Ds)	
Plus: Three other tactical fighter groups		
One tactical fighter squadron		
One tactical reconnaissance group (RF-4Cs)		
One electronic combat group (EC-130Hs)		
552nd Airborne Warning and Control Wing	Tinker AFB, Ok (E-3As)	
1st Special Operations Wing	Hurlburt AFB, FL (MC-130Es, AC-130Hs, HH-53Hs)	
5th BW	Minot AFB, ND (28 B-52Hs, 10 KC-135s)	
60th MAW	Travis AFB, Ca (C-5/C-141)	
62nd MAW	McCord AFB, Wa (C-130/C-141)	
63rd MAW	Norton AFB, Ca (C-141)	
317th MAW	Pope AFB, NC (C-130)	
436th MAW	Dover AFB, De (C-5)	
437th MAW	Charleston AFB, SC (C-141)	
438th MAW	McGuire AFB, NJ (C-141)	
I Marine Amphibious Force	Camp Pendleton, Ca	70,000
1st Marine Division	Camp Pendleton, Ca	18,000
3rd Marine Aircraft Wing	El Toro, Ca (60 AV-8s, 75 F-18s, 24 A-6Es)	
1st Force Service Support Group		
7th Marine Amphibious Brigade	Camp Pendleton, Ca	11,000

One Marine Amphibious Unit (MAU), one battalion, on-board US Fleet in Indian Ocean

**US Navy****53,000**

Three Carrier Battle Groups: one on-station in the Indian Ocean, one each in the Mediterranean and Pacific. 9-12 cruisers, plus 10-20 other ships. Planes: 72 F-14s, 42 A-6s, and 72 A-7s.

One Surface Action Group: 1 battleship, 1-2 cruisers, 2-4 destroyers, 1-3 frigates

Three Amphibious Ready Groups for I MAF

Five Maritime Patrol Squadrons (45 P-3Cs)

**Total****291,600**

\* Army unit strengths are scheduled to be revised in 1986: 82nd Airborne Division, 13,000; 101st Airborne Division (Air Assault), 15,000; 24th Mechanized Infantry Division, 16,500; 9th Infantry Division, 14,000; and 6th Air Cavalry Brigade, 1,800.

\*\* The 388th is not definitely assigned to CENTCOM, but was on *Bright Star '83* maneuvers last year. Seven TFWs are assigned to CENTCOM.

**Abbreviations:** AFB, Air Force Base; BW, Bombardment Wing; MAF, Marine Amphibious Force; MAU, Marine Amphibious Unit; MAW, Military Airlift Wing; TAG, Tactical Air Group; TFW, Tactical Fighter Wing. □□

**CENTCOM Unit Equipment**

Item	82nd ABD	101st ABD (AA)	24th MID	1st MD (3rd MAW)	7th MAB	6th CB
UH-60 Helo	55	135				
UH-1 Helo	18	53	30	48	6	24
OH-58 Helo	62	98	54			66
CH-46 Helo				54	12	
CH-47 Helo		48			16	16
CH-53 Helo				42	10	
AH-1 Helo	48	90	50	48	8	90
M-551 Tank	54					
M-60A1/3 Tank			264	70	53	
M-113 APC			447			
LVTC-7				15		
LVTP-7				187	95	
105mm How	54	54				
155mm How (Towed)				90	24	
155mm SP How			72	18	18	
8" How			12	12		
4.2" Mor	36		48			
81mm Mor		81	45	72	24	
60mm Mor	81			81	27	
TOW/ATGM	162	168	114	144	72	
Dragon ATGM	294	330	224	288	96	
Vulcan AA Gun	48	48	24			
HAWK SAM				54	6	
Stinger SAM	72	72	72	300	60	
Chaparral SAM			24			

**Abbreviations:** AA, Anti-Aircraft; ABD, Airborne Division; ABD (AA), Airborne Division (Air Assault); AH, Attack Helicopter; APC, Armored Personnel Carrier; ATGM, Anti-Tank Guided Missile; CB, Cavalry Brigade; CH, Cargo Helicopter; Helo, Helicopter; How, Howitzer; LVTC, Landing Vehicle, Tracked, Cargo; LVTP, Landing Vehicle, Tracked, Personnel; MAB, Marine Amphibious Brigade; MAW, Marine Air Wing; MD, Marine Division; MID, Mechanized Infantry Division; Mor, Mortar; OH, Observation Helicopter; SAM, Surface-to-Air Missile; TOW, Tube-Launched Optically-Tracked Wire-Guided Missile; UH, Utility Helicopter. □□

## Desant From Above

IN ANY POTENTIAL SOVIET INCURSION INTO Iran, some of the first arriving units would be from the *Vozdushno Desantnye Voyska* (VDV), or Airborne Forces. These units would probably entail at least two airborne divisions, along with two air assault brigades and two airmobile brigades. They would be inserted inside the northern part of the country to seize Tehran and such strategic points along main axes of advance as airfields, command centers, and mountain passes. If the major Soviet operational maneuver groups (OMG) were to forge into the central regions of the country, a possible second-phase airdrop by parachute forces might be attempted to seize strategic southern objectives as the Straits, military bases, and various oil installations. The airdrop would depend upon US troop arrivals and the availability of Soviet air transport assets.

*Desant* (landing force) units are the elite of Soviet ground forces, receiving some of the best, most reliable personnel and some of the most rigorous training. About 85% of its personnel are Communist Party members, compared to 6% of the general population. There are some 50,000 to 60,000 personnel in the VDV, making it the largest airborne force in the world. The VDV is directly under the Ministry of Defense as a separate branch of the armed forces controlled by the Soviet General Staff.

Though Soviet airborne forces have existed since the 1930s and played an active part in World War II, they came into their own during the 1960s, as a result of doctrine changes stressing airborne linkups with OMG tank forces following nonstrategic nuclear strikes. The USSR's enormous arms buildup of recent years has allowed for conventional fire support to aid in linkups with ground units. To facilitate this emphasis on airborne units, equipment programs have stocked airborne inventories with SA-7 Grail missiles, ZU-23 AA guns, ASU-85 assault guns, RPG-16 and RPG-18 anti-tank launchers, AT-3 Sagger AGTMs, and D-30 howitzers. The air-portable BMD armored combat vehicle, equipped with a 75mm cannon, three 7.62mm machine guns, an AT-3 Sagger ATGM launch rail (four missiles carried), and a four-man troop capacity, gives *desant* units the required firepower and mobility to fulfill their tasks. A Soviet airborne division is really an air-dropped light mechanized unit, rather than just "leg" infantry.

Airmobile brigades, formed in the early 1970s, are basically helicopter-lifted infantry with organic lift assets. Air assault bri-

gades were formed in the early 1980s as units frontal commanders could directly control for tactical objectives. Without helicopter assets, they possess two parachute battalions and two BMD-equipped assault battalions. Personnel strengths for all three units are 8,000 men, 1,800 men, and 2,000 men, respectively.

These units would be valuable assets in any Soviet offensive, which is expected to progress at the rate of 40 to 50 kilometers per day, in Soviet planners' estimations. To prepare the way for the mechanized OMGs, *desant* units would be inserted in a number of layers for different missions.

Soviet parachute divisions would be the deepest-penetrating units, assigned by the Soviet General Staff to strategic-level missions up to 100-500 kilometers in advance



of the Soviet front lines. A division equipped with 345 BDMs, 31 ASU-85 assault guns, 30 D-30 howitzers, and 18 ZU-23 AA guns is a formidable mechanized force capable of seizing and holding its objectives for several days, until Soviet mechanized forces could arrive.

Parachute divisions would be delivered by the *Voyenno-Transportnaya Aviatsiya* (VTA), or Military Transport Aviation. The VTA fleet available for airlift is about 600 aircraft.

### Transport Aircraft

Type	Payload Capacity	Payload Range
An-12 Cub	20 tons 90 trp/60	1400 km par
Il-76 Candid	40 tons 140/140	6300 km
An-22 Cock	80 tons 175/175	4200 km

The three aircraft types equate roughly to the US C-130, C-141, and C-5 transport planes in size, range, and capabilities. All three types can operate on unimproved

landing strips with short take-off requirements. Most carry their own ground maintenance personnel and rockets for greater lift-off, having been designed to operate in Siberia's primitive, Arctic conditions. There are presently some 400 An-12 Cubs, 130-150 Il-76 Candids, and 50 An-22 Cocks available in the VTA, along with 1,200 Aeroflot civilian medium- and long-range aircraft and several thousand short-range planes and helicopters available in wartime.

Once on the ground, Soviet airborne units would form up in route march, with 360 degree perimeter and air defense on the way to the objective. Enemy units encountered en route would be attacked by Soviet air force units and the main body, unless it is better to avoid contact. A defended objective will be attacked in strength, usually before the enemy has a chance to react. Once the objective is secured, the airborne force will dig in with perimeter defense, receiving air support and air transport replenishment until relieved by ground forces.

For Soviet planners, air assault brigades are a welcome intermediate force to be inserted for more immediate objectives 20-40 kilometers in front of main lines for seizing objectives such as major river crossings or road junctions. Equipped with 64 BMDs, 150 RPG-16 antitank launchers, 18 D-30 howitzers, 45 SA-7 SAM missiles, 6 M1943 120mm mortars, 6 ZU-23 AA guns, 36 SPG 73mm anti-tank guns, 14 AT-3 Sagger launchers, 6 SD44 85mm field guns, and 111 RPKS74 light machine guns, the air assault brigade is designed to seize and hold intermediate objectives within a day of a Soviet advance. Planners would plot its objectives and determine how much of frontal helicopter assets to assign. A front's assault helicopter regiment and its transport helicopter regiment would be available for lift (mostly medium Mi-8 Hips), along with 11 light An-25 Curl frontal transports (capacity 40 troops), and could haul 500-1,000 troops on an average lift. The new Mi-26 Halo heavy transport helicopter has recently begun replacing the Mi-6 Hook in helicopter units. The Halo can carry 2 BMDs and 1 BMP assault armored vehicle, compared with the Hook's capacity of only 1 BMD.

Airmobile brigades possess their own helicopter lift assets (32 Mi-8 Hips, 24 Mi-24 Hooks), but have no integral armored vehicles for support, thus limiting their objectives to purely tactical goals within 20 kilometers of front lines, less than a day's advance. Airmobile brigades would function well in the less intense battle environment of Iran, and would be useful in holding road junctions or crossings for ground forces. □□

**CENTRAL COMMAND™ Game Counter Section Nr. 1 (200 pieces): Front**

US 82nd Division

$\frac{1}{4521}$ 7-6-4	$\frac{2}{2525}$ 7-6-4	$\frac{3}{2525}$ 7-6-4	$\frac{1}{1554}$ 7-6-4	$\frac{2}{2544}$ 7-6-4	$\frac{4}{4544}$ 7-6-4	$\frac{1}{1555}$ 7-6-4	$\frac{2}{2555}$ 7-6-4	$\frac{3}{3555}$ 7-6-4	$\frac{1}{1575}$ 6-5-5
$\frac{5}{5255}$ 2-8	$\frac{1}{1504}$ 2-8	$\frac{6}{6505}$ 2-8	$\frac{4}{4573}$ 2-8	$\frac{6}{6573}$ 2-8	$\frac{5}{5573}$ 2-8	$\frac{1}{1519}$ 2'8	$\frac{2}{2519}$ 2'8	$\frac{3}{3519}$ 2'8	$\frac{1}{1575}$ 6-5-5

[illegible]

US 101st Division

[illegible][illegible]



















2 TOW 2-8	2 TOW 2-8	1/17 M 4 <sup>8</sup>	2/17 M 4 <sup>8</sup>	2/17 M 4 <sup>8</sup>	2/17 M 5 <sup>8</sup>	4/17 E 1-8	B/E E 1-8	G/E E 1-8	G/E E 1-8
2 TOW 2-8	MM Gp 1 <sup>50</sup>	MM Gp 1 <sup>50</sup>	MM Gp 1 <sup>70</sup>	MM 153 5-4 <sup>40</sup>	MM 158 5-4 <sup>40</sup>	PORT 1 USMC	BEACH 1 USMC	AIR HEAD 1 USMC	AIR HEAD 101st

USMC Ground

**Total quantity of sections (all types) in game: 1.**

$\frac{105}{12-8}$ 	$\frac{115}{9-8}$ 	$\frac{125}{9-8}$ 	$\frac{245}{12-8}$ 	$\frac{375}{9-8}$ 	$\frac{405}{3-8}$ 	$\frac{840/5}{5^8}$ 	$\frac{160/5}{6^8}$ 	$\frac{160/5}{2-8}$ 	$\frac{236/5}{2^8}$ 
$\frac{105}{6-4}$ 	$\frac{115}{9-4}$ 	$\frac{125}{6-4}$ 	$\frac{46/5}{2-8}$ 	$\frac{144/4}{9-8}$ 	$\frac{116/4}{3-8}$ 	$\frac{168/4}{5^8}$ 	$\frac{168/4}{6^8}$ 	$\frac{116/4}{2-8}$ 	$\frac{116/4}{2^8}$ 


















USSR Ground

 2-50/94 12-8	 2-50/94 9-8	 2-50/94 9-8	 2-50/94 12-8	 1-393 2-8	 2-393 2-8	 2-393 2-8	 1-393 2-8	 2-352 2-8
 2-50/94 6-4	 2-50/94 6-4	 2-50/94 6-4	 2-50/94 2-8	 1-393 3-4	 2-393 3-4	 2-393 3-4	 1-393 3-4	 2-352 3-4

### USSR Airborne Air Assault

Figure 1. *Continued*

USSR Air Force

 3 MIG 53 1	 3 MIG 67 2	 3 MIG 67 2	 3 MIG 57 2	 2 SU 17 5	 2 SU 17 5	 2 SU 17 5	 2 SU 24 11	 2 SU 24 11	 2 SU 24 11	
 8 SU 37 3	 8 SU 27 3	 8 SU 17 3	 8 MIG 26 2	 6 MIG 26 2	 6 MIG 26 2	 6 MIG 26 2	<b>BRIDGE OUT</b> ↓	<b>BRIDGE OUT</b> ↓	<b>BRIDGE OUT</b> ↓	<b>GAME TURN</b>

Mickern

 4 5 2	 4 5 2	 4 5 2	New Jersey  1010	 4 5 2	 8 5 2	 26 0 53	 2-4	 2-4	 2-8
 3 6 2	 3 6 2	 3 6 2	 3 6 1	 10 8 3	 10 8 3	 2-4	 2-4	 2-4	 1'8

USMC and USN Air/Sea

US Air Force

Iranians

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**CENTRAL COMMAND™ Game Counter Section Nr. 1 (200 pieces): Back**




















US 82nd Division

$\frac{1}{256}$	$\frac{1}{128}$	$\frac{1}{64}$	$\frac{1}{32}$	$\frac{1}{16}$	$\frac{1}{8}$	$\frac{1}{4}$	$\frac{1}{2}$	$\frac{1}{1}$	$\frac{1}{2}$	$\frac{1}{4}$	$\frac{1}{8}$	$\frac{1}{16}$	$\frac{1}{32}$	$\frac{1}{64}$	$\frac{1}{128}$	$\frac{1}{256}$
$\frac{1}{2^8}$	$\frac{1}{2^7}$	$\frac{1}{2^6}$	$\frac{1}{2^5}$	$\frac{1}{2^4}$	$\frac{1}{2^3}$	$\frac{1}{2^2}$	$\frac{1}{2^1}$	$\frac{1}{2^0}$	$\frac{1}{2^1}$	$\frac{1}{2^2}$	$\frac{1}{2^3}$	$\frac{1}{2^4}$	$\frac{1}{2^5}$	$\frac{1}{2^6}$	$\frac{1}{2^7}$	$\frac{1}{2^8}$

















USSR Ground

[illegible]

USSR Airborne/Air Assault

	 4 TH 2-3 <sup>40</sup>	 3 TH 2-3 <sup>40</sup>	 2 AH 6-7 <sup>40</sup>	 1 AH 6-7 <sup>40</sup>	 1271 1-16	 3-658 1-16	 2-669 1-16	 1-669 1-16	
	 4 ASUT 4-5-0	 3 ASUT 3-4-0	 2 ASUT 3-4-0	 1 ASUT 3-4-0	 271 3-0	 193 2-0	 2-669 3-4-0	 2-669 3-4-0	 1-669 3-4-0

USSR Air Force

									
GAME TURN									

### Markers

2348 1-16	2439 2-3-0	2444 2-3-0				New Jersey 12'			
2441 1'0	2354 2-3-0	2351 2-3-0	2339 2-3-0						

Iranians

### Air Force

USMC and USN Air/Sea

Total quantity of sections (all types) in game: 1.

7/75 6-6-0	3/855 7-9-0	2/955 7-9-0	1/955 7-9-0	3/504 7-9-0	2/504 7-9-0	1/504 7-9-0	3/325 7-9-0	2/325 7-9-0	1/325 7-9-0
7/75 6-6-0	3/419 2 <sup>0</sup>	2/319 2 <sup>0</sup>	1/319 2 <sup>0</sup>	3/573 1-16	2/573 1-16	1/573 1-16	3/665 2-3-0	2/504 2-3-0	1/525 2-3-0

$\frac{54}{3^0}$	$\frac{3^0}{3^0}$	$\frac{C-307}{1-2^0}$	$\frac{B-307}{1-2^0}$	$\frac{A-307}{1-2^0}$	$\frac{C-27}{1-2^0}$	$\frac{B-27}{1-2^0}$	$\frac{A-27}{1-2^0}$	$\frac{E18}{1-2^0}$	$\frac{E2}{5^{10}}$
$\frac{101\text{ GS}}{1^{50}}$	$\frac{168\text{ GS}}{1^{50}}$	$\frac{159\text{ MH}}{1^{50}}$	$\frac{160\text{ GS}}{1^{50}}$	$\frac{A-259}{5^{50}}$	$\frac{B-259}{5^{10}}$	$\frac{C-259}{5^{10}}$	$\frac{C-117}{1-2^{50}}$	$\frac{B-117}{1-2^{50}}$	$\frac{A-117}{1-2^{50}}$

### US 101st Division

[illegible]

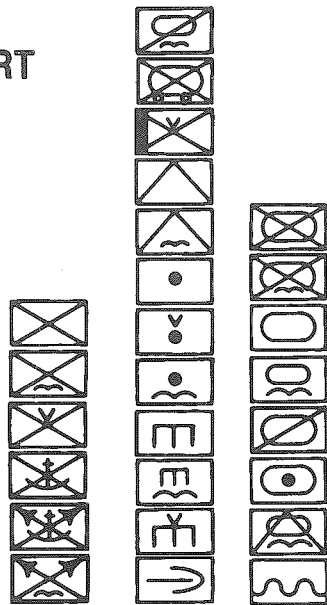
$\frac{1}{3}M$ 3-3-0	$\frac{2}{3}M$ 6-6-0	$\frac{2}{3}M$ 6-6-0	$\frac{1}{3}M$ 6-6-0	$\frac{2}{3}M$ 6-6-0	$\frac{1}{3}M$ 6-6-0	$\frac{2}{3}M$ 6-6-0	$\frac{1}{3}M$ 6-6-0	$\frac{2}{3}M$ 6-6-0	$\frac{1}{3}M$ 6-6-0
$\frac{1}{3}AV$ 3-3-0	$\frac{1}{3}AV$ 4-3-16	$\frac{2}{3}AA$ 2-1-16	$\frac{2}{3}AA$ 2-1-16	$\frac{2}{3}AA$ 2-1-16	$\frac{2}{3}AA$ 2-1-16	$\frac{2}{3}T$ 1-16	$\frac{2}{3}T$ 1-16	$\frac{2}{3}T$ 1-16	$\frac{2}{3}T$ 1-16

[illegible]

USMC Ground

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## [1.4] TERRAIN EFFECTS CHART



Terrain:	Season: Dry/Wet	Dry/Wet	Dry/Wet
Flat/Hard	1/1	4/8	2/4
Flat	1/2	4/P	2/8
Autobahn	1/2/1/2	1/2/1/2	1/2/1/2
All-Weather Road	1/2/1	1/2/1	1/2/1
Fair-Weather Road	1/1	1/4	1/2
Track Hexside	1/2	4/8	2/4
City or Port	1/1	1/1	1/1
Rough	2/2	P/P	12/P
Dissected	1 1/2/1 1/2	P/P	P/P
Broken	1/2	P/P	12/P
Swamp	2/2	P/P	8/P
Wood	1/2	4/P	2/P
Intermittent Lake	+2/P	+8/P	+4/P
* River	+2/+2	+8/+8	+4/P
* Intermittent River	+0/+2	+0/+8	+0/+4
* Wadi	+1/+2	+4/+8	+2/+4
Bridged Hexside	Negates River and Wadi crossing penalties		
All-Sea	Prohibited to all except the <i>New Jersey</i>		
Airfield or Town	As other terrain in hex		
Coastal	As other terrain in hex		

\*Of these types of terrain, only the most severe is counted (e.g., if an intermittent river and wadi exist on the same hexside, only the wadi is counted for movement).

Additional movement points must be paid to enter enemy ZOCs unless the unit has a red band. This cost is based on movement allowance.



## [16.0] SUPPLY LINE LENGTH

The distance to a road or track depends on the highest movement possible for a unit.

Highest Movement	Supply Line in Movement Points
4 or 5	2
8	4
16	8

## [18.3] MOVEMENT COST IN PHASE OF BRIDGE REPAIR

Unit's Movement Allowance	Penalty
4 or 5	1 movement point
8	2 movement points
16	4 movement points

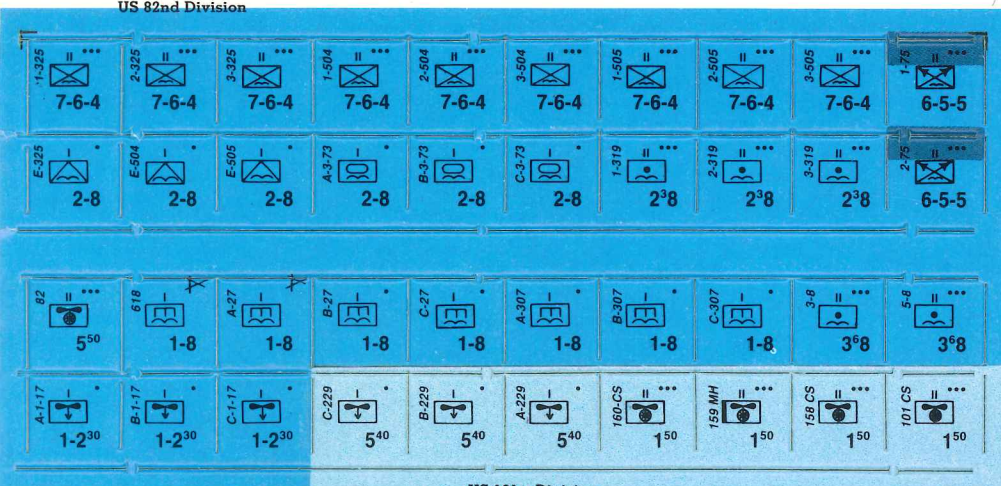
## [18.5] AIRHEAD CONSTRUCTION TIME

Terrain	Time
Flat/Hard	2 game turns
Flat (dry season)	6 game turns
Flat (wet season)	9 game turns

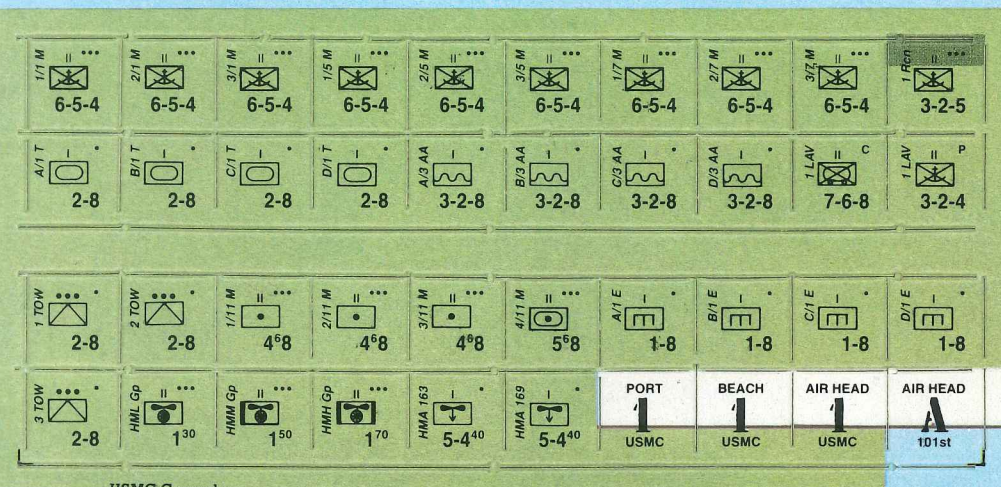
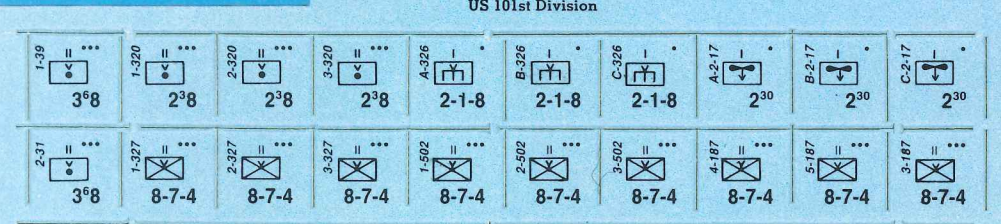


# CENTRAL COMMAND™ Game Counter Section Nr. 1 (200 pieces): Front

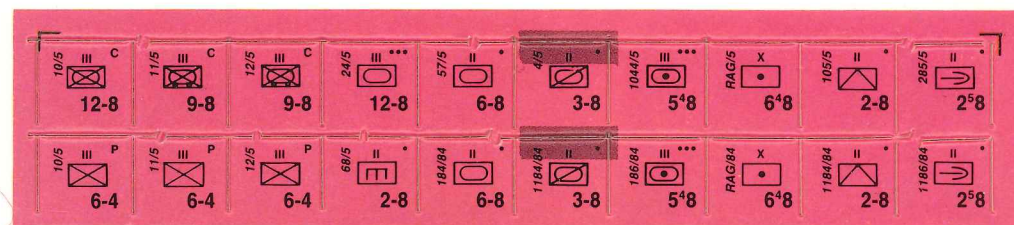
US 82nd Division



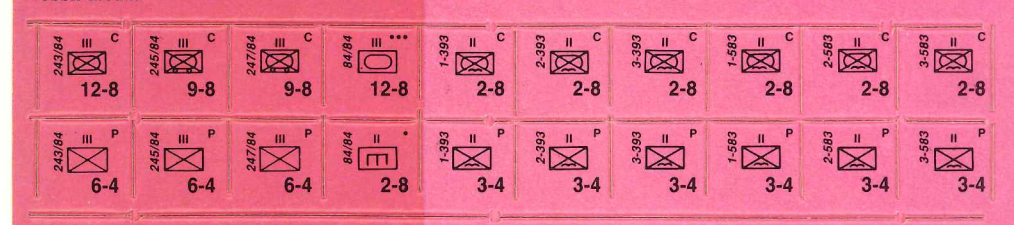
US 101st Division



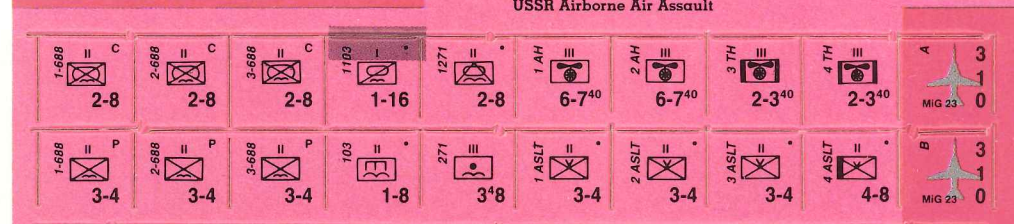
USMC Ground



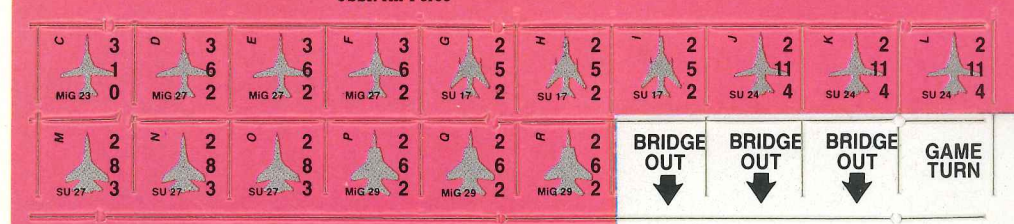
USSR Ground



USSR Airborne Air Assault



USSR Air Force



USMC and USN Air/Sea

US Air Force

Iranians

Total quantity of sections (all types) in game: 1.

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# CENTRAL COMMAND™ Game Counter Section Nr. 1 (200 pieces): Back

US 82nd Division

1-73	3-505	2-505	1-505	3-504	2-504	1-504	3-325	2-325	1-325
6-6-0	7-9-0	7-9-0	7-9-0	7-9-0	7-9-0	7-9-0	7-9-0	7-9-0	7-9-0
2-73	3-319	2-319	1-319	C-373	B-373	A-373	E-505	E-504	E-325
6-6-0	2°0	2°0	2°0	1-16	1-16	1-16	2-3-0	2-3-0	2-3-0

3-8	3-8	C-307	B-307	A-307	C-27	B-27	A-27	618	82
3°0	3°0	1-2-0	1-2-0	1-2-0	1-2-0	1-2-0	1-2-0	1-2-0	5°50
101 CS	158 CS	159 MH	160 CS	A-229	B-229	C-229	C-117	B-117	A-117
1°50	1°50	1°50	1°50	5°40	5°40	5°40	1-2°30	1-2°30	1-2°30

US 101st Division

C-217	B-217	A-217	C-326	B-326	A-326	3-320	2-320	1-320	1-39
2°30	2°30	2°30	2-2-0	2-2-0	2-2-0	2°0	2°0	2°0	3°0
3-187	5-187	4-187	3-502	2-502	1-502	3-327	2-327	1-327	2-31
8-10-0	8-10-0	8-10-0	8-10-0	8-10-0	8-10-0	8-10-0	8-10-0	8-10-0	3°0

1 Rcn	37 M	27 M	17 M	35 M	25 M	15 M	37 M	27 M	17 M
3-3-0	6-8-0	6-8-0	6-8-0	6-8-0	6-8-0	6-8-0	6-8-0	6-8-0	6-8-0
1 LAV	1 LAV	D/B 4A	C/B 4A	B/B 4A	A/B 4A	D/T	C/T	B/T	A/T
3-3-0	4-3-16	2-1-16	2-1-16	2-1-16	2-1-16	1-16	1-16	1-16	1-16

D/E	C/E	B/E	A/E	4/11 M	3/11 M	2/11 M	1/11 M	2 TOW	1 TOW
1-2-0	1-2-0	1-2-0	1-2-0	3°16	4°0	4°0	4°0	2-3-0	2-3-0
HMA 169	HMA 163	HMM Gp	HMM Gp	HMM Gp	HMM Gp	HMM Gp	HMM Gp	3 TOW	
5-4°40	5-4°40	1°70	1°50	1°30				2-3-0	

USMC Ground

USSR Ground

285/5	105/5	RAG/5	104/5	1/5	57/5	24/5	12/5	11/5	10/5
2°50	3-0	6°0	3°16	2-16	3-16	6-16	5-16	5-16	6-16
186/84	184/84	RAG/84	186/84	184/84	184/84	68/5	12/5	11/5	10/5
2°50	3-0	6°0	3°16	2-16	3-16	3-0	6-8-0	6-8-0	6-8-0

3-583	2-583	1-583	3-393	2-393	1-393	84/84	247/84	245/84	243/84
1-16	1-16	1-16	1-16	1-16	1-16	6-16	5-16	5-16	6-16
3-583	2-583	1-583	3-393	2-393	1-393	84/84	247/84	245/84	243/84
3-4-0	3-4-0	3-4-0	3-4-0	3-4-0	3-4-0	3-0	6-8-0	6-8-0	6-8-0

USSR Airborne/Air Assault

8	4 TH	3 TH	2 AH	1 AH	1271	3-588	2-588	1-588	
2-3°40	2-3°40	6-7°40	6-7°40	1-16		1-16	1-16	1-16	
8	4 ASLT	3 ASLT	2 ASLT	1 ASLT	271	3-588	2-588	1-588	
4-5-0	3-4-0	3-4-0	3-4-0	3-4-0	3°0	2-0	3-4-0	3-4-0	

USSR Air Force

8	8	8	8	8	8	8	8	8	8
8	8	8	8	8	8	8	8	8	8

GAME TURN

Markers

2548	2439	2945				New Jersey			
1-16	2-3-0	2-3-0				12°4			
2641	2534	2051	2639						
1°0	2-3-0	2-3-0	2-3-0						

Iranians

Air Force

USMC and USN Air/Sea

Total quantity of sections (all types) in game: 1.

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by Charles T. Kamps, Jr.

THIS SIMULATION IS CERTAINLY A TIMELY game topic, and appears to be quite a popular one from Feedback ratings. It was a challenge to deal with numerous elements of modern warfare in one setting. The map scale of 1:250,000 is nearly ideal for battalion/regimental combat; it is the scale I wanted to use since the Central Front series (without some of its more cumbersome features). I am very grateful to Eric McGrath for his terrain analysis and original map rendering, which Dave LaForce turned into such an effective game map. The unit size is geared to the normal frontages of US battalions and Soviet regiments, but specialist units had to be depicted at company level and Soviet airborne units at battalion level for doctrinal considerations.

The nature of the terrain dictated the use of separate "passenger" and "carrier" units for mechanized forces, to simulate dismounted infantry operating where unit vehicles cannot go. The difference in infantry/mechanized tactical movement is demonstrated by the overrun rule, which allows the Soviet player to exploit superior vehicle strength to achieve pinning effects and to cut off retreat routes. On the other hand, the US player has formidable capabilities in infantry units "dug in" into rough terrain. Helicopter units are critical to modern operations, performing a variety of functions, not the least of which is "reaction" movement, being much faster than other units.

Air combat is a modification of the NORDKAPP™ Game system, with avionics not important in terms of weather, and the distinction between ground attack and interdiction being more pronounced. Some reviews have criticized the NORDKAPP Game's air system (continued in this game) as being "bloodless" and giving advantages to units which attack at inferior strength. To the first point, Israeli-Arab air combat in recent years is not the norm to be expected elsewhere, and the casualty rates are historically consistent with major air campaigns and the willingness of air forces to take casualties before breaking action. To the second point, while it is technically possible for units to attack at inferior strength,

## THE CENTRAL COMMAND™ GAME: DESIGNER'S NOTES, ERRATA, AND OPTIONAL RULES AND COUNTERS.

a player who attempts such a strategy will not gain air superiority over the battlefield.

An important aspect of the game is the fact that units must travel great distances to the theater — the Soviets mainly by road, the US by air and by sea. The US arrival is slow, frustrating, and must be planned in advance. Soviet players sometimes fail to grasp that Soviet airborne units are not hefty assault forces, but are generally pretty lean, designed for rapid movement to and insertion at objectives to hold them for the heavy troops. They will lose out in any slugging match with enemy main units.

Engineer units are seldom depicted on games of this scale, but their abilities are so critical that I had to include them as separate units to achieve the "feel" of their importance. Electronic warfare and chemical attacks are always a judgement call, as no

one is really certain how effective they may really be. Players will note that the US air commitment in the game is rather light, as it is assumed that many units are considered to be involved elsewhere. Similarly, US naval air stops at the Persian Gulf shore line, with carriers and other ships guarding convoys and avoiding Soviet Backfire bombers.



### Game Addenda

I WOULD LIKE TO THANK GARY W. Eldridge for his invaluable contribution to this following section.

**Unit Colors:** The unit colors printed in the rules do not correspond with the counter sheet colors. The 82nd Airborne Division should be listed as *dark blue* instead of tan, the 101st Airborne Division should be listed as *light blue* instead of light green, and the 1st Marine Division should be listed as *light green* instead of light blue. USAF and USMC air units should have the colors reversed.

**Game Map:** A zone of control can ex-

tend from hex 2948 to 2947, and attacks can be made between these two hexes (treated as cross-river attacks).

### RULES CORRECTIONS

[1.4] The Terrain Effects Chart refers to highways as autobahns.

[2.1] A "stacking point" system is referred to (and some counters so marked), but is never fully explained. Ignore it.

[6.2] Helicopter units cannot *end* movement in a hex occupied by an enemy air unit; however, they can pass *through* such a hex, in which case the enemy player can roll one die and destroy the helicopter unit on a roll of 1.

[7.1] US Helo Lift Chart: Light transport capabilities should actually read "... all Marine, infantry, recon, and anti-tank units."

**Part 5 — Combat:** No unit can attack more than once per game turn, and no artillery-type unit (including the *New Jersey*) can participate in more than one combat per combat phase.

[12.1] The Combat Results Table states that attacks lower than 1:3 are not allowed. It should read, "Unmodified attacks lower than the odds in the far left column for the appropriate terrain type are not allowed."

[12.2] The attacker's losses in AX and EX situations are based on the defender's printed *defense* or *combat* strength on the far side of the counter which is facing up during the combat.

[12.3/12.4] Transport helicopters with a combat strength of 1 *cannot* be used for the following purposes: a) column shift for multi-hex attack, b) column shift for attacking/defending with a ground unit, c) die roll modification for attacking/defending jointly with the A-10 unit, d) providing a hex for determining surprise attack, e) blocking enemy routes of retreat with its ZOC, or, f) cutting an enemy supply line with its ZOC.

[14.0] Following a combat result of DE, attacking ground units can advance one hex. For Soviet second echelon units, however, players should roll one die and advance these units that number of hexes as



the die result.

[16.4] If air interdiction leaves only a part of a defending stack "out of supply," the die roll modification for that stack is only applicable if one-half or more of the defending strength points are out of supply.

[17.2] Hex 2841 was erroneously listed as a highway hex that can serve as an airfield. There is an airfield in that hex.

[17.3] Soviet reinforcements enter on the "east" and "north" map edges. For purposes of reinforcement and supply, the "east" edge contains hexes 2111, 2211, 2511, 2711, and 3111; the "north" edge contains hexes 0142 and 0238. Additionally, if the Soviet player wishes to delay any north-edge reinforcements he may bring them in on hexes 0931, 0927, 0924, or 1124.

## RULES CLARIFICATIONS

[1.2] Due to combinations of supply/terrain/ZOC, it is possible for some units to be unable to move.

Also, a unit on a road/track in terrain otherwise prohibited to its movement can only exit that hex via a road or track — it cannot simply move off into non-prohibited terrain.

[5.0] Only the hex the unit being overrun occupies need be flat/flat-hard terrain. Additionally, the presence of rivers, bridges, and wadi hexsides has no effect on the conduct of the overrun.

[6.1] Helicopters can move through all-sea hexes as long as they end their movement in a land hex.

[7.4] After transporting a unit, a helicopter unit can only: a) remain with that unit and support it, or b) return to its original hex or else a new base. It cannot undertake any other operation in the phase.

[8.0] "Enemy air units in the same hex will prevent (helicopter) retreats" means that the helicopter unit cannot retreat *into* or *through* a hex containing an enemy air unit.

[10.2] Air units making interdiction attacks against enemy ground units do not get the +1 die roll modifier, which is reserved only for air units attacking in conjunction with ground units.

[11.0] **Supply Air Interdiction:** a) When totalling strength points to meet out-of-supply requirements, calculation is made on the basis of a unit's *highest* strength. b) Passenger and carrier units can be split when determining movement supply, but

this may still allow the carrier to carry an unsupplied passenger at full movement allowance. **P** and **C** units may also be split for combat supply regardless of whether **P** is mounted or dismounted. c) Air units interdicting supply lines check for losses at the end of ground combat phase **J** along with other air units. These are destroyed on a die roll of 12.

**Part 5 — Combat:** Two or more units in the same hex, including **P** and **C** units of the same designation, can attack different hexes in the same phase (*i.e.*, there is no need for all units on a hex to attack the same enemy hex).

[12.3] For combat modification column shift for mechanized units: armored recon, amphibious mechanized, and motorized units *do not* qualify as mechanized units. For this rule's purposes, "mechanized" refers to Soviet BMP- and BMD-equipped carrier units of motorized rifle and airborne divisions. For purposes of column shifts, helicopters are neutral when determining which units in a stack are "hard" or "soft."

[12.4] Artillery units defending alone against ground or helicopter or air attack do not receive a defense modifier for artillery participation. Also, engineer units contribute their modifiers for defense even if they are alone in a hex under attack.

[12.5] An out-of-supply unit attacking across a river/wadi has its attack strength quartered (halved and halved again). Also, US units meeting the criteria for a surprise attack against Soviet units receive the surprise attack bonus, regardless of the presence of other Soviet units adjacent to either attacker or defender.

[13.0] A retreating unit must follow the *fewest movement points* rule even if it results in overstacking or placement in a hex about to be attacked.

[14.2] A unit cannot advance into or through a prohibited terrain hex, even if following a path of retreat, except along a road or track. Similarly, a unit cannot advance out of a prohibited hex except on a road or track.

[14.3] Units cannot advance across unbridged river hexsides if such movement is prohibited to them normally.

[15.1] An artillery unit adjacent to enemy units can use *indirect* fire to support an attack if it is not using direct fire in an attack against adjacent enemy units. An artillery unit which is in a stack which is being attacked by adjacent enemy units must partic-

ipate in the defense of its own hex only. Also, Soviet artillery units stacked with non-artillery units get the direct fire bonus (doubling) in *both* attack and defense.

[16.1] For the purposes of tracing the "first part" of a supply line for **P** and **C** units, if the **P** unit is *mounted*, the line is traced as for one unit, using the **C** unit's calculation; if *dismounted*, the line is traced separately for each. If the "first part" of a supply line is traced through an unbridged river/wadi hexside adjacent to an engineer unit, the supply line movement point calculation is based on the reduced crossing cost. A unit can trace the "second part" of a supply line across a destroyed bridge if a friendly engineer unit is adjacent to it. Also, helicopter supply lines are based simply upon the unit's unblocked radius to a supply source, not in a two-part line like ground units. It is permissible for helicopter units to cut an enemy attack supply line during a reaction phase prior to enemy-initiated combat.

[16.3] Supply by helicopter can be interdicted: thus, a supply route cannot originate in the helicopter unit's hex if it is also occupied by an enemy air unit. However, it is permissible for such a line to *pass through* a hex occupied by an enemy air unit, as well as to terminate in a friendly ground unit's hex being interdicted by an enemy air unit.

[17.0] Reinforcements can enter the map on either counter side at the owning player's option. The cost to enter the map as a reinforcement at a port, airhead, or road is only one movement point, as no normal terrain or other costs are applied. Airborne units subject to terrain prohibitions can drop into prohibited terrain on a road, track, airfield, or airhead hex. Helicopter units arriving as reinforcements at port or airhead hexes may perform all normal operations (minus the 1 MP to enter) in the phase of arrival. Ground units arriving as reinforcements at a port or airhead can be helicopter-lifted in the phase of arrival.

[17.1] A "supply line" must exist between the USMC airhead and port in order to bring in reinforcements. This is simply a line unblocked by enemy units or ZOCs of any length over flat, flat/hard, and bridged track, road, or highway hexes. Also, reinforcements cannot land at an interdicted airhead, but can land at an interdicted port. Arriving USAF units are operational at the beginning of the US player's designated turn. If the US player is permitted to use



the MAU or MAB in a scenario, he must decide to use it or not before the game and set aside units until the turn of entry.

**[17.2]** Any engineer unit can be used to make a highway hex into an operational airfield, not just special light equipment companies. These highway hexes can be converted into airfields, even if an enemy unit exerts a ZOC over the hex.

**[18.4]** The presence of an enemy ground unit in hex 1439 prevents the conducting of tunnel repair operations as long as the hex is occupied by such a unit. An enemy ZOC over the hex has no such effect.

**[20.0]** US air units supporting a defense are not affected by Soviet chemical attack. Soviet helicopter/air assault units, attacking independently of other divisional units, cannot gain a chemical modifier.

**[21.0]** The Soviet player rolls for the *New Jersey's* on-map elimination two times per game turn, at the end of the battleship deployment phase (if the ship is on the map).

## RULES ADDITIONS

**[5.4]** When conducting an overrun, armored recon units pay no ZOC cost for the initial hex entered adjacent to the enemy, but pay full costs for other hexes of the overrun.

**[7.2]** The Soviet heavy lift helicopter units can transport an airborne battalion's **P** and **C** units as one unit.

**[12.4]** A Soviet MRL unit provides no defensive bonus for *artillery* participation in a defense.

**[12.5]** Helicopter and artillery-type units attacking across river/wadi hexsides do not have their strength halved. Other units with halved combat strengths for any reason are affected as units, not stacks.

**[13.0]** An infantry-type unit can retreat across an unbridged river/wadi hexside if a friendly engineer unit is adjacent to it. A helicopter unit (other than transport helicopters with a strength of 1) can move adjacent to a friendly unit surrounded by enemy ZOCs and provide a path of retreat for the trapped friendly unit through the helicopter unit. This does *not* change the electronic warfare rule which addresses only helicopter units moving to a hex under attack.

**[17.1]** Each of the 101st Division's 2-3-8 artillery battalions is considered a company-sized unit for reinforcement purposes, while the 82nd Division's are not,

as the 82nd's are rigged for airborne landing. The 82nd's artillery battalions can be landed at an airhead, in which case they are treated as company-sized units as well.

**[19.0]** Soviet air assault units attacking independently can get electronic warfare support from the closest friendly division to the attack. That division cannot use its EW capacity further in the same turn.

## Optional Rules

**[17.1] US 7th Infantry Division (Light):** Counter faces for this division are included here as an additional feature. In any scenario, the 7th Infantry Division can be substituted for the 101st Airborne, on the assumption that the 101st was committed elsewhere. The 7th Division does not have the firepower of the 101st, but does arrive there much faster.

The 7th enters in the same manner as the 101st, at an airhead (use the 101st airhead counter). It enters over a four-day period beginning on the game turn after the airhead is established. Each day the US player can enter either three infantry battalions and one artillery battalion of the 7th or both helicopter units and the engineer unit. No 82nd Division units can enter during the same period, and entry must be planned in advance as normal. The 7th must trace supply to an airhead as the 101st would.

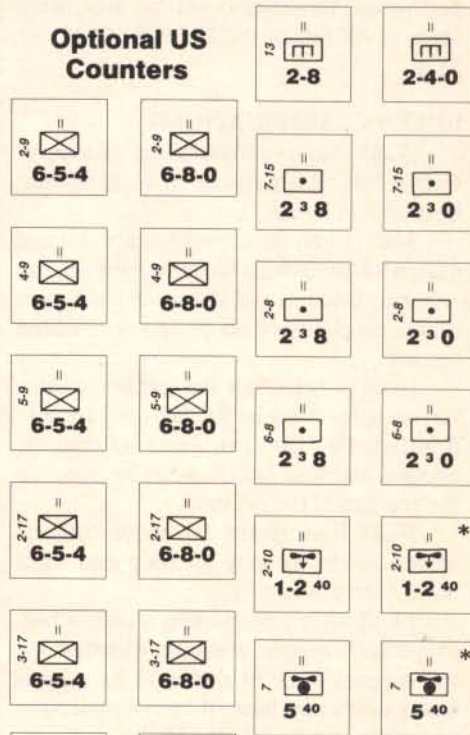
**[17.3] Soviet Air-Landed Troops:** After the arrival of the entire Soviet airborne division, the Soviet player can establish an airhead (make up a counter) and enter selected units through it. Each game turn the Soviet player can enter one regimental-sized unit or three battalion-sized units from among the following: the **P** (infantry) half of mechanized/motorized regiments (counts as a regiment), anti-tank battalions, recon battalions, MRL battalions, and non-SP artillery brigades (counts as a regiment). Tank, mech, motorized, or engineer units *cannot* be lifted in through this airhead.

The Soviet player is limited to bringing in airlanded reinforcements from only one of his two motorized rifle divisions. Soviet airlanded reinforcements trace supply to an airhead. Other Soviet reinforcing units enter per scenario instructions and mate up with the air-landed portion of the division, at which point the air-landed units can draw supply from the map edges along with the rest of their division. Rules for Soviet air-

heads are the same as for the US, including Soviet airborne engineers' ability to turn eligible highway hexes into airfields. They cannot build airheads from scratch, however. Thanks to David C. Isby for this suggestion.

**[17.3] New Soviet Air Units:** Counter faces for Soviet SU-25 Frogfoot ground attack squadrons are also provided. These new air units can be substituted for any three other Soviet air units at the Soviet player's option. To date, very few of these planes have been deployed, and it appears that the Soviets have delayed on whether to produce them. My thanks to Robert F. Horton for the suggestion.

### Optional US Counters



### Optional Soviet Counters

