

AEGEAN STRIKE

**RULES
OF
PLAY**

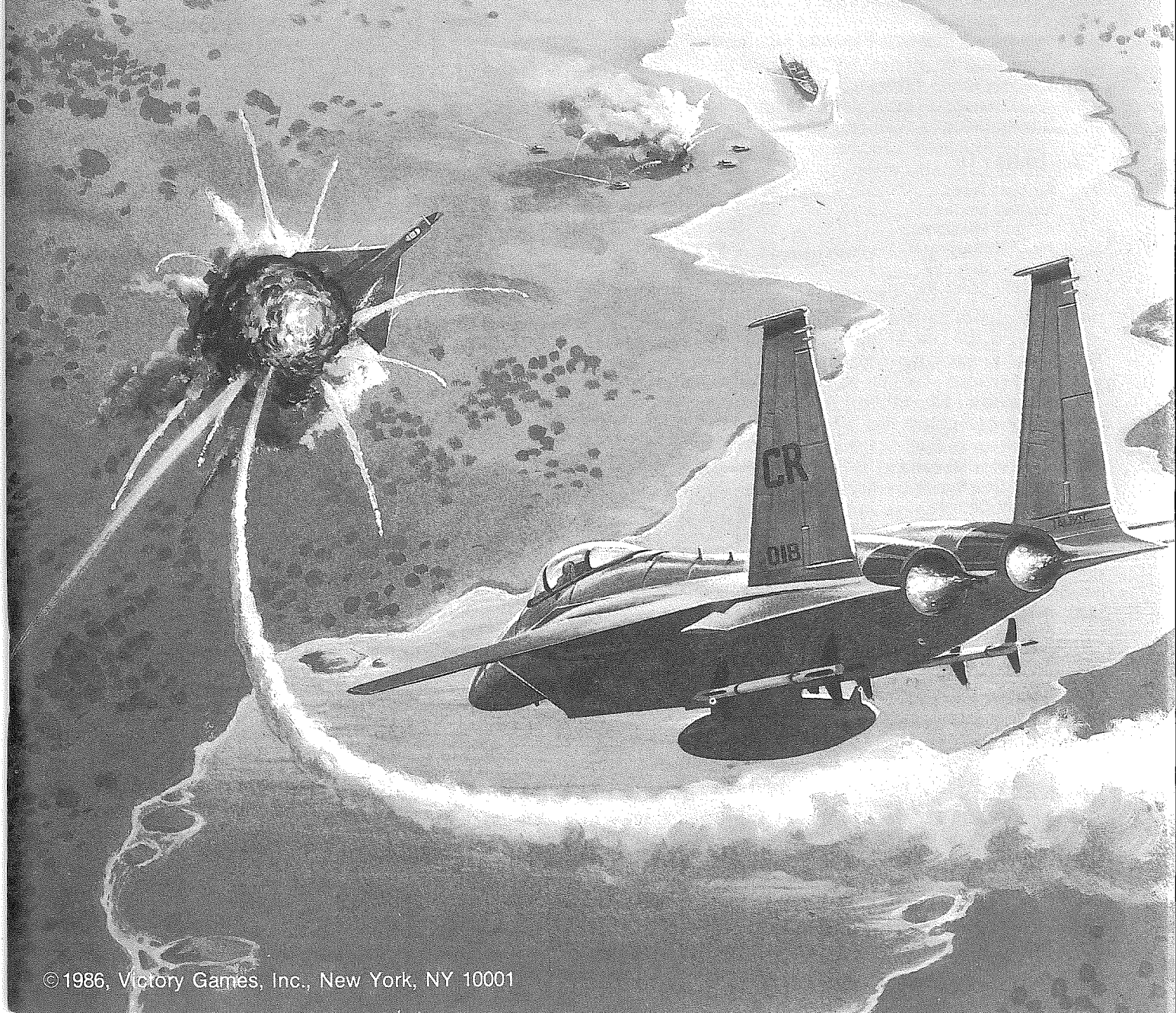


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GAME SCALE

Each Game-Turn represents two days of operations. Each hex on the Operational Map equals 28 kilometers. Each hex on the Strategic Map equals 280 kilometers. Each Strategic Grid Hex on the Operational Map corresponds to a hex on the Strategic Map.

DIE

Aegean Strike uses a 10-sided die which has the num-

bers 0 through 9 printed on it. In all instances, the result of 0 represents a 10 result — not 0.

COMPONENTS

Aegean Strike includes this 56-page rules booklet; one 16-page charts and tables booklet (with examples); one mapsheet; 520 playing pieces (including 130 standard *Gulf Strike* markers); three airbase displays: one 10-sided die; one counter tray; one Feedback Card.

0 Designer/Player Notes

★ *Aegean Strike* is a companion game to *Gulf Strike* and uses the same game mechanics as that game. Players familiar with *Gulf Strike* will be able to sit down and play *Aegean Strike* after absorbing a few differences in the game rules. Those differences in rules are marked with stars (★).

Aegean Strike is a game of planning. The decisions made early in the Game-Turn will usually determine a side's force status at its conclusion. It was found in playtesting that certain strategies required for competent play were not self-evident without at least one playthrough. These notes are included to enhance a player's enjoyment and level of expertise with the system on the first playthrough.

The Game-Turn

A Game-Turn of *Aegean Strike* represents two days of operations. Each Game-Turn consists of three Action Stages where all the major force-on-force interactions occur. The Initiative player has the advantage of moving his pieces first in each of the first two Action Stages, whereas the Reaction player has this privilege in the last Action Stage. When the side in possession of initiative takes large losses (precipitating a loss of momentum), this advantage shifts to the other player.

4 THE ACTION STAGE

During the Action Stage, all major game system interactions occur. Each Action Stage is a series of initiated moves with the enemy player potentially reacting and moving units to intercept. An Action Stage consists of two Movement Phases and a ground combat, or Assault, Phase. Most air and all naval combat ensues during the Movement Phases, whereas ground combat has a separate Phase for resolution (air combat affecting declared ground combat situations is the only other form of combat to occur at this time). The US and USSR players both have Special Forces that perform differently from all other ground units (see Special Operations for details).

During a Movement Phase, each of the different types of units (air, ground, and naval) moves and participates in all forms of combat except declared ground combat. The different unit types may move in any order, thus enabling players to undertake triphibious operations. The game system allows for extensive reactions to enemy moves while they are in progress. When enemy air and naval units move — if they are detected — a player with properly postured forces (intercept mode) may launch air units to intercept and attack. The concept of action/reaction is a prime tenet of the *Gulf/Aegean Strike* system.

Naval units have a limited intercept capability, while ground units (in reserve) may react to declared combat situations. After both players have had a chance to move their available units (only those in the proper modes may move), declared ground combat is resolved. Air units may move during the ground combat, but only if conducting missions (close air support) into declared ground combat situations.

Players who fail to strike the proper balance between offensive and intercept/reserve modes will find their forces either vulnerable to enemy offensive strikes (too much offensive posture) or incapable of initiating offensive operations (too much intercept/reserve posture). Therefore, proper planning during the Unit Assignment Stage, based on accurate appraisal of the current situation, is the central concept for success throughout the entire Game-Turn.

Unit Types

To properly implement the major game system concepts, a player needs to understand fully the uses and capabilities of his various units. Most unit types in the game possess a detection capability represented as a radius of hexes surrounding a unit. Air and naval units that are not detected cannot be engaged in combat. The detection ranges and probabilities of successful detection attempts are found on the Ranged Characteristics Summary (in the Charts and Tables booklet). For more details, see Detection.

★ AIR UNITS

Air units must take off (sortie) and land at airbases. Though airbases cannot be destroyed, they can be put "out of operations," which prevents them from launching air missions or repairing damaged air units; by expending supplies, an "out of operations" airbase can be repaired. To launch an air mission, all participating air units must sortie from the same airbase. Therefore, it is very important that a player mix the types of air units located on an airbase display in order to ensure that units capable of air-to-air combat (escort, air superiority, and intercept) are co-located with strike (air-to-ground/naval) and transport air units. If this were not done, a particular airbase without air-to-air capable units would be unable to escort strike and transport units; such a situation leaves the airbase vulnerable to enemy offensive air strikes.

AIR MISSIONS

Air units in *Aegean Strike* conduct missions of five basic types: Anti-Air, Strike, Ferry, Transport, and Early Warning Detection. As the name implies, the Anti-Air mission's primary purpose is the destruction of enemy air units. Air Superiority, which is an Anti-Air mission, attempts to lure enemy interceptors into air combat situations. Air units without an air-to-air capability may be Escorted to protect them from enemy interceptors.

Interception missions are conducted to oppose enemy air and naval movement while they are in progress. Strike missions entail the release of air-to-surface ordnance against various ground and naval targets. When air units need to increase their range in order to transfer to another airbase, they conduct a Ferry mission. Transport is used to move certain types of ground units and supply depots. EWDA (Early Warning and Detection Aircraft) units provide long-range detection capabilities to improve interception radii. For more details, see Air Unit Missions.

The various air units are rated differently for each of the various combat or transport missions. Each of the unit types is discussed with its strengths for maximum utilization in the game. Aircraft types follow the category under discussion. The categories used, for the most part, are for increased player information; they in no way supercede the rules.

Early Warning Detection Aircraft AWAC, E-2, Tu-126

These units are always airborne. They increase the detection and interception launch radius substantially. It is through the proper positioning and support of EWDA units that control of a side's air space is achieved.

0 **Multi-Role Air Units**

AV-8B, F-4, F-5, F-14, F-15, F-16, F-18, F-111, Mirage, MIG-17, MIG-23, MIG-27, MIG-29, Su-29, Yak-36

These air units have a good Anti-Air Rating and Bombardment (strike) Rating, although examination of the individual air unit types will indicate one Rating is greater than the other. These units are characterized by flexibility.

1 When co-located at the same airbase, they create a varied and unpredictable threat for the other side to counter.

Interceptors

F-100, F-104, MiG-21, MiG-31

2 These air units are predominantly air-to-air capable with a very limited bombardment capability.

Surface Strike

A-4, A-10, AH-1, Su-24, Mi-8, Mi-24, Tu-22

The major use of these air units is surface strike (ground or surface naval), as might be expected with their substantial Bombardment Ratings. Some of these units

3 have a secondary but poor air-to-air capability. The attack helicopters (AH-1, Mi-24) have a limited range, which requires them to be based near their targets.

Multi-Strike

A-6, A-7, Tu-26

4 These are multi-capable strike air units characterized by good Bombardment and Anti-Ship Missile Ratings. One A-6 air unit is based on the US aircraft carrier, and the other unit is land-based. The Tu-26 has a long-range capability.

Sub-Surface Strike

Ab-212, Ka-25, SH-3, P-3, S-3

5 These units are capable of attacking detected submarines. The Ka-25, S-3, and SH-3 are usually based on aircraft carriers, whereas the P-3 is a long-range land-based asset. Both the P-3 and S-3 have a secondary anti-ship missile capability.

Theater Transport

An-24, C-130, CH-47, CH-53, Mi-2, Mi-6, UH-1

6 These units are used for short to medium range transport of brigade or smaller ground units and the movement of supply depots. Sometimes the only way to keep certain types of operations in supply is by transporting supply depots in this fashion.

Strategic Lift

C-5, Il-76

7 These two units represent long-range national assets and capabilities for moving units very long distances. Except for their lift capability, they are similar to other types of transport units.

Other

E-6, Tu-20

8 The US E-6 is an electronic counter-measures (ECM) air unit. When stacked with other air units, its high ECM Rating can be used for the benefit of the entire stack. The Soviet Tu-20 is a long-range reconnaissance air unit with a secondary minelaying capability.

9 The preceding list gives an impression of general groupings of air unit types related to their ratings. Examination of the counters is necessary to ascertain the exact differences in ratings.

NAVAL UNITS

Naval units are in one of two modes during the Game-Turn: Underway and In Port. Naval units have varying capabilities based on their type. There are four basic unit types.

Surface Action Units

BB, CA, CG, CGN, DD, FAC, FF, MCM

Surface action units have varying Bombardment, Anti-Air, Anti-Ship Missile, Minelaying, Minesweeping, and Sub-Surface capabilities. These multi-capable platforms are most vulnerable to air and submarine units.

Aircraft Carriers

CVN, CGH, LHA, CVH

Aircraft carriers are surface units with the additional ability to sortie specially designated air units. This ability makes these units particularly potent due to their increased offensive strike range provided by these aircraft. Carriers come in two sizes: large (CVN) and small (CGH, LHA, CVH). The large carrier is characterized by the ability to launch more air units and the ability to project the Combat Air Patrol (CAP) mission. Carriers are most vulnerable to US and Soviet anti-ship missiles, which can be launched from outside their air intercept range. A way to prevent this is to keep the carriers outside of hostile air unit range or to create a screen of EWDA units ahead of the carrier to give earlier detection and intercept launch.

Submarines

SSN, SS, SSGN

The primary purpose of submarine units is to inflict as much damage as possible on enemy surface units, or at least to threaten such damage. They are most vulnerable to air units and enemy submarines.

Naval Transport

Trans, Amph

The purpose of naval transport is to move large quantities of materials and troops over long distances. Trans naval units may only load and unload in ports, while Amph units can additionally perform this task in certain non-port coastal hexes. The US Amph unit has Bombardment and Anti-Air Ratings as well.

GROUND UNITS

There are three basic types of ground units: Combat, Support, and Trucks. Combat units are used to capture and defend terrain, whereas support units (artillery, air defense, engineers, and headquarters) provide specialized benefits in combat situations. Truck units are ground transport for the movement of ground units and supply depots. It is through the success of ground elements that victory is most often determined.

★ Grand Strategy

The situation on the Strategic Map is quite congested, considering the number of naval units that can be present on patrol when the war begins. NATO's main concern is preservation of the Sixth Fleet carrier (*U.S.S. Dwight D. Eisenhower*). The game abstracts the Italian naval and air forces by prohibiting the Soviet naval forces from entering Italian coastal hexes. Therefore, by placing the US carrier in the Rome hex on the Strategic Map, it will be outside anti-ship missile (ASM) range for the most part and will have a good chance of surviving the D-Day shootout. Of course, the carrier in this location will have almost no effect on play and will eventually have to sortie out into harm's way if it is to have any effect on the war.

- 0 Naples is of great importance to the NATO forces, since it is their supply source. The naval war must be won before NATO forces can be used effectively in the Aegean theater of operations. This will necessitate the destruction of any Warsaw Pact naval units that are in the Eastern Mediterranean in order to open a Sea Line of Communication (SLOC) to the Aegean Sea ports. The NATO SSN's
- 1 are a very potent force and are perfectly suited to this mission. The reason that the French naval forces are not included in the game is that their major area of concern during a war would be in the Western Mediterranean, which is off the map.

- 2 The Soviet naval forces have two main objectives in *Aegean Strike*. The first is to cause as much damage to NATO naval forces as practical, while cutting the NATO SLOC into the Aegean Sea for as long as possible. The second objective is to prevent NATO forces from establishing a naval presence in the Black Sea. When using the optional land attack cruise missile rule, the presence of the US BB and SSN units can have a devastating effect on Soviet Black Sea ports and airbases. The Soviets also
- 3 possess a small amphibious landing force which can potentially be useful in isolating or aiding in the capture of Istanbul — one of the major victory conditions for the Warsaw Pact.

- 4 The Soviet land-based air units (Tu-22 and Tu-26) should be held in reserve for when NATO naval units appear on the Operational Map or are just south of it on the Strategic Map, and then used to launch a concentrated ASM strike. The carrier combat air patrol (CAP) is quite potent, but if one of the F-14's can be lured into air combat by a diversionary air strike early in an Action Stage, a later ASM strike will have improved chances of penetrating far enough to launch their long-range missiles.

5

Operational Strategy

- The major strategic component at this level is air supremacy. If either side during the game achieves permanent air supremacy, while maintaining an adequate amount of supply for its ground forces, a decisive advantage can be gained. Therefore, it is imperative to maintain at least a stand-off in air operations in order to gain a victory on the ground. The fastest way to stop a ground offensive, especially one that is close to its supply source, is to subject the ground forces to extensive air-to-ground strikes to attrite the units and force a suspension of the
- 6 offensive. The other way, when ground forces are far from their supply sources, is to attack the supply depots and to interdict the key choke points, such as the Bosphorus Strait. Once this is accomplished, targeting priorities should switch to installations and ground units.

- 7 Maintaining a reaction capability through detection assets and properly positioned interceptors can prevent enemy air incursions. EWDA units have the largest detection ranges in the game. One of these units can tie together several airbases with interceptors into an air defense zone that will be difficult for hostile forces to penetrate. Without an EWDA unit, the air defense zone extends only a short range from friendly ground units, which is easily penetrated. Therefore, one of the highest
- 8 priorities early in a Game-Turn is to force the enemy EWDA unit out of the game temporarily while preventing the reverse situation.

- 9 One of the best defenses is often a good offense. The quickest way to ground an enemy air force and gain air supremacy is to knock enemy airbases out of operations. Placing air units on interception is good defense, but

since no air unit can fly more than once per Action Stage, an air defense zone can be penetrated eventually if one side has more offensive air missions than the other has interceptors. Attacking the enemy's airbases forces that side to maintain interceptors (reducing available offensive missions) and reduces the opposing side's available sorties permanently. Remember to keep a mix of air unit capabilities at each airbase in order to maintain total planning flexibility.

Once a side begins to gain an air advantage, it should be pressed, with the enemy airbases and supply depots as primary targets. It should be remembered that air missions cost Supply Points, and even though a given mission is inexpensive (in terms of supply), it is not feasible to use all of one's air units without running low on supply and slowing ground operations. Players should take advantage of every opportunity to repair air units, as the repair capability is small relative to the damage likely to be inflicted on a player's air units.

Tactical Strategy

It is through the ground units that victory is basically determined. By gaining air supremacy, a side can halt the progress of the enemy ground forces; but assuming an air standoff is achieved, proper utilization of one's ground forces will be the measure of victory.

During the Unit Assignment Stage, ground units near friendly headquarter units can be placed in Reserve mode. Most of a side's forces will be in Frontline mode. Positive results achieved by these units can be exploited by units in Reserve or blocked by well placed reserves in the corollary. A well supported frontline attack with reserve units directly behind can turn a small success into a major breakthrough. The opposite is also true, where committed reserve units can prevent a breakthrough by changing the odds ratio in key combats. Although headquarters units may seem insignificant, their loss reduces the ability to place units in Reserve mode and lowers the number of options available to the player.

TACTICAL HINTS

1. Do not stack units of different troop quality (elite, line, and militia) together. The column shifts lost in combat almost never justify the combat value addition.
2. Give as much support (artillery, anti-tank, engineer, and close air support) as possible to critical combats.
3. Do not waste supply. Change into expensive supply formations (such as Deliberate Assault) only when necessary.
4. Keep reserves around critical sectors to bolster the line and to react to hostile rear area incursions.
5. For the USSR, initiate chemical warfare only when necessary. The advantage expires over time, and early use expends the full advantage before it may become vital.

★Victory Conditions

The preceding discussion on strategy is directed toward one end: victory. *Aegean Strike* covers the initial clash of forces that would take place at the beginning of a war in the Aegean theater of operations. Since the conflict could be longer, the victory conditions in the game are a "snapshot" view only. Control of the Turkish Straits is the major victory condition (scenarios 2, 3, and 5). This objective lies very close to the Turkey-Bulgaria border, thus making its defense difficult. Usually the Bulgarian

0 forces, acting as the first echelon, will wear down themselves and the Turkish defenders, but will fail to make a breakthrough. The second echelon Soviet forces then enter the fray, and depending on the state of the Turkish forces and their allies, the outcome of the war is determined. The longer game includes the capture of either Ankara or Athens. Since the offensive up to this point has

been in the direction of Ankara, capture of this city usually becomes the long-range objective; a *coup de main* against Athens, however, with a follow-up offensive launched by the reconstituted and newly mobilized Bulgarian forces is also a possibility. Armed with these notes, begin to read the rules; a full understanding of the system will be imparted only by actual play.

Introduction

2 The shores of the Aegean Sea have echoed with the sounds of warfare since the dawn of civilization. The Bosphorus Strait has been the bridge between Asia and Europe for countless invading armies. It is here that the modern geopolitical fault line between East and West lies. It is also here that the armies of NATO and the Warsaw Pact will inevitably meet if they clash.

3 Geography has always played a significant role in Russian naval strategy. Since the days of the Czars, the heirs of the Muscovite empire have coveted control of the Sea of Marmara as the gateway to the Mediterranean. With equal fervor, the heirs of the Ottoman empire have maintained control of this vital waterway. In today's world, the situation has not changed. The Black Sea possesses the only warm water ports of the Soviet Union. Consequently, a major portion of the Soviet Union's ship building and maintenance facilities is maintained here. Naval strategy requires that a fleet have access to these types of facilities if it is to endure extended military operations. The Soviet armed forces have an excellent grasp of naval strategy.

5 Greece and Turkey comprise NATO's southern flank. Although these two countries have had and continue to have their political differences, most of the ill will arises from polemics and not from actual confrontational policies. It is Central Europe that receives the majority of the United States' ground forces, but it is the powerful Sixth Fleet that backs up NATO's positions in the Eastern Mediterranean. The ground forces for NATO's southern flank have an ancient tradition of military excellence, which seems to have been maintained. However, the theater of operations lacks depth; even a limited territorial gain by Warsaw Pact forces would see them in control of the Turkish Straits. As a result, time is a critical issue in a military build up prior to and immediately after the commencement of hostilities.

7 Central Europe is still the main theater of operations in the minds of alliances. The flanks receive the poor man's share of the resources. Yet it is here that both sides are strategically vulnerable. A significant victory by either side in the Aegean Sea region could have a more profound effect on the overall conflict than either side can afford or has foreseen.

Mark Herman

8 Rules Organization

Aegean Strike is a complex game, simulating the full spectrum of actions, reactions, and consequences possible in conjunction with military confrontation. The intense interaction between players that is demanded by the game system has dictated the distinctive manner in which these rules have been organized.

9 ★ For players familiar with *Gulf Strike*, most of the rules in this book are identical with the rules of that game. Changes or alterations to the rules of *Gulf Strike* are noted with stars (★).

The best way to become familiar with *Aegean Strike* is to concentrate initially on the Sequence of Play and the Summary of Playing Pieces. These two chapters provide

a thorough introduction to the basic principles of the game and to the variety of unit types represented.

The chapters on Air Units, Naval Units, and Ground Units offer considerable detail on each of the three basic unit types, defining their characteristics and functions. These three chapters, read with frequent reference to the preceding chapters, will begin to give players an understanding of the game's fundamental mechanics.

Supply, Movement, Detection, Interception, and Combat are the five major motifs of *Aegean Strike*. The individual chapters on each of these topics should be read carefully, and all examples should be played out with map and counters. The heart of the game lies in these chapters, and a full appreciation of these rules is essential to play.

★ Finally, the Scenarios provide the information players will need to actually set up, play, and conclude a game of *Aegean Strike*. Unlike in *Gulf Strike*, there is only **one** set-up for units in all scenarios in *Aegean Strike*. Before the actual fighting begins, the nations involved in the conflict begin to mobilize and to position their forces; when the war breaks out, some nations may not have their forces fully deployed and mobilized.

★ Note that the link-up Scenario 5 requires ownership of both *Gulf Strike* and *Aegean Strike*.

Many of the rules in *Aegean Strike* are cross-referenced with other rules sections. If a rule or example is followed by a note in **bold face type**, check the Index on the back cover of this book to find what page discusses that rule. For example, (**Naval Combat**) means you would check the Index under "Naval Combat." The Index explains how to find the appropriate page and paragraph.

Maps

The map in *Aegean Strike* is based on two scales. The Operational Map portion is divided into hexes of two sizes. The smaller hexes each represent an area 28 kilometers across. The larger hexes represent an area 280 kilometers across.

The Strategic Map portion is divided into hexes of only one size. These hexes represent an area 280 kilometers across, and each of these hexes is numbered to correspond to a large hex on the Operational Map.

Hexes on the Strategic Map are referred to as **Strategic Hexes**. The small hexes on the Operational Map are referred to as **Operational Hexes**, and the large hexes on the Operational Map are referred to as **Strategic Grid Hexes**. An Operational Map Hex that has a Strategic Grid boundary through its center is considered in either Strategic Grid for any purpose determined by the player when performing any game action.

The Strategic Map represents an area that encompasses — and far exceeds — the area depicted on the Operational Map. The **Transitional Hexes** indicated on the terrain key for the Strategic Map define the borders of the Operational Map area. The Transitional Hexes correspond

- 0 to those Strategic Grid Hexes that appear only partially on the Operational Map. Throughout the game, units may have occasion to move from the Strategic Map to the Operational Map, and *vice versa*. All movement between the two Maps occurs in the Transitional Hexes. Note that no unit may ever enter the area on the Strategic Map that is bounded by the Transitional Hexes; any unit moving into this area would appear on the Operational Map.
- 1

Initiative

- ★ Each scenario gives instructions as to which side will have the initiative at the beginning of the game; they are designated as side A or side B. The player controlling this side is called the Initiative player. That player continues to be the Initiative player unless, on any one Game-Turn, he incurs 15 air and ground Hits, at which time the Initiative passes to the other side. The Initiative can change hands any number of times per scenario, whenever the 15-Hit limit is reached. Hits taken on one Game-Turn do not carry over to another Game-Turn.
- 2
- 3 Place the Accumulated Hits marker on the Supply Point/Game-Turn Record Track on the zero space in the Initiative Determination Stage of the first Game-Turn of the scenario. The marker should be placed so that the letter corresponding to the Initiative side faces up. Each time

the Initiative side takes a ground or air Hit — for any reason — move the marker one space to the right. If, in the following Initiative Determination Stage, the marker is positioned at 15 or more, the other player becomes the Initiative player, inverts the Accumulated Hits marker, and returns it to zero. If the Initiative player does not accumulate 15 air and ground Hits, the marker is not inverted, but is returned to zero for that turn.

★ Tracks and Displays

Printed on the mapsheet is the **Supply Point/Game-Turn Record Track**. It serves a four-fold purpose of recording the number of Supply Points available for each country, recording the completion of each Game-Turn, recording the number of Hits the Initiative player has accumulated during the current Game-Turn, and recording the first use of chemical weapons by the Warsaw Pact player.

There are three **Airbase Display** cards, two for the NATO player and one for the Warsaw Pact player. Each Airbase Display contains all the airbases for each country as printed on the map; the displays are used to record the air units stationed at each airbase and how often those air units have sortied in the current Game-Turn. On the Warsaw Pact Airbase Display is the **Air/Naval Combat Resolution Track**, which is used in resolving combat in which any air or naval unit participates.

Sequence of Play

The following annotated outline describes the progress of one Game-Turn of *Aegean Strike*. Each scenario specifies how many Game-Turns must be played to complete a game. Players must perform all activities in strict accordance with the Sequence of Play.

- 5 ★ Note that in most scenarios the Pre-War Situation is in effect. The Sequence of Play, as outlined below, is followed during the Pre-War Situation, with certain exceptions. **(Pre-War Situation)** Read the Political Rules and Special Rules of each scenario to determine what restraints are in effect during the Pre-War Situation.

6 Strategic Stage

The Strategic Stage begins each Game-Turn with the introduction of global events that determine the beginning of and the progress of the war.

7 GLOBAL POLITICAL PHASE

During this Phase, various events that could escalate the war within the Eastern Mediterranean area occur.

- Both players refer to the scenario political rules section to determine whether or not war begins.

★ Situations arising in the scenarios determine what forces are activated and give limitations for movement of units.

8 (Scenarios)

- The Initiative player rolls one die and refers to the Random Political Events Table, to determine whether or not Israel is activated, or other random events take place.

Die rolls made during this Phase, with reference to the Political Random Events Table, can activate Israel, or can introduce new global political situations.

9 (Political Events)

★ GLOBAL MILITARY PHASE

Mobilization during this Phase can enhance under-strength military units. Also, reinforcements, originating in areas beyond those depicted on the Strategic Map, enter play during this Phase.

Many units are set up at partial strength and may be built up before the actual outbreak of hostilities. Available reinforcements for all scenarios are listed in the Order of Battle Section.

(Mobilization; Reinforcements; Order of Battle)

Unit Assignment Stage

During this Stage, players determine in advance for the remainder of the Game-Turn the general type of operations they wish their air and ground combat units to perform, and assign these units to appropriate modes.

Note that naval units are not assigned to modes at this time; they are assigned during the End Stage.

- Each ground combat unit must be assigned to either Frontline or Reserve mode.

A ground unit's mode determines when the unit is eligible to spend Movement Points and whether or not the unit will be able to declare combat. (Ground Unit Modes) Note that truck (ground transport) units are always automatically Frontline.

- Each air combat unit must be assigned to either Offensive or Interception mode.

An air combat unit's mode determines the types of missions the unit is eligible to perform. (Air Unit Modes) Note that air transport units are always automatically placed in Offensive mode; EWDA units are never assigned to a mode.

- Certain division-sized units may be eligible to break down into regiments, or to recombine constituent regiments into divisions.

★ Note that only the USSR can break down and recombine. **(Division Breakdown/Recombination)**

- Special forces units may be deployed on Special Operations, or recalled from Special Operations.

★ While all countries have special forces, only the US and USSR special forces units can undertake Special Operations. When used for Special Operations, special forces units are not assigned to Frontline or Reserve mode. **(Special Forces)**

0 Initiative Determination Stage

Throughout the game, one player or the other always has Initiative, which allows a player to more easily assume and sustain an aggressive role. Initiative can change hands in the course of the game.

- Players determine, according to the Initiative rules, which side has Initiative for the rest of the current Game-Turn and until the Initiative Determination Stage of the following Game-Turn.

The player who is determined to have Initiative in this Stage is referred to throughout the Game-Turn as the Initiative player; his opponent is referred to as the Reaction player. (Initiative)

First Action Stage

There are three Action Stages in each Game-Turn. It is during these Stages that players undertake all of the activities involving movement and combat. Note that there is a considerable amount of player interaction in each Action Stage.

In the First Action Stage, the Initiative player has an opportunity to launch and support virtually any sort of operation, while the Reaction player has limited — though by no means insignificant — opportunity to react.

4 FIRST NAVAL MOVEMENT DETERMINATION PHASE

Each player is restricted in the number of his naval units that may spend Movement Points in a single Movement Phase.

- Each player rolls one die, halving the result and rounding down, to determine the number of friendly naval units that are eligible to spend Movement Points in the First Movement Phase.

A naval unit spends Movement Points from its Movement Point Allowance to move and to use its combat ratings offensively. Naval Amph units may also spend Movement Points to load or unload. Players should note that naval units can undertake certain defensive activities without spending Movement Points. (Naval Unit Movement; Naval Combat)

- 6 *It is possible (by rolling a 1) that a player may have no naval units eligible to spend Movement Points in a given Movement Phase.*

FIRST MOVEMENT PHASE

During this Phase (and the Second and Third Movement Phases), all actual movement on the Operational and Strategic Maps takes place, in three distinct Segments. A great deal of combat can be resolved in this Phase as well. In fact, the only type of combat that can never occur during a Movement Phase is the resolution of declared combat situations between opposing ground units.

8 First Initiative Segment

The Initiative player's units may perform the following activities, as often as possible for eligible units and in any order, subject to the rules governing the unit types and activities involved.

- Any truck and ground combat units assigned to Frontline mode that belong to the Initiative player may spend Movement Points, and ground combat units may declare combat.

A ground unit spends Movement Points from its Movement Point Allowance to move and to change formation. A truck unit spends Movement Points to move, to load, and to unload.

(Ground Unit Movement; Ground Combat)

- Any air units assigned to Offensive mode that belong to the Initiative player may perform missions.

In order to perform a mission, an air unit must meet all the prerequisites listed on the Air Mission Prerequisites Summary, and any special prerequisites indicated in the rules.

(Air Missions)

- Any air units that are based on a CVN (aircraft carrier) naval unit, assigned to Interception mode, that belong to the Initiative player may perform CAP.

(Carrier Units)

- Any naval units assigned to Underway mode that belong to the Initiative player may spend Movement Points.

The Initiative player may spend Movement Points for no more of his naval units than the number determined in the First Naval Movement Determination Stage.

(Naval Unit Movement; Naval Combat)

- Any naval units assigned to In Port or Underway mode that belong to the Initiative player may defend themselves without spending Movement Points.

Any naval unit that is attacked may respond, without moving, by attacking in kind. This activity costs no Movement Points and does not count against the limit determined in the First Naval Movement Determination Stage.

(Naval Unit Movement; Naval Combat)

The Reaction player's units may perform the following activities, as often as possible for eligible units in response to the Initiative player's moves, subject to the rules governing the unit types and activities involved.

- Any air units assigned to Interception mode that belong to the Reaction player may perform Interception missions or CAP.

Note that Interception and CAP are the only missions that can be undertaken by an air unit in Interception mode.

(Air Missions)

- Any naval units assigned to Underway mode that belong to the Reaction player may attempt to intercept an enemy naval unit.

This activity costs the Reaction player's naval units Movement Points and does count toward the limit determined in the First Naval Movement Determination Stage.

(Naval Interception)

- Any naval units assigned to In Port or Underway mode that belong to the Reaction player may defend themselves without spending Movement Points.

(Naval Unit Movement; Naval Combat)

First Reaction Segment

The Reaction player's units may perform the following activities, as often as possible for eligible units and in any order, subject to the rules governing the unit types and activities involved.

- Any ground combat units assigned to Reserve mode that belong to the Reaction player may spend Movement Points to enter a declared combat situation.

No unit in Reserve mode belonging to the Reaction player may ever declare combat in the First Action Stage, nor may it spend Movement Points except to move into a declared combat situation. No unit in Frontline mode belonging to the Reaction player may ever spend Movement Points.

(Ground Unit Movement; Ground Combat)

- Any air units assigned to Offensive mode that belong to the Reaction player may perform missions.

(Air Missions)

- 0 • Any air units that are based on a CVN (aircraft carrier) naval unit, assigned to Interception mode, that belong to the Reaction player may perform CAP.

(Carrier Units)

- Any naval units assigned to Underway mode that belong to the Reaction player may spend Movement Points.

- 1 *The Reaction player may spend Movement Points for no more of his naval units than the number determined in the First Naval Movement Determination Stage.*

(Naval Unit Movement; Naval Combat)

- Any naval units assigned to In Port or Underway mode that belong to the Reaction player may defend themselves without spending Movement Points.

- 2 **(Naval Unit Movement; Naval Combat)**

The Initiative player's units may perform the following activities, as often as possible for eligible units in response to the Reaction player's moves, subject to the rules governing the unit types and activities involved.

- 3 • Any air units assigned to Interception mode that belong to the Initiative player may perform Interception missions or CAP.

(Air Missions)

- Any naval units assigned to Underway mode that belong to the Initiative player may attempt to intercept an enemy naval unit.

- 4 **(Naval Interception)**

- Any naval units assigned to In Port or Underway mode that belong to the Initiative player may defend themselves without spending Movement Points.

(Naval Unit Movement; Naval Combat)

5 **FIRST COMBAT PHASE**

During this Phase (and the Second and Third Combat Phases), all declared combat situations among ground units are resolved. Ground combat can be supported in this Phase by air units.

First Reaction Close Air Support Segment

- 6 The Reaction player's eligible air units may participate in this Segment as often as possible.

- Any combat air units assigned to Offensive mode that belong to the Reaction player may conduct Bombardment Strike missions against enemy ground units in declared combat situations. Escort allowed.

- 7 *Any successful strikes at this time have an additional effect on the target unit prior to combat resolution.*

(Air Missions; Ground Combat)

- Any air units that are based on a CVN (aircraft carrier) naval unit, assigned to Interception mode, that belong to the Reaction player may perform CAP.

(Carrier Units)

- 8 The Initiative player's eligible air units may participate in this Segment as often as possible.

- Any air units assigned to Interception mode that belong to the Initiative player may perform Interception missions or CAP.

(Air Missions)

- 9 **First Initiative Close Air Support Segment**

The Initiative player's eligible air units may participate in the Segment as often as possible.

- Any combat air units assigned to Offensive mode that belong to the Initiative player may conduct Bombardment Strike missions against enemy ground units in

declared combat situations. Escort allowed.

(Air Missions; Ground Combat)

- Any air units that are based on a CVN (aircraft carrier) naval unit, assigned to Interception mode, that belong to the Initiative player may perform CAP.

(Carrier Units)

The Reaction player's eligible air units may participate in this Segment as often as possible.

- Any air units assigned to Interception mode that belong to the Reaction player may perform Interception missions or CAP.

(Air Missions)

First Assault Segment

During this Segment, players resolve combat for each declared combat situation on the map.

- The Initiative player determines the order in which each declared combat will be resolved, and both players proceed to resolve the combats.

For each declared combat, players must take into account supply status, terrain, troop quality, formation, engineers, the presence of armor in one side exclusively, effects of close air support, chemical warfare, and artillery and anti-tank units before referring to the Ground Combat Resolution Table.

(Ground Combat)

Second Action Stage

In the Second Action Stage, the Initiative player has an opportunity to continue his operations, while the Reaction player continues to make his countermoves.

SECOND NAVAL MOVEMENT DETERMINATION PHASE

- Each player rolls one die, halving the result and rounding down, to determine the number of friendly naval units that are eligible to spend Movement Points in the Second Movement Phase.

(Naval Unit Movement; Naval Combat)

SECOND MOVEMENT PHASE

Second Initiative Segment

The Initiative player's units may perform the following activities, as often as possible for eligible units and in any order, subject to the rules governing the unit types and activities involved.

- Any ground combat units assigned to Reserve mode that belong to the Initiative player may spend Movement Points, and ground combat units may declare combat.

(Ground Unit Movement; Ground Combat)

- Any air units assigned to Offensive mode that belong to the Initiative player may perform missions.

(Air Missions)

- Any air units that are based on a CVN (aircraft carrier) naval unit, assigned to Interception mode, that belong to the Initiative player may perform CAP.

(Carrier Units)

- Any naval units assigned to Underway mode that belong to the Initiative player may spend Movement Points.

The Initiative player may spend Movement Points for no more of his naval units than the number determined in the Second Naval Movement Determination Stage.

(Naval Unit Movement; Naval Combat)

- Any naval units assigned to In Port or Underway mode that belong to the Initiative player may defend themselves without spending Movement Points.

(Naval Unit Movement; Naval Combat)

- 0 The Reaction player's units may perform the following activities, as often as possible for eligible units in response to the Initiative player's moves, subject to the rules governing the unit types and activities involved.

- Any air units assigned to Interception mode that belong to the Reaction player may perform Interception missions or CAP.

1 (Air Missions)

- Any naval units assigned to Underway mode that belong to the Reaction player may attempt to intercept an enemy naval unit.

(Naval Interception)

- 2 • Any naval units assigned to In Port or Underway mode that belong to the Reaction player may defend themselves without spending Movement Points.

(Naval Unit Movement; Naval Combat)

Second Reaction Segment

- 3 The Reaction player's units may perform the following activities, as often as possible for eligible units and in any order, subject to the rules governing the unit types and activities involved.

- Any ground combat units assigned to Reserve mode that belong to the Reaction player may spend Movement Points to enter a declared combat situation.

No ground unit belonging to the Reaction player may ever declare combat in the Second Action Stage, nor may it spend Movement Points except to move into a declared combat situation. No Frontline ground unit belonging to the Reaction player may spend Movement Points in the Second Action Stage.

5 (Ground Unit Movement; Ground Combat)

- Any air units assigned to Offensive mode that belong to the Reaction player may perform missions.

(Air Missions)

- 6 • Any air units that are based on a CVN (aircraft carrier) naval unit, assigned to Interception mode, that belong to the Reaction player may perform CAP.

(Carrier Units)

- Any naval units assigned to Underway mode that belong to the Reaction player may spend Movement Points.

(Naval Unit Movement; Naval Combat)

- 7 • Any naval units assigned to In Port or Underway mode that belong to the Reaction player may defend themselves without spending Movement Points.

(Naval Unit Movement; Naval Combat)

8 The Initiative player's units may perform the following activities, as often as possible for eligible units in response to the Reaction player's moves, subject to the rules governing the unit types and activities involved.

- Any air units assigned to Interception mode that belong to the Initiative player may perform Interception missions or CAP.

(Air Missions)

- 9 • Any naval units assigned to Underway mode that belong to the Initiative player may attempt to intercept an enemy naval unit.

(Naval Interception)

- Any naval units assigned to In Port or Underway mode that belong to the Initiative player may defend themselves without spending Movement Points.

(Naval Unit Movement; Naval Combat)

SECOND COMBAT PHASE

Second Reaction Close Air Support Segment

The Reaction player's eligible air units may participate in this Segment as often as possible.

- Any combat air units assigned to Offensive mode that belong to the Reaction player may conduct Bombardment Strike missions against enemy ground units in declared combat situations. Escort allowed.

(Air Unit Missions; Ground Combat)

- Any air units that are based on a CVN (aircraft carrier) naval unit, assigned to Interception mode, that belong to the Reaction player may perform CAP.

(Carrier Units)

The Initiative player's eligible air units may participate in this Segment as often as possible.

- Any air units assigned to Interception mode that belong to the Initiative player may perform Interception missions or CAP.

(Air Missions)

Second Initiative Close Air Support Segment

The Initiative player's eligible air units may participate in the Segment as often as possible.

- Any combat air units assigned to Offensive mode that belong to the Initiative player may conduct Bombardment Strike missions against enemy ground units in declared combat situations. Escort allowed.

(Air Missions; Ground Combat)

- Any air units that are based on a CVN (aircraft carrier) naval unit, assigned to Interception mode, that belong to the Initiative player may perform CAP.

(Carrier Units)

The Reaction player's eligible air units may participate in this Segment as often as possible.

- Any air units assigned to Interception mode that belong to the Reaction player may perform Interception missions or CAP.

(Air Missions)

Second Assault Segment

During this Segment, players resolve combat for each declared combat situation on the map.

- The Initiative player determines the order in which each declared combat will be resolved, and both players proceed to resolve the combats.

(Ground Combat)

Third Action Stage

In the Third Action Stage, the Reaction player has his best opportunity to take the lead, forcing the Initiative player into a more defensive role.

THIRD NAVAL MOVEMENT DETERMINATION PHASE

- Each player rolls one die, halving the result and rounding down, to determine the number of friendly naval units that are eligible to spend Movement Points in the Third Movement Phase.

(Naval Unit Movement; Naval Combat)

0 THIRD MOVEMENT PHASE**Third Reaction Segment**

The Reaction player's units may perform the following activities, as often as possible for eligible units and in any order, subject to the rules governing the unit types and activities involved.

- 1 • Any truck and ground combat units assigned to Frontline mode, and units assigned to Reserve mode that have not yet spent Movement Points, that belong to the Reaction player may spend Movement Points, and ground combat units may declare combat.

(Ground Unit Movement; Ground Combat)

- 2 • Any air units assigned to Offensive mode that belong to the Reaction player may perform missions.

(Air Missions)

- Any air units that are based on a CVN (aircraft carrier) naval unit, assigned to Interception mode, that belong to the Reaction player may perform CAP.

- 3 (Carrier Units)

- Any naval units assigned to Underway mode that belong to the Reaction player may spend Movement Points.

The Reaction player may spend Movement Points for no more of his naval units than the number determined in the Third Naval Movement Determination Stage.

(Naval Unit Movement; Naval Combat)

- 4 • Any naval units assigned to In Port or Underway mode that belong to the Reaction player may defend themselves without spending Movement Points.

(Naval Unit Movement; Naval Combat)

The Initiative player's units may perform the following activities, as often as possible for eligible units in response to the Reaction player's moves, subject to the rules governing the unit types and activities involved.

- 5 • Any air units assigned to Interception mode that belong to the Initiative player may perform Interception missions or CAP.

(Air Missions)

- 6 • Any naval units assigned to Underway mode that belong to the Initiative player may attempt to intercept an enemy naval unit.

(Naval Interception)

- Any naval units assigned to In Port or Underway mode that belong to the Initiative player may defend themselves without spending Movement Points.

- 7 (Naval Unit Movement; Naval Combat)

Third Initiative Segment

The Initiative player's units may perform the following activities, as often as possible for eligible units and in any order, subject to the rules governing the unit types and activities involved.

- 8 • Any ground combat units assigned to Reserve mode that belong to the Initiative player that have not spent Movement Points in the current Game-Turn may spend Movement Points to enter a declared combat situation.

No ground unit belonging to the Initiative player may ever declare combat during the Third Action Stage, nor may it spend Movement Points except to move into a declared combat situation. No Frontline ground unit belonging to the Initiative player may spend Movement Points in the Third Action Stage.

- 9 (Ground Unit Movement; Ground Combat)

(Ground Unit Movement; Ground Combat)

- Any air units assigned to Offensive mode that belong to the Initiative player may perform missions.

(Air Missions)

- Any air units that are based on a CVN (aircraft carrier) naval unit, assigned to Interception mode, that belong to the Initiative player may perform CAP.

(Carrier Units)

- Any naval units assigned to Underway mode that belong to the Initiative player may spend Movement Points.

(Naval Unit Movement; Naval Combat)

- Any naval units assigned to In Port or Underway mode that belong to the Initiative player may defend themselves without spending Movement Points.

(Naval Unit Movement; Naval Combat)

The Reaction player's units may perform the following activities, as often as possible for eligible units in response to the Initiative player's moves, subject to the rules governing the unit types and activities involved.

- Any air units assigned to Interception mode that belong to the Reaction player may perform Interception missions or CAP.

(Air Missions)

- Any naval units assigned to Underway mode that belong to the Reaction player may attempt to intercept an enemy naval unit.

(Naval Interception)

- Any naval units assigned to In Port or Underway mode that belong to the Reaction player may defend themselves without spending Movement Points.

(Naval Unit Movement; Naval Combat)

THIRD COMBAT PHASE**Third Initiative Close Air Support Segment**

The Initiative player's eligible air units may participate in this Segment as often as possible.

- Any combat air units assigned to Offensive mode that belong to the Initiative player may conduct Bombardment Strike missions against enemy ground units in declared combat situations. Escort allowed.

(Air Missions; Ground Combat)

- Any air units that are based on a CVN (aircraft carrier) naval unit, assigned to Interception mode, that belong to the Initiative player may perform CAP.

(Carrier Units)

The Reaction player's eligible air units may participate in this Segment as often as possible.

- Any air units assigned to Interception mode that belong to the Reaction player may perform Interception missions or CAP.

(Air Missions)

Third Reaction Close Air Support Segment

The Reaction player's eligible air units may participate in the Segment as often as possible.

- Any combat air units assigned to Offensive mode that belong to the Reaction player may conduct Bombardment Strike missions against enemy ground units in declared combat situations. Escort allowed.

(Air Missions; Ground Combat)

- Any air units that are based on a CVN (aircraft carrier) naval unit, assigned to Interception mode, that belong to the Reaction player may perform CAP.

(Carrier Units)

- 0 The Initiative player's eligible air units may participate in this Segment as often as possible.

- Any air units assigned to Interception mode that belong to the Initiative player may perform Interception missions or CAP.

(Air Missions)

1 Third Assault Segment

During this Segment, players resolve combat for each declared combat situation on the map.

- The Reaction player determines the order in which each declared combat will be resolved, and both players proceed to resolve the combats.

2 (Ground Combat)

End Stage

- 3 The End Stage is an opportunity for player to "mop-up" at the conclusion of a Game-Turn. The various activities of the End Stage may be performed in any order by both players.

- Each player removes all Hit markers from supply depots that are still on the map.

A supply depot that suffers three Hits in a single Game-Turn is eliminated and removed from the map upon receiving its third Hit; two Hits or fewer in a single Game-Turn do not affect a supply unit.

(Supply)

- Each player inflicts one Hit on each of his ground combat and ground transport units that is out of supply.

No unit can be eliminated by this Hit. A player may choose to eliminate an eligible supply depot at this time to avoid taking Hits on ground units of the same side.

(Supply)

- Each player may build or dismantle supply depots on any functioning supply source of the same side.

★ A supply source can be built on a functioning supply source only if the supply source has at least four Supply Points available. A supply depot can be dismantled on any functioning supply source of the same side; when a supply

depot is dismantled, four Supply Points are added to the appropriate Supply Point Track of any nationality of that side. (Supply)

- Each player may repair eligible units and airbases.

Air units, ground assault units, truck units, air defense units, airbases, and — to a limited extent — naval units can be repaired, provided they meet specified requirements.

(Repair)

- Bridge markers may be placed across the Bosphorus hexsides that have met the requirements for bridging.

Only engineer units can build bridges.

(Bridges)

- Bridge markers may be removed from the Bosphorus hexsides that have met the requirements for bridge destruction.

Any assault units can destroy bridges by meeting the specified requirements.

(Bridges)

- Naval units that are in port hexes (Strategic or Operational) may change mode from Underway to In Port, or from In Port to Underway.

Only Underway naval units may spend Movement Points; only In Port naval transports — except amphibious — can load or unload.

(Naval Unit Modes)

- Naval units that begin the End Stage In Port can load or unload at no Movement Point cost.

Unloaded units cannot spend Movement Points in the End Stage. Amphibious transport units can, in certain circumstances, unload during an Action Stage.

(Naval Transport)

- Advance the Game-Turn marker one space on the Game-Turn Record Track to indicate the end of the current Game-Turn.

Another Game-Turn begins immediately with the Strategic Stage, unless the final Game-Turn has been completed, as called for by the scenario instructions. If the game is over, players consult the Victory Conditions portion of the scenario description to determine a winner and the extent of his victory.

(Scenarios)

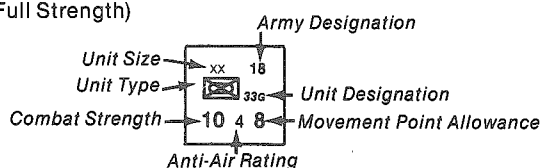
Summary of Playing Pieces

The 520 playing pieces in *Aegean Strike*, representing 8 color-coded nationalities, are generally divided among four basic types: air units, naval units, ground units, and game markers. These basic types are further subdivided on the basis of their specific characteristics and various functions.

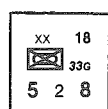
Ranged Characteristics Summary, Charts/Tables 2

LAND UNIT

FRONT (Full Strength)

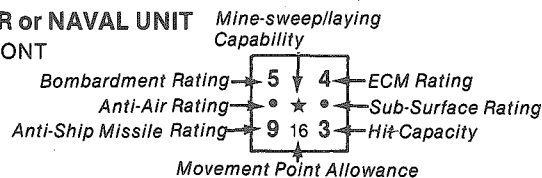


BACK (Half Strength)

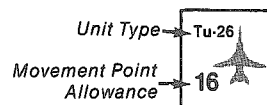


AIR or NAVAL UNIT

FRONT

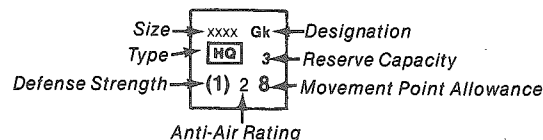


BACK



HEADQUARTERS UNIT

FRONT



0 Unit Values

The following unit values are indicated on the unit counters, except where noted otherwise. **A:** Applicable to air units. **N:** Applicable to naval units. **G:** Applicable to ground units.

Anti-Air Rating (A,N,G)

- 1 A numerical rating used in attacking air units.

ASM (Anti-Ship Missile) Rating (A,N)

A numerical rating used by air and naval units in attacking naval surface units. When referring to ship-board missiles, the abbreviation SSM (Ship-to-Ship Missile) is sometimes used.

Bombardment Rating (A,N)

A numerical rating used by air units on strike missions against anything except Underway submarine units and by naval units firing their guns at surface naval units, ground units, or installations.

Combat Strength (G)

A numerical rating used by ground forces for attack and defense in resolving assaults.

Defense Strength (G)

A numerical rating used by ground support units for defense only in resolving assaults when the support unit is unaccompanied by assault units.

Detection Range (A,N,G)*

- 5 The maximum distance at which a unit can attempt to detect an enemy air or naval unit.

**This value is not included on the counters. (Detection)*

ECM (Electronic Counter-Measures) Rating (A,N)

A numerical rating used by air and naval units in combat in attempts to counter the effects of enemy attacks. The ECM Rating takes into account such items as electronic jamming and defensive maneuvering.

Hit Capacity (A,N,G)*

A numerical rating used by all units to reflect the amount of damage a unit can absorb. Hits on naval and air units represent actual loss of component vessels or aircraft, with resultant reduction of the remaining unit's effectiveness. Hits on ground units represent loss of personnel, equipment, and the subsequent loss of unit cohesion.

**This value is not indicated on ground units. (Hits)*

Minelaying Capability (A,N)

- 8 An indication on certain air and naval units that the units are capable of laying mines.

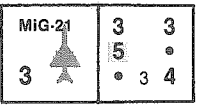
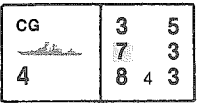
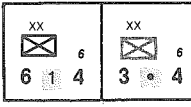
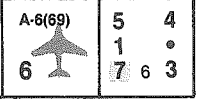
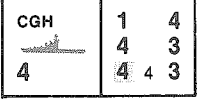

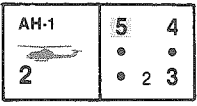
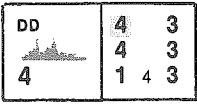



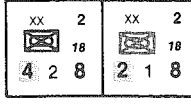


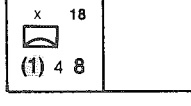
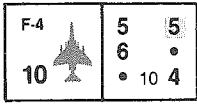


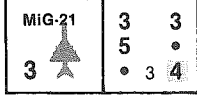
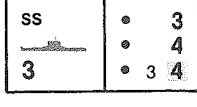

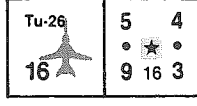



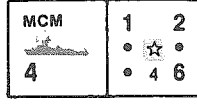


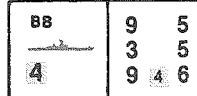
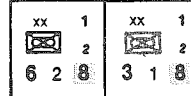
★ Minesweeping Capability (A,N)

An indication on the MCM naval unit (or US SH-3 helicopter unit, if the optional rule is used) that the unit is capable of sweeping (removing) mines.

Movement Point Allowance (A,N,G)*

A numerical rating indicating how far a given unit may move each time it is eligible to move.

**Air and naval MPA's are expressed in Strategic Hexes; ground unit MPA's are expressed in Operational Hexes. (Movement)*

AIR	NAVAL	GROUND
		
		
		
		
		
		
		
		
		
		

0 Reserve Capacity

A numerical rating found only on headquarters units that indicates the maximum number of brigades the headquarters can place in reserve.

★ Note that this rating is in a different location on *Aegean Strike* counters than it is on *Gulf Strike* counters.

1 SSM (Ship-to-Ship Missile) Rating (A,N)

See ASM.

Sub-Surface Rating (A,N)

A numerical rating used by air and naval surface units in attacking submarines; used by submarines in attacking any naval unit.

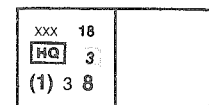
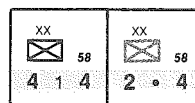
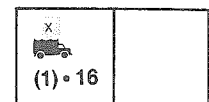
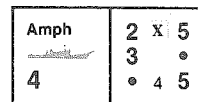
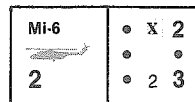
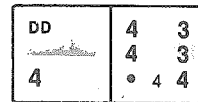
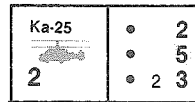
2**Transport Capacity (A,N,G)**

An indication on air transport, naval transport, and truck units of how much the unit can carry at one time.

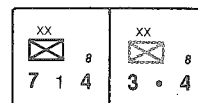
Troop Quality (G)

An indication on certain ground units that are Militia or Elite. Units that are considered Line units lack this indication.. Troop quality affects the resolution of ground assaults and the ability to retreat.

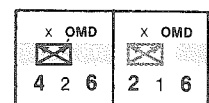
Troop Quality Effects Matrix, Charts/Tables 1

AIR**NAVAL****GROUND****3**

Militia



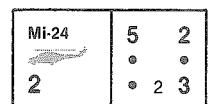
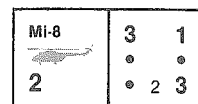
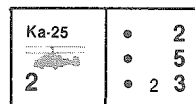
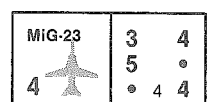
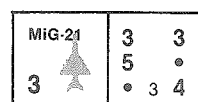
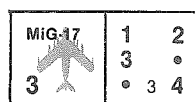
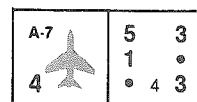
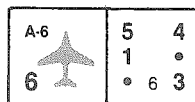
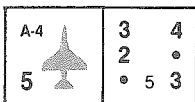
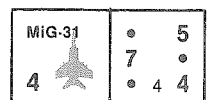
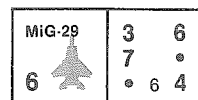
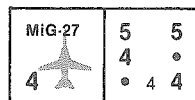
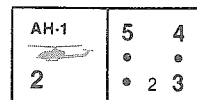
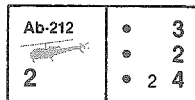
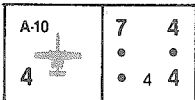
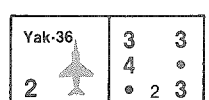
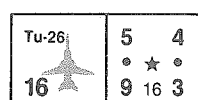
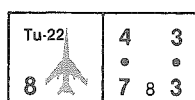
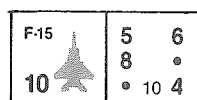
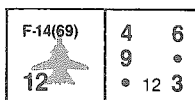
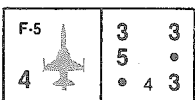
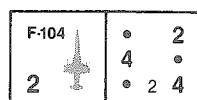
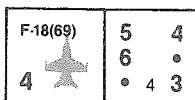
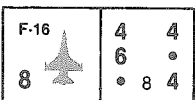
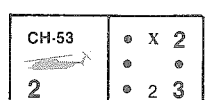
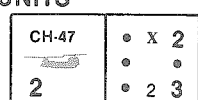
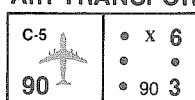
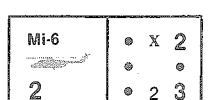
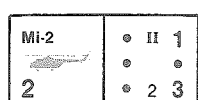
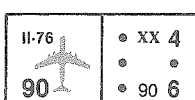
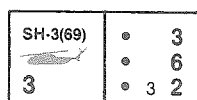
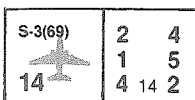
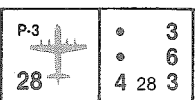
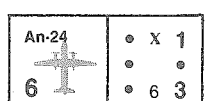
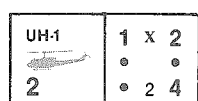
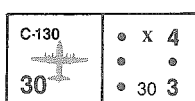
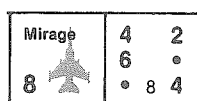
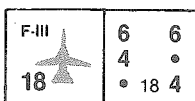
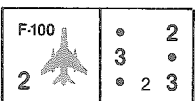
Line






Elite

4 Air Units

Each air unit (with the exception of EWDA units) represents a squadron of approximately 10 to 24 aircraft. There are three basic air unit types.

Warsaw Pact**AIR COMBAT UNITS — NATO****5****6****7****8****AIR TRANSPORT UNITS****9**

0 EWDA UNITS (Early Warning and Detection)

E-2(69) 		AWAC 		Tu-126 	
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Naval Units



- 1 Each naval unit represents a battlegroup or group of vessels of the same class. There are four basic naval unit types.

NAVAL UNIT TYPE ABBREVIATIONS











Amph: Amphibious Transport. **Trans:** Conventional Transport. **BB:** Battleship. **CA:** Conventional Cruiser. **CG:** Guided-Missile Cruiser. **CGH:** Helicopter Cruiser. **CGN:** Nuclear Guided-Missile Cruiser. **CVH:** Helicopter Carrier. **CVN:** Nuclear Carrier. **DD:** Destroyer. **FAC:** Fast Attack Craft. **FF:** Frigate. **LHA:** Helicopter Assault. **MCM:** Mine Countermeasures. **SS:** Conventional Submarine. **SSGN:** Guided-Missile Submarine. **SSN:** Nuclear Submarine.

3 CARRIER UNITS




CVN-69 	5 6 8 5 5 5 5	LHA 	2 II 5 4 • • 4 5
---	---------------------	--	------------------------




CGH 	1 4 4 3 4 4 3	CVH 	4 5 9 3 6 4 3
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Carrier with carrier-designated air unit types.

F-18(69) 	F-18(69) 	E-2(69) 	S-3(69) 
4	4		14
CVN-69 	SH-3(69) 	F-14(69) 	F-14(69) 
5	3	12	12
		E-6(69) 	A-6(69) 
		6	6


SURFACE ACTION UNITS

DD 	4 5 6 5 4 5 4 4	BB 	9 5 3 5 4 9 4 6	CG 	3 5 7 3 4 8 4 3
---	-----------------------	---	-----------------------	---	-----------------------

CA 	6 3 1 1 3 4 3 4	MCM 	1 2 • ☆ • 4 • 4 6	FAC 	• 2 1 • 6 3 6 4
---	-----------------------	--	-------------------------	--	-----------------------



FF 	1 2 2 2 4 • 4 4	CGN 	3 6 8 2 5 9 5 4
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8 SUBMARINE UNITS

SS 	• 3 • 4 3 • 3 4	SSN 	• 4 • ☆ 6 6 • 6 4	SSGN 	• 4 • 4 6 8 6 4
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NAVAL TRANSPORT UNITS

The US Amph unit also has Bombardment and Anti-Air Ratings.

Amph 	• X 2 • • 3 • 3 8	Trans 	• XX • • • 3 • 3 8
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Ground Units

Each ground unit represent a body of troops together with their particular equipment. There are four basic ground unit types.




GROUND UNIT ABBREVIATIONS

ACE: Allied Command Europe. **Blk:** Black Sea Fleet Marines. **CYP:** Cyprus. **G:** Guards. **Gk:** Greek. **Gn:** Gendarmes. **MAU:** Marine Amphibious Unit. **MAB:** Marine Amphibious Brigade. **OMD:** Odessa Military District. **P2:** Pershing Two. **SE:** Southeast. **T:** Territorial.


GROUND UNIT SIZES

II: Battalion (3 battalions are equivalent to 1 brigade). **III:** Regiment (1 regiment is equivalent to 1 brigade). **X:** Brigade. **XX:** Division (1 division is equivalent to 3 brigades). **XXX:** Corps. **XXXX:** Army.







ARMORED UNITS

Mechanized	Armor	Armored Cavalry
XX 2  19 4 2 8 2 1 8	XX 2  13 4 1 8 2 • 8	II(+) 2  1 2 1 8


Self-Propelled Anti-Tank

II 19  1 • 6

INFANTRY UNITS




Marine	Engineer	Airborne
X  4 3 2 4 1 1 4	X  6 2 2 6 1 1 6	III  4 3 1 4 1 • 4
Airmobile	Infantry	Special Forces
X OMD  4 3 2 4 1 1 4	XX 23  23 6 1 4 3 • 4	X  4 3 • 4 1 • 4

Anti-Tank

III 19  4 3 1 4 1 • 4


Note that armored units and infantry units are referred to collectively as **Assault units**.

GROUND SUPPORT UNITS



Artillery	Air Defense	Headquarters
X 18  (1) 2 8	III OMD  (1) 4 8	XXXX 19  HQ 4 (1) 3 8

Note that Assault units and Support units are referred to collectively as **Combat units**.

TRUCK UNITS

X  (1) • 16
--

MARKERS

Supply Track	Supply Depot	Accumulated Hits
USSR  +100		A HITS B HITS

0	Formation	Formation	Formation	Air Mission	Bridge	Game-Turn
	<div> <div>Hasty Defense</div> <div>◀1 2</div> </div> <div> <div>Delib Defense</div> <div>◀3 P</div> </div>	<div> <div>Travel</div> <div>× ¼ ½</div> </div> <div> <div>Reconst</div> <div>× ¼ P</div> </div>	<div> <div>Hasty Assault</div> <div>×2 2</div> </div> <div> <div>Delib Assault</div> <div>×3 4</div> </div>	<div> <div>Strike</div> </div> <div> <div>Anti-Air</div> </div>	<div> <div>II</div> </div>	<div> <div>Game Turn</div> </div>
1	In Port	Air Mission	SSM Deplete	Reserve	Air/Naval Combat	Standard Number Chit
	<div> <div>In Port</div> </div>	<div> <div>Ferry</div> </div>	<div> <div>SSM Depl</div> </div> <div> <div>SSM 1</div> </div>	<div> <div>Res</div> </div>	<div> <div>TARGET</div> <div>Air</div> <div>Naval</div> <div>◀Land</div> </div>	<div> <div>1</div> </div> <div> <div>2</div> </div>
2	Deliberate Assault ZOC	First Chemical Use	Undetected	Forward Edge of Battle Area		
	<div> <div>DA▶</div> </div>	<div> <div>1st Chem Use</div> </div>	<div> <div>Undet</div> </div>	<div> <div>◀Libya</div> <div>FEBA</div> <div>Egypt▶</div> </div>		

Air Units

Air units serve a multitude of purposes in *Aegean Strike*. They can be used throughout the Action Stages to attack virtually any enemy unit; they can be used to transport supplies and troops quickly and over long distances; and they can provide a player with tremendous detection capabilities. Appropriate to their complex nature, air units are treated in the rules with an eye toward their many distinctive capabilities.

Air Unit Types

There are three basic types of air units represented in *Aegean Strike*. Each of these types is subject to particular restrictions and rules for use:

• Air Combat Units

Air combat units include all those types depicted as such on the Summary of Playing Pieces. As their name implies, these air units are primarily concerned with the functions of attacking and defending against enemy units.

• Air Transport Units

Air transport units include all those types depicted as such on the Summary of Playing Pieces. The purpose of air transport units is to move materials and troops around the map as quickly as possible.

• EWDA Units

EWDA units include all those types depicted as such on the Summary of Playing Pieces. Unlike other air units, which represent actual squadrons of aircraft, EWDA units represent an abstract capability for long-range, airborne detection. The rules for EWDA units, therefore, are somewhat exceptional to the rules for air units as a whole. Unless specified otherwise, rules applicable to air units do **not** apply to EWDA units.

Air Unit Modes

Every air unit (except EWDA) must always be assigned to either Interception or Offensive mode. Air units are assigned to modes during the Unit Assignment Stage of every Game-Turn. An air unit's mode, in conjunction with the unit's type, determines what missions the air unit is eligible to perform for the entire Game-Turn.

★ INTERCEPTION MODE

Only air **combat** units can be placed in Interception mode. Air combat units in Interception mode are eligible to perform **only** Interception and CAP, provided they meet all other requirements for the mission. To place an air combat unit in Interception mode during a Unit Assignment Stage, place the air unit counter on the Airbase Display, on the Interception Track corresponding to the airbase from which the unit is currently operating. The air unit should be placed in the box farthest to the right of the track (Box 3 for US/Israeli units operating out of US/Israeli airbases; Box 2 for US/Israeli units operating out of non-US/Israeli NATO airbases; Box 2 for all other units). At no other time during the current Game-Turn may the unit be switched to Offensive mode.

★ OFFENSIVE MODE

Air transport units **must** be placed in Offensive mode, and air combat units **may** be placed in Offensive mode. An air unit in Offensive mode may perform any mission (for which it is otherwise eligible) **except** Interception and CAP. To place an air unit in Offensive mode during a Unit Assignment Stage, place the air unit counter on the Airbase Display, on the Offensive Track corresponding to the airbase from which the air unit is currently operating. The air unit should be placed in the box farthest to the right of the track (Box 3 for US/Israeli units operating out of US/Israeli airbases; Box 2 for US/Israeli units operating out of non-US/Israeli NATO airbases; Box 2 for all other units). At no time during the current Game-Turn may the unit be switched to Interception mode.

Each time an air unit performs a mission, Interception or Offensive, it is returned to the Airbase Display of the airbase where it landed (not necessarily the one from which it sortied). It is placed in the box to the left of the one from which it began its mission (for example, if a US air unit started an Interception mission in the "3" box of the Airbase Display, it would be returned after the mission in the "2" box of the airbase it landed at). When the air unit reaches the holding area (zero space), it may perform no more air missions for the current Game-Turn. Remember that an air unit can perform only one mission per Action Stage.

0 Air Unit Missions

Depending on an air unit's **mode** and **type**, the unit may be eligible for any of several available missions. All of the prerequisites for all air missions are provided on the Air Mission Prerequisites Summary.

Air Mission Prerequisites Summary, Charts/Tables 14

1 GENERAL MISSION PREREQUISITES

In order to perform any mission, an air unit must meet the following requirements:

- **Sortie Rate.** Each **nationality** in the game has a Sortie Rate, which limits the number of missions an air unit of that nationality can undertake in a single Game-Turn. No air unit may undertake a mission in excess of its Sortie Rate.

Sortie Rate, 20R-6

- **Action Stage Rate.** No air unit can perform more than one mission, one time, per Action Stage. An air unit that has already performed a mission in the current Action Stage cannot perform another mission until, at the earliest, the next Action Stage (provided it has not fulfilled its Sortie Rate and meets all other requirements).

- **Supplied Airbase.** An air unit must always begin a mission from a supplied airbase of the same side, and spend the Supply Points called for on the Air Mission Prerequisites Summary for the mission type.

Airbases, 20L-8

- 4 ★ **EXCEPTION:** A CH-47, CH-53, Mi-2, Mi-6, or UH-1 (all helicopter transports) may begin a mission, under certain circumstances, from an unsupplied airbase or other hex. (Airmobile Transport)

- **Mode.** An air unit must always be in the mode appropriate to the mission type.

- 5 • **Appropriate Segment.** An air unit can undertake a mission only in the Segment(s) designated on the Air Mission Prerequisites Summary.

AIR COMBAT MISSIONS

Air combat missions are sub-divided among **Anti-Air** missions and **Strike** missions. Air combat missions are also sub-divided among Interception and Offensive missions, appropriate to those modes, respectively. The following missions are designated as Anti-Air or Strike, and as Interception or Offensive. Any applicable special prerequisites are provided.

An air unit on an Anti-Air mission has an Anti-Air Mission marker placed beneath it, and the unit has **no** Bombardment, ASM, or Sub-Surface Rating until it lands again at an airbase. An air unit on a Strike mission has a Strike Mission marker placed beneath it, and the unit has **no** Anti-Air Rating until it lands again at an airbase.

Air-Air Interception

ANTI-AIR; INTERCEPTION

- 8 **PURPOSE:** Air-Air Interception is used to attack enemy air units that are engaged on Offensive missions.

SPECIAL PREREQUISITES: The enemy unit to be intercepted must be a **detected** enemy air unit, which has moved at least one hex (Strategic or Operational) during the current Action Stage and has not yet landed. At the moment the interception attempt is announced, the intercepting unit and the enemy unit to be intercepted must both be within the **Air Detection Range** of a common unit or airbase that is of the same side as the intercepting unit (the units need not remain within the Air Detection Range of the common unit or airbase).

PROCEDURE: At any time when all prerequisites are met, the player attempting to intercept announces his intention,

indicates the target of his attempt, and places an Anti-Air Mission marker beneath the intercepting unit. The enemy air unit ceases its movement in the hex it occupies upon the announcement of the interception attempt, and the intercepting player moves the intercepting unit one or two hexes. The enemy air unit is then moved one or two hexes. This alternate movement proceeds until both air units occupy the same hex, at which time **air-air combat** takes place.

Interception, 38L-0

Air-Naval Interception

STRIKE; INTERCEPTION

PURPOSE: Air-Naval Interception is used to attack enemy naval units during the enemy player's portion of a Movement Phase.

SPECIAL PREREQUISITES: The enemy unit to be intercepted must be a **detected** enemy naval unit, which has moved at least one hex (Strategic or Operational) during the current Action Stage. The intercepting unit and the enemy naval unit to be intercepted must both be within the **Air Detection Range** of a common unit that is of the same side as the intercepting unit.

PROCEDURE: At any time when all prerequisites are met, the player attempting to intercept announces his intention, indicates the target of his attempt, and places a Strike Mission marker beneath the intercepting unit. The enemy naval unit ceases its movement in the hex it occupies, and the intercepting player traces a flight path to the target unit until it reaches a hex from which it can launch an ASM, Bombardment, or Sub-Surface attack — whichever is appropriate — against the target unit, at which time **air-naval combat** takes place.

Air-Naval Interception, 38L-7

Air Superiority

ANTI-AIR; OFFENSIVE

PURPOSE: The general purpose of an Air Superiority mission is to lure enemy air units into combat in order to weaken or destroy them.

SPECIAL PREREQUISITES: None.

PROCEDURE: At any time when all prerequisites are met, a player may launch an Air Superiority mission by secretly placing an Anti-Air Mission marker beneath the air superiority unit and tracing a flight path.

Anti-Ship Missile Strike

STRIKE; OFFENSIVE (see also AIR-NAVAL INTERCEPTION)

PURPOSE: The general purpose of an ASM Air Strike mission is to destroy or damage enemy surface action units, carrier units, or naval transport units.

SPECIAL PREREQUISITES: None

PROCEDURE: At any time when all prerequisites are met, a player may launch an ASM Air Strike mission by secretly placing a Strike Mission marker beneath the striking air unit and tracing a flight path to the target. If the unit penetrates to its target, the owning player reveals the Strike Mission marker and may attack any single enemy surface action, carrier, or naval transport unit within range of its ASM Rating.

Air-Naval Combat, 20L-2, 42R-3

Bombardment Strike

STRIKE; OFFENSIVE (see also AIR-NAVAL INTERCEPTION)

PURPOSE: The general purpose of a Bombardment Strike mission is to destroy or damage enemy units or installations, or to interdict enemy routes of advance, supply, or retreat.

SPECIAL PREREQUISITES: None

PROCEDURE: At any time when all prerequisites are met, a player may launch a Bombardment Strike mission by secretly placing a Strike Mission marker beneath the striking air unit and tracing a flight path to the target. If the unit penetrates to its target, the owning player reveals the Strike Mission marker and may attack any enemy naval or land unit, installation, or hex (for interdiction purposes) within range with its Bombardment Rating. Basically, whatever type of target is chosen for the Bombardment Strike, the results of the strike are determined according to the procedure for *air-ground* or *air-naval* combat, whichever is appropriate.

Note, however, that the resolution procedure varies slightly in view of whether the target is an enemy ground unit, naval unit, installation, or hex to be interdicted.

Air-Ground Combat, 20L-4, 24R-2, 42L-2; Air-Naval Combat, 20L-2, 42R-3; Interdiction, 33L-6

★ CAP (Combat Air Patrol)

ANTI-AIR; INTERCEPTION

PURPOSE: The general purpose of CAP is to protect the US CVN carrier unit.

SPECIAL PREREQUISITES: In order to perform CAP, an air unit must be based on the CVN carrier unit, and a **detected** enemy air or naval unit must be within 20 Operational Hexes (or 2 Strategic Hexes) of that aircraft carrier.

PROCEDURE: At any time when all prerequisites are met, a player may institute CAP by placing the air unit — without tracing a flight path — directly on the enemy unit, at which time *air-air combat* or *air-naval combat* takes place. Although a flight path is not traced for a unit performing CAP, no air unit may exceed its range to perform a CAP mission (this specifically affects the SH-3 helicopter unit).

Combat Air Patrol, 39R-2

Escort

ANTI-AIR; OFFENSIVE

PURPOSE: The general purpose of an Escort mission is to keep enemy interceptors from destroying friendly strike air units.

SPECIAL PREREQUISITES: The escorting unit must accompany at least one air unit that is on a mission other than an anti-air mission of any kind.

PROCEDURE: At any time when all prerequisites are met, a player may launch an Escort mission by secretly placing an Anti-Air Mission marker beneath the escorting air unit and moving the escorting air unit with any other air unit that is not on an anti-air mission. Because the maximum number of air units that may operate together is three, a player may send a maximum of two escorting units with a third unit, or one escorting unit to accompany two other units. Several special rules apply to Escort missions:

- An Escort unit may never leave the hex occupied by the unit it is escorting, unless the Escort is itself destroyed or forced to abort.
- All Escort units in a hex must be attacked before an interceptor can attack an escorted unit.
- Excess unaborted interceptors after the first air-air combat may attack the escorted air unit(s).

Interception, 38L-0

★ Minelaying/Sweeping

STRIKE; OFFENSIVE

PURPOSE: The purpose of Minelaying is to attack surface naval units through mine attacks. Minesweeping (if the optional rule is used for the US SH-3) is a method of removing mines.

SPECIAL PREREQUISITES: None.

PROCEDURE: At any time when all the prerequisites are met, a player may launch a Mine-laying or -sweeping mission by secretly placing a Strike Mission marker beneath the air unit and tracing a flight path to the hex that is to be mined or swept. If the unit penetrates to the hex, the owning player reveals the Strike Mission marker and may lay down or remove one level of mines.

Mines, 34L-9

Sub-Surface Strike

STRIKE; OFFENSIVE

PURPOSE: The general purpose of a Sub-Surface Strike mission is to destroy or damage enemy submarine units.

SPECIAL PREREQUISITES: None

PROCEDURE: At any time when all prerequisites are met, a player may launch a Sub-Surface Strike mission by secretly placing a Strike Mission marker beneath the striking air unit and tracing a flight path to the target. If the unit penetrates to its target, the owning player reveals the Strike Mission marker and may attack any single enemy submarine unit within range of its Sub-Surface Rating.

Air-Naval Combat, 42R-3

AIR FERRY MISSION

FERRY; OFFENSIVE

Any air combat or air transport unit may perform a Ferry mission.

PURPOSE: The general purpose of a Ferry mission is to move an air unit over longer distances than its ordinary range would allow by lightening the air unit's load (i.e., removing weapons or cargo).

SPECIAL PREREQUISITES: None

PROCEDURE: At any time when all prerequisites are met, a player may launch a Ferry mission by secretly placing a Ferry Mission marker beneath the ferrying air unit and tracing a flight path to the unit's destination. The ferrying unit is allowed to spend twice its normal Movement Point Allowance.

AIR TRANSPORT MISSIONS

There are two distinct types of Air Transport missions. Only air transport units can perform Air Transport missions, as indicated on the Air Mission Prerequisites Summary.

★ Airmobile Transport

PURPOSE: The general purpose of an Air Transport mission is to convey troops or materials quickly from one location to another.

SPECIAL PREREQUISITES: The air unit undertaking an Airmobile Transport mission and the unit to be transported must begin the mission in the same hex. The unit to be transported must either be a Supply Depot or an Airborne, Airmobile, Marine, or Special Forces ground unit.

PROCEDURE: At any time when all prerequisites are met, a player may launch an Airmobile Transport mission by tracing a flight path to the unit's destination. There is a cost of 2 Operational Movement Points for the air unit to load the ground unit or depot, and a cost of 2 Operational Movement Points for the air unit to unload the unit or depot in the destination hex.

Air Transport, 35L-4

- An-24, C-130 and Il-76 units may land in any clear terrain hex that is neither occupied by nor adjacent to an enemy counter of any kind.

- CH-47, CH-53, Mi-2, Mi-6, and UH-1 units may land in any clear or rough hex that is neither occupied by nor adjacent to an enemy counter of any kind.

- 0 • Any An-24, C-130 or Il-76 unit that lands in a hex that does not contain a friendly airbase must return to a friendly airbase in the same Game-Turn. If the unit fails to do so by the End Stage, it is eliminated at that time.
- Any CH-47, CH-53, Mi-2, Mi-6, or UH-1 unit that lands in a hex that does not contain a friendly airbase must return to a friendly airbase in the next Game-Turn.
- 1 • The C-5 unit may land only at a friendly airbase.

★ Paradrop Transport

PURPOSE: The general purpose of a Paradrop Transport mission is to insert troops quickly into inaccessible or critical locations.

- 2 **SPECIAL PREREQUISITES:** The air unit and unit to be paradropped must begin the mission in the same hex. The ground unit to be transported must either be an Airborne or Special Forces unit.

- 3 **PROCEDURE:** At any time when all prerequisites are met, a player may launch a Paradrop Transport mission by tracing a flight path to the unit's destination, and referring to the Paradrop procedure. There is a cost of 2 Operational Movement Points for the air unit to load the Airborne or Special Forces unit, and no cost to drop the unit over the destination hex.

Paradrop Transport, 35R-4

EWDA MISSION

- 4 Any EWDA unit is eligible to perform an EWDA mission. The general purpose of an EWDA mission is to maintain a long-term, airborne capability for the detection of enemy air and naval units. EWDA air units and EWDA missions are somewhat anomalous in the context of the overall game system. Whereas other units represent actual squadrons of aircraft, the EWDA unit represents an abstract capability. Moreover, while other air missions require that an air unit depart an airbase, perform a mission, and return, the EWDA mission can last for the duration of the game, irrespective of Sortie Rates. For these reasons the rules for the use of EWDA units vary from those governing the use of other air units.

- 6 **PROCEDURE:** Each scenario specifies available EWDA units for the US and USSR. Each available EWDA unit may be placed on the map by the owning player in any hex (Strategic or Operational), where it is considered to be airborne, patrolling the area of the hex, for as long as it remains in the hex.

- 7 **EXCEPTION:** No US EWDA unit may ever be placed in the Soviet Union.

No EWDA unit need ever land at any time. As long as the EWDA unit is on the map, it can use its detection capabilities according to the normal rules for **detection**.

- EWDA units have no combat values, and are therefore singularly unsuited to combat. If an enemy air unit with an Anti-Air Mission marker enters the same hex as the EWDA unit, the enemy air unit is considered to have completed its mission, and the owning player must immediately remove the EWDA unit from the map and place it on the Game-Turn Track for the next turn, at which time the EWDA unit can be returned to the map in any hex during the Unit Assignment Stage. Note that this is the only way in which an EWDA unit can be "attacked"; it can never be fired on by ground or naval units. The EWDA unit never moves within the map during an Action Stage.

★ Escorts can never be assigned to fly with EWDA units, although interceptors can be launched to stop enemy air units from attacking the EWDA unit.

EXCEPTION: An E-2 unit that is in the same hex as the US aircraft carrier may be moved with the carrier. If the E-2

leaves the carrier's hex, it may no longer move with the carrier, until it has been re-positioned — during a Unit Assignment Stage — over the carrier. As long as the E-2 is in the same hex as the aircraft carrier, it cannot be forced to land. If the aircraft carrier is sunk, the E-2 is permanently removed from play.

During the Unit Mission Assignment Stage, however, an EWDA unit may be moved from one hex to another (e.g., from the CVN to a ground airbase or *vice versa*). Since this movement does not take place during an Action Stage, the EWDA unit cannot be attacked during its movement.

Air Unit Movement

Each air unit (except EWDA) has a Movement Point Allowance, expressed in Strategic Hexes. Each Strategic Movement Point is equivalent to 10 Operational Movement Points, just as each Strategic Hex is equivalent to 10 Operational Hexes in breadth. For the sake of simplicity, the following rules regard a Strategic Movement Point as 10 Operational Movement Points. Air units sortie from one airbase at a time. No air units from another base (other than those belonging to the other player) may sortie until an airbase's current air mission is concluded.

Up to three air units may sortie simultaneously from an airbase. These three units need not be of the same type, but must be on the same mission (except in the case of Escort).

Air Unit Movement, 33R-2

WHEN AIR UNITS MOVE

An air unit may move only when on a mission. An air unit may undertake a mission at the times specified on the Air Mission Prerequisites Summary.

HOW AIR UNITS MOVE

An air unit moves by tracing a flight path, hex by hex, across the map, to a maximum distance of its Movement Point Allowance. Each hex entered on the Operational Map costs the unit one Operational Movement Point; each hex entered on the Strategic Map costs the unit 10 Operational Movement Points. No air unit may ever travel farther than its Movement Point Allowance, unless it is on a Ferry mission, in which case it may travel twice its Movement Point Allowance. An air unit that has expended its entire Movement Point Allowance and is not in a friendly airbase hex is eliminated immediately. Note that the Movement Point Allowance does represent a round-trip cost, not simply a movement radius as in some games.

Air Unit Supply

In order to undertake any mission, the airbase at which an air unit is based must expend Supply Points at the instant the mission is undertaken.

Air Supply, 31R-5

HOW AIR UNITS ARE SUPPLIED

In order to be supplied, an air unit must be based at an airbase that is in supply, according to the normal rules for Supply. Note that air units based on carrier units are always considered supplied, and need not spend Supply Points.

Air Unit Combat

An air unit can participate in air-air combat, air-naval combat, naval-air combat, air-ground combat, and ground-air combat. These types of combat can occur throughout the Action Stage.

0 AIR-AIR COMBAT

Air-air combat occurs when opposing, detected air units occupy the same hex. In air-air combat, both opposing units use their Anti-Air Ratings, and resolve the combat on the Air/Naval Combat Resolution Track, using the **Air/Naval Resolution Procedure**. Results of air-air combat are expressed in terms of Hits inflicted on all (not each) units of each side in the hex.

Air-Air Combat, 42L-7

AIR-NAVAL/NAVAL-AIR COMBAT

Air-naval combat occurs whenever an enemy air unit on a Strike mission uses its Bombardment, Sub-Surface, or ASM Rating against a naval unit. Naval-air combat can occur whenever a detected air unit is within range of a naval unit's Anti-Air Rating. Both types of combat are resolved on the Air/Naval Combat Resolution Track, using the **Air/Naval Resolution Procedure**. Results for both types of combat are expressed in terms of Hits inflicted on all (not each) air units in a hex, or one naval unit.

Only one naval unit in a hex can be the target of one attacking air unit or stack of air units.

Air-Naval Combat, 42R-3

AIR-GROUND/GROUND-AIR COMBAT

Air-ground combat occurs whenever an enemy air unit on a Strike mission uses its Bombardment Rating against a ground unit. Ground-air combat occurs whenever a detected air unit is within range of a ground unit's Anti-Air Rating. Air-ground combat is resolved, after the addition of all applicable modifiers, on the Air/Naval Combat Resolution Track, using the **Air/Naval-Ground Resolution Procedure**. Ground-air combat is resolved on the Air/Naval Combat Resolution Track, using the **Ground-Air Combat Resolution Procedure**. Results for both types of combat are expressed in terms of Hits inflicted. Ground units can never retreat as a result of air-ground combat.

Air-Ground Combat, 42L-2; Ground-Air Combat, 41R-5

Abort

Any time an airborne unit suffers a Hit from enemy fire of any kind, the air unit aborts its mission immediately following the resolution of the combat. Note that, in the case of simultaneous combat, a unit that suffers a Hit is entitled to resolve its attack on the enemy unit prior to aborting. An air unit that aborts may land at any friendly airbase, not necessarily the one from which it started its mission.

An aborted air unit may not use its Anti-Air, ASM, Bombardment, or Sub-Surface Ratings. An aborted transport air unit cannot conduct paradrop nor land in any non-airbase hex. An air unit is no longer considered aborted once it has landed.

Hits, 43L-7

★ Airbases

Note that in *Aegean Strike*, there are no airfields, only airbases. Airbases have several attributes in common with ground support units, although they are technically installations. Note that there are two different size of airbases on the maps: large and small.

• In order for an air unit to be in supply, it must be stationed on a supplied airbase that is operational. Air units occupying an airbase are placed on the Airbase Display with the designation corresponding to the airbase hex location. The only time an air unit is placed on the map is when it is performing a mission or when its airbase is "out of operations." While air units are on the map and **not** on a mission, they are treated as ground targets. If an enemy unit enters a hex containing non-airborne air units, the air units are eliminated immediately.

• Whenever an airbase suffers a Hit, one air unit on the airbase (at the owning player's choice) also suffers a Hit. Use the Standard Number chits to keep track of how many Hits an airbase has suffered. When a small airbase has taken 6 Hits or when a large airbase has taken 12 Hits, it is immediately out of operation. Note that each airbase on the mapsheet indicates how many Hits it can take before being out of operation.

• A maximum of 6 air units at a small airbase may be assigned to modes in the Unit Assignment Stage, and a maximum of 12 air units may be assigned modes at large airbases. These values are also printed on the map in each airbase.

• During the End Stage of a Game-Turn, an "out of operations" airbase can be repaired by expending 2 Supply Points per Hit. There is no limitation to the number of Hits that can be removed per Game-Turn.

• Any air unit that has not been assigned to a mode in a Game-Turn and occupies an supplied airbase that is operational can have one Hit removed from it during the End Stage. It costs 1 Supply Point to repair a Hit. No matter what the size of the airbase, a maximum of 1 Supply Point per Game-Turn can be expended for air unit repair.

Sortie Rate

Each time an air unit begins a mission, it expends one sortie, whether the mission is completed or not. Each air unit in the game is assigned a Sortie Rate, according to the nationality of the unit. The Sortie Rate indicates the maximum number of times an air unit may sortie in a single Game-Turn. The national Sortie Rates are as follows:

US/Israeli Air Units at US/Israeli Airbases: 3 per air unit per Game-Turn

US/Israeli Air Units at non-US NATO Airbases: 2 per air unit per Game-Turn

All Others: 2 per air unit per Game-Turn

Note that an unlimited number of air units may be placed on an airbase, but the number of air units that can be assigned to modes is limited by the size of the airbase.

★ Soviet Air Defense

Any non-Soviet air unit entering a USSR hex on the Strategic Map (hexes AW-00, AX-01, AY-00, AY-01, AZ-01, or AZ-02) must roll the die upon entering the first hex per mission, and refer to the Soviet Air Defense Table.

Soviet Air Defense Table, Charts/Tables 12

0 Naval Units

Naval units are, in many ways, the most decisive units in the game. The US carriers, Soviet missile cruisers, and potent submarines can be key to control of the game. Cargo and amphibious transport can make or break the NATO forces in a single move, depending on whether or not they can reach their destinations. The naval rules in *Aegean Strike* distinguish among the many characteristics of these units in detail.

2 Naval Unit Types

There are four types of naval units in *Aegean Strike*. Each of these types is subject to particular restrictions and rules for use:

• Carrier Units

Carrier units include all those types depicted as such in the Summary of Playing Pieces. The CVN unit is distinguished from the CVH, CGH, and LHA units in several important regards, but the distinguishing characteristic of all carriers is that they are floating airbases, as well as surface combatants.

• Surface Action Units

Surface action units include all those types depicted as such in the Summary of Playing Pieces. While carriers are technically surface combatants (in addition to their other attributes), the CGN, DD, FAC and other pure surface combatant units are more properly designated as surface action units.

• Submarine Units

Submarine units include all those types depicted as such in the Summary of Playing Pieces. The primary purpose of submarine units is simply to inflict as much damage as possible on enemy surface units, or at least to threaten such damage.

• Naval Transport Units

Naval transport units include all those types depicted as such in the Summary of Playing Pieces. The purpose of naval transport units is to move large quantities of materials and troops over long distances.

Note that all naval types except Underway submarine units are often referred to collectively as surface units for purposes of combat and detection.

7 Naval Unit Modes

Every naval unit in the game must always be assigned to either In Port or Underway mode. Naval units are assigned to modes during the End Stage of every Game-Turn. For the most part, naval units will be Underway throughout most of the game. In Port mode is normally reserved for repairs, replenishment, loading, and unloading.

★ Certain scenarios allow for naval units to change mode during the Pre-War Situation through the expenditure of a Movement Point.

Pre-War Situation, 47L-7

9 UNDERWAY MODE

Any naval unit may be placed in Underway mode. To place a naval unit in Underway mode, simply remove the In Port marker during the End Stage. There is no marker needed to designate this mode.

IN PORT MODE

Any naval unit may be placed In Port. To place a naval unit In Port, simply place an In Port marker on the unit (which must be in a friendly port hex) during the End Stage. An In Port naval unit can never spend Movement Points. A submarine unit that is In Port is considered a surface unit for all purposes. Any naval unit with an In Port marker on it is automatically detected. A naval unit must assume In Port mode in order to be repaired, to replenish SSM's, and to load and unload Trans units.

Note that, at any time enemy ground units of any kind enter a port hex, any friendly naval units that are In Port are instantly made Underway at no cost of any kind.

Naval Unit Movement

Each naval unit has a Movement Point Allowance, expressed in Strategic Hexes. Each Strategic Movement Point is equivalent to 10 Operational Movement Points, just as each Strategic Hex is equivalent to 10 Operational Hexes in breadth. For the sake of simplicity, the following rules regard a Strategic Movement Point as 10 Operational Movement Points.

A naval unit (or stack) may spend Movement Points to move and fire in any order, until its Movement Point Allowance is expended; however, once any other unit (or stack) spends a Movement Point, the first unit can spend no further Movement Points for the remainder of the Game-Turn. Note that, unlike air units, a naval unit need not return to a port at the conclusion of its movement.

Naval Unit Movement, 33R-6

MOVEMENT DETERMINATION

During each Naval Movement Determination Phase, each player rolls one die and halves the result, rounding down. This number indicates how many of a player's naval units may spend Movement Points in that Action Stage. The number is a total for *all* naval units under the player's control — not for each nationality he may control.

No naval unit may spend Movement Points more than once per Game-Turn. Consequently, no naval unit that has spent Movement Points in one Action Stage is eligible to spend Movement Points in a subsequent Action Stage of the same Game-Turn. It *is* possible that a player may run out of naval units in the Second or Third (or even First) Action Stage, even though the Naval Movement Determination Phase would otherwise permit further activity. It is *also* possible for a player to be unable to spend Movement Points for any naval units for an entire Game-Turn, by rolling a 1 in each Naval Movement Determination Phase.

WHEN NAVAL UNITS MOVE

In Port naval units never move. Underway naval units can move during the owning player's Movement Segment or in the opponent's Movement Segment if performing naval interception.

A naval unit moves by tracing a path of all-sea and/or coastal hexes, hex by hex, across the map, to a maximum distance allowed by its Movement Point Allowance. Each hex entered on the Operational Map costs the unit 1 Operational Movement Point; each hex entered on the Strategic Map costs 10 Operational Movement Points. No naval unit may ever travel farther than its Movement Point Allowance permits.

0 Naval Unit Supply

For the most part, naval units have no need of supply. They require no Supply Points and they spend none. Units being transported on naval transport units require no Supply Points. Aircraft based on carrier units are also immune to all supply restrictions and require no Supply Points.

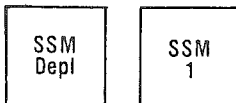
1 Naval Supply, 31R-3

MISSILE DEPLETION

Although they require no Supply Points, naval units do have limited numbers of surface-to-surface missiles (SSMs):

- 2 • US BB and Soviet CGN units have 10 fires each.
- The US CVN unit and the Soviet CVH unit have 5 fires each.
- All other naval units have 2 fires.

Each time a naval unit uses its ASM Rating, the unit's supply of missiles is reduced by one. Reduction of missile stocks on naval units with more than 2 fires must be kept track of on the Player Record. For units with only 2 fires, place an **SSM-1** marker on the unit when it fires for the first time, and an **SSM-Depl** (Depleted) marker when it fires a second time. A naval unit that is SSM-depleted cannot use its ASM Rating. Any SSM-depleted naval unit may, however, be replenished.



5 MISSILE REPLENISHMENT

A naval unit may replenish its SSM strength, completely or partially, by entering In Port mode. Up to 2 fires may be replenished for each End Stage the unit spends In Port. A naval unit may not replenish beyond its original capacity. Each port on the Operational Map has 2 missile fires available for replenishment (use SSM-1 and SSM-Depl markers to indicate the status of ports that have been used for replenishment). Only the following ports on the Strategic Map may be used for replenishment, and replenishment can occur only in a port of the naval unit's side, up to the maximum number of fires indicated:

7 **Naples:** 10 US fires per game.

USSR Port Hexes: 10 Soviet fires per game.

Use the Player Records to record SSM replenishment.

★ The replenishment capability of any Soviet port is permanently eliminated if the port takes 3 Hits from bombardment during the game. Use the Standard Number chits to keep track of how many bombardment Hits each port suffers. The Naples hex is immune to bombardment.

Aircraft Carriers

Aircraft carriers are surface naval units with the following additional distinctions. There are four types of aircraft carriers, designated as CVN, CGH, CVH, and LHA. The CVN type is a large, tailhook aircraft carrier, whereas the CGH, CVH, and LHA are small, vertical take-off and landing platforms. All of these unit may carry certain air units and possess Air Displays for these air units.

All aircraft carriers act as airbases, but require no Supply Points to sortie air units.

★ CVN

This heavy carrier may have up to 9 air units on its Air Display at one time, and may assign all 9 to modes. As from an airbase, only 3 air units may sortie at one time; however, all 9 may sortie during the Action Stage. Only air units that are designated by a parenthetical 69 (or helicopters or AV-8B's, as possible replacements, up to the 9 air unit maximum) may land or sortie from this aircraft carrier. This unit is the only one capable of CAP, and any air units in Interception mode may perform this mission during the game.

★ CGH, CVH AND LHA

The LHA and CVH aircraft carriers may have up to 3 air units on their Air Displays at one time, and may assign all 3 to modes. The CGH unit can have only 1 air unit on its Air Display. Only air units that are helicopters, AV-8B, or Yak-36 units may land on or sortie from these types of units.

DAMAGE

Each time an aircraft carrier suffers a Hit of any kind, one Hit must be inflicted on one of the air units currently on the Air Display. Use the Standard Number chits to record these Hits. All other air missions are identical to the rules for air units.

If a carrier is sunk, air units that are *airborne* can land on another carrier, within the type and quantity limits described above. The air units can also land at friendly airbases, subject to all rules governing land-based air units.

Hits can reduce the Sortie Rate of an aircraft carrier unit.

Hits, 43L-7.

Submarines

Submarine units (SS, SSN, SSGN) have several attributes that distinguish them from other naval units.

- An Underway submarine can be attacked only by Sub-Surface Rating.
- An In Port submarine unit is considered to be a surface unit for all purposes.
- An In Port submarine unit automatically has an ECM Rating of 1.

0 Ground Units

Ground units are the primary focus of the game. Most of the air and naval operations in *Aegean Strike* directly or indirectly support ground operations. Whereas air and naval units represent small groups of large machines, ground units for the most part represent large groups of individuals, together with their equipment. This distinction is evident in the rules treating ground units.

Ground Unit Types

There are four basic types of ground units represented in *Aegean Strike*. Each of these types is subject to particular restrictions and rules for use:

• Armored Units

Armored units include all those types depicted as such on the Summary of Playing Pieces. As in real life, armor represents the modern-day heavy cavalry, with all the strengths and weaknesses of that historical combat arm.

• Infantry Units

Infantry units include all those types depicted as such on the Summary of Playing Pieces. The infantry types in the game cover a wide spectrum, from ill-trained militia to elite airborne and marine forces. The function of all infantry types is basically similar: to go to areas that more powerful formations often cannot reach.

• Ground Support Units

Ground support units include all those types depicted as such on the Summary of Playing Pieces. Each type of support unit has a distinctive and specialized function, all of which have the common goal of supporting operations by armored and infantry assault units.

• Truck Units

There is only one type of truck unit, as depicted in the Summary of Playing Pieces. The lowly truck is one of the single most vital pieces in the game, because it is often the only means of moving troops and — more importantly — moving supply to sustain ground operations.

6 Ground Unit Modes

Every ground unit must always be assigned to either Frontline or Reserve mode. Ground units are assigned to modes during the Unit Assignment Stage of every Game-Turn, and they remain, despite any combat or supply results or considerations, in their assigned mode until the following Unit Assignment Stage. A ground unit's mode determines when it is eligible to spend Movement Points and declare combat.

FRONTLINE MODE

Truck units **must** be placed in Frontline mode at all times, and any other ground units **may** be placed in Frontline mode. A Frontline unit belonging to the Initiative player may spend Movement Points only in the First Initiative Segment; it may declare combat only in the First and Second Initiative Segments (see Pursuit — the only means by which any Frontline unit can ever declare combat in the Second Action Stage). A Frontline unit belonging to the Reaction player may spend Movement Points only in the Third Reaction Segment; it may declare combat in only the Third Reaction Segment. To place a ground unit in Frontline mode during a Unit Assignment Segment, simply remove the Reserve marker. There is no marker needed to designate this mode.

RESERVE MODE

Any ground unit **except** trucks can be placed in Reserve mode. A Reserve unit belonging to the Initiative player may spend Movement Points only during the Second or Third Initiative Segments; it may declare combat in only the Second Initiative Segment. A Reserve unit belonging to the Reaction player may spend Movement Points in any Reaction Segment; it may declare combat in only the Third Reaction Segment. To place a ground unit in Reserve mode during a Unit Assignment Stage, place a Reserve marker on the unit.

Each unit assigned to Reserve mode must be within 5 hexes of a headquarters unit of the same nationality. Each headquarters unit has a Reserve Capacity printed on its counter, indicating the total number of **brigades** it can maintain in Reserve at any one time. The number of units in Reserve for a nationality cannot exceed the Reserve Capacity of headquarters units conferring the mode.

A headquarters unit that is itself in Reserve mode **does** count toward its Reserve Capacity. If all headquarters units of a nationality are destroyed — or if the nationality has no headquarters — no units of that nationality can enter Reserve mode.

★ Note that the British CYP and NATO ACE units do not have headquarters. They are always in Frontline mode.

Ground Unit Movement

Each ground unit has a Movement Point Allowance, expressed in Operational Hexes. The number of Movement Points spent by a moving ground unit depends on the nature of the terrain being entered or crossed, the unit's formation, the presence of engineers, enemy Zones of Control, and other variables.

Ground Unit Movement, 32R-2

WHEN GROUND UNITS MOVE

A ground unit may spend Movement Points only once per Game-Turn. An assault or support unit may spend Movement Points to move, change formation, or do both, to the limit of its Movement Point Allowance. A truck unit may spend Movement Points to move, load, unload, or any combination.

A ground unit can spend Movement Points only in the portion of the Game-Turn appropriate to its mode:

- A Frontline unit belonging to the Initiative player can spend Movement Points in the First Initiative Segment.
- A Frontline unit belonging to the Reaction player can spend Movement Points in the Third Reaction Segment.
- A Reserve unit belonging to the Initiative player can spend Movement Points in the Second or Third Initiative Segments.
- A Reserve unit belonging to the Reaction player can spend Movement Points in the First, Second, or Third Reaction Segment.

HOW GROUND UNITS MOVE

A ground unit moves by tracing a path of land hexes, hex by hex, across the map, paying the cost appropriate to the following variables:

- **Formation.** The Formations Effects Table lists the Movement Point Cost Multiple for each formation a ground unit may be in.

- 0 • **Terrain/Unit Type.** The Terrain Effects Chart lists the basic Movement Point cost for each unit type and each type of terrain a unit can enter.
- **Engineers.** The Terrain Effects Chart lists the effects of engineers on movement through certain terrain types.
- 1 • **Interdiction.** The Terrain Effects Chart lists the additional cost to enter an interdicted hex.
- **Zones of Control.** Enemy Fluid Zones of Control affect the cost of leaving a hex, as indicated on the Terrain Effects Chart.

2 Note that a ground unit can never enter a hex unless it can pay all appropriate Movement Point costs. In some cases, this may mean that a unit cannot move at all unless it spends a Game-Turn simply changing formation.

3 A ground unit spends its entire Movement Point Allowance to move from one Strategic Hex to another. It spends the cost to enter any Operational Hex from a transitional Strategic Hex; and to enter a transitional Strategic Hex from the Operational Map, the unit must spend a number of Movement Points appropriate to the Operational Hex it is *leaving* (as though it were entering a hex identical to the hex it is leaving) and then concluding its movement.

Inter-Map Movement, 32L-2

Ground Unit Supply

4 Each ground unit's supply status is determined during the End Stage of every Game-Turn. In addition, a unit's supply status is judged during Assault Segments, immediately prior to the resolution of any declared combat in which the unit is involved, either as attacker or defender.

5 Any ground unit that cannot draw sufficient Supply Points at the instant its supply status is determined, is considered out of supply. A ground unit that is out of supply suffers the following effects:

- The unit's Combat Strength is halved (round up). This does not mean that a full-strength assault unit is inverted to its half-strength side; it simply means that its printed Combat Strength is halved for the purposes of any computation that may be required.
- The unit cannot declare combat.
- The unit cannot be repaired.
- During the End Stage, the unit suffers 1 Hit (this Hit is not inflicted if it would eliminate the unit). This Hit can be offset by spending available Supply Depots, equaling the ground unit's supply requirement for combat.

Ground Unit Supply, 31L-3

Ground Unit Combat

8 A ground assault or support unit can participate in ground-ground combat, ground-air combat, air-ground combat, and naval-ground combat. A truck unit may participate in ground-ground combat, air-ground combat, and naval-ground combat. All ground-ground combat is resolved during the Assault Segments. Other combat types for which ground units are eligible can occur throughout the Action Stage.

GROUND-GROUND COMBAT

9 Ground-ground combat occurs when opposing ground units occupy adjacent hexes in a declared combat situation. All ground-ground combat is resolved during the Assault Segment of the Action Stage in which combat is declared. In resolving ground-ground combat, attacking and defending units compare strengths and add

all applicable modifications before referring to the Ground Combat Resolution Chart and using the **Ground Combat Resolution Procedure**.

Results on the Ground Combat Resolution Table are expressed in terms of Hits inflicted on attacking and/or defending units. In some instances, defending units may be able to retreat. Attacking units may have the option to pursue.

Note that an attacking unit can retreat in one instance: If the attacking force comprises solely elite units, it may elect to retreat after the resolution of a combat against an enemy force that contains no assault units. Ground-Ground Combat, 40L-1

GROUND-AIR/AIR-GROUND COMBAT

Air-ground combat occurs whenever an enemy air unit on a Strike mission uses its Bombardment Rating against a ground unit. Ground-air combat occurs whenever a detected air unit is within the range of a ground unit's Anti-Air Rating. Air-ground combat is resolved, after the addition of all applicable modifiers, on the Air/Naval Combat Resolution Track, using the **Air/Naval-Ground Resolution Procedure**. Ground-air combat is resolved on the Air/Naval Combat Resolution Track, using the **Ground-Air Resolution Procedure**.

Results for ground-air and air-ground combats are expressed in terms of Hits inflicted. Neither unit may ever retreat.

Ground-Air Combat, 41R-5; Air-Ground Combat, 42L-2

NAVAL-GROUND COMBAT

Naval-ground combat occurs whenever a naval unit uses its Bombardment Rating against a ground unit. Naval-ground combat is resolved, after the addition of all applicable modifiers, on the Air/Naval Combat Resolution Track, using the **Air/Naval-Ground Combat Resolution Procedure**.

Results for naval-ground combat are expressed in terms of Hits inflicted. Ground units in this type of combat may never retreat or return fire.

Naval-Ground Combat, 42R-7

Ground Unit Repair

Ground assault, truck, and air defense units (only) may be repaired. An eligible unit that enters Reconstitution formation during the Game-Turn may, during the End Stage of that Game-Turn, remove one Hit for an expenditure of a variable number of Supply Points based on the unit type. The only restrictions are that during the End Stage the unit be in Reconstitution formation, be in a hex not adjacent to an enemy counter of any kind, and have a valid Supply Line to a functioning Supply Depot or functioning Supply Source. The costs, in Supply Points, to repair ground units are as follows:

- **Infantry:** 1 Supply Point per Hit
- **Armor/Air Defense:** 4 Supply Points per Hit
- **Truck:** 2 Supply Points per Hit
- **All Others:** 3 Supply Points per Hit

Note that, although a Truck unit, must meet all other requirements for repair, it need not be in Reconstitution formation (since Trucks are always in Travel formation). "Infantry" in the list above refers to infantry units proper, not marine, engineer, airborne, airmobile, special forces, or anti-tank units.

Repair, 44L-1

0 ★ Terrain

Terrain effects occur only on the Operational Map. Each hex contains only one type of terrain. If the hex contains a city or town, the hex is a city or town hex. If neither of these two types is present, the terrain key on the Operational Map is used. Note that roads negate terrain for purposes of movement.

1

COASTAL HEXES

Certain coastal hexes contain pieces of land separated by water. A ground unit may not enter a non-contiguous piece of land by using ground movement, nor may supply be traced.

2 ★ BOSPHORUS STRAIT

Hexsides 3810/3910 and 3810/3911 are Bosphorus Strait hexsides, separating European Turkey from Asian Turkey. These hexsides (but not the Dardanelles) may be crossed by ground units across the bridge printed on the map or across bridge markers, or when an engineer is present in the stack (engineers need no additional assistance to cross the Bosphorus Strait). A Zone of Control is projected across a Bosphorus Strait hexside only by a unit or stack of units that could cross that hexside.

3

★ Bridges

4 If an engineer unit in Reconstitution formation is adjacent to a Bosphorus Strait hexside during an End Stage, a Bridge marker is placed on that hexside and acts as a clear hexside (across the Bosphorus Strait). Bridge markers and the bridge printed on the Operational Map can be destroyed by two enemy units that are adjacent to each end of it during an End Stage.

5 Note that the roads connecting islands to mainland (hexes 1018 and 2020) cannot be destroyed.

Terrain Effects Chart, Charts/Tables 1

Chemical Warfare

6 A chemical warfare attack affects combat resolution during any Assault Segment in which it is used. Only Soviet divisions (but not break-down regiments) or airborne regiments can launch chemical attacks, although other Warsaw Pact units may participate in the assault. The player controlling the Soviet units launches a chemical attack by announcing that he is doing so immediately prior to the resolution of a declared combat. Once he announces the use of chemicals, he places the Chemical Use marker on the Game-Turn Track to permanently record the first turn of chemical weapons use.

7

Each declared combat in which chemicals are used is resolved by a shift to the right on the Ground Combat Resolution Table. The number of column shifts varies according to the number of Game-Turns that have elapsed since the first use of chemicals, as follows:

8

GT's SINCE FIRST USE	COLUMNS SHIFTED
0-2	5
3-5	3*
6 or more	1*

9

*Combat involving only Soviet and US units do not shift for chemical warfare from the third turn following chemical use through the end of the game. If a combat involves units of any other nation, the appropriate shift is employed.

A Soviet unit making a chemical attack automatically takes one mandatory Hit immediately upon declaring the chemical attack (before the attack is resolved); this simulates the effects of chemical suit fatigue. If more than one Soviet unit is involved in declaring chemical use, only one unit takes the mandatory Hit. No Soviet unit may launch a chemical attack if the mandatory Hit would eliminate the unit.

★ Division Breakdown and Recombination

Any full-strength (i.e., not inverted to half-strength) Soviet mechanized army division can break down into three regiments. Only the USSR player can break down a division into three regiments.

During the Unit Assignment Stage, a mechanized army division that is not adjacent to an enemy unit may have its counter replaced by its three regiment replacements. If the parent unit had Hits previous to the breakdown, the Hits are apportioned equally among the regiments (some may be eliminated as a result).

If the three component regiments of the parent division begin a Unit Assignment Stage in the same hex, which is not adjacent to an enemy unit, the units may recombine into the parent unit. The total Hits suffered by broken down regiments are inflicted upon the parent unit upon recombination. If any component regiment has been eliminated, the remaining component regiments may never recombine.

Division Breakdown and Recombination Example, Charts/Table 13

Formations

Each ground support and assault unit must be in one of seven possible formations at all times. The possible formations are as follows:

Movement to Contact (MC)

Hasty Assault (HA)

Deliberate Assault (DA)

Hasty Defense (HD)

Deliberate Defense (DD)

Travel (T)

Reconstitution (R)

To enter one of these formations, a unit must spend one or more Movement Points (as indicated on the Formations Effects Chart) and place the appropriate Formation marker on the unit.

EXCEPTION: *There is no Movement to Contact Formation marker. Any unit that has no Formation marker on it is considered to be in Movement to Contact formation.*

All units in a stack must be in the same formation. A unit entering a hex occupied by friendly units must conform to the formation of those friendly units in order to enter and remain in the hex. A unit may change formation only once per Game-Turn normally. Additionally, a unit may change formation during an Assault Segment if it undertakes Pursuit. A unit in Hasty Defense, Deliberate Defense, or Reconstitution formation may not declare combat. All reinforcements enter the game in Movement to Contact formation. All paratropped, airmobilized, or amphibiously landed units land in Movement to Contact formation.

Each formation affects the type of Zone of Control (if any) the unit projects, its Supply Point expenditure as a result of combat and its Supply Point availability requirements during the End Stage if out of supply, the unit's

- 0 Combat Strength multiple, and Terrain Movement Point Cost Multiple. In addition, each change of formation requires an expenditure of Movement Points.

★ The Combat Strengths of units in Assault formations, when they defend, are modified in the same manner as when they attack by the Combat Effects multiples on the Formations Effects Table.

- 1 The Formations Effects Table provides information on all the costs and effects listed above.

Formations Effects Table, Charts/Tables 16

★ Special Forces

- 2 Special forces are included among the ground units of the major nations involved in the game. However, only the US and USSR special forces have unusual abilities. The US 2/75 Special Forces Battalion can be used in two ways: as a ground unit, in which case it has a strength of 1 and a Movement Point Allowance of 4, or by employing them on special operations where the unit often breaks down into smaller teams to cause havoc in the enemy rear areas or gain intelligence. USSR special forces (called Spetnatz) are received as a number of special detachments that can be used on special operations exclusively; there is no ground unit counter for these forces, and therefore they may not act as a ground unit. All other special forces units can be used as ground units only and may not be used for special operations.

- 4 The US 2/75 unit breaks down into 9 mission detachments. Each mission type costs a varying number of mission detachments. A detachment can conduct up to one mission, and then must be removed for 3 Game-Turns.

- 5 To break down a special forces unit into detachments, the unit must either not yet have entered the map (although it must be available) or must be at a friendly airbase, in supply and not adjacent to an enemy unit. Remove the unit from the map; the NATO Player Record lists the numbers 1 through 9 in a column for designating the deployment of the detachments for the US 2/75 unit.

- 6 The US 2/75 special forces unit can reform when all 9 detachments are recalled or used, in any airbase hex meeting the requirements for their initial deployment. Once one or more detachments are eliminated, the unit may not reform.

Special operations can occur only on the Operational Map. Detachments can be saved for deployment at any time. Once deployed, they cannot move, but they may be recalled, in which case they are considered used.

- 7 The Soviet special forces (Spetnatz) is listed on the Warsaw Pact Player Record, with the numbers 1 through 30 given for the deployment of detachments. The Soviet special forces never combine to form a unit. The Soviet Special Forces Brigade may be used as a land unit only.

AMBUSH

- 8 Costs 1 mission detachment. Can be used by US and USSR. No more than one detachment can be assigned per hex. Write next to the detachment number the Operational Hex in which the detachment is deployed. When an enemy unit enters the hex, the owning player may opt to announce the presence of the detachment, in which case the enemy unit must expend 4 additional Movement Points to enter. If insufficient Movement Points are available, then the rest of the procedure is conducted and the enemy unit ends its movement in the previously entered hex. Roll a die: on a roll of 1, the mission detachment is destroyed; on a roll of 2-7, there is no additional effect; on a roll of 8-0, the enemy unit takes 1 Hit. If the enemy unit triggering the ambush is a support unit, add 2 to the die roll. If the enemy unit triggering the attack is a Truck,

add 5 to the die roll (unless there is also an assault unit in the hex — even as cargo). The detachment is recalled immediately following the resolution of combat.

If a US and USSR detachment both occupy the same hex, their presence does not affect each other (i.e., they do not perform combat of any kind).

LRRP (LONG RANGE RECCE PATROL)

Costs 1 mission detachment. Can be used by the US and USSR. For each hex attacked with bombardment, add 3 to the unit's Bombardment Rating if a mission detachment is in the hex. No more than one detachment may be deployed per hex; no Bombardment Rating may be raised by more than 3 due to LRRP. The detachment is recalled at the conclusion of the Game-Turn in which the unit is used to affect bombardment.

RAID

A raid can occur in any Assault Segment. A raid costs 3 mission detachments for the US and USSR. A raid may attack any hex where no assault unit is present and which is not the target of a declared combat situation. The hex attacked may first conduct an air defense procedure (the detachments are considered to paratroop abstractly into the hex, and the raiders do not use an air unit for transport; neither do they benefit from an ECM die roll), but subtract 1 from all Anti-Air Ratings (clandestine night operation effect); if no Hits are inflicted on the raiders, the attack occurs. If any Hits are registered, one mission detachment is destroyed, and the remaining detachments are considered used and the raid is concluded. If the air defense fails, then roll a die. On a roll of 1-7, one Hit is assessed against a unit of the raiding player's choice; on a roll of 8-9, 3 Hits are assessed; on a roll of 0, 5 Hits are assessed. If, due to modifiers, the die roll is less than 1, then there is no effect; if a modified die roll is greater than 10, treat it as a 10 (0) result.

If the hex is solely an airbase with air units, add 3 to die roll. For an HQ, whether alone or with other units, subtract 2. For a Truck, add 3 to the die roll. For a Supply Depot alone in a hex, add 5. All other types of units or combination of units derive no additions or subtractions. No more than one raid can attack a hex per Game-Turn. The detachments are recalled immediately following the resolution of the raid.

★ If a US and USSR detachment both occupy the same hex, their presence does not affect each other (i.e., they do not perform combat of any kind).

Modifiers

(Use only the single most advantageous for target units)

- + 5 for Supply Depot
- + 3 for airbase with or without air units
- + 3 for Truck
- 2 for HQ
- 0 for all others

SPECIAL USSR RAIDS

On the first war Game-Turn only, 3 Soviet special forces detachments may be sent on a raid against an airbase that does not contain any combat units. Follow the procedure for normal raids, above. If the raid is not terminated by air defense, the Soviet detachments have captured the airbase; it can be used for the transport of Soviet ground units later in the Game-Turn. All air units assigned to the airbase are destroyed.

- 0 On the first war Game-Turn only, 3 Soviet special forces detachments may be sent on a raid against a Turkish Straits Hex on the Operational Map. If the raid is not terminated by air defense, the detachments have seized control of the hex; the Bombardment Rating of the hex may not be used for the remainder of the Game-Turn, nor may the Strategic Hex which contains the hex under attack be mined.

Turkish Straits Hexes, 34R-3; Pre-War Situation, 47L-7

- 1 **SPECIAL OPERATIONS EXAMPLE:** *The NATO player breaks down the US 2/75 Special Forces Battalion into 9 detachments. Initially, 3 are located on the Operational Map Hexes, whereas the other 6 are held for later use. For the 3 on the map, the hex in which they are located and their mission are recorded. On the 3 placed initially, 2 are on Ambush missions, and 1 is on an LRRP mission. During the enemy Movement Phase, a Soviet Truck unit transporting a Supply Depot (with 4 Movement Points remaining) enters one of the ambush hexes. The NATO player decides to declare the presence of the Ambush. The entry cost into the hex is increased by 4, and since the Truck has only 4 Movement Points remaining, it cannot enter the hex; following the resolution of the Ambush, the Truck unit will be left in the hex it occupied before trying to enter the Ambush hex. The die is rolled and 5 is added to the result; the die roll of 2 is therefore modified to a 7. A 7 result states that no additional result occurs. The Ambush detachment is withdrawn (on the Player Record) for 3 Game-Turns. If the die roll had been 3 or more, then the Truck unit — in addition to other effects — would have taken 1 Hit, as would its cargo.*
- 2
- 3 *The LRRP is in an enemy airbase hex. If a Bombardment Strike mission is launched against the hex, the Bombardment Rating of each air (or naval) unit in the hex for the remainder of the Game-Turn is increased by 3, aside from any other applicable effects due to terrain or formation. At the conclusion of the Game-Turn, the LRRP would be withdrawn (on the Player Record), provided that the detachment had been used in the turn.*
- 4
- 5 *During an Assault Segment, the NATO player announces a raid with 3 of his 6 unused detachments against a hex containing a Truck unit and an airbase with air units present on its display. First the enemy player rolls a die. The Air Defense Rating of the small airbase is 1 (2 minus 1 for clandestine operations). If the die roll is a 1, then the raid ends with one detachment removed permanently (on the Player Record). If the die roll is greater than 1, then the NATO player rolls the die and adds 3 (modifier for the airbase; the more advantageous modifier for the target units). The die roll is 5, which becomes an 8 die roll. The raiding player can assess 3 Hits against any unit(s) or installation of his choice. The NATO player decides to assess 3 Hits against the small airbase in the hex, which is insufficient to put it "out of operation"; it also means that 3 Hits must also be assessed against the aggregate air units on the display. The Truck is unaffected. The 3 raiding detachments are immediately removed (on the Player Record) for 3 Game-Turns.*
- 6
- 7

Zones of Control

- 8 Depending on a unit's size, type, formation, and whether or not it occupies a city, that unit may exert a Locking Zone of Control, a Fluid Zone of Control, or no Zone of Control at all. A Zone of Control consists of the hexes adjacent to a unit that the unit is capable of entering. The type of Zone a Control a unit projects is a function of unit type and formation.

Formations Effects Table, Charts/Table 16

EFFECTS OF LOCKING ZONE OF CONTROL

Any unit entering a locking enemy-controlled hex must cease movement immediately. An armor/mech unit may leave any locking enemy-controlled hex at the beginning of its own Movement Segment. Any other type of unit may leave a locking enemy-controlled hex, except a hex under locking control of an enemy armor/mech unit. Such a hex can be exited only through Withdrawal during the unit's Movement Segment.

EFFECTS OF FLUID ZONE OF CONTROL

Any unit leaving a fluid enemy-controlled hex must pay one additional Movement Point.

GENERAL ZONE OF CONTROL EFFECTS

A unit may retreat from an enemy Fluid Zone of Control and may retreat into a Fluid Zone of Control at a cost of one additional Hit for each fluid enemy-controlled hex it enters. A unit may never retreat into an enemy Locking Zone of Control.

A Supply Line can never be traced into an enemy-controlled hex. The presence of a friendly unit in the hex does negate this effect.

An airbase in any enemy Zone of Control may not sortie air units.

Regardless of the type of Zone of Control a unit projects, the city portion of the Formations Effects Table column determines the type of Zone of Control (ZOC) the unit may project into a city hex (if outside) or out of a city hex (if inside).

Withdrawal

The only means by which a non-armor unit may leave the Locking Zone of Control of an enemy armor unit is according to the Withdrawal Procedure. A friendly unit may attempt to withdraw only during the appropriate Movement Segment.

Withdrawal Example, Charts/Tables 10

WITHDRAWAL PROCEDURE

Before attempting to withdraw, the unit suffers one Hit. Subtract the Combat Strength of the friendly withdrawing unit(s) from the printed Combat Strength of the enemy controlling unit(s). Note that the mandatory Hit suffered according to this procedure may reduce the unit's strength, in which case the reduced strength is used. Roll one die. If the die roll is equal to or greater than the Combat Strength difference, the friendly unit may withdraw one hex. The unit(s) controlling the hex may, at the owning player's option, immediately advance at no cost and without change of formation into the hex vacated by the withdrawing unit(s). If the die roll is less than the difference, the unit may not withdraw.

★ Note that, if the Combat Strength comparison results in a zero or a negative number (i.e., the withdrawing unit has a greater Combat Strength than the enemy controlling unit), the unit may automatically withdraw without the owning player rolling the die, but the unit still takes one Hit.

WARSAW PACT PLAYER RECORD

Spetnatz Detachments

	GT1	GT2	GT3	GT4	GT5	GT6	GT7	GT8	GT9	GT10	GT11	GT12	GT13	GT14	GT15	GT16	GT17	GT18	GT19	GT20
1.																				
2.																				
3.																				
4.																				
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28.																				
29.																				
30.																				

A: Ambush. **LRRP:** Long Range Recce Patrol. **R:** Raid. **AB:** Airbase (GT1 only). **TS:** Turkish Straits (GT1 only).

Missile Depletion

CGN

CVH

Missile Replenishment

Odessa

Sevastopol

Fedosiya

Mobilization Reinforcements

Bulgaria

1.

6.

1.

6.

1.

6.

M + 7: 1 division

2.

7.

2.

7.

2.

7.

M + 15: 4 divisions

3.

8.

3.

8.

3.

8.

M + 21: 2 divisions

4.

9.

4.

9.

4.

9.

5.

10.

5.

10.

5.

10.

NATO PLAYER RECORD

2/75 Special Forces Detachments

	GT1	GT2	GT3	GT4	GT5	GT6	GT7	GT8	GT9	GT10	GT11	GT12	GT13	GT14	GT15	GT16	GT17	GT18	GT19	GT20
1.																				
2.																				
3.																				
4.																				
5.																				
6.																				
7.																				
8.																				
9.																				

A: Ambush. LRRP: Long Range Recce Patrol. R: Raid.

Missile Depletion

BB

CVN

Missile Replenishment

Naples

Mobilization Reinforcements Notes

Greece

_____	_____	_____	1.	6.
_____	_____	_____	2.	7.
_____	_____	_____	3.	8.
_____	_____	_____	4.	9.
_____	_____	_____	5.	10.

M + 15: 9 divisions

Turkey

M + 15: 4 divisions

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HOW TO USE THE PLAYER RECORDS: Each player record lists the special forces detachments by war Game-Turn. When a detachment is assigned to a mission, write in the space the initial of the mission and the hex number (for example, "A-5120" would mean a detachment is assigned to an ambush mission in hex 5120. Once a detachment has fulfilled its mission, place an "X" in the next 3 Game-Turns, indicating that the detachment is not available for another mission until the fourth Game-Turn thereafter. Note that the Warsaw Pact Spetnaz detachments can perform raids against NATO airbases and Turkish Straits hexes on the first war Game-Turn only.

Missile Depletion: Whenever a US BB/CVN or USSR CGN/CVH unit uses SSM fire, place an "X" in one of the

spaces under the unit. When a unit has "X's" in all of its spaces, it may not use its SSM Rating until replenished. Use the SSM Depletion markers for other naval units.

Missile Replenishment: Whenever a naval unit replenishes its SSM fires at one of the ports listed, cross off one of the numbers. When a port has used up its 10 SSM's, it may no longer replenish naval units. Use the SSM Depletion markers for other ports.

Mobilization Reinforcements: Bulgaria, Turkey and Greece receive mobilization reinforcement divisions as indicated on the player record. Space is given for determining how the divisions will be split up among ground units. Remember that fractions of divisions are lost.

Supply

Each unit must be supplied with ammunition, food, replacement parts, fuel, and other consumables — represented in the game by **Supply Points** — in order to function properly. The supply rules are intended to reflect the means by which such items are provided to combat units, and to indicate the adverse effects suffered by units that lack sufficient supply.

★ Supply Networks

Each scenario details the number of Supply Points available initially to each country, and the number of Supply Points that become available to each country during the war Game-Turns. These Supply Points are recorded on the Supply Point/Game-Turn Record Track. Note that countries do not receive Supply Points during the Pre-War Situation.

If the USSR has 100 or more Supply Points, flip its Supply Track marker to the “+ 100” side, and use this side on the track. It is unlikely that any other nationality will accumulate this many Supply Points, but if it does happen, keep track of the Supply Points on the Player Record.

★ SUPPLY SOURCES

Available Supply Points are recorded according to the **Supply Source** in which they are deposited. Each country has one or more Supply Sources. In order to be a **functioning** Supply Source, a Supply Source must not be surrounded by enemy units or their Zones of Control, and the Supply Source must have Supply Points available on the Supply Point Track.

• **Turkey, Greece, and Bulgaria.** Each city (not town) in these countries is a Supply Source. Each country has its own Supply Source marker, which is placed on the Supply Point Track to represent a pool of Supply Points that the country's Supply Sources may draw from. If all the cities in a country are captured, all the Supply Points on the Supply Point Track are lost; if a city is recaptured, the country begins to accumulate new Supply Points again. Greece and Turkey may not draw from each other's Supply Sources; they draw supplies either from their national Supply Sources or from NATO Supply Sources. Bulgaria may draw supplies from its own Supply Source or from a USSR Supply Source.

• **USSR.** Every Port hex in the Soviet Union (on the Strategic Map) is a Supply Source for both USSR and Bulgarian units. In addition, every city in Bulgaria is a Supply Source for USSR units. The USSR Supply Point marker is placed on the Supply Point Track to represent a pool of Supply Points that every Soviet Supply Source may draw from. Any Soviet units that are in Warsaw Pact allied installation hexes on the Strategic Map automatically have a Supply Line and expend supply from the USSR Supply Point pool.

• **All Other NATO Countries.** The Naples hex on the Strategic Map is the NATO Supply Source for all NATO units (US, British, NATO, Greek, and Turkish). The NATO Supply Point marker is placed on the Supply Point Track to represent a pool of Supply Points that every NATO Supply Source may draw from. A path of up to 20 unmined all-sea or coastal Strategic Hexes (or their Operational Map hex equivalents) may be traced from Naples to any unmined coastal hex to form a Supply Line. The Network may be continued normally from the coastal hex, provided

it is a port hex occupied by a Supply Depot; otherwise, only the coastal hex itself is in supply. The Supply Line cannot pass through a hex occupied or within the Surface Detection Range of an enemy naval unit.

★ SUPPLY LINES

Supply Points can be drawn by units of the same side directly from either a national Supply Source or their alliance's Supply Sources along a valid **Supply Line**. A valid Supply Line is a path of Operational Hexes traced from a unit to a functioning Supply Source that could be traversed in a single move by a hypothetical armor unit in Movement to Contact formation, with a Movement Point Allowance of 20 (without engineers).

A supply line can be traced from a Supply Source that is a port along a path of 4 unmined all-sea or coastal Strategic Hexes (or 40 Operational Hexes) to a Supply Depot on a coastal hex. This supply line may not pass through a hex occupied by or within the Surface Detection Range of an enemy unit. Note that the Naples Supply Source can be 20 Strategic Hexes in length.

A Supply Line can never be traced into an enemy-controlled hex. The presence of a friendly unit in the hex does negate this effect.

A Supply Line may be extended by using **Supply Depots** of the same side.

Supply Example, Charts/Tables 3

SUPPLY DEPOTS

A Supply Depot is basically a relay station for Supply Points. Provided a Supply Depot can trace a valid Supply Line (just as a unit), any units can in turn trace Supply Lines to that Supply Depot. In this way, a string of Supply Depots may be created, extending well away from the original Supply Source.

A Supply Depot cannot retreat. If the hex occupied by the Supply Depot is entered by an enemy ground unit (other than special forces on Special Operations), it is eliminated immediately. A Supply Depot that suffers 3 Hits or more from Bombardment or special forces is immediately eliminated. A Depot that suffers 2 or fewer Hits has them automatically removed in the End Stage.

Supply Depots possess no Movement Point Allowance and must be transported in order to move. During any Action Stage or End Stage, a Supply Depot may be expended to produce 4 Supply Points of that side for any action requiring the expenditure of Supply Points (except Repair). The Supply Points must be used immediately, and if not all four Points are used, the excess are lost.

A Supply Depot is created during the End Stage by a country expending 4 Supply Points and placing the Depot of the appropriate side on a functioning Supply Source. A Depot on a functioning Supply Source can be “cashed in” during the End Stage and return 4 Supply Points of the friendly side to the Supply Source's Supply Track marker.

★ Note that all NATO units (Greece, Turkey, US, British, and NATO) use NATO Supply Depots, and all Warsaw Pact units (USSR and Bulgaria) use Warsaw Pact Supply Depots. A Depot for a side can be used by any unit from that alliance to trace a Supply Line using any path, and different paths for units on the same side may be traced through the same Supply Depot. Note that, in the Greco-Turkish War (Scenario 4), the two sides use different sets of Supply Depot markers (NATO for the Greeks

- 0 and Warsaw Pact for the Turkish); in this scenario, the opposing sides must set up their individual Supply Networks and may not draw supplies through each other's Supply Depots.

DEPOT EXPENDITURE EXAMPLE: *If a Soviet armored division were unable to draw Supply Points from a functioning Supply Network, but was within 20 armor*

- 1 *Movement Points of a Warsaw Pact Supply Depot, then it could expend the Supply Depot for combat purposes or to prevent the mandatory Hit for being out of supply during the End Stage. If the Soviet unit is expending the depot for combat purposes, it would have to be either in Movement to Contact or Travel formation, since all other formations that permit the declaration of combat require more than 4 Supply Points for an armored division. The same would be true*
- 2 *during the End Stage, if the unit were in any formation other than Movement to Contact or Travel. The Soviet division would be out of supply and be forced to take the mandatory Hit. No unit takes its last Hit (is eliminated) for being out of supply.*

3 **Ground Unit Supply**

- Each ground unit's supply status is determined individually during the End Stage of each Game-Turn, at which time sufficient Supply Points must be available (they are not expended) from a Supply Source, as though the unit were engaged in combat in its current formation. Note that the same Supply Points can be used to determine the supply status of any number of units in succession (**not** as an aggregate). In addition, a unit's supply status is judged during Assault Segments, immediately prior to the resolution of any declared combat in which the unit is involved as either attacker or defender. In this case, the unit must expend the Supply Points, immediately following the resolution of combat, appropriate to its current formation.

5 **Supply Example, Charts/Tables 3**

HOW GROUND UNITS ARE SUPPLIED

- To be in supply, a ground unit must be able to trace a valid Supply Line to a Supply Depot or to a functioning Supply Source of the same side as the unit. By tracing a Supply Line to a functioning Supply Source, a unit can draw Supply Points from the Source. Supply Lines traced to Supply Depots can vary depending on the status of the Depot:

- If the Supply Depot can, in turn, trace a valid Supply Line to a functioning Supply Source of the same nationality or side, the Supply Depot is a **functioning** Supply Depot. If the Supply Depot can trace a valid Supply Line to a functioning Supply Depot of the same side, the Supply Depot is a functioning Supply Depot. A valid Supply Line to a functioning Supply Depot allows a ground unit to draw Supply Points, just as though it were drawing Supply Points from the Supply Source.
- If the Supply Depot cannot, in turn, trace a valid Supply Line to either a functioning Supply Source or function-

ing Supply Depot, the Supply Depot is an **isolated** Supply Depot. A unit may draw 4 Supply Points of the friendly side from an isolated Supply Depot to which it has a valid Supply Line, but the Supply Depot is immediately removed from the map. The 4 Supply Points must be used instantly; if fewer than 4 can be used, the excess are permanently lost.

EFFECTS OF BEING OUT OF SUPPLY

Any ground unit that cannot draw sufficient Supply Points at the instant its supply status is determined is considered out of supply. A ground unit that is out of supply suffers the following effects:

- The unit's Combat Strength is halved (round up). This does not mean that a full-strength assault unit is inverted to its half-strength side; it simply means that its printed Combat Strength is halved for the purposes of any computation that may be required.
- The unit cannot declare combat.
- The unit cannot be repaired.
- During the End Stage, the unit suffers 1 Hit (this Hit is not inflicted if it would eliminate the unit).

Naval Supply

Each naval unit in the game carries sufficient stores to operate for the duration of the game without need to draw further supply, with the single exception of SSM's. Each naval unit that had an SSM Rating is restricted in the number of times it may fire using its SSM Rating without replenishing its supply of that weapon type. These restrictions, and provisions for replenishment, are indicated in Missile Depletion and Missile Replenishment.

Naval Unit Supply, 22L-0

Air Supply

Air units themselves are exempt from supply considerations. Airbases, however, must be connected to a Supply Network, just as a ground unit. To launch an air mission, an airbase must expend Supply Points. To launch a Strike mission, the airbase must expend 2 Supply Points per air unit; to launch any other type of mission, an airbase must expend 1 Supply Point. If the Supply Points are unavailable, the mission cannot be launched.

Special Supply Rules

- The number of Supply Depot counters supplied in the game is not an absolute limit. Players may make their own if more are required.
- A unit cannot enter or leave the Strategic Map unless it is in supply in the hex exited and the hex entered.
- EWDA units never expend Supply Points.
- Israeli air units use no supply.
- C-5 and II-76 air units use no supply.

Movement

Movement is the action whereby a unit is displaced through the hexagonal grid on the map. There are two map scales in *Aegean Strike*, and when units transition from one map to the other, a special procedure is instituted based on the unit type (land, air, or naval).

Inter-Map Movement

Any ground unit on the Strategic Map can move one Strategic Hex per Game-Turn. A ground unit that begins a Game-Turn in a Strategic Map Transitional Hex can enter any mapedge Operational Hex within the corresponding Strategic Grid Hex by spending the number of Movement Points appropriate to the Operational Hex entered.

EXAMPLE: A Soviet armored division, belonging to the Initiative player, begins a Game-Turn in Strategic Hex AX-01 in Frontline mode; during the First Initiative Segment, the armored division spends its entire Movement Point Allowance to enter Transitional Hex AW-01. During the First Initiative Segment of the following Game-Turn, the unit (in Movement to Contact formation and still Frontline) enters Operational Hex 3501 by spending 2 Movement Points; the unit can spend the rest of its Movement Point Allowance in this Segment. Note that, in this example, the unit could have entered any of the following Operational Hexes: 2901, 3101, and 3301.

A ground unit that begins a Game-Turn in an Operational Hex can enter any Transitional Hex corresponding to the Strategic Grid Hex from which it is exiting the Operational Map; the Movement Point cost is equal to the cost that would be assessed to enter a hex identical to the hex exited.

EXAMPLE: A mechanized division, belonging to the Initiative player, begins a Game-Turn in Operational Hex 3303 in Frontline mode. During the First Initiative Segment, the mechanized unit (Movement Point Allowance of 8, Movement to Contact formation) spends 4 Movement Points to enter Operational Hexes 3302 and 3301. The unit then spends an additional 2 Movement Points (the cost that would be assessed to enter 3301 again) to enter Transitional Hex AW-01. The unit's movement is concluded for the Game-Turn.

An air or naval unit on the Strategic Map can spend one Strategic Movement Point to enter each Strategic Hex (remember, air and naval unit Movement Point Allowances are expressed in Strategic Movement Points on their counters; 1 Strategic Movement Point is equivalent to 10 Operational Movement Points). An air or naval unit can exit a Transitional Hex and enter an Operational Hex (within the corresponding Strategic Hex Grid) by spending 5 Operational Movement Points — or exit a mapedge Operational Hex and enter a Transitional Hex (corresponding to the Strategic Grid Hex it is exiting) by spending 5 Operational Movement Points.

EXAMPLE: A carrier-based A-6 unit (Movement Point Allowance of 6 Strategic Hexes) sorties from a carrier in Strategic Hex AX-07 and spends 10 Operational Movement Points (1 Strategic Movement Point) to enter Strategic Hex AX-06, 10 more Operational Movement Points (total of 20, or 2 Strategic Movement Points) to enter Transitional Hex AW-05, 5 more Operational Points (total 25) to enter Operational Hex 3633. The unit spends 5 more Operational Movement Points (total 30) to move into Operational Hexes 3632, 3631, 3630, 3629, and 3628, where the unit launches a Bombardment attack (at no Movement Point cost). Reversing its course, the unit spends 5 Operational Movement Points (total 35) to enter Operational Hexes 3629, 3630, 3631, 3632, and 3633, 5 more Operational Movement Points (total of 40, or 4 Strategic Movement Points) to enter Transitional Hex

AW-05, 10 more Operational Movement Points (total of 50, or 5 Strategic Movement Points) to enter Strategic Hex AX-06, and its final 10 Operational Movement Points (for a final total of 60, or 6 Strategic Movement Points) to enter Strategic Hex AX-07, where it lands (at no Movement Point cost) on its carrier.

Inter-Map Example, Charts/Tables 4

Ground Unit Movement

OPERATIONAL MAP

Each ground unit has a Movement Point Allowance, expressed in Operational Hex Movement Points, printed on its counter. A unit uses its Movement Points to enter hexes and pay terrain costs, change formation, and load or unload (trucks only). Each formation has a Terrain Cost Multiple. When a unit enters a hex, the cost is the terrain cost indicated on the Terrain Effects Chart, multiplied by the Terrain Cost Multiple. In addition to terrain costs, Fluid Zones of Control force units to pay an exit cost; units must pay an entrance cost additional to those called for by terrain to enter an interdicted hex. The costs for Zones of Control and interdiction are not subject to multiples.

No ground unit can spend Movement Points to move more than once per Game-Turn. A ground unit can spend its Movement Points during any Movement Phase appropriate to its mode and whether it belongs to the Initiative or Reaction player. A ground unit spends no Movement Points to declare combat, retreat, or pursue. A unit must be able to pay all Movement Point costs to leave or enter a hex. There are circumstances in which a unit would be unable to move at all, but could still change formation.

Formation and Movement Example, Charts/Tables 4

STRATEGIC MAP

When a ground unit moves on the Strategic Map, it can move one Strategic Hex per Game-Turn. There are no terrain costs, no Zones of Control, no interdiction — there is nothing to interfere with this one-Strategic Hex movement rate.

★ Note that a unit may enter an enemy-occupied hex on the Strategic Map and that air, naval, and ground units can occupy the same hex.

TRANSITING BETWEEN MAPS

When a ground unit enters a Transitional Hex, it may, during the next appropriate Movement Segment, enter the Operational Map. A unit entering the Operational Map is placed on the proper edge, where it spends Operational Movement Points based on its formation and the terrain in the Operational Hex it is entering. A ground unit may not enter a Strategic Map hex by crossing an all-sea hex-side nor by crossing sea over islands. The hex entered must be an Operational Hex that is within the Strategic Grid Hex corresponding to the Transitional Hex the unit is leaving. The Operational Mapedge Hex may be wholly or only partially within this Strategic Grid Hex.

If the hex that is to be the entry hex is occupied, a combat from off-map is conducted during the First Combat Phase or Third Combat Phase, whichever is appropriate to the entering unit. The entering unit, as the attacker, may use any allowable formation. If the combat drives the defending unit from the Operational Hex, the attacking unit may enter the map as a Pursuit. If the attack is unsuccessful, or the enemy unit absorbs all Hits and remains

- 0 in the Operational Hex, then the combat is concluded and the unit may attempt to enter the Operational Map in the next Game-Turn.

When a ground unit is to move from the Operational Map to the Strategic Map, the unit moves to the mapedge and spends Movement Points equal to the cost it would have to pay to enter a hex identical to the hex it is *leaving*. The unit is then placed in the Transitional Hex corresponding to the Strategic Grid Hex it has left.

A unit may never retreat off the Operational Map, but must instead take Hits from the combat if it has no other option.

A unit may transit from one Map to the other only if it is in supply in both the exit and entry hex.

Stacking

The term stacking refers to two or more ground units occupying the same hex at the conclusion of any ground unit's movement (stacking limitations never apply to air or naval units). At the end of any unit's movement, there can never be more than 5 brigades — or the equivalent — in any Operational Hex. There are no restrictions on stacking on the Strategic Map.

Note that there is no restriction on naval units or airborne air units in the same hex, whether friendly or otherwise (on the Strategic and Operational Maps); naval unit may be In Port only in friendly ports.

- A division is equivalent to 3 brigades.
- A regiment is equivalent to 1 brigade.
- Supply Depots, air units, naval units, airbases, and battalions are never counted against stacking restrictions.
- HQ and truck units are not counted against stacking restrictions, except that no more than one of each of these types may occupy an Operational Hex at the conclusion of any unit's movement.

Interdiction

Interdiction is an Offensive Strike Air Mission. An air unit that penetrates to its target on an Interdiction Mission attacks the hex in an attempt to interdict it. The hex cannot already be interdicted, and there can be no ground unit already in the hex. If no ground-based air defense fire or interceptors attack the air unit in the target hex, then the hex is automatically interdicted. If either ground-based air defense or interceptors attack the air unit in the target hex, then the air unit must roll equal to or less than its Bombardment Rating, with no die roll modifiers for terrain, in order to interdict the hex. Any air unit that takes Hits either prior to or at the target hex automatically aborts and fails to interdict the hex.

★ If the interdiction succeeds, place a "2" Standard Number chit in the hex to indicate that it is interdicted. It costs 2 extra Movement Points to enter the hex for any ground unit other than an engineer unit or a stack containing an engineer unit. The chit is removed the instant a ground unit enters the interdicted hex.

A unit can retreat into an interdicted hex, but can retreat no further, whether it is (or is stacked with) an engineer unit or not. Airmobile units cannot land in an interdicted hex; amphibiously landed or paratropped units can land in an interdicted hex, but can move no further in that Game-Turn; the chit is then removed. The interdiction chit remains in the hex where it was placed until a unit enters the hex.

Bombardment Strike, 17R-9

INTERDICTION EXAMPLE: A US F-15 flies to Operational Hex 2207 on a Strike mission with the intention of interdicting a hex. When the F-15 arrives at the hex, it is intercepted by an enemy MiG-23 air unit. If the MiG-23 in the ensuing air-air combat inflicts a Hit on the F-15, then the F-15 automatically aborts the Strike mission and fails to interdict the hex. If the MiG-23 fails to inflict a Hit on the F-15, then the die is rolled; if the die roll is equal to or less than the F-15's Bombardment Rating, the F-15 interdicts the hex and a "2" chit is placed in it. If the die roll is greater than the Bombardment Rating, then no chit is placed. Regardless of the result, at the conclusion of the die roll resolution, the F-15's Strike mission is concluded and it must fly back to a friendly airbase. If no enemy unit had engaged the F-15 while in hex 2207 in any form of combat, then the interdiction would automatically succeed in the hex without a die roll.

Air Unit Movement

Each air unit has a Movement Point Allowance expressed in Strategic Hex Movement Points. Its Movement Point Allowance on the Operational Map is effectively 10 times that printed on its counter. The air unit can spend its entire Movement Points to move during any Action Stage appropriate to its mode and whether it belongs to the Initiative or Reaction player, providing it meets all prerequisites for any mission it undertakes.

A player may sortie air units from one airbase at a time, and can move up to three air units as a stack. No other air units may sortie until friendly air units on a mission have concluded (not necessarily landed) their mission; thus, if one interceptor has concluded its mission, another may be launched while the first interceptor is returning to its airbase. Air units are moved on their silhouette side and flipped to their Combat Rating side only when involved in combat.

An air unit spends one Strategic Movement Point for each Strategic Hex it enters, and one-tenth of a Strategic Movement Point for each Operational Hex it enters.

An air unit that has expended all its Movement Points and is not in a friendly airbase hex is eliminated. The act of sorting and landing costs no Movement Points.

Naval Unit Movement

Naval units are moved on their silhouette side and are inverted to their Combat Rating side only to conduct combat or to denote that the unit has moved for the Game-Turn. During the Unit Assignment Stage, all naval units should be flipped to their silhouette sides.

Each naval unit has a Movement Point Allowance, expressed in Strategic Hexes, printed on its counter. The unit can spend its Movement Points to move during the Action Stage. No naval unit may move more than once per Game-Turn.

A naval unit spends one Strategic Movement Point for each Strategic Hex it enters, and one-tenth of a Strategic Movement Point for each Operational Hex it enters. In effect, a naval unit's Operational Movement Allowance is 10 times the Allowance printed on the counter.

Naval units that begin a Movement Phase in the same hex can be moved together, using the Movement Point Allowance of the slowest unit in the stack.

A naval unit's Movement Point Allowance is reduced if the unit performs combat functions, such as mine-laying or sweeping, Bombardment, ASM or Sub-Surface combat. Each of these functions costs one Strategic Movement Point. Note that a naval unit may perform these functions repeatedly in any order, as long as it has Movement Points remaining. It costs a naval unit no Movement Points to fire if it is attacked.

A naval unit's movement may be interrupted by enemy interception. Note that a naval unit expends no Movement Points to participate in combat it did not initiate.

Naval units transit between Strategic and Operational Maps identically to air units. Naval units may transit the Maps and move only in all-sea or coastal hexes.

Inter-Map Movement, 32L-1

Amphibious Landing

★ A marine or special forces unit (only) may make an amphibious landing in any coastal clear, swamp, rough, city, or town hex, according to the following procedure:

• An amphibious transport unit, carrying the marine or special forces unit, enters the coastal hex during a Movement Segment according to normal naval unit movement rules, and spends 2 Operational Movement Points to unload the unit in the debarkation hex.

• If the debarkation hex is not occupied by an enemy ground unit, the landing unit is automatically considered to be ashore in Movement to Contact formation. The debarking unit may spend Movement Points at this time to change formation, but not to move.

• If the debarkation hex is occupied by an enemy ground unit, the landing unit declares combat and attacks the enemy unit(s) from Movement to Contact formation in the following Assault Segment. If any defending unit suffers one or more Hits, it must retreat at least one hex (even if it is a support unit), and the landing unit (provided it has survived the combat) remains in the debarkation hex. If the landing unit inflicts no Hits on the defending unit(s), the landing unit is considered to remain aboard the transport unit, and the transport unit is allowed to move one hex at no cost in Movement Points; also any Hits inflicted on the unit attempting to land are doubled.

Amphibious Example, Charts/Tables 10

★ Note that unloading a unit does not necessarily end the Amph's movement, and it may unload several units in different hexes (up to its Transport Capacity).

SPECIAL RULES

A unit making an amphibious landing is considered to be in supply throughout the Game-Turn in which it lands. Beginning with the next turn, it must trace a valid Supply Line in order to be supplied, although the transporting naval unit, if it is large enough, may also carry a Supply Depot.

During any Segment — after combat is declared — any eligible air and naval units may use their Bombardment Rating against enemy units in an amphibious landing hex. If a total of three or more Hits are inflicted on units in the hex by Bombardment, the enemy unit(s) must retreat one hex upon resolution of the amphibious declared combat, regardless of whether or not the landing unit inflicts a Hit on the defending unit(s); the landing unit is considered to have landed in this instance, even if it fails to inflict a Hit during the actual Assault Segment.

★ Mines

Both players have the ability to lay and sweep mines. The Warsaw Pact player can lay mines by eligible air units (Tu-20 and Tu-26) or SSN units in any coastal or island hex on the Strategic Map in order to impede naval movement through the hex; the NATO player can lay mines in the Turkish Straits to impede Warsaw Pact naval movement. Mines can be swept by an eligible naval unit (the MCM

unit) that moves through the mined hex. Even hexes on the Strategic Map that are on the Operational Map are mined in this fashion. Mining always occurs on the Strategic Map. Note that mines may be laid in an Operational Hex, but the marker would be placed in the corresponding Strategic Hex.

MINELAYING

A naval unit with minelaying capability can place one level of mines per hex per Game-Turn, at a cost of one Strategic Movement Point per hex mined. An air unit in Offensive mode with minelaying capability can place one level of mines in one hex per sortie. The maximum mine level in an hex is 9. Use the Standard Number chits to record the mine level in each hex. **Optional.** Players may wish to limit Soviet SSN's to laying only one level of mines per game.

★ TURKISH STRAITS HEXES

Certain hexes on the Operational Map are designated as Turkish Straits Hexes (the Bosphorus and Dardanelles); on the Strategic Map these hexes are AW-03 and AX-03. Each Turkish Straits Operational Hex also contains an inherent naval Bombardment Rating of 4, which can be used only against enemy naval units in these hexes. These hexes possess their Bombardment Rating until they are occupied by enemy ground units or are successfully raided by the Soviet Spetnatz special forces. Once a hex is captured, the Bombardment Rating is permanently eliminated.

In addition, as long as one Turkish Straits Hex on the Operational Map is in NATO control during any Game-Turn, the NATO player may, during the Movement Phase of the Third Action Stage, either place 2 levels of mines in one of these Strategic Hexes or 1 level of mines in each of the two Strategic Hexes.

EFFECTS OF MINES

Any surface naval unit entering a mined Strategic Hex must immediately roll one die and, taking the mine level of the hex as an Attack Strength, resolve a naval combat without using the naval unit's ECM to reduce the effect, on the Naval/Air Combat Resolution Track in the normal manner. A submarine entering a mined hex follows the same procedure; however, the mine Attack Strength is considered to be one-half (rounded down) the minefield level of the hex.

If the mine attack takes place on the Operational Map, the naval unit is attacked in the first Operational Hex entered, which corresponds to the appropriate Strategic Hex.

MINESWEEPING

The MCM naval unit can sweep one level of mines per hex per Game-Turn, at a cost of one Strategic Movement Point. The MCM unit must still undergo a minefield attack, but is considered to have an ECM Rating of 7 which is used in such attacks. Minesweeping on the Operational Map can occur anywhere within the mined Strategic Hex.

It is strongly recommended — though optional — that the US SH-3 unit be granted a minesweeping capability. An SH-3 unit can sweep one level of mines per sortie from one Strategic Hex.

Mine-laying/sweeping, 18L-9

MINES EXAMPLE: A Soviet SSN naval unit enters an Operational Hex wholly within Strategic Grid Hex AV-04. The SSN spends one Strategic Movement Point and declares it is laying mines. A "1" chit is placed on the Strategic Map in hex AV-04 to denote that the entire Strategic Grid Hex has

- 0 one level of mines present. If Hex AV-04 already had a level of mines present, then this action would increase the level by 1. Note, however, that the mine level may never exceed 9. Any naval unit (friendly or enemy) that enters any island or coastal Operational Hex that is wholly within Strategic Grid Hex AV-04 is attacked upon entry. A unit is attacked only once upon each entry into the Strategic Hex or Strategic Grid Hex. If the unit enters a second Operational Hex within the Strategic Grid Hex, it would not suffer another mine attack until it has exited hex AV-04 and re-entered.
- 1

The Bulgarian MCM unit enters an Operational Hex wholly within Strategic Grid Hex AW-03 (containing the Turkish Straits) and is immediately attacked by the current Mine Level, except that it can use a special ECM Rating of 7 to deter the effects of the attack. If the unit survives the attack, it may spend one Strategic Movement Point to remove one Mine Level; reduce the number marker to reflect the reduced Mine Level. The MCM may reduce the Mine Level by 1 each Game-Turn that it sweeps.

2

Transport

- 3 Trucks, air transport units, and naval transport units are the only units in the game that can transport ground units and Supply Depots. The capacity (either battalion, brigade, or division) of each transport unit is indicated on its counter. For purposes of transport, all ground support and Supply Depots are considered one brigade each. Note that any time a transport suffers a Hit, any unit being transported also suffers a Hit; if the transport is eliminated before the transported unit is unloaded, the transported unit is also destroyed.
- 4

AIR TRANSPORT

- 5 An air transport unit assigned to Offensive mode may transport ground units or Supply Depots up to the limit of the transport unit's Transport Capacity by undertaking an Airmobile or Paradrop Transport mission. The following restrictions apply to all Air Transport missions:

- An air transport unit and whatever is to be transported must begin the mission in the same hex. If a ground unit is to be transported, it must not have spent any Movement Points in the current Game-Turn and must be in the mode appropriate to the Game-Turn Segment in progress. There is a Movement Point cost of two Operational Movement Points, charged to the transport unit, to load whatever is to be transported.
- Anything that is loaded on an air transport unit is not counted toward stacking limits, nor does it function in any way, although it is subject to supply rules.
- 7 • Once landed by either type of air transport, a ground unit is entitled to spend half of its normal Movement Point Allowance. The unit always lands in Movement to Contact formation, regardless of what formation it was in when it loaded.

★ Airmobile Transport

- 8 • An-24, C-130 or Il-76 units may land to unload in any clear terrain hex that is neither occupied by nor adjacent to an enemy counter of any kind. Any C-130 unit that lands in a hex that does not contain a friendly airbase must, before the end of the Game-Turn, return to a friendly airbase; an Il-76 unit must exit a northern edge Strategic Hex of the USSR. If the unit fails to do so by the End Stage, it is eliminated at that time.
- 9 • CH-47, CH-53, Mi-2, Mi-6, and UH-1 air units may land in any clear or rough hex that is neither occupied nor adjacent to an enemy counter of any kind. Any of these units that lands in a hex that does not contain a friendly airbase cannot sortie again until the following Game-

Turn, at which time — in the First Action Stage — it must return to a friendly airbase. The transport unit can, in this instance, re-load the unit originally transported before returning to the friendly airbase, provided they begin the mission in the same hex, the ground unit is in the appropriate mode, and the ground unit has spent no Movement Points in the current Game-Turn. This return trip, whether loaded or not, is considered a sortie.

- The C-5 air unit may land to unload at any friendly airbase that is not adjacent to an enemy counter of any kind. The C-5 unit must, before the end of the current Game-Turn, exit the western edge of the Strategic Map. If the unit fails to do so by the End Stage, it is eliminated at that time.
- No armor units (armor, self-propelled anti-tank, armored cavalry, or mechanized units) or artillery units can be moved by airmobile transport. Only airborne, airmobile, marine, and special forces units can use airmobile transport.
- There is a Movement Point cost of two Operational Movement Points, charged to the air transport unit, to unload whatever is transported.

Paradrop Transport

An air transport unit conducting a Paradrop Transport mission does not land to unload the airborne or special forces unit it is carrying; thus, there is no Movement Point cost to unload. There are no special restrictions on Paradrop Transport for the air transport unit. The unit to be dropped, however, must perform the Paradrop Procedure.

Paradrop Procedure

★ Paradrop can occur in a clear or rough hex. After the transporting unit has arrived at the destination, roll one die:

- 1-5: No effect; successful drop. Place unit in hex.
6-9: Gain one Hit; successful drop. Place unit in hex.
0: Unit eliminated.

Die Modifiers:

+3 if air transport unit is fired on by air defense from drop hex, whether it is Hit or not; if Hit, the drop may not take place.

+2 if unit drops in rough.

-1 if unit drops in clear.

All die modifiers are cumulative.

NAVAL TRANSPORT

★ A conventional cargo transport unit (Trans) can load and unload only at a port. An amphibious transport unit (Amph) can load or unload in a port, or at any non-port coastal clear, swamp, rough, city or town hex. In order to load or unload at a port, the naval transport unit must be In Port. The unit or Supply Depot in this instance is considered to be loaded during any End Stage in which the naval transport unit begins In Port mode, and to be unloaded during any End Stage in which the naval transport unit begins In Port mode in the destination hex. The ports used at either end of the transport must be friendly. There is no Movement Point cost charged to a naval Transport unit for loading or unloading while In Port.

In order to load or unload in a port or non-port, amphibious-eligible hex, the Amph unit is charged 2 Operational Movement Points.

GROUND TRANSPORT

Trucks can transport Supply Depots or any units of brigade size or less *except* armor and artillery units. Trucks can transport Supply Depots and units of their own nationality only. Note that truck units are always considered to be in Travel formation for purposes of resolving air attacks and movement.

To unload, a Truck unit and whatever it will carry must begin the Movement Segment in the same hex, and a ground unit to be transported must be in Frontline mode. Two Movement Points are charged to the Truck unit to load the unit or Depot.

To unload, a Truck unit is charged 2 Movement Points. Note that players cannot use a stack of 3 Truck units to move a division.

Detection

Detection is one of the most important principles in *Aegean Strike*. It is vital that players understand the mechanics of detection, and the consequences of a unit succeeding or failing to detect an enemy air or naval unit.

Only air and naval units are subject to detection; ground units are always detected. Each naval unit begins the game undetected. Each air unit begins each mission undetected (except EWDA units, which are always detected). Each undetected unit has an **Undetected** marker placed on it; the instant a unit is detected, the Undetected marker is removed. For game purposes, then, a detected unit is any air or naval unit not covered by an Undetected marker. Once detected, a naval unit remains detected for the entire game; once detected, an air unit remains detected until it lands.

Note that a stack of air or naval units moving together trigger a detection attempt as a single unit. Also note that every unit in a hex can attempt, individually, to detect an enemy unit or stack. A unit can attempt detection while it is moving.

In order to attempt to detect an enemy unit, the enemy unit must meet the following requirements:

- It must be within the Detection Range of a friendly ground, air, or naval unit.
- ★ During an enemy Movement Phase, *immediately* prior to the detection attempt, the enemy unit must have moved *or* the enemy unit must have used its ASM, Bombardment, Anti-Air, or Sub-Surface Rating against the unit attempting to detect.

EXCEPTION: A unit may always attempt to detect an enemy unit with which it shares a hex, whether the enemy unit has moved or attacked or not, provided no previous detection has been made at that range.

An undetected air or naval unit cannot be attacked in any way by an enemy unit, nor can it trigger an interception attempt. Most units in the game have a detection capability, which is defined as a series of Detection Probabilities at various Detection Ranges. The detection capabilities for each unit are listed on the Ranged Characteristics Summary.

EXAMPLE: To find the Air Detection capability of a US surface naval unit (surface action or carrier unit), refer to the Surface Naval Unit/US portion of the Ranged Characteristics Summary. On the line labelled Detection: Air, there is a string of numbers, each corresponding to a hex-range at the top of the Summary. The last number in the string is 1, listed beneath the Operational Hex-range number 12 (corresponding to a Strategic Hex-range of 1); thus, the maximum range of a US surface naval unit's air detection is 12 hexes. The 1 in this case indicates the chance of successfully detecting an enemy air unit at a 12-hex range; the US player would have to roll a 1 to detect. Note that, at a 5-hex range on the same line, the US surface unit has a 7 indicated; the US player would have to roll a 1, 2, 3, 4, 5, 6, or 7 to detect at a range of 5 Operational Hexes.

The ranges listed on the Summary are specified in both Operational Hexes and Strategic Hexes, and the Operational Hexes are grouped by Strategic Grid Hexes. Any unit that

has a Detection Range greater than 5 Operational Hexes can make multiple attempt against an enemy unit; however, such a unit can make only one detection attempt per Strategic Hex range.

EXAMPLE (continued): The US surface naval unit can make one detection attempt against an enemy air unit at a range of either 6, 7, 8, 9, 10, 11, or 12 Operational Hexes. If the detection attempt made at one of these ranges fails, the US surface naval unit cannot make another attempt until the enemy unit is within 5 Operational Hexes, at which time the naval unit may make one more detection attempt. Note that, on the Strategic Map, the same principle would be applied; the naval unit could make one detection attempt at a range of 1 Strategic Hex (using the value farthest to the right in the 1 Strategic Hex band) and, if necessary, an additional attempt at a range of 0 Strategic Hexes (using the value farthest to the right in the 0 Strategic Hex band).

There is no Supply Point or Movement Point cost to use a detection capability, and a unit can use its detection capability at any time during any Action Stage. There are several instances in which detection is automatic:

- Any ground or naval unit automatically detects an enemy air unit at the instant the air unit uses its Bombardment, ASM, or Sub-Surface Rating against the ground or naval unit.
- Any naval unit automatically detects an enemy naval unit with which it shares a hex at the instant the enemy naval unit uses its Bombardment Rating against it. Note that ASM does not cause automatic detection in this case.
- Any naval unit with an In Port marker on it is automatically detected.
- Any air unit is automatically detected the instant that it uses its Anti-Air Rating.

Ranged Characteristics Summary, Charts/Tables 2

Ground-Air Detection

A friendly ground unit may attempt to detect any air unit that is airborne within the friendly unit's Air Detection Range. The player announces the attempt immediately as the enemy air unit enters the hex in which the attempt is to take place. Refer to the Ranged Characteristics Summary, and roll one die. If the die roll is equal to or less than the number indicated for the detecting unit at the given range, the enemy air unit is detected, and the Undetected marker is removed. This condition persists until the air unit lands or is destroyed.

EXAMPLE: A Soviet air unit flies to within 1 Operational Hex of a US headquarters unit, which has a Detection Range of 1 Operational Hex, and the US player announces a detection attempt. He rolls one die, and the result is 5. The number indicated on the Ranged Characteristics Summary for a US headquarters unit detecting an enemy air unit at a range of 1 Operational Hex is 7; the Soviet air unit is therefore detected, and the Undetected marker is removed.

0 Air-Air Detection

A friendly airborne (not on an airbase) air unit may attempt to detect any airborne air unit that is within its Air Detection Range. The friendly player announces the attempt immediately as either unit enters a hex. Refer to the Ranged Characteristics Summary, and roll one die. If the die roll is equal to or less than the number indicated for the detecting unit type at the given range, the air unit is detected, and the Undetected marker is removed. This condition persists until the air unit lands or is destroyed.

EXAMPLE: A Soviet air unit flies to within 21 Operational Hexes of a US AWACS, which has a Detection Range of 21 Operational Hexes, and the US player announces a detection attempt. He rolls one die, and the result is 7. The number indicated on the Ranged Characteristics Summary for an AWACS detecting an enemy air unit at a range of 21 Operational Hexes (or 2 Strategic Hexes) is 5; the Soviet air unit is therefore not detected. The Soviet air unit continues its movement, flying to within 15 Operational Hexes of the same AWACS, which places the Soviet air unit within a new Strategic Hex range. The US player announces another detection attempt. He rolls one die, and the result is 3. The number indicated on the Ranged Characteristics Summary for an AWACS detecting an enemy air unit at a range of 15 Operational Hexes is 7; the Soviet air unit is therefore detected, and the Undetected marker is removed.

4 Air-Naval Detection

A friendly airborne air unit may attempt to detect any enemy naval unit that is within its Surface (or Sub-Surface, for submarines) Detection Range. The friendly player announces the attempt immediately as either unit enters a hex. Refer to the Ranged Characteristics Summary, and roll one die. If the die roll is equal to or less than the number indicated for the detecting unit at the given range, the naval unit is detected, and the Undetected marker is removed. This condition persists until the enemy naval unit is destroyed or until the end of the game, whichever comes first.

EXAMPLE: A US F-15 air unit flies to within 3 Operational Hexes of a Soviet surface naval unit. The F-15 unit has a Detection Range of 3 hexes, and the US player declares a detection attempt. He rolls one die, and the result is 4. The number indicated on the Ranged Characteristics Summary for a US F-15 unit detecting an enemy naval unit at a 3-hex range is 6; the Soviet naval unit is therefore detected, and the Undetected marker is permanently removed.

7 Naval-Air Detection

A friendly naval unit may attempt to detect any airborne enemy air unit that is within its Air Detection Range. The friendly player announces the attempt immediately as either unit enters a hex. Refer to the Ranged Characteristics Summary, and roll one die. If the die roll is equal to or less than the number indicated for the detecting unit type at the given range, the air unit is detected, and the Undetected marker is removed. This condition persists until the enemy air unit lands or is destroyed.

EXAMPLE: A US F-15 air unit flies to within 11 Operational Hexes of a Soviet naval surface unit. The Soviet unit has a Detection Range of 11 hexes, and the Soviet player announces a detection attempt. He rolls one die, and the result is 6. The number indicated on the Ranged Characteristics Summary for a Soviet surface unit detecting an enemy air unit at a 11-hex range is 1; the F-15 air unit is therefore not detected. The F-15 air unit continues its movement, flying to within 5 hexes of the same Soviet naval

unit, which places the F-15 within a new Strategic Hex range. The Soviet player announces another detection attempt. He rolls one die, and the result is 4. The number indicated on the Ranged Characteristics Summary for a Soviet naval surface unit detecting an enemy air unit at a 5-hex range is 6; the F-15 is therefore detected, and the Undetected marker is removed.

Naval-Naval Detection

A friendly naval unit may attempt to detect any enemy naval unit that is within its Surface (or Sub-Surface, for submarines) Detection Range. The friendly player announces the detection attempt immediately as either unit enters a hex. Refer to the Ranged Characteristics Summary, and roll one die. If the die roll is equal to or less than the number indicated, the enemy naval unit is detected, and the Undetected marker is removed. This condition persists until the enemy naval unit is destroyed or until the end of the game, whichever occurs first.

EXAMPLE: A US submarine unit moves to within 25 Operational Hexes of a Soviet surface naval unit. The US submarine unit has a Detection Range of 25 hexes, and the US player declares a detection attempt. He rolls one die, and the result is an 8. The number indicated on the Ranged Characteristics Summary for a US submarine unit detecting an enemy naval surface unit at a 25-hex range is 1; the Soviet naval unit is therefore not detected. The US submarine unit continues its movement, coming to within 15 hexes of the same Soviet surface naval unit, which places the Soviet unit within a new Strategic Hex range. The US player declares another detection attempt. He rolls one die, and the result is an 9. The number indicated on the Ranged Characteristics Summary for a US submarine unit detecting an enemy naval surface unit at a 15-hex range is 6; the Soviet naval unit is therefore not detected. The US submarine unit continues its movement, coming to within 7 hexes of the same Soviet surface naval unit, which places the US submarine unit within the Detection Range of the Soviet unit. The Soviet player announces a detection attempt. He rolls one die, and the result is a 1. The number indicated on the Ranged Characteristics Summary for a Soviet surface naval unit detecting an enemy submarine unit at a 7-hex range is 2; the US submarine unit is therefore detected, and the Undetected marker is permanently removed.

Inter-Map Detection

Whenever a detection attempt extends from a mapedge Operational Hex into a Transitional Hex, or from a Transitional Hex into a mapedge Operational Hex, the distance represented by the transition is considered to equal 5 Operational Hexes.

EXAMPLE: A US E-2 EWDA, airborne over its carrier in Strategic Hex AV-06 wishes to detect an enemy surface naval unit in Operational Hex 1830. The maximum surface detection range of the E-2 (according to the Ranged Characteristics Summary) is 18 Operational Hexes. The E-2 counts the range to Operational Hex 1830 as follows: 10 Operational Hexes to Transitional Hex AV-05, 5 Operational Hexes into Operational Hex 1833, 1 Operational Hex each to 1832, 1831, and 1830, for a total of 18 Operational Hexes. Since the enemy surface unit is within the E-2's surface Detection Range, the E-2 may make a detection attempt, with a 60 percent chance of success (by rolling a 6 or less). Note that the E-2 could have traced its range into any mapedge Operational Hex within the Strategic Grid Hex AV-05 (corresponding to Transitional Hex AV-05), but only by tracing through Operational Hex 1833 could the enemy surface unit be within range.

0 Interception

Interception can occur at any time during an Action Stage and is triggered by the movement of a detected enemy air or naval unit during the enemy player's Segment. Enemy naval units can be intercepted by friendly air or naval units, while enemy air units can be intercepted only by friendly air units. Additionally, the US CVN unit possesses a special intercept capability known as Combat Air Patrol (CAP). Once an interception of any kind has begun, no new interception can begin until the current interception aborts or is concluded.

2 Air Interception

During the Unit Assignment Stage of each Game-Turn, each player may assign air units to Interception mode. Air units assigned to Interception mode can, under certain conditions, move during the enemy Movement Segment and — if intercepting enemy air units — during the enemy Close Air Support Segment. Note that, unlike other missions, an interception mission is considered concluded once the unit has finished its combat, not once it lands. This rule allows other interceptions to be launched after the same target before the previous interception units have returned to base.

4 PREREQUISITES FOR AIR INTERCEPTION

To undertake an Air Interception mission, a unit must meet all prerequisites listed on the Air Mission Prerequisites Summary. In addition, the air unit must meet the following special prerequisites:

- The enemy unit to be intercepted must be a detected air or naval unit.
- The enemy unit to be intercepted must have moved at least one Operational or Strategic Hex during the current Action Stage, and, if an air unit, the target unit may be on its way to or from its current mission.
- The intercepting unit and the enemy unit to be intercepted must both be within the Air Detection Range of a common unit that is of the same side as the intercepting unit. This condition applies at the beginning of the mission, but need not be conformed to once the Interception mission is underway.

AIR-NAVAL INTERCEPTION PROCEDURE

At any time when all prerequisites are met, the player attempting to intercept announces the attempt, indicates the target of the attempt, and places a Strike Mission marker beneath the intercepting unit. The enemy naval unit immediately ceases its movement in the hex it occupies upon the announcement of the interception attempt, and the intercepting player moves the intercepting unit to within ASM, Sub-Surface (if the target is an Underway submarine), or Bombardment Rating (whichever the intercepting player will use) of the naval unit. Unless the intercepting unit's mission is aborted, it must then attack the intercepted naval unit and then return to a friendly airbase.

9 AIR-AIR INTERCEPTION

At any time when all prerequisites are met, the player attempting the interception announces the attempt and places an Anti-Air Mission marker beneath the intercepting air unit.

There are three basic situations that can arise during air interception. Both air units are on the Operational Map, both air units are on the Strategic Map, or the opposing air units are on different maps.

Both Air Units on Operational Map

The intercepting player announces the interception, interrupting the movement of the intended target unit, and moving two Operational Hexes. If both the intercepting and intercepted air units are in the same hex, air combat begins immediately; if not, the intercepted air unit moves two hexes. The air units alternate moving two hexes until they are in the same hex, or one or both units return to an airbase.

Both Air Units on Strategic Map

The intercepting player announces the interception, interrupting the movement of the intended target air unit, and moving one Strategic Hex. If both the intercepting and intercepted air units are in the same hex, air combat begins immediately; if not, the intercepted air unit moves one Strategic Hex. The air units alternate moving one hex until they are in the same hex, or one or both units return to an airbase.

Opposing Air Units on Different Maps

The intercepting player announces the interception, interrupting the movement of the intended target air unit, and moving. There are two basic themes in this situation. First, the intercepting unit is on the Strategic Map and the intercepted unit is on the Operational Map. Upon announcing the interception, the intercepting unit moves one Strategic Hex, and the intercepted unit moves 10 Operational Hexes. The procedure alternates until both air units are on the same map, at which time the procedure for both units on either the Strategic Map or Operational Map is used. Remember, if the Strategic Hex entered by the intercepting unit is a Transitional Hex, then after the intercepted unit moves 10 Operational Hexes, the intercepting air is placed on the Operational Map and the first procedure is used.

The second situation is when the intercepting unit is on the Operational Map and the intercepted unit is on the Strategic Map. Upon announcing the interception, the intercepting unit moves 10 Operational Hexes, and the intercepted unit moves 1 Strategic Hex. This procedure alternates until both air units are on the same map, at which time the procedure for both units on either the Strategic Map or Operational Map is used. Situations will arise with units transiting the maps more than once, but the concepts outlined here will work as long as the players realize that the distance traveled by one unit is mimicked by the other unit in the different scale until either an interception leads to air-air combat, or one or both units return to an airbase.

★ Note that the air units that are to be intercepted may return to an airbase, rather than face attack. The air units to be intercepted may also attempt to out-maneuver the intercepting planes, or they may elect to change targets. If the intercepting air units also return to base without intercepting the enemy air units, they have used up one air mission.

0 AIR INTERCEPTION COMBAT PROCEDURE

Once opposing air units are in the same hex, air-air combat occurs. There are two types of situations possible at this point: The Intercepted air units will either be escorted, or they will not be escorted. If the air units are not escorted, and they are on any mission other than Air Superiority, then the interceptors conduct air-air combat, with any air unit taking one or more Hits aborting its mission and heading back to an airbase.

If no damage occurs, then the air mission continues, with the interceptors heading back to an airbase. If the air units are on Air Superiority and have detected the interceptors, then a simultaneous air-air combat takes place, with all units returning to airbases at its conclusion.

If the interceptors have taken off and the offensive enemy units enter the hex they occupy, air-air combat occurs immediately before any strike or transport mission can continue.

INTERCEPTOR-ESCORT COMBAT

If the air units are escorted, first the interceptors conduct air-air combat with the escort(s). All air units that take a Hit from air-air combat instantly abort and return to airbases. The remaining air units (interceptors and escorts) are compared. If the interceptors have one or more air units than the escorts, then the extra interceptors (picked by the intercepting player) may attack the escorted units.

At the conclusion of this combat, the interceptors return to airbases and any non-aborted air units may continue their mission, subject to further interceptions. If there are equal or inferior numbers of interceptors than escorts, then the interceptors return to airbases and the intercepted air units continue their mission.

5 POST-INTERCEPTION PROCEDURE

After the combat, the interceptors and aborted air units return to airbases, with any unaffected enemy air units continuing their mission. All air units use the appropriate alternating movement as before air-air combat. The interceptor mission is considered concluded at this time (although the air units have not necessarily landed) and new interception attempts can be initiated. If interceptors returning from a mission arrive at their airbase simultaneously with enemy air units on a Strike mission aimed at the interceptor's airbase, the interceptors are considered to still be in the air (take no Hits from Bombardment of the airbase).

If air-air interception on the Operational Map is triggered by enemy air units on a Strike mission entering the interceptor's airbase or carrier hex, then the enemy strike air units may conduct their attack before the interceptors take off, but after all applicable ground-air or naval-air fire.

Naval-Naval Interception

When a detected enemy naval unit enters a hex within a friendly naval unit's Detection Range (use the appropriate type: Surface Detection against surface units;

Sub-Surface against submarine units), and that player has at least one move remaining from the preceding Naval Movement Determination Phase, an interception can be announced. The enemy naval unit immediately ceases movement and the friendly naval unit moves and attacks the enemy naval unit **once** using either its ASM or Bombardment Rating (if the unit is a surface unit) or Sub-Surface Rating (if the target is a submarine). At the conclusion of the naval-naval combat, the interception is concluded; the intercepting naval unit has moved for the Game-Turn (counts toward naval movement limit) and the enemy naval unit continues its movement.

Naval Combat Example, Charts/Tables 12

Combat Air Patrol (CAP)

★ The US CVN unit, during all Action Stages, projects a protective curtain around itself of 2 Strategic or 20 Operational Hexes, as long as air units are in Interception mode with sorties remaining. Any detected air unit(s) that enter the CAP range can be intercepted by any air units on the CVN that would be eligible to perform an Interception mission. Once triggered, the CAP air unit is placed (not flown) directly on the enemy air unit, which gets one detection attempt at zero-hex range. The combat procedure is identical to that for Air Interception.

Only one air unit may employ CAP at a time. At the conclusion of the air combat, the CAP unit is placed (not flown) on the Air Display, indicating that a sortie has occurred. If the enemy air units move another hex within the CAP range (whether they have aborted or not), another CAP air unit, if available, may attack. Remember that no air unit may conduct more than one air mission per Action Stage.

Any detected naval unit(s) that enter the CAP range can be intercepted by any air unit with the appropriate Combat Rating (Bombardment or ASM for surface units; Sub-Surface for submarines). The air unit is placed (not flown) directly on the enemy naval unit, which gets one detection attempt at a zero-hex range. If the detection attempt succeeds, the naval unit can use any Anti-Air capability it possesses. If a Hit is achieved, the CAP air unit aborts (is placed on the Air Display). If unsuccessful, the appropriate air-naval combat occurs, at the conclusion of which the air unit is placed on the Air Display, indicating that a sortie has occurred. If the enemy naval unit(s) moves another hex within the CAP range, another available CAP air unit can be triggered.

- If a hex already contains units of both sides, any CAP mission in the hex is resolved first.
- No CAP mission can be undertaken while another is still unresolved.
- On the Strategic Map, more than one CAP mission can be launched into the same hex, but only one CAP mission can go on at one time.

Combat Air Patrol Example, Charts/Tables 11

0 Combat

There are eight varieties of combat, used by units to inflict damage on one another: ground-ground; ground-air; air-ground; air-naval; air-air; naval-ground; naval-naval; and naval-air. Combat occurs during the Action Stage.

1 Ground-Ground Combat

Ground-ground combat can occur only when enemy ground units occupy hexes adjacent to one another on the Operational Map, and the terrain in the defender's hex does not prohibit the attacker from entering the hex; the attacker must be in a formation that allows the declaration of combat and must be in supply.

During the First and Second Action Stages, the Initiative player is always the attacker, and the Reaction player is the defender. During the Third Action Stage, the Reaction player is always the attacker, and the Initiative player is the defender. Attacking is always voluntary, and only the attacking player can **declare** an attack. Defending is mandatory once the attacking player has declared combat.

To declare a combat, simply fulfill the conditions for ground-ground combat and state the fact to the enemy player. All declared combats must be resolved.

Ground Combat Resolution Table, Charts/Tables 16

4 RAMIFICATIONS OF DECLARING COMBAT

To declare combat, the attacking player moves his units adjacent to the enemy unit(s) during the Movement Segment, and declares the attack; note that out of supply units cannot declare combat. The defending player may be able to send reserve units into the defending hex prior to the combat resolution, during the ensuing Movement Segment.

Air strikes can occur in hexes where combat situations have been declared only during the Close Air Support Segments of the Combat Phase.

6 CONDUCTING A GROUND-GROUND COMBAT

Determine the modified Combat Strength of all units involved in the declared combat. Round fractions down, but never to less than 1. An attacking unit's Combat Strength can be modified for the following effects:

- **Formation.** Each formation has a combat effect. Multiply the unit's Combat Strength by this number. Note that certain hexes cannot be attacked by units in Deliberate Assault formation unless an engineer unit is present in the combat.

- **★ Bosphorus Strait.** Attacking across a Bosphorus Strait hexside halves an attacking unit's strength after formation effects.

A defending unit's Combat Strength can be modified by the following effects:

- **Terrain.** The terrain type the defending unit occupies may modify the unit's Combat Strength depending on the unit type (armor or other). Note that the presence of an attacking engineer unit can change the terrain modifier used by the defender.

- **Supply.** If a defending unit is out of supply, its Combat Strength is halved.

Terrain Effects Chart, Charts/Tables 1

Once the opposing units' modified Combat Strengths have been determined, add all attacking and defending strengths and compare them. Note that attacking units

can occupy more than one hex, but defending units in a single declared combat must occupy only one hex.

If the strength comparison results in a combat ratio on the Ground Combat Resolution Table of 1-2 or less, or 2-1 or greater, that ratio indicates the initial combat resolution column. If the strength comparison does not yield a ratio on the Table, then compare the attacker and defender strengths as a differential (attacker strength less defender strength) and use the appropriate column. In all comparisons, round off all fractions.

Once the initial combat resolution column has been determined, various column shifts resulting from other combat factors are examined:

- **Engineers.** If the attacking units have one or more engineers present, a certain number of column shifts (never more than 2 total, regardless of the number of engineers present) to the right occur.

- **Troop Quality.** Give column shifts in favor of the side with more highly trained troops. The Troop Quality Effects Matrix is consulted for the number of column shifts that must be applied.

- **★ Armor vs. Non-Armor.** If either the attacker or the defender is devoid of armor and anti-tank units, and the other side possesses one or more armor units in the combat, a 2-column shift in favor of the side with armor is instituted (left for the defender, right for the attacker). Note that if both sides possess armor or anti-tank or both — or neither side — then no column shifts occur for this factor.

- **Artillery.** If one or more artillery units are present in the defender's hex, a 2-column shift to the left occurs (if more than one artillery unit is present, there is still only one two-column shift).

- **Close Air Support.** If the defender achieved one or more successful close air support strikes during the Reaction Close Air Support Segment immediately preceding, a 2-column shift to the left occurs (if more than one successful strike occurs, the shift does not exceed 2).

- **Chemical Warfare.** If chemical warfare is used, a number of column shifts may be applied. See "Ground Units" for more details.

All shifts are cumulative. After all have been applied, the final combat resolution column arrived at is used for combat resolution.

Just prior to the resolution die roll, combat die roll additions are calculated:

- **Artillery.** For each artillery unit the attacker has participating in the attack, add 2 to the combat resolution die roll.

- **Close Air Support.** For *each* air unit that conducted a successful close air support strike in the immediately preceding attacker Close Air Support Segment, add 2 to the combat resolution die roll. A successful strike is one in which Hits have been inflicted, or would have been inflicted if the ground unit had been able to absorb them.

Roll the die, adding whatever die roll additions are applicable. Note that all modified die rolls greater than 10 (0 on the die) are treated as 10. Cross-reference the modified die roll with the final combat resolution column and apply the result. The combat result will indicate a number of Hits to be inflicted on the aggregate of attacking units and the aggregate of defending units. The defender may choose to retreat, reducing the number of

- 0 Hits to be absorbed at the expense of yielding terrain. (**Retreat**) The attacker must take all Hits, but can pursue a retreating defending unit. (**Pursuit**)

SUPPORT UNITS

Support units have **defense** strengths rather than Combat Strengths. These values are parenthesized on support units. This value is used only when a support unit is alone or with only other support units and defending in a declared combat. Regardless of the number of support units in a hex without assault units, the total unmodified value on defense never exceeds 1. All other modifiers apply normally.

- 1
- 2 • Elite units (with no other units of troop qualities in the stack) can retreat after attacking solely support units instead of taking Hits.
- Support units stacked with assault units take Hits only if the assault units are eliminated and Hits remain to be taken.

POST COMBAT

3 At the conclusion of combat, both the attacking and defending units expend Supply Points. There is no further penalty for a unit that has defended while out of supply, other than the fact that its Combat Strength was halved in resolving the combat in the first place.

Ground Combat Example, Charts/Tables 10

4

Retreat

A ground unit called upon to take a Hit in ground-ground combat may be able to retreat in lieu of taking the Hit. For each hex the unit retreats, up to the maximum allowable, the unit can reduce the number of Hits it must take by one, subject to the following restrictions:

- 5 • Only a defending unit can retreat (exception: see Elite units, following).
- A unit can never retreat into an enemy Locking Zone of Control.
- 6 • A unit can retreat into an enemy Fluid Zone of Control, but must take one additional Hit for each such hex entered, largely negating the reason for retreating in the first place.
- A unit can never retreat into a hex occupied by another unit, friendly or otherwise.
- 7 • A unit that takes a combination of Hits and retreated hexes must take the Hits before its retreats. If the unit is eliminated, no retreat occurs.
- A Militia unit can retreat a maximum of 1 hex.
- A Line unit can retreat a maximum of 2 hexes.
- 8 • An Elite unit can retreat a maximum of 3 hexes. In addition, an Elite unit that attacks an enemy stack composed solely of non-assault units may retreat up to a maximum of 3 hexes. This will allow certain units to retreat faster than they can normally move; this apparent anomaly simulates the effects of dispersion.
- A support unit may not retreat unless stacked with an assault unit. It then retreats with the assault unit.
- 9 • A defending stack that retreats must retreat as a stack.
- No unit may retreat off the Operational Map.
- No unit may retreat into any hex from which it would normally be prohibited (terrain, political rules, etc.).
- A unit that begins a retreat in Movement to Contact, Hasty Assault, Deliberate Assault, or Hasty Defense formation ends its retreat in Movement to Contact. A unit

that begins a retreat in Travel formation ends its retreat in Travel. A unit in Deliberate Defense or Reconstitution formation cannot retreat.

- A unit can retreat into an interdicted hex (remove the Standard Number chit) but no further.

Once a defending unit has retreated, attacking units may follow it according to the procedure for Pursuit.

Pursuit

An attacking unit may pursue a defending unit that has retreated immediately after the unit has **finished** its retreat. To pursue, the attacking unit reverts automatically, and at no Movement Point cost, to Movement to Contact formation and follows the path of the retreating unit, regardless of enemy Zones of Control. If the first assault occurred during the First Assault Segment, and the pursuing unit is adjacent to the defending unit again at the end of the pursuit, the attacking unit may attack the defending unit again in the next Assault Segment.

If the defending unit is eliminated as a result of combat, an attacking unit may pursue, using the same procedure as in following a retreating unit. The pursuing unit may move as many hexes as the number of Hits inflicted on the defending unit, less the number of Hits the defending unit took in being eliminated.

If the unit being attacked is eliminated but takes all required Hits prior to its destruction, there is no advance into the vacated hex by the attacking unit. If, during pursuit, a unit enters an interdicted hex, the pursuit is immediately concluded and the marker is removed.

Ground-Air Combat

Ground-air combat can occur during any Action Stage. Whenever a detected air unit (or group of 2 or 3 units) is within range of a ground unit with an Anti-Air Rating, the owning player may fire at the air unit or group. The player owning the ground unit rolls one die; if the roll is equal to or less than the unit's Anti-Air Rating, the Air Combat marker is placed on the Air/Naval Combat Resolution Track in the space representing the difference between the die roll and the Anti-Air Rating. The player owning the air unit or group immediately rolls one die; if the roll is less than the highest ECM Rating of any air unit in the group, the Air Combat marker is moved toward zero on the Air/Naval Combat Resolution Track a number of spaces corresponding to the difference between the die roll and the ECM Rating. The result of the attack, expressed in Hits on the air unit or aggregate group, is read from the Box in which the marker ends.

When a stack of air units suffers a specified number of Hits, those Hits are shared, not inflicted on each unit. When Hits are shared among air units in a hex, no air unit can be given a second Hit until each of the units has taken one Hit.

Ground-air combat expends no Supply Points and can occur once for each unit for each hex the detected air units enter within range. No ground-air combat can occur in a hex if friendly air units are airborne in the hex, until the friendly air units leave the hex.

★ FIXED AIR DEFENSE SITES

Certain hexes on the map contain fixed air defense sites. Each site has an Anti-Air Rating of 3. These sites act in all ways like ground air defense units except that they are eliminated only when the hex is occupied by

- 0 enemy ground units; otherwise, they cannot be attacked in any other way. The fixed ground defense sites have the same ranges and detection capabilities as ground air defense units of their nationality. Before a fixed air defense site can fire at enemy air units, it must first detect those units.

- 1 If other ground units occupy a hex with a fixed air defense site, both the ground units and the defense site can fire at enemy air units making Bombardment Strike missions in the hex. Fixed air defense sites can fire at any detected enemy air units that are within their range.

Air-Ground Combat

- 2 Air-ground combat can occur in any Action Stage. Whenever an air unit with a Bombardment Rating is within range (always the same hex) of a ground unit, the air unit may attack the ground unit. If more than one air unit attacks, each attacks separately. The player owning the air unit rolls one die for each air unit; if a roll is equal to or up to three less than the air unit's Bombardment Rating, the ground unit takes one Hit. If the roll is 4 or more less than the Bombardment Rating, then the ground unit takes 2 Hits. If the roll is greater than the air unit's Bombardment Rating, there is no effect.

- 3 The Anti-Air Ratings may be used to fire at the air unit when it arrives at the target hex prior to its attack, but only if the air unit has been detected. If the air unit has not been detected, then the ground-based Anti-Air automatically detects the air unit after it has made its attack and may fire at the air unit before it leaves the hex. Each ground unit within range gets one detection attempt when the air unit enters its Air Detection Range.

- 4 ★ The following terrains types (only) in a hex modify the Bombardment Rating of an airstrike (all modifiers are cumulative):

- Subtract 2 when attacking a target in a mountain or impassable terrain.
- Subtract 1 when attacking a target in a city.
- Add 1 when attacking a target in clear terrain.
- Add 1 when attacking a target that is in Deliberate Assault formation.
- Add 3 when attacking a target that is in Travel or Reconstitution formation.

Air-Ground Combat Example, Charts/Tables 6

Air-Air Combat

- 7 Air-air combat can occur during any Action Stage. Whenever opposing air units occupy the same hex, and have detected one another, they may fire on one another using their Anti-Air Ratings, each attacking separately. If units on both sides have detected one another, results are applied simultaneously; if only one side has detected the enemy unit(s), only that side may fire. The firing player rolls one die for each firing air unit; if the result is equal to or less than the firing unit's Anti-Air Rating, the Air Combat marker is placed on the Air/Naval Combat Resolution Track in the box corresponding to the difference between the die roll and the Anti-Air Rating.
- 8 The other player immediately rolls one die; if the roll is less than the highest ECM Rating among all of his air units in the hex, the Air Combat marker is moved toward zero on the Air/Naval Combat Resolution Track a number of spaces equal to the difference between the die roll and the ECM Rating. The result of the attack, expressed as Hits on the air units, is read from the Box in which the

marker ends. If the combat is simultaneous, both units complete their attacks before either result is applied. If the marker moves past the zero ("Equal") space on the Track, there is no effect.

★ If the die roll is equal to the highest ECM Rating among the air units, then the marker is not moved on the Track, and the air units suffer the number of Hits in which the marker is located.

If the combat is not simultaneous (only one side had detected the other), then after the undetected air units have fired, they are automatically detected, but none of the enemy air units in the hex — whether suffering a Hit or not — may fire back.

In air-air combats containing more than one air unit on each side, all results are applied to the aggregate units on either side, with each unit on a side suffering an equal number of Hits before any unit suffers an additional Hit (owning player's choice of Hit distribution).

Air-Naval Combat

Air-naval combat can occur during any Movement Phase. Whenever an air unit is within range of a detected enemy surface naval unit or In Port submarine unit, the air unit may attack using either its ASM or Bombardment Rating. Whenever an air unit is within range of a detected Underway submarine unit, it may attack using its Sub-Surface Rating. The procedure is the same to resolve any of these combats.

The firing player rolls one die; if the result is equal to or less than the firing unit's Combat Rating (whichever is being used), the Air Combat marker is placed on the Air/Naval Combat Resolution Track in the box corresponding to the difference between the roll and the Combat Rating. The other player immediately rolls one die; if the roll is less than the ECM Rating of the target naval unit, the Air/Naval Combat marker is moved toward zero on the Air/Naval Combat Resolution Track a number of spaces equal to the difference between the die roll and the ECM Rating. The result of the attack, expressed in terms of Hits on the naval unit, is read from the box in which the marker ends. If the marker is moved past the zero ("Equal") space on the Track, there is no effect.

Naval-Ground Combat

Naval-ground combat can occur during any Movement Phase. Whenever a naval unit is within range of a land hex, it may use its Bombardment Rating against anything in that hex. The procedure is identical to air-ground combat, except that any ground unit in the hex has no opportunity to respond.

★ During a given Phase, an individual ground unit may take no more than 1 Hit due to naval-ground combat.

Naval-Air Combat

Naval-air combat can occur during any Movement Phase. The procedure is identical to that for ground-air combat, except that each naval unit may fire at a given air unit only once each time the air unit enters range. All other procedures for combat calculation are the same.

Naval-Naval Combat

Naval-naval combat can occur during any Movement Phase. A naval unit that is initiating naval combat may fire at any detected enemy naval unit within range. A naval unit that is not initiating naval combat may fire only at

- 0 detected enemy naval units that have fired at it. When the object of a naval combat is an Underway submarine, the attacker uses its Sub-Surface Rating. When the object of the naval combat is a surface naval unit or In Port submarine — and the firing unit is an Underway submarine — either the ASM or Sub-Surface Rating is used. When the object of the naval combat is a surface naval unit or In Port submarine — and the firing unit is a surface unit — either the ASM or Bombardment Rating is used.
- 1 If both units have detected one another, results will be applied simultaneously; if only one unit has detected the other, only that unit may fire. The firing unit rolls one die; if the result is equal to or less than the Rating being used to attack, the Naval Combat marker is placed on the
- 2 Air/Naval Combat Resolution Track in the box corresponding to the difference between the die roll and the Combat Rating being used. The other player immediately rolls one die; if the roll is less than the unit's ECM Rating, the Naval Combat marker is moved toward zero on the Air/Naval Combat Resolution Track a number of spaces equal to the difference between the die roll and the ECM
- 3 Rating. The result of the attack, expressed in Hits on the naval unit, is read from the Box in which the marker ends. If the combat is simultaneous, both units complete their attacks before either result is applied. Each Hit on a naval unit reduces each of the unit's Ratings (but not Movement Point Allowance) by one. Note that only a naval unit initiating combat spends Movement Points to use its Rating.
- 4 Naval Combat Example, Charts/Tables 12

Inter-Map Combat

- Whenever a naval or air attack extends from a mapedge Operational Hex into a Transitional Hex, or from a Transitional Hex into a mapedge Operational Hex, the distance represented in passing between scales is considered to be 5 Operational Hexes.
- 5

EXAMPLE: A Soviet Tu-26 has sortied to Operational Hex 1830 against a detected US surface naval unit in Strategic Hex AV-06. The maximum ASM range of the Tu-26 (according to the Ranged Characteristics Summary) is 18 Operational Hexes. The Tu-26 counts the range to Strategic Hex AV-06 as follows: one Operational Hex each for 1831, 1832, and 1833, 5 Operational Hexes to Transitional Hex AV-05, and 10 Operational Hexes (or 1 Strategic Hex) to Strategic Hex AV-06. Since the US surface naval unit is within the Tu-26's range, the Soviet air unit may launch an ASM attack from Operational Hex 1830.

6

Hits

- 7 The damage absorbed by a unit is measured in terms of Hits. For air units and naval units, a Hit basically reflects the loss of aircraft or vessels due to damage or outright destruction. For ground units and installations, a Hit additionally represents the loss of cohesion for the unit, simulating the disruptive quality of combat.

- ★ The Standard Number chits are used to keep track of Hits on units. When a unit takes a Hit, place a "1" Standard Number chit under the unit; for each subsequent Hit (until the unit is eliminated), use a chit that reflects the total number of Hits taken by the unit. If a unit is repaired, use the correctly numbered chit to reflect the current number of Hits on the unit after repairs.
- 8

- Various units can absorb various amounts of damage before suffering serious loss of effectiveness. The effects of Hits on units are summarized as follows:
- 9

AIR UNITS

Each air unit can sustain a number of Hits equal to its Hit Capacity before it is destroyed. For each Hit, the air unit's Ratings (except Movement Point Allowance) are

each reduced by 1. Once an air unit has taken a number of Hits equal to its Hit Capacity, it is permanently eliminated. The instant an air unit suffers a Hit, it immediately aborts its mission. Note that when a stack of air units takes one or more Hits, all Hits are distributed equally before any air unit takes additional Hits (owner's choice).

NAVAL UNITS

Each naval unit can sustain a number of Hits equal to its Hit Capacity before it is destroyed. For each Hit, the naval unit's Ratings (except Movement Point Allowance) are each reduced by 1. Once a naval unit has taken a number of Hits equal to its Hit Capacity, it is permanently eliminated.

GROUND UNITS

There are several categories of ground units in terms of the number of Hits that can be absorbed.

- ★ All divisions can take 7 Hits, at which time they are inverted to their half-strength side permanently (keep the "7" Standard Number chit under the unit). When the unit takes 2 more Hits (for a total of 9 Hits), it is eliminated.
- All brigade and regiment size assault units can take 2 Hits, at which time they are inverted to their half-strength side permanently (keep the "2" chit under the unit). Such a unit is eliminated when it has accumulated 3 Hits.
- All battalion size unit are eliminated at the moment they take 1 Hit. Such units never go to half-strength.
- Combat units must take all possible Hits before a Support unit may take Hits if stacked together.

Note that units reduced to their half-strength sides remain on that sides, even if the Hits on the unit are reduced to zero. Also, no ground combat unit can be eliminated (i.e., suffer its final Hit) as a result of Bombardment or lack of supply.

★ AIRBASES

A small airbase hex is "out of operation" once it has accumulated 6 Hits. A large airbase is "out of operation" once it has accumulated 12 or more Hits. A Hit on an airbase also inflicts a Hit on any air units on the ground at the airbase. A Hit on a CVN, CVH, CGH, or LHA also inflicts a Hit on any aircraft on the unit. Note that "out of operation" airbases cannot be used to land on or sortie from until repaired.

Airbases, 20L-8

SUPPLY DEPOTS

A Supply Depot is eliminated once it has accumulated 3 Hits in a single Game-Turn. If fewer than 3 Hits are accumulated in a single Game-Turn, those Hits are removed automatically at the beginning of the following End Stage.

ALL SUPPORT UNITS

All support units are destroyed when they accumulate 3 Hits. They have no half-strength side, and their effectiveness is not impaired due to Hits short of elimination.

★ PORTS

A port that takes 10 Hits can no longer be used as a port for the remainder of the game. Note that Naples can never be attacked and therefore never takes Hits.

TRUCKS

A Truck unit is destroyed when it accumulates 3 Hits. A Truck unit *can* be eliminated by Bombardment.

0 CVN, CVH, CGH, LHA

These are naval units that function as floating airbases. When one of these units reaches its Hit Capacity, less 2, the unit's sortie generation rate is reduced by 1. When the damage is Hit Capacity less 1, the sortie generation rate is reduced by 2. These effects are in addition to other effects Hits have on naval units.

1

Repair

During the course of play, units will become damaged. Damaged units (those with Hits) may be repaired during the End Stage.

2 ★ AIR UNIT REPAIR

An air unit that was not assigned a mode and performs no mission during the Game-Turn may have one Hit removed from it during that Game-Turn's End Stage, provided that the air unit is at an airbase and one Supply Point is expended for the repair. An airbase, either large or small, can expend only one Supply Point per Game-Turn for air unit repair. Aircraft carriers are treated as airbases for repair purposes (i.e., it can repair one air unit that has not been assigned a mode during the current Game-Turn).

3

★ GROUND UNIT REPAIR

Ground assault, truck units, and air defense units (only) may be repaired. An eligible unit that enters Reconstitution formation during the Game-Turn may, during the End Stage of that turn, remove one Hit for an expenditure of a variable number of Supply Points based on the unit type. The only restrictions are that during the End Stage the unit be in Reconstitution formation, not adjacent to an enemy unit, and in supply to a Supply Source (a Supply Depot alone is not sufficient).

4

5 Infantry/Air Unit: 1 Supply Point per Hit.

Armor/Mech Units: 4 Supply Points per Hit.

Air Defense Units: 4 Supply Points per Hit.

Truck Units: 2 Supply Points per Hit.

Airbase Hex: 2 Supply Points per Hit.

6 All Others: 3 Supply Points per Hit.

Note that, in the list above, "Infantry" refers to infantry units proper. Marine, airborne, engineer, airmobile, anti-tank, and special forces units use the "All Others" repair schedule.

Note that artillery and headquarters units can never be repaired. Truck units can be repaired while in Travel formation, since that is the only formation they are ever in. A ground unit on its half-strength side can have all its Hits removed, but it can never be flipped back to its full-strength side.

A unit that is eliminated from play may never be repaired and is permanently removed from play.

★ NAVAL UNIT REPAIR

Unlike in *Gulf Strike* where naval units could be repaired, in *Aegean Strike* naval units cannot be repaired.

★ INSTALLATIONS

There are two types of installations: ports and airbases. Ports can never be repaired during the course of play. Airbases can be repaired with an expenditure of 2 Supply Points, as per the rules for ground unit repair.

REPAIR EXAMPLE: Two Turkish F-16's based at Ankara (Operational Hex 5115) have each taken one Hit. If, during a Game-Turn, neither unit is assigned to a mode and does not perform any air missions, then either air unit is eligible for repair during the End Stage. Because an airbase hex can spend one Supply Point per Game-Turn for repair, only one of these eligible F-16's can have a Hit removed in a given turn.

An airbase hex receives two Hits from Bombardment during the Game-Turn. Located at the airbase at the time the damage was incurred were two MiG-23 air units. Two Hits would have to be apportioned to one MiG-23, or one Hit to each MiG-23 air unit, at the owning player's choice. During the End Stage, 4 Supply Points (2 per Hit to the airbase) could be expended to remove the 2 Hits from the airbase hex, while one of the air units may also be eligible for repair, provided it is not assigned to a mode this turn and a Supply Point is expended.

A Soviet armored division, during its Movement Phase, spends Movement Points to enter Reconstitution formation. If, during the End Stage, the unit is not adjacent to any enemy units, it can remove one Hit of damage by expending 4 Supply Points (a depot cannot be expended for repair; the unit must have a valid Supply Line that ultimately reaches a functioning Supply Source).

Optional Rules

7

Aegean Strike is a game of options and details, so here are a few more.

Satellite Communications

8

Any NATO or Soviet interception can be launched if the enemy air unit is detected and within the Air Detection Range of a friendly unit. The interceptor air units do not have to be within the friendly Air Detection Range simultaneously to launch or thereafter.

Optional Detection

9

A submarine unit that was previously detected is considered undetected once it is no longer within any enemy Sub-Surface Detection Range. Once a submarine unit has resumed undetected status, place an Undetected marker on it. All detection procedures must be re-instituted in order to detect the submarine again.

The reason that surface naval units are so easily detected is due to satellite intelligence. Assuming an anti-

satellite capability is in use, a previously detected surface naval unit is considered undetected once it is no longer within any enemy Surface Detection Range. Also, surface naval units in ports are not automatically detected.

★ Electronic Warfare (EW) Jamming

During the Global Political Phase of each war Game-Turn (i.e., not while the Pre-War Situation is in effect), when the die is rolled for Random Political Events, the NATO or Warsaw Pact player may be awarded an EW jamming bonus if no Random Political Event occurs. On a die roll of 1 or 2, the NATO players gains the EW jamming bonus, and on a roll of 9, the Warsaw Pact player gains the bonus. On all other die rolls, there is no EW jamming bonus for that Game-Turn.

The player with the bonus uses the "With EW Jamming" rules outlined below throughout the rest of the Game-Turn, and his opponent uses the "Without EW Jamming" rules.

0 With EW Jamming

- Use the optional Satellite Communications rule (above) for the launch of interceptions.
- Normal reserve rules are in effect.
- Normal naval detection rules are in effect.

1 Without EW Jamming

- The normal detection rules in the "Detection" section are used, with the interception launch restrictions in effect (the player does not get to use Satellite Communications).
- Reserves may not be moved into declared combat situations. No artillery bonus is allowed in combat.
- Each enemy naval unit is detected and intercepted individually by friendly air and naval units. If an enemy naval unit is detected by a friendly air or naval unit, the Undetected marker is *not* removed from the enemy unit. However, the unit that detected the enemy unit may intercept the unit it detected for combat. All other friendly naval and air units must then detect the enemy unit on their own before launching an intercept mission. In effect, friendly air and naval units are unable to communicate with each other due to the EW jamming.

In-Flight Refuelling

The range of an aircraft is based on how much fuel it carries and how fast it consumes that fuel. Certain air units in the game assume in-flight refuelling in the Movement Point Allowances (e.g., II-76). Use of this rule extends the range of air units.

Soviet and US air units (only) — including helicopters — that are assigned to an airbase may have their regular non-Ferry Movement Point Allowance doubled when performing all non-Ferry mission by expending twice the normal mission Supply Point cost; thus, for example, a Strike mission would cost 4 Supply Points. The US CVN naval unit can double the Movement Point Allowance of one unit per Action Stage (no Supply Point cost).

EXAMPLE OF IN-FLIGHT REFUELLING: A Soviet Su-24 may increase its range from 4 Strategic Hexes to 8 Strategic Hexes by expending 4 Supply Points to sortie instead of the usual 2 on a Strike mission.

★ Variable Aircraft Speed

During the intercept procedure, both sides alternate moving their air units equal distances. When using this optional rule, the distance an air unit travels when an intercept is initiated is dependent on the types of air units involved.

There are three classes for air units:

Class 1: All helicopter and transport units, and An-24, C-130, and P-3 units.

Class 2: All other air units, except those labelled class 1 or class 3.

Class 3: F-14, F-15, F-16, F-18, F-111, MiG-23, MiG-27, MiG-29, MiG-31, Su-24, and Su-29.

If the intercepting air units are in the same class as the slowest air unit in the enemy air mission, then the standard interception procedure is followed. If the intercepting air units are in a higher numbered class than the enemy air units, the intercepting air units add this difference in classes (counted as Strategic Hexes) to their first movement. If the intercepting air units are in a lower num-

bered class than the enemy air units, the enemy air units add this difference in classes (counted as Strategic Hexes) to their next movement. The normal interception procedure is followed after this special movement. If, as a consequence of this special movement, any form of combat is initiated, this combat occurs before any further movement on either side.

EXAMPLE OF VARIABLE AIR SPEED: A US F-16 plans to intercept a Soviet Mi-2 helicopter on a Airmobile Transport mission. Both units are on the Operational Map. The F-16 is two classes higher than the Mi-2, and therefore adds 20 Operational Movement Points (2 Strategic Movement Points) to its first move, for a total of 22 Operational Hexes moved. If a Turkish F-4 air unit (class 2) attempts to intercept a Soviet MiG-29 unit (class 3) — a difference of 1 class in favor of the Soviet unit — the MiG-29 would add 10 Operational Hexes (1 Strategic Hex) to its next movement.

★ Single Sortie Strike Mission

The NATO player only can launch a single US air unit on a Strike mission, making it harder to detect. When a detection attempt is made against the US air unit, divide the Detection Probabilities of the unit attempting the detection by 2 (round fractions up). If the US air unit is detected and successfully intercepted, it receives an additional Hit, above and beyond any Hits inflicted by air-air combat. Any Hits inflicted by air defense units or by fixed air defense sites are halved (round fractions up).

When rolling on the Soviet Air Defense Table, apply a -2 modifier to the die roll for a single sortie Strike mission.

EXAMPLE OF SINGLE SORTIE STRIKE MISSION: The NATO player sends an F-111 air unit on a single sortie Bombardment Strike mission. A Soviet MiG-27 attempts to detect the US unit at a range of 0 Strategic Hexes. The Soviet unit would normally have to roll a 4 or less to detect a US air unit at this range, but because the US unit is on a single sortie, this Detection Probability is divided by 2. Thus, the Soviet unit must roll a 1 or 2 to detect the unit.

★ Mobile Supply Points

US helicopter and AV-8B air units may sortie from and land in any clear, or rough hex that has a NATO (including Greek or Turkish) Supply Depot present. The supply expenditure for the mission is still expended and must come from the depot that is in the hex. The air units are present on the map, not on the Air Displays. Air units that sortie from the map can sortie only once per Game-Turn. These air units operating in this fashion cannot be repaired until they move back to an airbase and fulfill all requirements.

EXAMPLE OF MOBILE SUPPLY POINTS: A US AV-8B is located on the Operational Map containing a NATO Supply Depot. The AV-8B sorties to conduct a Strike mission, and the depot is expended (2 Supply Points, unused, are permanently lost, unless their were another helicopter or AV-8B unit in the hex). If the AV-8B wishes to land in a hex other than an airbase or aircraft carrier, the hex must contain another NATO Supply Depot.

Anti-Radiation Missiles (ARM)

Modern day flak suppression utilizes a technique whereby the defense radars of air defense units are attacked, blinding their missiles. The missiles used for this type of attack are known as ARM's. This rule simulates the use of this type of munitions.

All air defense units that take Hits have their Anti-Air Ratings reduced by 1 for each Hit on the unit until the Rating is 1. This is in addition to the rules on the effect of Hits on support units.

0 ★ Land Attack Cruise Missiles

USSR and US naval units (only) that have an SSM Rating and are not SSM-depleted may attack airbases and ports with this capability. Follow the naval-ground combat procedure, using the SSM Rating instead of the Bombardment Rating. The SSM attack can be made at the proper range.

1

Balancing a Scenario

Aegean Strike is a detailed game where poor play can have a radical effect on a scenario's outcome. Playtesters trying the game for the first time were often enlightened

to many tactics that their more experienced opponents already knew. It was found that by the second play, use of the game system has increased markedly. When two players of different skill levels are playing, a useful handicapping method is to reduce the Supply Points available by 5 to 30 percent.

EXAMPLE OF BALANCING A SCENARIO: *If the Warsaw Pact player in a given scenario is an experienced player and his opponent is playing the game for the first time, reduce the Warsaw Pact player's supply reinforcement total by 20% and all subsequent supply reinforcements similarly. The amount is variable, and should be agreed upon before beginning the scenario.*

2

Scenarios

3

The first four scenarios in *Aegean Strike* offer different perspectives on the military/political situation in the Eastern Mediterranean. The fifth scenario links up with *Gulf Strike* and requires that players own this game; this scenario posits a world crisis that affects not only the Eastern Mediterranean but the Persian Gulf region as well. Each scenario is a complete game in itself, taking from 2 to 40 hours to complete, depending on the complexity of the particular scenario chosen.

4

Political Events

RANDOM POLITICAL EVENTS

5

During the Global Political Phase of each Game-Turn, the Initiative player rolls one die. If he rolls an 0 (10), a Random Political Event occurs. Any other die roll has no effect (unless the optional EW Jamming rule is being used).

6

If a Random Political Event is called for, refer to the Random Political Events Table and roll the die, instituting whatever effect is called for at that time. If an event is rolled that has already occurred, continue rolling the die until an event that has yet to occur results.

Random Political Events Table, Charts/Tables 13

★ ALLIANCES

7

Depending on the scenario being played, countries will either be allied with NATO or the Warsaw Pact, or will be neutral. Countries that are allied are considered friendly for all purposes. Neutral countries are considered enemies to both sides. The Warsaw Pact includes the Soviet Union, Bulgaria, Hungary, and Rumania; Warsaw Pact allies include Libya and Syria. NATO consists of the United States, Greece, Turkey, and Italy; NATO allies include Israel, Cyprus, and Egypt. The neutral countries include Yugoslavia, Albania, and any other countries that appear on the Strategic Map. Note that through Random Political Events, these neutral countries may become allied to one side or the other.

8

All islands on the Operational Map (except Cyprus, Imroz, Bozcaada, and the islands in the Sea of Marmara) are controlled by Greece. Imroz, Bozcaada and the islands in the Sea of Marmara (hex 3412) are controlled by Turkey. The island of Cyprus is controlled by both Turkey and Greece; there is a boundary line across Cyprus, and the hexes to the north of the line are controlled by Turkey, while the hexes to the south are controlled by Greece.

9

Neutral countries are off limits to all units. If a country is friendly to either NATO or the Warsaw Pact, the following rules apply:

- No opposition ground unit may ever enter the country on the Strategic Map.
- Opposition air units that enter the country are subject to attack and may themselves initiate combat.
- Naval units may enter coastal hexes, but opposition naval units may never enter any port in the country.
- Opposition air unit may never land on any airbase in the country.
- During the Pre-War Situation, no naval units of the opposing alliances may ever occupy the same hex on either the Operational or Strategic Map at the conclusion of movement.
- No Warsaw Pact unit (of any type) may ever enter a Strategic Map hex containing any portion of the Italian (including Sicily) coastline.

Note that, on the Strategic Map, it is possible for opposing ground units to occupy the same hex, if the hex is divided by a national border. These ground units have no effect on one another.

On the Strategic Map, Trieste and Beirut are neutral hexes. NATO and Warsaw Pact units can use these hexes only if allowed to through Random Political Events 8 and 9.

★ Scenario Format

Each scenario uses the same Order of Battle, although forces of all countries do not appear in every scenario. Each scenario is presented in the same manner. A general introduction, including background information and an indication of who has offended whom, is followed by the specific information required to play the game.

GAME LENGTH

The number of Game-Turns (when war breaks out), and the approximate playing time for players who have become acquainted with the system, are specified.

PLAYERS

This section indicates who is the Initiative player at the outset, and who must set up his forces first. The opposing national alliances are also presented.

POLITICAL RULES

Because each scenario represents a different political situation, certain political rules have been included for each scenario, outlining specific exceptions or additions to the general political rules.

0 SPECIAL RULES

As with the political situations, certain other aspects of each scenario require some modification to the general rules, particularly in the case of supply, deployments, and special units.

SUPPLY POINTS

- 1 This section provides information on the initial number of Supply Points allotted each player and the number of points allotted each war turn during the game.

VICTORY CONDITIONS

- The requirements for victory in each scenario vary, depending on the objectives of the various belligerents.
- 2 The details of each side's Victory Conditions are listed in this section.

★General Scenario Rules

The following general rules apply to all scenarios:

- At the start of a given scenario, naval units that do not start In Port are considered undetected.
- 3 • Unless otherwise noted, all ground units begin all scenarios in Movement to Contact formation. Air units are assigned to airbases at the start of play in either Intercept or Offensive mode, and all EWDA units are placed on the map.
- 4 • During set-up, each side may expend initial Supply Points to place Supply Depots within their set-up areas. The cost is 4 Supply Points per depot created from the Supply Point Track of the country creating the depot.
- When two or more nationalities are on the same side, they may freely enter hexes occupied by one another's units, unless otherwise noted.
- 5 • All EWDA units, after a scenario is set up, may make one detection attempt for each enemy naval unit prior to the beginning of play.
- The Warsaw Pact player can never enter or attack any Italian hex on the Strategic Map. Although Italian forces are not represented in the game, it is assumed that their air and naval forces would combat any intrusion by Warsaw Pact forces.
- 6

PRE-WAR SITUATION

Scenarios 1, 2, and 3 begin on Game-Turn 1, which is M-Day (Mobilization). Game-Turn 2 is M + 1 Day, Game-Turn 3 is M + 2 Day, and so forth. Scenario 4 begins on M + 10 Day. The Sequence of Play is followed normally with the Pre-War Movement Restrictions in effect; no combat except that caused by the violation of air space may occur during this time. Each scenario has a political trigger that begins the war. Once the outbreak of hostilities occurs, all rules are in force.

- 7 Use any available counter to mark on the Supply Point/Game-Turn Track when the outbreak of the war occurs. This notation is important for determining the length of the scenario after hostilities begin.

MOBILIZATION

- 8 During the initial set-up, some Greek, Turkish and Bulgarian units begin understrength. The Orders of Battle indicate how many divisions and/or brigades/regiments may begin at full-strength. The owning player can select any number of divisions and/or brigades/regiments to start at full-strength up to the number given. Three brigades/regiments are equal to one division when determining the number of full-strength divisions. Fractions of divisions are lost. Note that support units and headquarters are always set up on their full-strength sides.
- 9

The rest of the units in the initial Order of Battle for these three countries are considered mobilization units. These units (at the owning player's option) are placed on the map with their half-strength sides up. In addition, the Standard Number chits are placed on these mobilization units. If the mobilization unit is a division, place a "6" chit under it; if the unit is a brigade/regiment, place a "2" chit under it.

During the Global Military Phase of certain Game-Turns, mobilization reinforcements are made available to bring the mobilization units *or* any unit on its half-strength side up to full-strength. In order to receive these mobilization reinforcements, the units being upgraded must be in Reconstitution formation, not adjacent to an enemy unit, and in supply to a Supply Source (a Supply Depot alone is not sufficient).

Mobilization reinforcements can be assigned to any unit that is currently on its half-strength side. These reinforcements must be used on the turn they are received and may not be reserved for use in a later Game-Turn.

When mobilization reinforcements are made available, they can be used for divisions or brigades/regiments. A mobilization brigade reinforcement can be used to upgrade a half-strength brigade/regiment. Flip the half-strength brigade/regiment unit on the map to its full-strength side and remove the "2" chit (in effect, 2 Hits are removed). A mobilization division reinforcement can be used to upgrade one division or three brigades/regiments. If a division is being reinforced, flip the counter to its full-strength and remove 6 Hits (if the unit does not have a full 6 Hits, the extra Hits are ignored). If three brigades/regiments are being reinforced, flip them to their full-strength side and remove the "2" chits from them (in effect, 6 Hits are removed).

Mobilization reinforcements can never be saved. A player cannot upgrade one or two brigades/regiments with a mobilization division reinforcement and then remove Hits from a division. A division or brigade/regiment on its full-strength side never benefits from mobilization reinforcements.

EXAMPLE OF MOBILIZATION REINFORCEMENTS: Turkey begins a scenario with 15 divisions and 6 brigades.

According to his set-up instructions, he can begin with 13 divisions worth of units at full-strength. He decides to set up 11 division at full-strength and all 6 brigades at full-strength. The last 4 division are his mobilization units, which are placed on the map on their half-strength side with a "6" chit under each unit.

On "M + 15" (Game-Turn 16), four mobilization division reinforcements are made available. These reinforcements can be applied to any units that are in Reconstitution formation, not adjacent to enemy units, and able to trace a Supply Line to a Supply Source. The Turkish player decides to upgrade 3 division and 2 brigades that meet these requirements. Two of the divisions are at half-strength with 6 Hits; they are flipped to their full-strength sides and the Standard Numbers chits are removed. The third division (not one of the initial mobilization units) has taken 7 Hits; this unit is flipped to its full-strength side and 6 Hits are removed (leaving a "1" chit under the unit). The 2 damaged brigade units are flipped over to their full-strength sides and 2 Hits are removed from each. Because the Turkish player does not have another brigade that he can upgrade, the excess reinforcements are lost.

PRE-WAR MOVEMENT RESTRICTIONS

During this period NATO units may enter the Operational Map normally. In addition, opposing units may not occupy the same hex on either the Strategic or Operational Map at the conclusion of movement before war begins.

0 **Air Units**

- Air units may conduct Ferry missions only, and Supply Points are expended normally.
- Airborne air units on Ferry missions can make detection attempts.
- 1 • Air units may fly over and land in friendly territory or international water hexes only. On the Operational Map, international water hexes include those hexes that do not contain any land or islands belonging to a country on the enemy side. On the Strategic Map, international water hexes are any that contain any portion of water (Warsaw Pact forces may not enter any hexes of Italy).
- 2 • Air units may attempt to fly over territory belonging to a neutral country, if the country grants permission. Whenever a player wishes to fly an air mission over a neutral country, he states his intention and rolls the die. On a roll of 1, 2, or 3, the neutral country has granted permission, and the air mission can be flown over the country. On any other die roll, permission has been refused. Once permission is refused, no subsequent tries may be made that Game-Turn. The air mission cannot fly over that country, but it can perform some other mission.
- 3

Ground Units

- Soviet, Bulgarian, Greek and Turkish ground units may only be moved within their home countries, or they may be moved by naval transport in international water.
- Other NATO country ground units may enter Italy and may be transported by naval units in international water. US, British, and NATO ground units may not enter Greece or Turkey until war begins.
- 5 • During a Game-Turn, a player may move a number of a country's ground units equal to the total Reserve Capacity of all headquarters units of that country. These units do not have to be within 5 hexes of the headquarters unit to move. US ground units on air or naval transport units are not limited by this restriction.

6 **Naval Units**

- The number of naval units that may move each Game-Turn is determined normally during each Naval Movement Determination Phase.
- Naval units may be placed in Underway or In Port mode at a cost of 1 Strategic Movement Point.
- 7 • On the Operational Map, naval units may only enter international water hexes, coastal hexes that are in friendly territory, and Turkish Straits hexes if they are not closed. (**Montreux Convention**) Each scenario specifies when the Turkish Straits may be closed; once war has broken out, the rules of the Montreux Convention are in effect.

8 **MONTREUX CONVENTION**

As long as open warfare has not broken out, the Warsaw Pact naval units can treat the Turkish Straits as international water hexes. NATO naval units may use the Turkish Straits as international water at all times.

- 9 Some scenarios list the requirements for the closing of the Turkish Straits. The first time the Straits are closed (still during the Pre-War Situation), the following restrictions apply:

- Warsaw Pact naval units may no longer enter a Turkish Straits hex.

- Warsaw Pact naval units already in Turkish Straits hexes must immediately have a direction out of the Straits designated for them. The naval units must take the most direct (not necessarily the shortest) route out of the Turkish Straits.

The second time the Turkish Straits are closed, they are closed forever and may not be reopened except due to conquest. Also, war begins. The following restrictions apply when the Straits are closed the second time:

- Warsaw Pact submarine units in the Turkish Straits or the Sea of Marmara are treated as surface units for detection and combat during the entire First Action Stage of the turn in which war begins.
- Warsaw Pact units may enter Turkish Straits hexes, but they may be attacked by the Turkish Straits Defenses. (**Turkish Straits Defenses**) Soviet Spetnatz and ground units may attack these hexes.

REINFORCEMENTS

There are two flavors of reinforcements received during a game: mobilization reinforcements and standard reinforcements. The Orders of Battle list the standard reinforcements received during a game, which are brought on at full-strength, and the mobilization division reinforcements, which are used to build up the initial mobilization units or damaged units. Standard reinforcements may be delayed voluntarily and brought in during a later Game-Turn; mobilization reinforcements must be used on the Game-Turn they are received, or they are lost. The standard reinforcements are brought on the maps as outlined in the Orders of Battle. Reinforcements are brought on during the Global Military Phase. Certain types of reinforcements are defined more specifically as follows:

C-5 and II-76 Airlift Reinforcements

In each Game-Turn, NATO has the use of the C-5 and the Warsaw Pact use of the II-76. They are flown onto the map during the appropriate Action Stage. They may fly only during one Action Stage of a Game-Turn. The C-5 enters any designated westedge hex of the Strategic Map (AR-01 through AR-07, inclusive). The II-76 enters on any designated northedge hex of the Strategic Map (AW-01 through AZ-01, inclusive). These units have enormous Movement Points Allowances (simulating in-flight refueling) to ensure that they can fly to whatever hexes they need to reach. These units may land and take off twice per flight; they may load in any Italian (C-5) or Soviet (II-76) airbase hex, but may only unload thereafter. They may not take on new loads anywhere else on the map. The C-5 and II-76 air units must exit the map from the mapedge by which they entered. Unless noted otherwise, they may each fly only once per Game-Turn.

The C-5 and II-76 unit can bring in up to 3 Supply Depots from an Italian or Soviet airbase hex, respectively, or up to 3 airborne regiments from the same locations, or a combination of the two, in a Game-Turn.

The C-5 and II-76 units may be intercepted, and they abort and must leave the map if they suffer a Hit. The units they are carrying take Hits normally and return off-map with the aborting air unit (these units may be brought on in any later Game-Turn). The Hits on the C-5 and II-76 are cumulative, and if they are destroyed, then the ability to move units in the game in this manner is lost for the remainder of the game.

Neither the C-5 nor the II-76 ever requires the expenditure of Supply Points, and neither unit may ever be repaired.

0 NAVAL TRANSPORT UNITS

These units enter the Strategic Map by being placed on any west mapedge Strategic Hex during the Global Military Phase. The unit is then moved as any other naval unit.

AIR UNITS

- 1 The reinforcement portion of the Orders of Battle often state that air units are placed on friendly airbases. If no airbase is available (or at the player's choice), the reinforcements may be delayed and brought in at a later Game-Turn when an airbase is available.

2 NATO Orders of Battle

TURKISH ORDER OF BATTLE

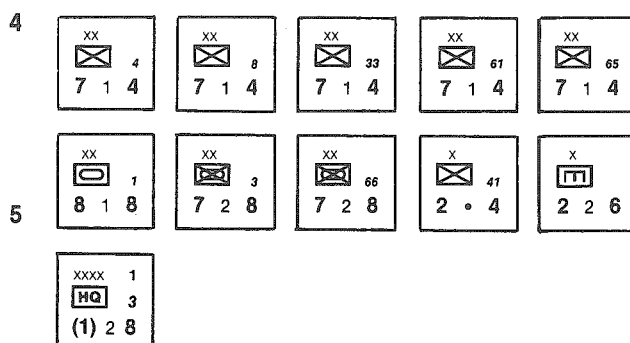
All scenarios

INITIAL FORCES

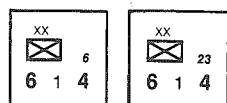
- 3 On M-Day, the Turkish forces begin with 13 divisions at full-strength. The other divisions/brigades are mobilization units.

Operational Map

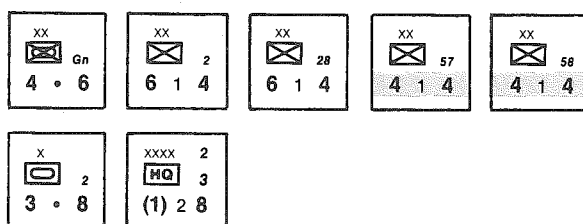
Place the following units either within 3 hexes of the Greco-Turkish or Turko-Bulgarian border, or within 4 contiguous land hexes of Istanbul.



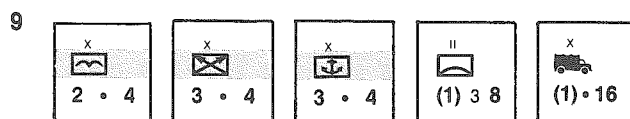
- 6 Place the following units in the Turkish-controlled sector of Cyprus.



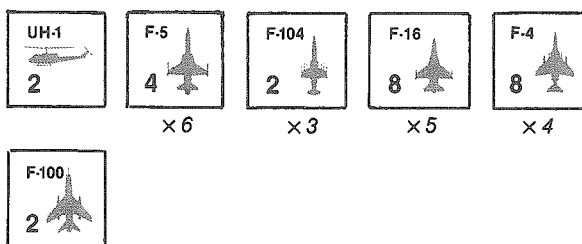
- 7 Place the following units in any hexes on the Turkish mainland, so long as a hex is not within 7 contiguous land hexes of Istanbul.



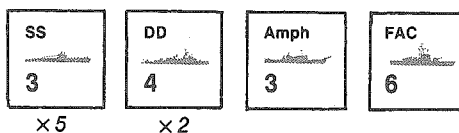
Place the following units in any Turkish-controlled hex.



Place the following air units on any Turkish airbase on the Air Display.



Place the following naval units in any Turkish port, In Port mode.



REINFORCEMENTS: On M + 15 (Game-Turn 16), 4 mobilization division reinforcements are received.

GREEK ORDER OF BATTLE

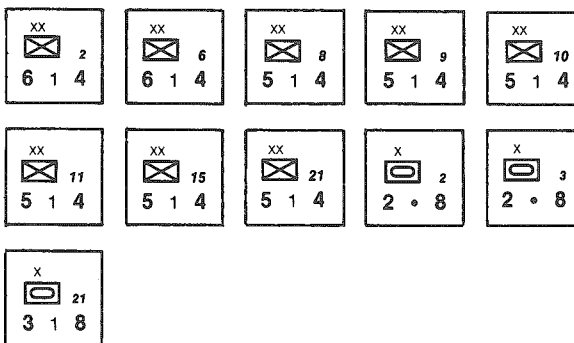
All scenarios

INITIAL FORCES

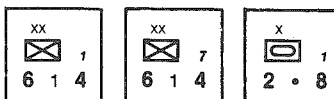
On M-Day, the Greeks receive 5 divisions and 2 brigade at full-strength. The other divisions/brigades are mobilization units.

Operational Map

Place the following units within 2 hexes of the northern border. Units may not be stacked together, nor may they be adjacent to another Greek unit.



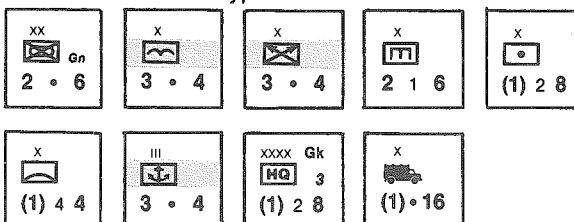
Place the following units in any hex that is within 4 contiguous land hexes of Athens.



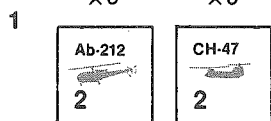
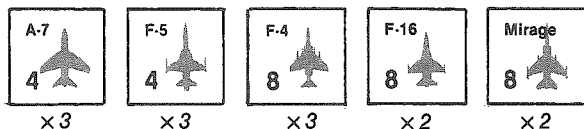
Place the following unit in any Greek-controlled hex on Crete:



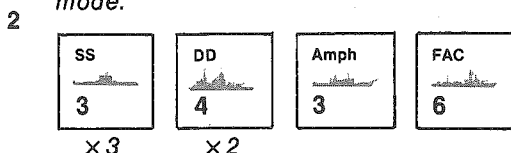
Place the following units in any Greek-controlled hex. A maximum of one of these units can be placed in a Greek-controlled hex in Cyprus.



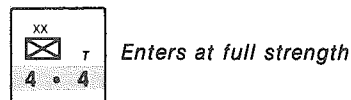
- 0 Place the following air units on any airbase on the Air Display.



Place the following naval units in any Greek port, In Port mode.



- 3 **REINFORCEMENTS:** On M + 15 (Game-Turn 16), 9 mobilization division reinforcements are made available. In addition, the following standard reinforcement is received.



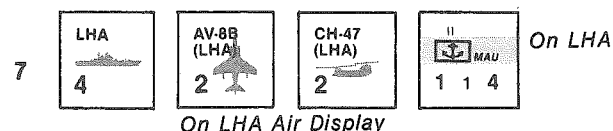
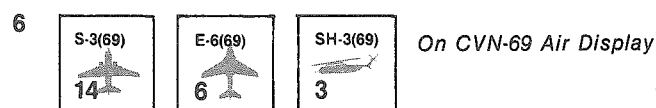
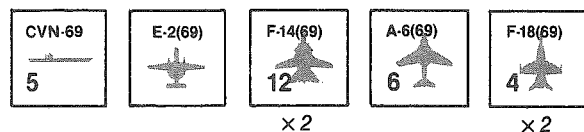
4 **NATO ORDER OF BATTLE**

Note: All units are US unless otherwise noted.

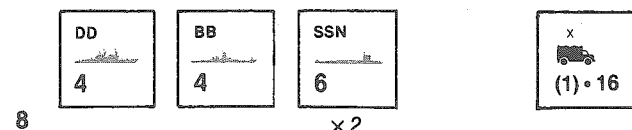
INITIAL FORCES

Strategic Map

5 Place the following units on the Naples hex.



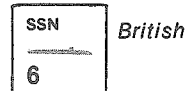
On LHA Air Display



Place the following unit on Sigonella on the Airbase Display:

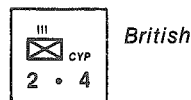


Place the following unit on any coast or all-water hex that is not within the Black Sea.



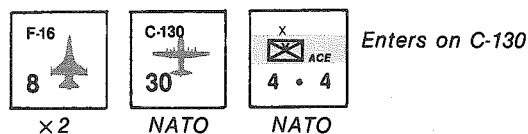
Operational Map

Place the following unit in Limassol (Cyprus):

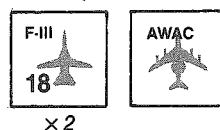


REINFORCEMENTS: All reinforcements appear in Naples during the Global Military Phase.

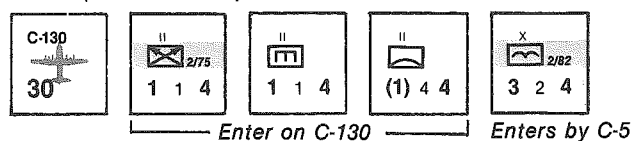
M + 1 (Game-Turn 2)



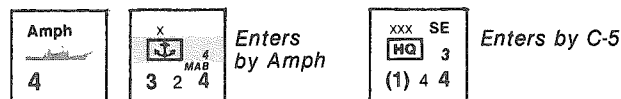
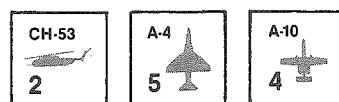
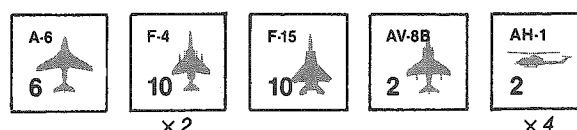
M + 2 (Game-Turn 3)



M + 3 (Game-Turn 4)



M + 15 (Game-Turn 16)



Warsaw Pact Orders of Battle
BULGARIAN ORDER OF BATTLE

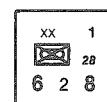
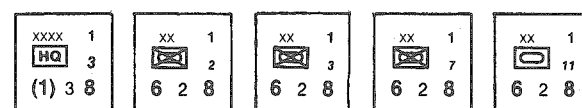
All scenarios

INITIAL FORCES

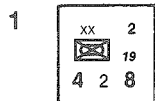
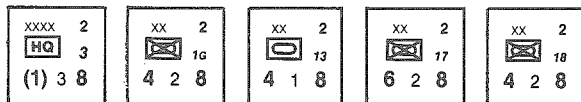
On M-Day, the Bulgarian forces begin with 3 divisions and 2 regiments at full-strength. The other divisions are mobilization units.

Operational Map

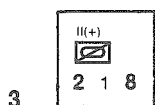
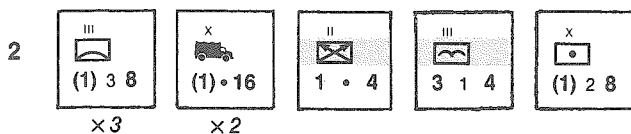
Place the following units within 4 hexes of Silven (hex 3004).



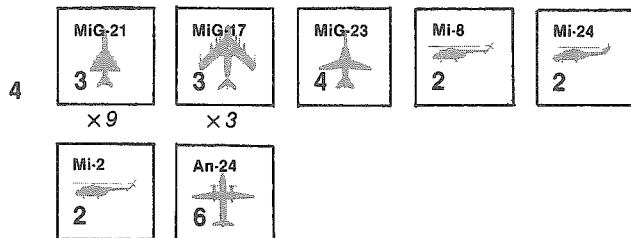
- 0 Place the following units within 3 hexes of Plovdiv (hex 2506).



Place the following units in any hexes in Bulgaria.



Place the following air units on any Bulgarian airbase on the Air Display.



- 5 Place the following naval units in any Bulgarian port, In Port mode.



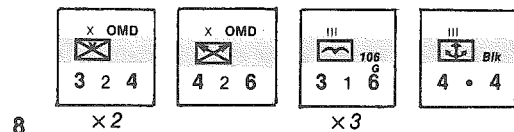
- 6 **REINFORCEMENTS:** On M + 7 (Game-Turn 8), 1 mobilization division reinforcement is received. On M + 15 (Game-Turn 16), 4 mobilization division reinforcements are received. On M + 21 (Game-Turn 22), 2 mobilization division reinforcements are received.

USSR ORDER OF BATTLE

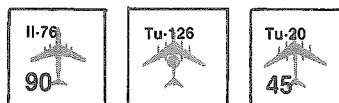
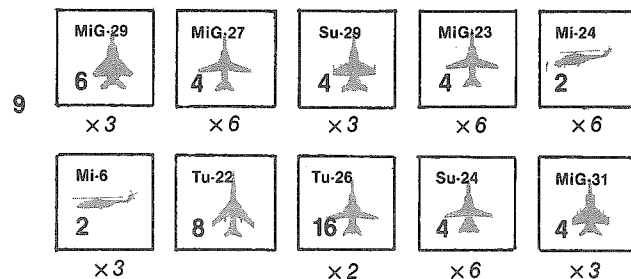
INITIAL FORCES

Strategic Map

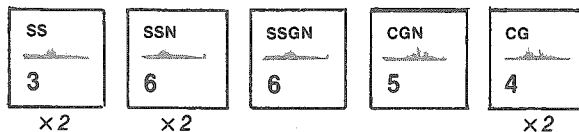
Place the following units on any Soviet hex.



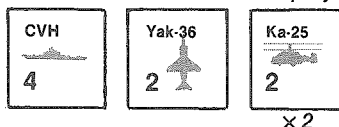
Place the following air units on any airbases on the Soviet Air Display.



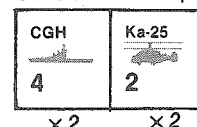
Place the following units in any Soviet port, In Port mode.



On CVH Air Display



On CGH Air Display

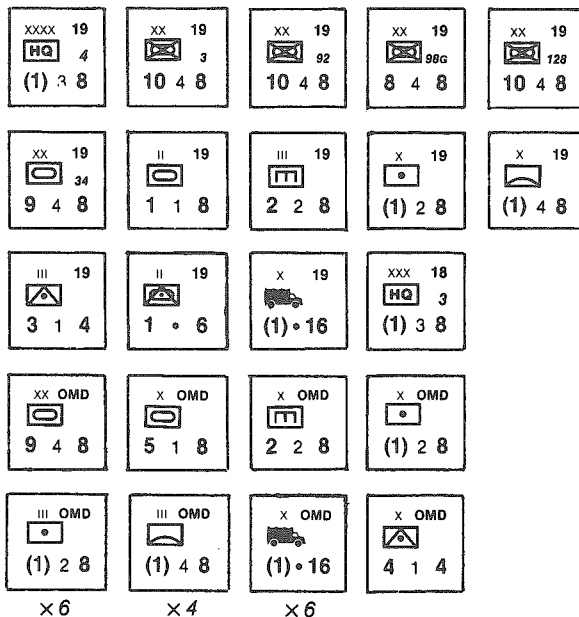


REINFORCEMENTS: All reinforcements (except the Spetnaz detachments) appear in any Soviet Strategic Hex during the Global Military Phase.

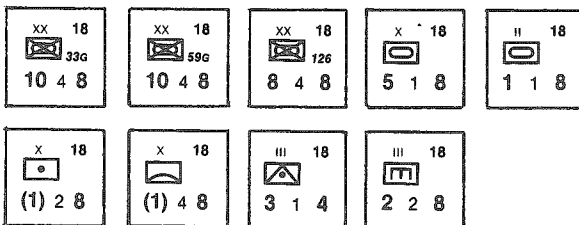
M-Day

The 30 Spetnaz detachments are available.

M + 5 (Game-Turn 6)



M + 10 (Game-Turn 11)



0 Scenario 1: Battle for North Africa

Continued aggravation by Libya has forced Egypt to respond militarily. After an initial drive into Libya, the Egyptian army has been pushed back to their border, primarily due to the presence of Soviet advisors in Libya. For some reason or other, the US and Soviet Union decide to commit air and naval forces to the fray.

1 GAME-LENGTH

Scenario 1 can be played in 2 hours. The Pre-War Situation restrictions are not in effect. The game begins on M-Day (Game-Turn 1) and continues until the victory conditions are fulfilled.

2 MAPS

Use the Strategic Map only. None of the Operational Map is used in this scenario.

PLAYERS

Player A (Warsaw Pact) begins the game as the Initiative player, controlling the Soviet naval units and carrier-based air units. Player B (NATO) controls the US naval units and carrier-based air units. Player A sets up first.

POLITICAL RULES

No forces except Soviet and US naval forces (with associated air assets and the specified air units in the Special Rule) are used.

SPECIAL RULES

- The NATO player sets up two F-16 units in the Cairo hex and one P-3 in Sicily. The Warsaw Pact player sets up one MiG-23, one Tu-20, and one Tu-22 units in the Benghazi hex.
- Naval units can be set up on any non-enemy occupied Strategic Map Hex that is not a Transitional, Operational, or Black Sea Hex. No units may ever enter a Transitional or Operational Hex during the course of the game.
- Benghazi and Cairo each have an Anti-Air Rating of 4 for this scenario.
- All naval units start the game undetected, and each naval unit is given one detection attempt before play begins.
- Place the FEBA marker on the Libyan-Egyptian border (hex AV-07). During the End Stage of each Game-Turn, the FEBA marker is moved one hex towards a surrender hex if one side has scored 5 (or more) Hits more than the opposing side on the FEBA marker. The surrender hexes are Benghazi for the Warsaw Pact player and Cairo for the NATO player. A Hit is treated as an attack on a ground unit.
- The only optional rule that may be used is the Land Attack Cruise Missile. If it is used, the missile may not be employed to attack the FEBA marker.

SUPPLY POINTS

No Supply Points are used or expended in this scenario. SSM missiles that are depleted may not be replenished.

9 VICTORY CONDITIONS

During the End Stage of any Game-Turn in which the FEBA marker is in a surrender hex (Benghazi or Cairo), the game ends. The player who first moves the FEBA marker into the enemy's surrender hex wins the game.

Scenario 2: World War III, Southwestern Theater of Operations

In June of 1989, a major crisis erupts between the superpowers which leads to the Soviet Union blockading Berlin for the third time since World War Two. Hostilities have broken out between NATO and the Warsaw Pact. The Soviet Southwestern TVD has been activated for offensive operations against NATO's southern flank. The side who caused the crisis which started World War III will be determined by the winner of this scenario.

GAME-LENGTH

The Pre-War Situation is in effect, beginning with M-Day (Game-Turn 1). Players have their choice of two lengths of this scenario. Once the war breaks out, the scenario lasts for either 7 Game-Turns (short game) or 20 Game-Turns (long game); the Game-Turn in which war breaks out is considered the first war turn. Place a counter on the Supply Point/Game-Turn Track on the future Game-Turn in which the game will end. The short game will take between 7 and 10 hours to play, and the long game will take 20 to 30 hours to play.

PLAYERS

Player A (Warsaw Pact) begins the game as the Initiative player, controlling the forces of Bulgaria and the Soviet Union. Player B (NATO) controls the forces of Turkey, Greece, the United States, NATO, and Britain. Player B sets up first.

POLITICAL RULES

There are two ways in which war begins. During every Global Political Phase, the die is rolled normally. On a result of 0 (10), war begins and a Random Political Event is rolled for. Also, the war begins if the Turkish Straits are closed twice. During a Global Political Phase, if the die roll is an 8 or 9, the Turkish Straits are closed. If they are closed a second time, war breaks out. (**Montreux Convention**) If a 0 (10) is rolled before the Straits are closed a second time, war breaks out.

All NATO and Warsaw Pact units are available. Units may move freely through any friendly territory.

EXAMPLE: On Game-Turns 1 and 2 (M-Day and M + 1), a "4" and "5" are rolled during the Global Political Phase. The Pre-War Conditions are in effect during these two turns. On Game-Turn 3 (M + 2), an "8" is rolled during this Phase, which means that the Turkish Straits have been closed once. During Game-Turns 4 and 5 (M + 3 and M + 4), a "6" and "3" are rolled, respectively, so there is no additional effect. On Game-Turn 6 (M + 5), a "0" (10) is rolled; the war immediately begins this turn, and a Random Political Event is rolled for. If player were using the short game, they would place a marker on the 12 space of the Game-Turn Record Track; at the conclusion of Game-Turn 12, the game ends. In the long game, the marker would be placed on Game-Turn 25. Note that the war could also have broken out if the Turkish Straits had been closed a second time.

SPECIAL RULES

- Initial Supply Points must be expended for air sorties during the Pre-War Situation. However, no additional Supply Points are received by a country until the Game-Turn in which war breaks out.

SUPPLY POINTS

Initial Supply Point Levels: USSR (100); Bulgaria (80); Turkey (60); Greece (50); NATO (80).

- 0 On all Game-Turns, starting with the turn in which war breaks out, each of the following countries receives the indicated number of Supply Points during the Global Military Phase: USSR (45); Bulgaria (20); Turkey (15); Greece (15); NATO (15). Note that no Supply Points are received during the Pre-War Situation.

1 VICTORY CONDITIONS

Short Game (7 War Game-Turns)

Victory in this scenario is based on conditions achieved by the End Stage of the seventh Game-Turn after war breaks out. The Warsaw Pact player wins if he controls Istanbul (hex 3810). The NATO player wins if he prevents the Warsaw Pact player's victory conditions.

2

Long Game (20 War Game-Turns)

The Warsaw Pact player wins the game if, during the End Stage of the twentieth war Game-Turn, he controls all the Turkish Straits Hexes *and* he captures Ankara and/or Athens. Units in these cities must be able to trace a Supply Line to a Soviet Supply Source during the End Stage. The NATO player wins if he prevents the Warsaw Pact player's victory conditions.

3

Scenario 3: Turkish Missile Crisis

In June of 1989, NATO completed its placement of Pershing Two missiles (terminally guided nuclear missiles) inside Turkey. The Soviet Union demands that the missiles be withdrawn, and when their demand is ignored, they begin mobilizing their forces for a preemptive strike against Turkey.

4

GAME-LENGTH

The scenario begins with the Pre-War Situation in effect. Once war breaks out, the game continues for 20 war Game-Turns. This scenario can be played to completion in 15 to 20 hours.

5

PLAYERS

Player A (Warsaw Pact) begins the game as the Initiative player, controlling Soviet forces (and possibly Bulgarian units). Player B (NATO) controls Turkish, US, NATO, and British forces (and possibly Greek air units). Player B sets up first.

6

POLITICAL RULES

Greece begins this scenario as a neutral country. Turkish, US, British, and NATO units may not use any Greek installations. No NATO allied and Soviet ground forces may ever enter a Greek hex, even to retreat. The Greek air units are set up at the beginning of the game, but they are used only if Warsaw Pact air units violate Greek air space, at which point they will attack the Warsaw Pact units. NATO and Turkish air units may freely fly over Greek territory. All Greek islands in the Aegean Sea are considered Greek territory.

8

Bulgaria begins this scenario as a neutral country. Soviet units are allowed to move through Bulgarian territory and to use Bulgarian installations. The Bulgarian ground, air and naval units are set up as usual. Bulgarian air units will attack any NATO or Turkish unit that enters its territory. Bulgarian units begin the game in Port mode. If a NATO ground unit enters a hex in Bulgaria, then Bulgaria will immediately enter the war on the Warsaw Pact side. Air and naval attacks on Bulgaria will not cause it to enter the war.

9

There are three ways in which war begins. During every Global Political Phase, the die is rolled normally. On a result of 0 (10), war begins and a Random Political Event is rolled for. Also, the war begins if the Turkish Straits are closed twice. During a Global Political Phase, if the die roll is an 8 or 9, the Turkish Straits are closed. If they are closed a second time, war breaks out. (**Montreux Convention**) If a 0 (10) is rolled before the Straits are closed a second time, war breaks out. In addition, war breaks out in any Game-Turn in which a Soviet unit attacks a NATO or Turkish unit in any manner, *or* a Soviet unit enters any Turkish hex.

SPECIAL RULES

- The US Pershing Two unit is used only in this scenario. It is placed in any hex in Turkey during the initial set-up on M-Day Game-Turn 1). Aside from its Anti-Air Rating, the unit has no other special effect on play.
- Soviet ground units may enter any Warsaw Pact alliance countries on the Strategic and Operational Maps during the Pre-War movement.

SUPPLY POINTS

Initial Supply Points Levels: USSR (100); Bulgaria (80); Turkey (60); Greece (50); NATO (80).

On all Game-Turns, starting with the turn in which war breaks out, each of the following countries receives the indicated number of Supply Points during the Global Military Phase: USSR (45); Bulgaria (15); Turkey (15); Greece (3); NATO (15). Note that no Supply Points are received during the Pre-War Situation. Greece and Bulgaria do begin receiving Supply Points, starting in the Game-Turn that war breaks out.

VICTORY CONDITIONS

During the End Stage of the twentieth war Game-Turn, the Warsaw Pact player must control all the Turkish Straits Hexes and Ankara with Soviet ground units; these units must be able to trace a Supply Line to a Soviet Supply Source during the End Stage of the twentieth war Game-Turn. The NATO player wins the game if he prevents both of the Warsaw Pact player's victory conditions. If any other situation is in effect (i.e., the Warsaw Pact controls the Turkish Straits Hexes *or* Ankara), the game ends in a draw.

Scenario 4: The Greco-Turkish War

Outbreak of riots on Cyprus have led to increasing hostilities between Greece and Turkey. After a short period of rising tensions between these two NATO allies, war commences.

GAME-LENGTH

The Pre-War Situation is in effect until war break outs. The game continues until both sides agree to a draw or either player achieves his victory conditions.

PLAYERS

Player A, who is the Initiative player, is determined by the political rules (below). Player B sets up first. One player controls the Greek forces and the other player the Turkish forces, and only units from these countries are set up on the Operational Map.

POLITICAL RULES

During each Global Political Phase, the die is rolled. On a roll of 1, 2, or 3, the war breaks out, and the Greek player is the Initiative player for the first war Game-Turn.

- 0 On a roll of 8, 9, or 0 (10), the war breaks out, and the Turkish player is the Initiative player for the first war Game-Turn. On a roll of 4, 5, 6, or 7, war does not break out and the Pre-War Situation continues. In this case, roll the die again; on an even die result, the Greek player is the Initiative player for set-up purposes, and on an odd die result, the Turkish player is the Initiative player for set-up purposes.

SPECIAL RULES

- The scenario begins on M + 10 Day (Game-Turn 11).
- Greek and Turkish units are set up in any hex in their home country (including islands). The set-up restrictions of the Orders of Battle are ignored.
- Once war breaks out, skip the Global Political Phase for the rest of the game. The Random Political Events Table is never used during this scenario.
- Do not use any of the optional rules in this scenario.
- No units may leave the Operational Map, nor may any unit ever enter a Bulgarian, Yugoslavian, or Albanian hex on the Operational Map.
- The Turkish Straits are never closed during this scenario.
- No Greek or Turkish unit may ever enter Limassol (hex 5334), which is a British-controlled city.
- The Greek player should use the NATO Supply Depot markers, and the Turkish player the Warsaw Pact markers. Supply lines may never be traced through enemy Supply Depots.

SUPPLY POINTS

Initial Supply Point Levels: Turkey (60); Greece (50).

- On all Game-Turns, starting with the turn in which war breaks out, each of the following countries receives the indicated number of Supply Points during the Global Military Phase: Turkey (30); Greece (20). Note that no Supply Points are received during the Pre-War Situation.

VICTORY CONDITIONS

- If, during the End Stage of a war Game-Turn, one player manages to fulfill the Victory Conditions listed below, he wins the game. The game may also end in a draw if both players mutually agree to end the war at any point.

Turkish Victory Conditions

1. The Turkish player wins if he captures all of Cyprus (i.e., there are no Greek ground units remaining on the island), **and**,
2. He has also captured either 4 Greek cities (3 town hexes are equivalent to 1 city) **or** Athens.

Greek Victory Conditions

1. The Greek player wins if he captures all of Cyprus (i.e., there are no Turkish ground units on the island), **and**,
2. He has also captured 2 Turkish cities (3 town hexes are equivalent to 1 city) **or** Ankara.

Ground units that have captured town/city hexes do not have to trace a Supply Line to a friendly Supply Source.

Scenario 5: World War III

- This scenario links up with Scenario 3 of *Gulf Strike*. You must own a copy of *Gulf Strike* to be able to play this scenario.

In 1989, the Iran-Iraq War still drags on. Even the death of Ayatollah Khomeini has not brought peace. Iran's continued support of the Mujahedin insurgents in Af-

ghanistan has forced the Soviet Union to level an ultimatum to the mullahs in Teheran: Either stop supporting the rebels or face the consequences. On 18 November 1989, a Mujahedin raid on the Kabul airport while the Secretary General of the Soviet Union is visiting causes his death. The USSR mobilizes its forces on the Iranian border to invade the country. The US CENTCOM is activated and is dispatched to the region to protect American interests in the Persian Gulf. Declaring that they are involved in a regional dispute that does not concern the United States, the Soviet leadership angrily institutes a new Berlin blockade after shots are exchanged. Soon after, NATO and Warsaw Pact units are drawn into military conflict, and the Third World War commences.

GAME LENGTH

The game ends at the conclusion of Game-Turn 30.

PLAYERS

Player A (Warsaw Pact) begins the game as the Initiative player, controlling the Soviet and Iraqi forces from *Gulf Strike*. Player B (NATO) begins the game as the Reaction player, controlling the forces of the US and Iran from *Gulf Strike*. Player B sets up first.

Player A also controls the Soviet and Bulgarian forces in *Aegean Strike*, and player B controls all NATO forces in *Aegean Strike*.

SET-UP RULES

The Strategic Map in *Gulf Strike* overlaps the Strategic Map in *Aegean Strike* along the "A" hexes (i.e., A-01 through A-09 are the same hexes on both maps). These maps do not have to be physically joined together.

Set up all units to appear in the game. Use the Scenario 3 Orders of Battle for *Gulf Strike* and the Scenario 2 Orders of Battle in *Aegean Strike*.

POLITICAL RULES

The political rules of Scenario 3 in *Gulf Strike* are in effect (note that this scenario is a variation of Scenario 2 in the same game and therefore all rules and set-ups for that scenario are applicable as well). Also, the political rules of Scenario 2 in *Aegean Strike* are in effect.

SPECIAL RULES

- Begin play using Scenario 3 of *Gulf Strike*. Whenever any Soviet and US combat unit undertake any form of combat on the *Gulf Strike* maps, begin playing Scenario 2 on the *Aegean Strike* map. The Pre-War Situation is in effect on the *Aegean Strike* map until war actually breaks out (see the political rules for that scenario).
- Once the Pre-War Situation begins for the *Aegean Strike* scenario, roll the die twice during the Global Political Phase, once for the situation in the Persian Gulf and once for the situation in the Eastern Mediterranean. Continuing rolling the die twice during each succeeding Global Political Phase.
- The CVN-68 unit and its associated air assets begin the game in the Naples hex of the *Aegean Strike* Strategic Map. This is the only unit that is allowed to move on the Strategic Map until the Pre-War Situation comes into effect. The CVN-68 unit takes 15 turns to reach the south mapedge of the *Gulf Strike* Strategic Map. Place this unit on the Game-Turn Track 15 turns after it leaves the west mapedge of the *Aegean Strike* Strategic Map.
- Any naval unit that exits the west mapedge of the *Aegean Strike* Strategic Map can arrive 15 Game-Turns

- 0 later on the south mapedge of the *Gulf Strike* Strategic Map. Likewise, any naval unit that exits the south mapedge of the *Gulf Strike* Strategic Map arrives 15 Game-Turns later on the west mapedge of the *Aegean Strike* Strategic Map. In effect, all naval units must travel through the Strait of Gibraltar and around Cape of Good Hope to get from one Strategic Map to the other. Naval movement through the Suez Canal is not permitted because it has been mined.
- 1 • Air units may freely transfer back and forth between the *Gulf Strike* Strategic Map and the *Aegean Strike* Strategic Map along the "A" hex row by using normal movement rules and friendly airbases (airfields on *Gulf Strike*).
- 2 • All reinforcements for the US scheduled to appear on the western mapedge of the *Gulf Strike* Strategic Map (i.e., the C-5) instead appear on the western mapedge of the *Aegean Strike* Strategic Map. These units may not move before the Pre-War Situation begins.
- 3 • Use the rules for *Gulf Strike* for all units that appear on the *Gulf Strike* maps, and use the rules for *Aegean Strike* for all units that appear on the *Aegean Strike* maps. The differences in rules are noted by stars (★) in the *Aegean Strike* rules booklet. The major difference is that airfields and airbases are used in *Gulf Strike* while airbases only are used in *Aegean Strike*.
- 4

VICTORY CONDITIONS

When the combined scenario has been played to the end of the 30th Game-Turn, the Victory Conditions listed for both scenarios are checked; use the Victory Conditions of the long game for the *Aegean Strike* portion of this game. The conditions and effects for winning this scenario are described below:

- If the Warsaw Pact player wins any level of victory in the *Gulf Strike* portion **and** wins in the *Aegean Strike* portion of the game, he wins the whole game. However, in retaliation, the United States precipitates a nuclear war.
- If the US player achieves any level of victory in the *Gulf Strike* portion of the game **and** also wins the *Aegean Strike* portion of the game, he wins the whole game. However, in retaliation, the Soviet Union precipitates a nuclear war.
- Any other result causes the war to enter a stalemate phase. A die is rolled to determine the outcome; on a roll of 1-5, the NATO player is the winner, and on a roll of 6-0 (10), the Warsaw Pact player is the winner. In either case, the losing player, in retaliation, precipitates a nuclear war.
- If a nuclear war is precipitated by either side, then no one wins.

ERRATA FOR SCENARIO 2 AND 3 OF GULF STRIKE

Check your copy of the *Gulf Strike* rules to see whether or not the following corrections have been made to the rules booklet.

51R. The HQ unit listed under Kuwait should be an airbase unit.

52R. The note for the Iranian Game-Turn 3 reinforcements should read as follows: "Place in any Iranian controlled city. No more than one per city. Excess units are permanently lost."

54R. The HQ unit listed under Kuwait should be an airbase unit.

56L. The note for the Iranian Game-Turn 3 reinforcements should read as follows: "Place in any Iranian controlled city. No more than one per city. Excess units are permanently lost."

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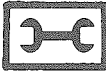
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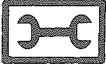
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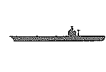
US Sigonella (AR-04)			
INTERCEPT	1	2	3
	1	2	3
OFFENSIVE			


US Naples (AR-09)			
INTERCEPT	1	2	3
	1	2	3
OFFENSIVE			


US Soudha (2231)			
INTERCEPT	1	2	3
	1	2	3
OFFENSIVE			


Israel Tel Aviv (AZ-07)			
INTERCEPT	1	2	3
	1	2	3
OFFENSIVE			

US LHA			
INTERCEPT	1	2	3
	1	2	3
OFFENSIVE			

US CVN-69			
INTERCEPT	1	2	3
	1	2	3
OFFENSIVE			

NATO Rome (AR-02)		
INTERCEPT	1	2
	1	2
OFFENSIVE		

NATO Limassol (5334)		
INTERCEPT	1	2
	1	2
OFFENSIVE		

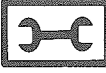
Egypt Alexandria (AX-07)		
INTERCEPT	1	2
	1	2
OFFENSIVE		

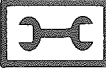
NATO-Turkey Airbase Display


Cy: Cyprus


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3001674


Turkey Ankara (5115)		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey Izmir (3220)		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 3810		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 3911		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 3912		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 4211		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 4712		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 3014		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 3914		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 3516		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 4117		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 4415		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 4616		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 4419		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 4527		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 5123		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 5431 (Cy)		
INTERCEPT	1	2
	1	2
OFFENSIVE		


Turkey 5631 (Cy)		
INTERCEPT	1	2
	1	2
OFFENSIVE		


USSR Fedosiya (AZ-01)			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			


USSR AY-00			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			

USSR Sevastopol (AY-01)			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			

USSR Odessa (AX-01)			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			

USSR CVH			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			


USSR CGH			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			


USSR CGH			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			


Warsaw Pact Airbase Display


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Bulgaria Sofiya (2003)			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			


Bulgaria Burgas (3305)			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			


Bulgaria 1904			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			


Bulgaria 2004			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			


Bulgaria 2405			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			

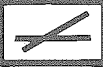
Bulgaria 2506			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			


Bulgaria 2707			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			


Bulgaria 3004			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			


Bulgaria 3005			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			

Bulgaria 3105			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			

Bulgaria 3502			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			

Syria Latakia (AZ-05)			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			

Libya Benghazi (AS-06)			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			

Lebanon Beirut (AZ-06)			
INTERCEPT	1	2	
	1	2	
OFFENSIVE			

AIR/NAVAL COMBAT RESOLUTION TRACK

1 Hit	1 Hit	2 Hits	2 Hits	3 Hits	3 Hits	4 Hits	5 Hits	5 Hits	6 Hits	6 Hits
0 Equal	1 Less	2 Less	3 Less	4 Less	5 Less	6 Less	7 Less	8 Less	9 Less	10 Less
1 Hit	1 Hit	1 Hit	1 Hit	2 Hits	2 Hits	2 Hits	2 Hits	2 Hits	2 Hits	2 Hits

Air/Naval

Ground

Greek Airbase Display

M: Mainland. 3001675


I: Island.

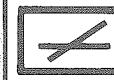
Cr: Crete.


Cy: Cyprus.


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New York, NY 10001

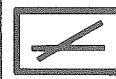
Greece		Athens (2022)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			

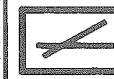
Greece		1312 (M)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		1513 (M)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		1812 (M)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		2311 (M)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			

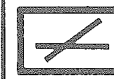
Greece		2411 (M)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		2811 (M)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		1615 (M)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			

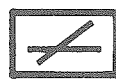
Greece		1717 (M)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		1219 (M)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		1221 (M)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		1222 (M)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		1524 (M)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			

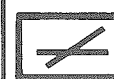
Greece		1425 (M)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		1626 (M)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		0921 (I)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			

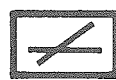
Greece		1123 (I)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		2614 (I)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		2017 (I)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		3018 (I)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		2319 (I)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		2821 (I)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		2624 (I)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		3124 (I)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		3227 (I)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			


Greece		3628 (I)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			

Greece		3530 (I)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			

Greece		2433 (Cr)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			

Greece		2532 (Cr)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			

Greece		2632 (Cr)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			

Greece		5532 (Cy)	
INTERCEPT		1	2
			
		1	2
OFFENSIVE			

Aegean Strike Charts, Tables and Examples

TERRAIN EFFECTS CHART

TERRAIN	MP COST: INF/ OTHER	DEF MULT: ARMOR/ OTHER	PROHIBITED FORMATIONS	ADDITIONAL EFFECTS
Airbase/Port With ENGINEER	★	★	★	
All-Sea Hexside With ENGINEER	- -	- -	- -	All sea (or all-lake) hexsides can be crossed only by means of amphibious or transport sea lift.
Bosphorus Strait With ENGINEER	-/- +2/+2	★ ★	DA, DD DA	Attacker strength halved attacking across a Bosphorus hexside. An engineer may bridge the Bosphorus, allowing movement across; attacks across bridged hexsides are still halved.
City With ENGINEER	2/3 2/3	1/3 1/3	DA None	Armor units may never enter DD in a city, whether or not engineers are present. Units attacking into a city with engineers shift 2 columns to the right on CRT.
Clear With ENGINEER	2/3 2/3	1/1 1/1	DD None	
Forest With ENGINEER	3/6 3/6	1.5/2 1.5/2	DA, DD None	Units attacking into forest with engineers shift 1 column to the right on the CRT.
Impassable With ENGINEER	-/- -/-	2/3 1.5/2	DA, DD None	
Mountain With ENGINEER	4/- 4/-	2/3 1.5/2	DA, DD None	
Port: see Airbase/Port				
Road With ENGINEER	2/2 2/2	★ ★	★ ★	
Rough With ENGINEER	3/8 3/6	1.5/2 1.5/2	DD None	Units attacking into rough with engineers shift 1 column to right on the CRT.
Swamp With ENGINEER	4/- 3/8	1/2 1/2	DA, DD DA	
Town With ENGINEER	2/3 2/3	1/2 1/2	DD None	Units attacking into a town with engineers shift 2 columns to the right on the CRT.
OTHER MOVEMENT POINT COSTS				
Fluid ZOC With ENGINEER	+1/+1 +1/+1	★ ★	★ ★	Note that this additional Movement Point cost is assessed against a unit when it leaves an enemy Fluid controlled hex.
Locking ZOC With ENGINEER	- -	★ ★	★ ★	An armor/mech unit can leave any Locking ZOC at no additional MP cost; any other unit can leave the Locking ZOC of any non-armor/mech unit at no additional MP cost. For a non-armor/mech unit to leave an armor/mech Locking ZOC, see Withdrawal.
Interdicted Hex With ENGINEER	+2/+2 +0/+0	★ ★	★ ★	Any unit moving through an interdicted hex eliminates the Interdiction marker ("2" chit).

MP Cost: Inf/Other. The cost in Movement Points for an infantry unit/non-infantry unit to enter a hex of the specified terrain type. Infantry units include Infantry, Airborne, Marine, Engineer, Air Assault, Anti-Tank, and Special Forces units. **Def Mult: Armor/Other.** The multiple applied to an armored/non-armored unit defending in a hex of the specified terrain type. **Prohibited Formations.** When DD (Deliberate Defense) is indicated in this column, no unit may assume that formation in a hex of the specified terrain type. When DA (Deliberate Assault) is indicated in this column, no unit may assume that formation in a hex of the specified terrain type, and no unit in Deliberate Assault may attack into a hex of the specified terrain type. **+ Engineers.** In many instances, the presence of one or more engineer units may modify various effects of specified terrain types. ★ indicates that other terrain in the hex determines the specified value. (-) indicates that movement is prohibited. **NOTE:** In the Armor/Other distinction for Defense Multiple, armor in this case refers to pure armor, armored cavalry, and self-propelled anti-tank units, *not* to mechanized units or anti-tank units.

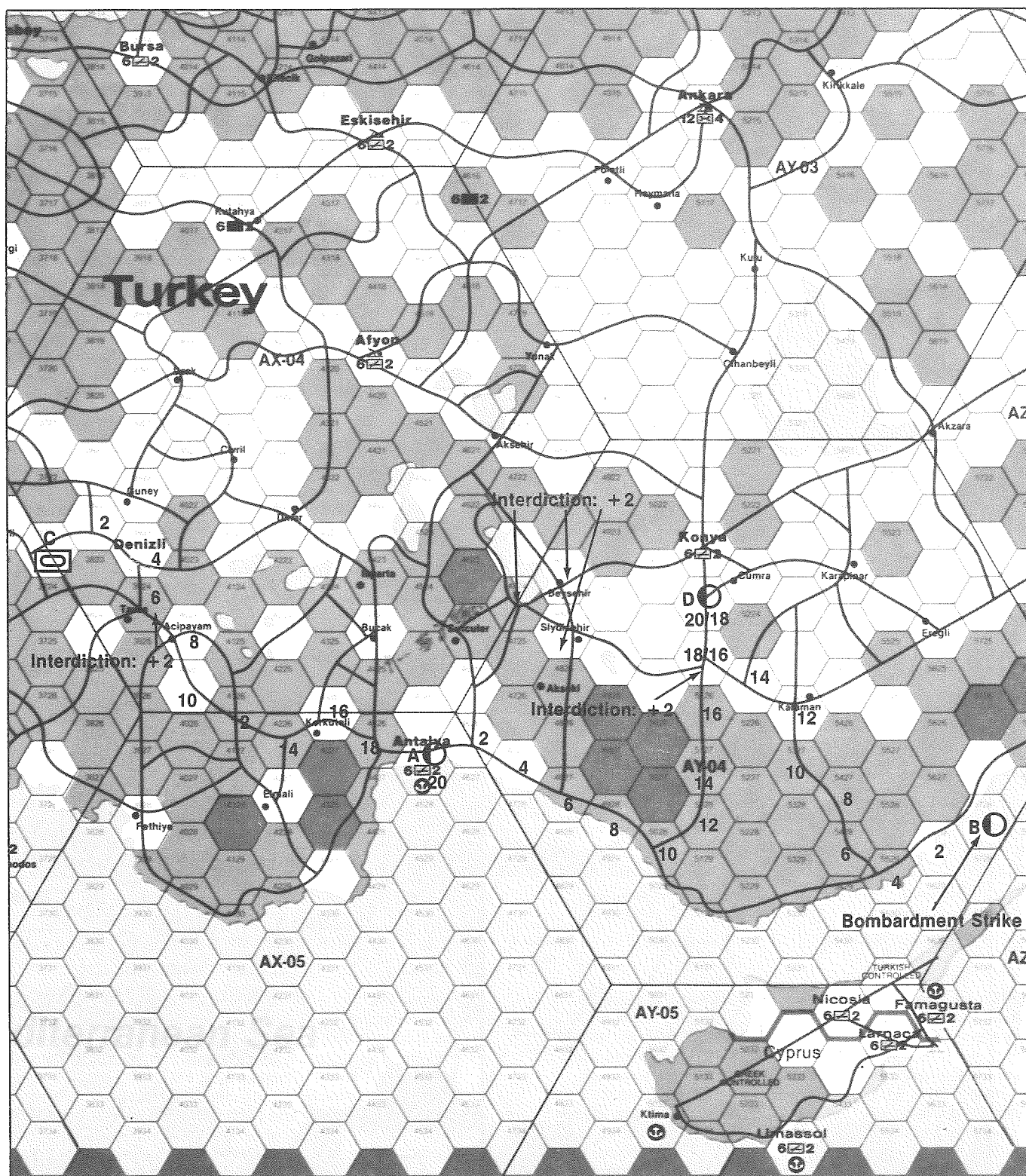
TROOP QUALITY EFFECTS MATRIX

ATTACKER	DEFENDER						All
	E	E + L	E + M	L	L + M	M	
E	-	3R	6R	3R	6R	6R	6R
E + L	3L	-	3R	-	3R	3R	3R
E + M	6L	3L	-	3L	-	-	-
L	3L	-	3R	-	3R	3R	3R
L + M	6L	3L	-	3L	-	-	-
M	6L	3L	-	3L	-	-	-
All	6L	3L	-	3L	-	-	-

E: Elite. **M:** Militia. **L:** Line (neither elite nor militia quality). **3R(6R):** Column shifts to the right on the CRT. **3L(6L):** Column shifts to the left on the CRT. To use this matrix, cross-index the row that describes the attacker's forces with the column that describes the defender's forces.

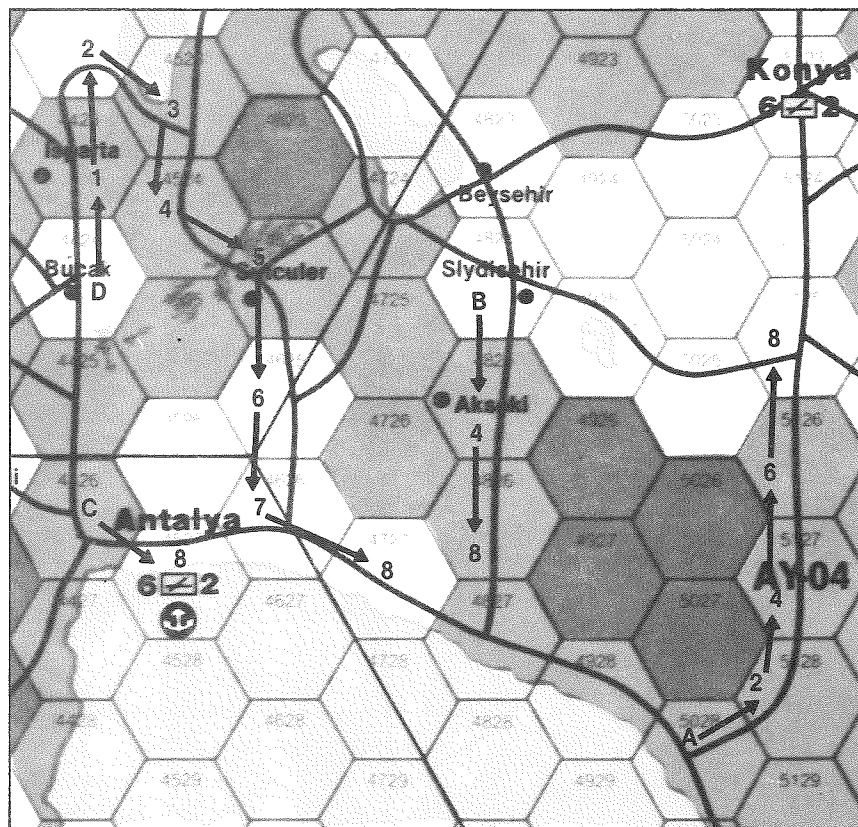
See page 15 for explanation.

StratHex Range ▶	0	1	2
OpHex Range ▶	0	1	2
Ground Units			
US/BRITISH			
Air Defense Unit			
Air Detection	9	7	
Anti-Air	•	•	
Airbase			
Air Detection	9	7	5
Anti-Air	•		
Headquarters			
Air Detection	9	7	
Anti-Air	•		
Other Units			
Air Detection	7		
Anti-Air	•		
USSR			
Air Defense Unit			
Air Detection	7	5	
Anti-Air	•	•	
Airbase			
Air Detection	7	5	
Anti-Air	•		
Headquarters			
Air Detection	7		
Anti-Air	•		
Armor/Mech Div			
Air Detection	7	5	
Anti-Air	•	•	
Other Units			
Air Detection	5		
Anti-Air	•		
OTHER NATIONS			
Air Defense Unit			
Air Detection	8	6	
Anti-Air	•	•	
Airbase			
Air Detection	7	5	
Anti-Air	•		
Other Units			
Air Detection	6		
Anti-Air	•		



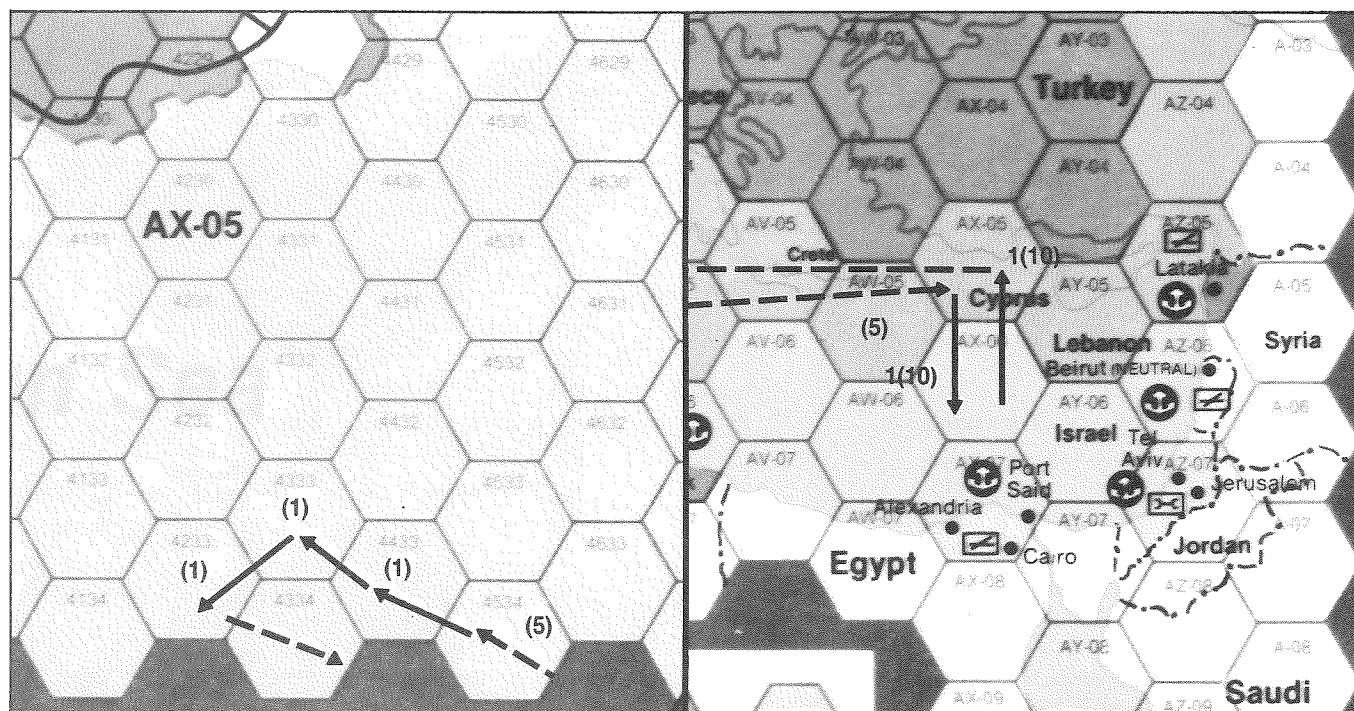
SUPPLY EXAMPLE: Supply Depot A is 20 armor Movement Points from Depot D, while Depot B is 18 armor Movement Points away. If an Interdiction strike were successful in hex 5125, then Depot A would no longer be in the Supply Network (the Interdiction strike adds 2 additional Movement Points to the distance), while Depot B would still be part of the Supply Network, because it would still be within 20 armor Movement Points. Unit C could break down Depot A

for supply purposes prior to the interdiction (4 Supply Points yielded), while after a successful Interdiction strike in hex 3924, the unit would be out of supply. If Bombardment strikes on Depot B inflicted 3 or more Hits over the course of the Game-Turn, the Depot would be eliminated, whereas fewer than 3 Hits would be removed during the End Stage and Depot B would still remain on the map.



FORMATION AND MOVEMENT EXAMPLE:

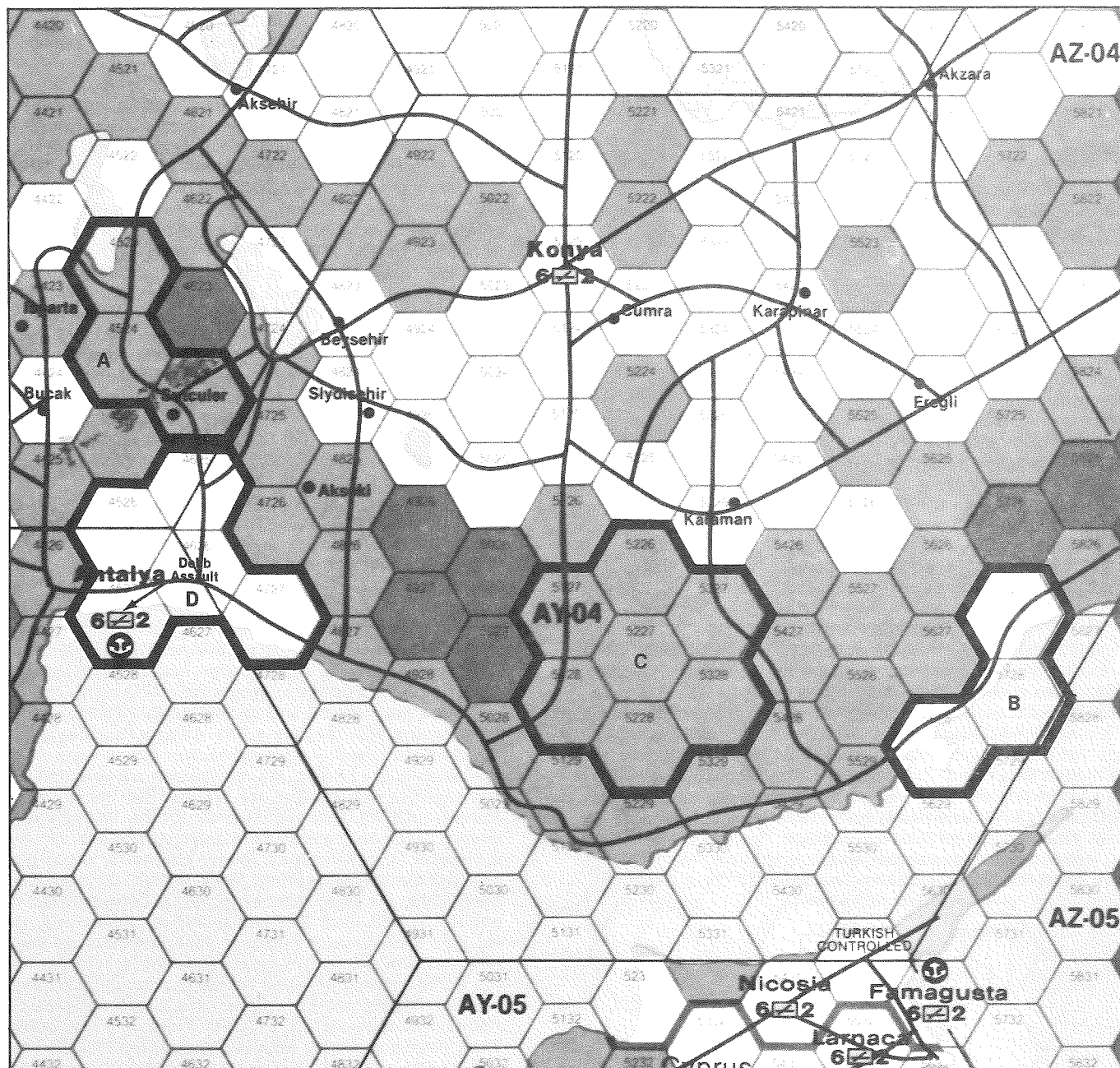
The Soviet armored division with a Movement Point Allowance of 8 depicted in the diagram is shown in all the formations allowing movement. When in Movement to Contact formation, each hex moved along contiguous road hexes costs 2 Movement Points per hex, allowing the unit to move 4 hexes. When in Hasty Assault or Hasty Defense formation, the terrain movement costs are doubled due to the Terrain MP Cost Multiple of $\times 2$ for both of these formations. Under these conditions, the unit could move 2 road hexes. When in Deliberate Assault, the terrain costs are $\times 4$; therefore, the unit may move only one hex on the road. In any other terrain type with an entrance cost greater than 2, this unit in Deliberate Assault formation would be unable to move. The same unit in Travel formation, where all terrain costs are halved, could move along 8 road hexes. The Soviet unit would not be allowed to move at all in either Deliberate Defense or Reconstitution formation. During a unit's movement, it may change its formation once. If it began in Movement to Contact formation and moved 2 road hexes (total cost: 4 MP's), it could change its formation to Deliberate Assault with the remaining 4 MP's (0 MP's to leave Movement to Contact; 4 MP's to enter Deliberate Assault), at which time — if it were adjacent to an enemy unit occupying a hex it could enter — an attack could be declared in the appropriate Segment.



INTER-MAP EXAMPLE: An air unit in Strategic Map Hex AX-06 could enter Transitional Hex AX-05 at a cost of 1 Strategic Movement Point (10 Operational Movement Points). The air unit could then move from Transitional Hex AX-05 to the Operational Map edge within the Strategic Grid Hex AX-05 at a cost of 5 Operational Movement Points. From this hex, the air unit would expend 1 Operational Movement Point per hex on the Operational Map. An air unit that has moved to the Operational Map edge in Strategic Grid Hex AX-05 could enter

Transitional Hex AX-05 at a cost of 5 Operational Movement Points. Each Strategic Hex entered from that hex would cost 1 Strategic Movement Point (10 Operational Movement Points) per hex.

When calculating ranges for detection and weapons, use the same format, substituting "range" for "movement." Always calculate ranges between maps in Operational Hexes rather than Strategic Hexes when dealing with both scales at the same time.



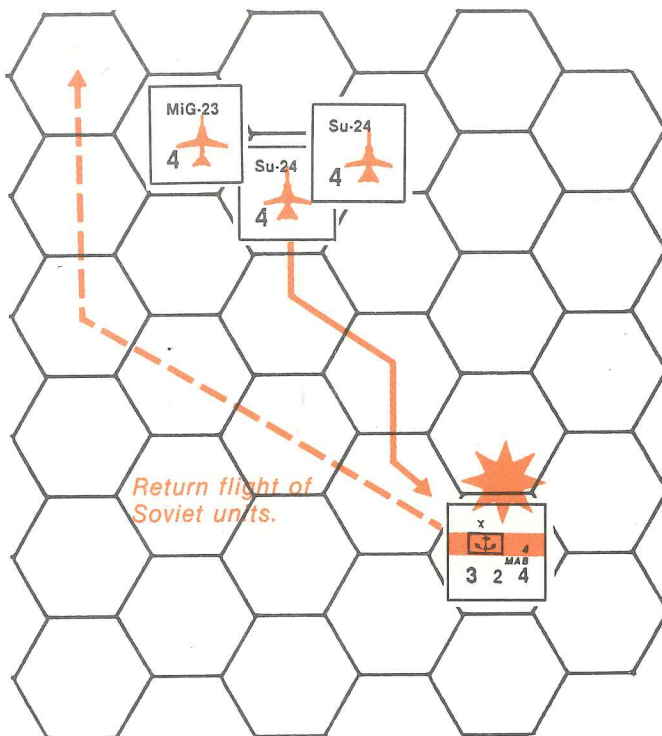
A 5 1 8	B 2 2 8	C 3 4	D 19 34 9 4 8
-----------------------	-----------------------	---------------------	--------------------------------

ZONES OF CONTROL EXAMPLE: Unit A is in Movement to Contact formation. Armor units of brigade or regiment size in Movement to Contact formation have a Locking Zone of Control (ZOC) into all terrain types except cities, where they exert a Fluid ZOC. This information is found on the Formations Effects Table; locate the Movement to Contact formation line on the chart (MC) and trace across the line to the left. Cross-index this line with the armor/mech column under the brigade or regiment section, where the designation LIF appears. This translates into a Locking ZOC in all terrain except into or out of city hexes, and a Fluid ZOC into or out of city hexes. In this example, the unit's Zone of Control does not extend into 4423, 4424, 4525, or 4623 because unit A cannot move directly into those hexes (see Terrain Effects Chart).

Unit C is a marine brigade, in Hasty Defense. This unit has a Fluid ZOC which it projects into all adjacent hexes, because units termed as infantry are allowed to move into mountain hexes.

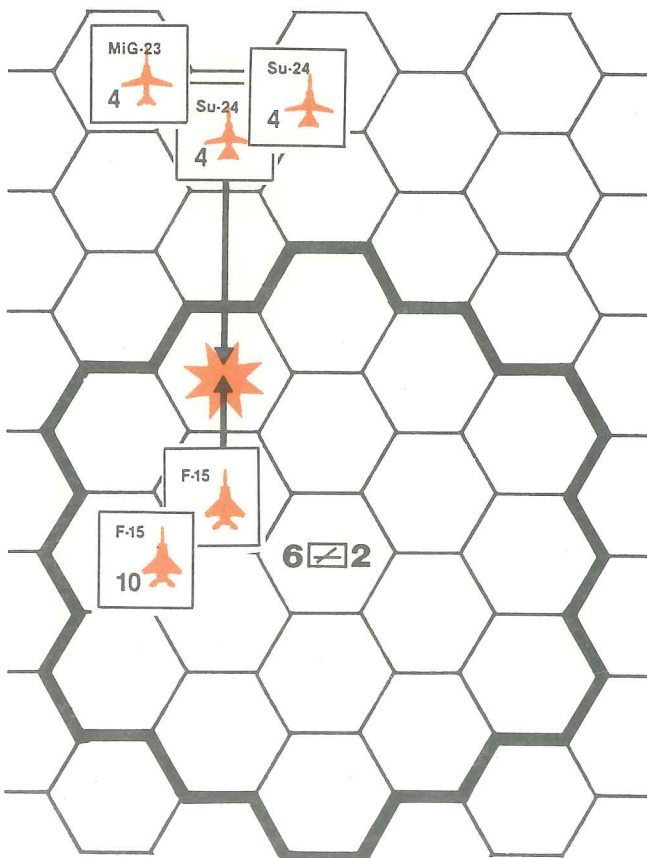
Unit B is a mechanized regiment possessing a Locking ZOC in Hasty Assault formation. This unit is not allowed to project its ZOC into 5827, 5828, and 5729 because these are water hexes.

Examination of the Formations Effects Table indicates that an armored division has a Locking ZOC in all terrain except cities, where the ZOC is Fluid. The Soviet armored division in hex 4626 is in Movement to Contact formation and possesses a Locking ZOC into 4526, 4625, and 4727. It has no ZOC into hex 4726, because of the mountains. Hex 4627 is water, negating any ZOC. The unit projects a Fluid ZOC into Antalya, because it is a city. The Formations Effects Table (in note 1) indicates that a unit in Deliberate Assault exerts a Locking ZOC into the hex that it is attacking — **only**. If the Soviet unit were in Deliberate Assault formation and attacking Antalya, it could exert a Locking ZOC into the city hex (only if an engineer unit is present), but would then exert no ZOC into any other hex.

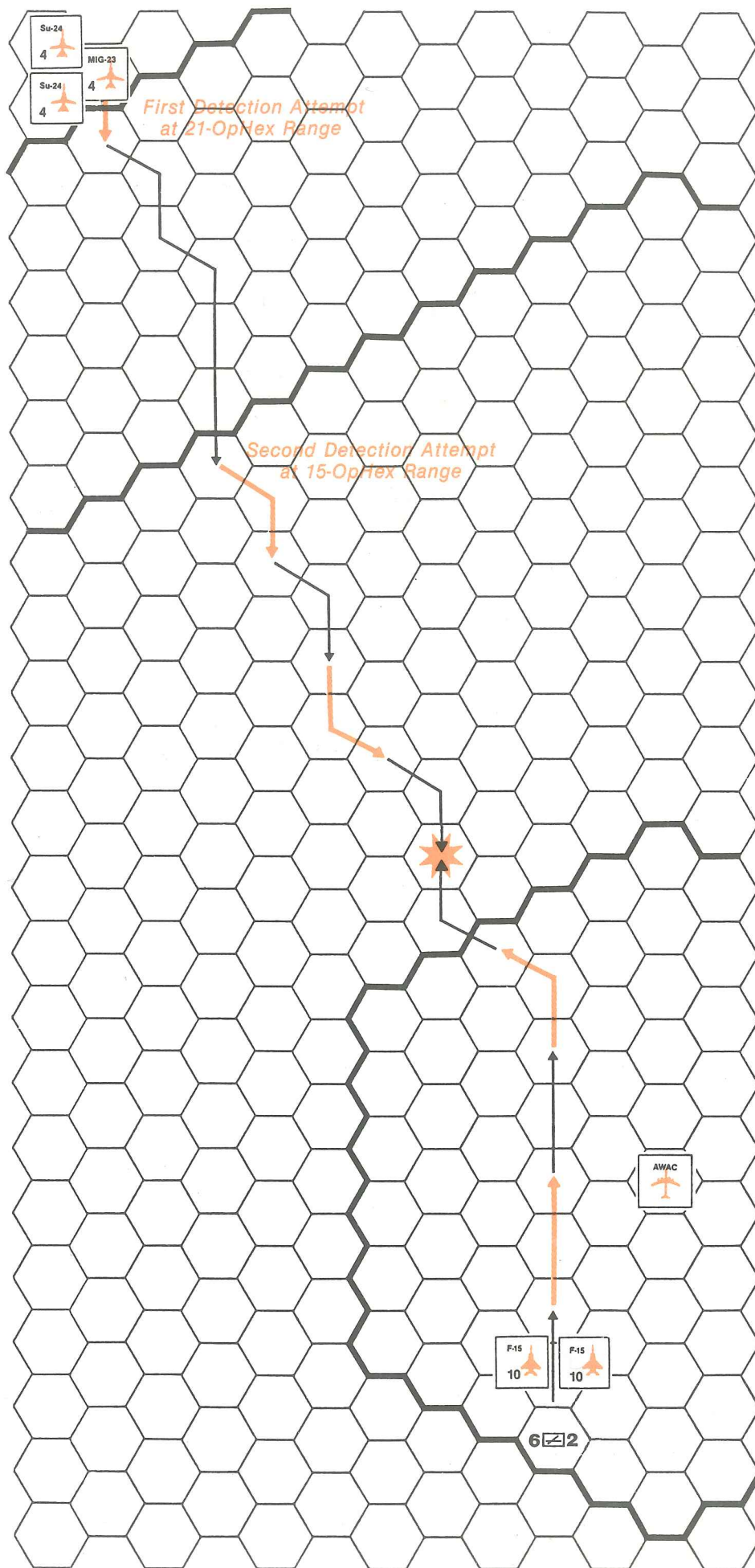


AIR-GROUND/GROUND-AIR COMBAT EXAMPLE: It is the Warsaw Pact player's Movement Segment, and a stack of Soviet air units comprising one MiG-23 on Escort and two Su-24's on Strike missions move into the same Operational Hex with the US 4th MAB. The Air Detection Value for this unit is 7, and the die result on a detection attempt is 8; the Soviet units are therefore undetected. The Soviet units conduct their missions (note that the escorting MiG-23 has an Anti-Air Mission marker, and therefore cannot attack a ground unit). The die is rolled using the Su-24 Bombardment Rating of 5, once for each air unit. The die results are 5 and 1. The 5 equals the Bombardment Rating of an Su-24 and yields one Hit; the 1 is 4 less than the Bombardment Rating of an Su-24 and yields 2 Hits. Total Hits are therefore 3. Ground units do not roll for ECM as air and naval units do. Since 3 Hits would destroy the US marine brigade, the unit takes only 2 Hits and is reduced to its half-strength side (ground units cannot be eliminated by air units). Now that the Bombardment is concluded, the air units are automatically detected, and the US unit may use its Anti-Air Rating against the stack. The die result is 1, which is equal to the US unit's Anti-Air Rating. The Warsaw Pact player rolls, using the single highest ECM Rating among the units in the stack, which in this case is the ECM Rating of the MiG-23. He rolls a 7, which is larger than the MiG-23's ECM of 5. The target air unit (one of the Su-24's, at the Warsaw Pact player's choice) takes one Hit and aborts (although its mission was already completed anyway) and the air units fly back to their airbase.

SHORT RANGE AIR-AIR INTERCEPTION EXAMPLE: During the Warsaw Pact player's Movement Segment, a stack of three air units — one MiG-23 escorting two Su-24's on a Strike mission — moves to within two Operational Hexes of a small NATO airbase hex. This is within the Detection Range of the airbase, whose Air Detection Value at a 2-Operational Hex Range is 5. The die is rolled and the result is 4, detecting the Soviet air units. On the airbase's air display are one US F-15 and one Israeli F-15 in Interception mode that have not sortied this Action Stage. The NATO player announces that an interception is to occur. The F-15's possess all prerequisites. The Soviet air units cease

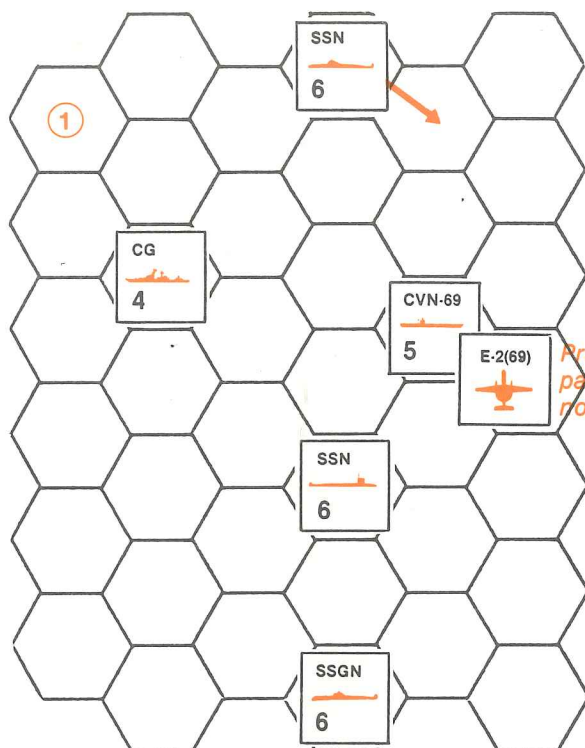


movement and the two F-15's move two Operational Hexes, which places them in the same hex as the Soviet units. The Soviet air units attempt to detect the NATO units. The detection value for the MiG-23 and the Su-24's at a 0-Operational Hex range is 4. The Warsaw Pact player rolls the die three times — once for each of his air units. If any of the die rolls is 4 or less, the NATO units are detected. For this example, assume that one Warsaw Pact die roll sufficed to detect the NATO air units. Air-air combat immediately occurs. Since both stacks have detected one another, the air-air combat is simultaneous. It does not matter which group rolls the die for combat first. Since the MiG-23 is escorting the Su-24's, the air-air combat initially is between the F-15's and the MiG-23. Each F-15 has an Anti-Air Rating of 8; the die is rolled once for each F-15 unit. The die results are 9 and 8, which results in one F-15 having no effect (9 is larger than the Anti-Air Rating of 8) and the other potentially achieving one Hit. The Warsaw Pact player rolls for the MiG-23's ECM Rating of 5, and rolls a 1, which is 4 less than the Rating. Thus, there are no Hits achieved against the MiG-23. The MiG-23 had an Anti-Air Rating of 6, and the Warsaw Pact player rolls a 7, resulting in no Hits on the F-15's. Now the number of remaining (unaborted) interceptors is compared with the number of remaining (unaborted) escorts. Since there are two interceptors and only one escort, one of the F-15's can now attack the Su-24's. The die is rolled and 4 is the result. Place the Combat Resolution marker on the "4 Less" Box of the Air/Naval Combat Resolution Track. The best ECM Rating in the hex is still the MiG-23's 5 (always use the best ECM Rating among units stacked in a hex). The die result for ECM is 4, which is one less than ECM Rating; the Combat Resolution marker is moved one Box toward zero, into the "3 Less" Box on the Track, which yields a result of 2 Hits. Each of the Su-24's takes one Hit (whenever more than one unit is the target of air-air combat, each unit takes one Hit before any unit takes two) and is forced to abort. Since the MiG-23 is on escort, it must move away with the Su-24's as they return to base. The F-15's also return to base at this time and the interception is concluded. If the F-15's had failed to prevent either or both of the Su-24's from penetrating, and the Soviet units had succeeded in inflicting 6 Hits on the airbase hex, that airbase would have become "out of operation"; if the F-15's had landed there at that time, they would have been placed on the map on the airbase hex and would be unable to sortie until the Hits were repaired.

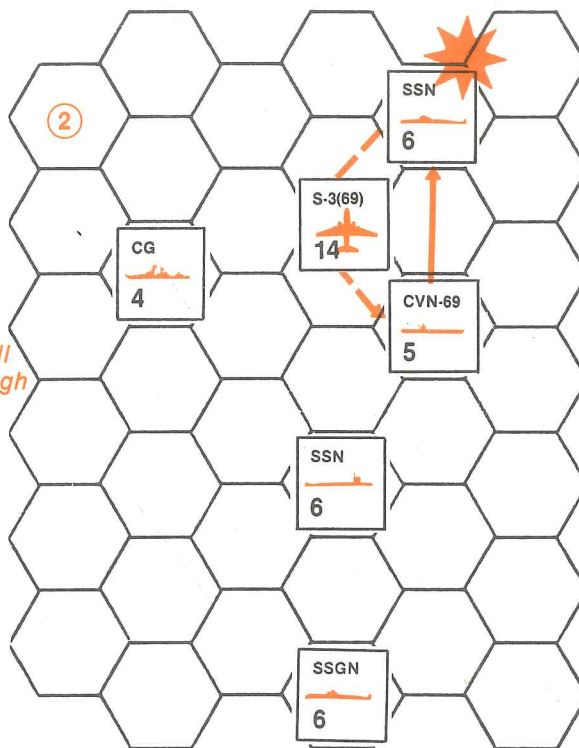


LONG RANGE AIR-AIR INTERCEPTION

EXAMPLE: During the Warsaw Pact player's Movement Segment, a stack of three air units comprising one MiG-23 on escort and two Su-24's on a Strike mission move to within 21 Operational Hexes of a US AWACS EWDA. The Air Detection Value at 21 Operational Hexes for the AWACS is 5; a die is rolled, resulting in a 7, and detection does not occur. The Soviet air units continue their movement and, when they move to within 15 Operational Hexes of the AWACS, the US unit makes another detection attempt, using its 15-Operational Hex value of 7. The die result is 6, and the Soviet units are detected. A US F-15 and Israeli F-15 based at an airbase that is within 21 Operational Hexes of the AWACS (the AWACS' maximum Detection Range) announce an interception. All prerequisites for interception are met, the most important being that the airbase and the detected Soviet air units are within the Air Detection Range of the AWACS. First, the Soviet air units immediately cease movement, and the NATO air units move two hexes. Then the Soviet units move two hexes, and then the NATO air units move two hexes. This alternation continues until units of both sides occupy the same hex, at which time combat resolution occurs (see **Short Range Air-Air Interception Example**).

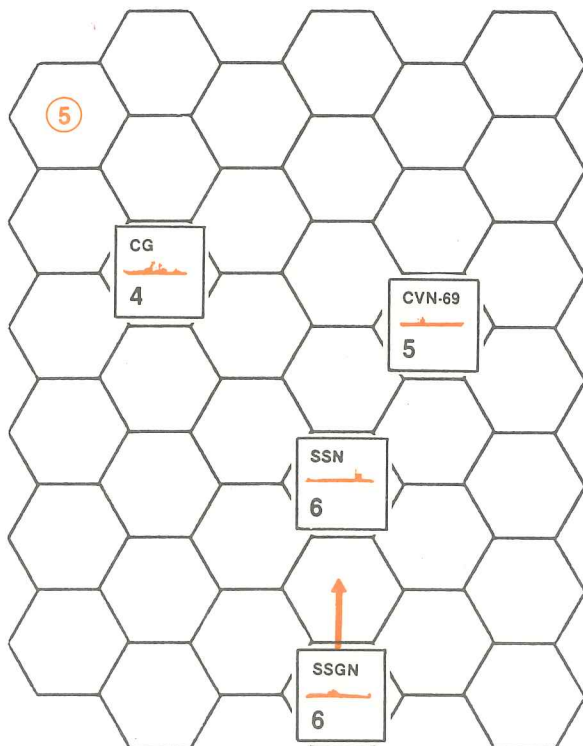


Present in all panels, though not shown.

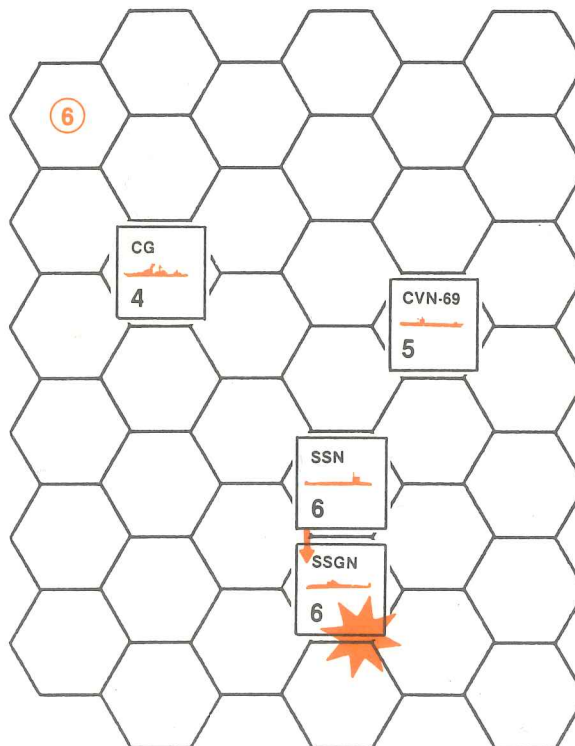


GENERAL NAVAL EXAMPLE: All naval units have been previously detected. This entire example occurs on the Strategic Map. It is the Warsaw Pact Movement Segment, and the Naval Initiative number is 3. ... The Soviet SSN moves one hex (it was previously detected). ...

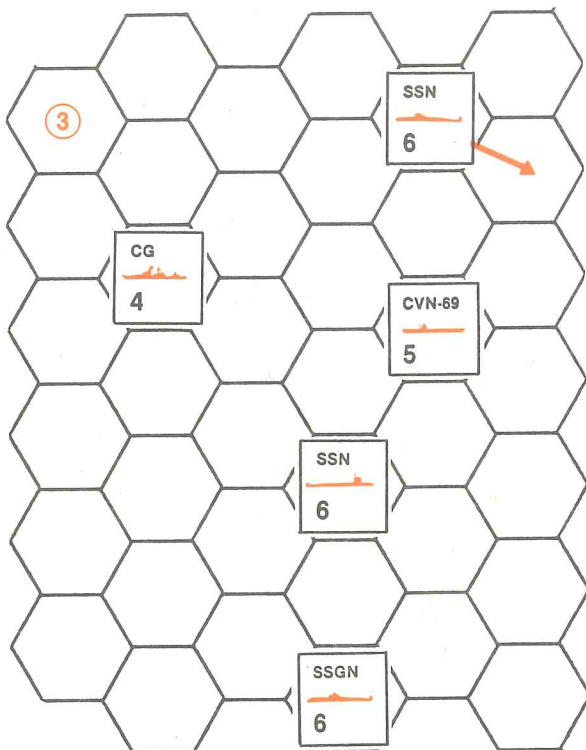
The US carrier CVN-69 launches an S-3 air unit that was in Interception mode, using an air-naval interception. ... The Soviet unit ceases its movement while the air unit moves and attacks it. ... The SSN takes one Hit and the S-3 flies back to the carrier. ...



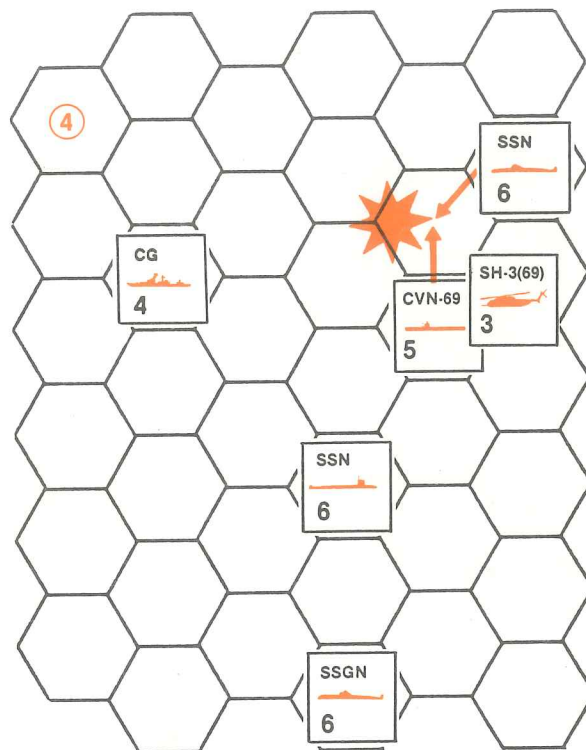
The Warsaw Pact player then moves his SSN one hex and the NATO player announces a naval-naval interception. ... The SSN ceases its movement until the US SSN has completed its interception. ...



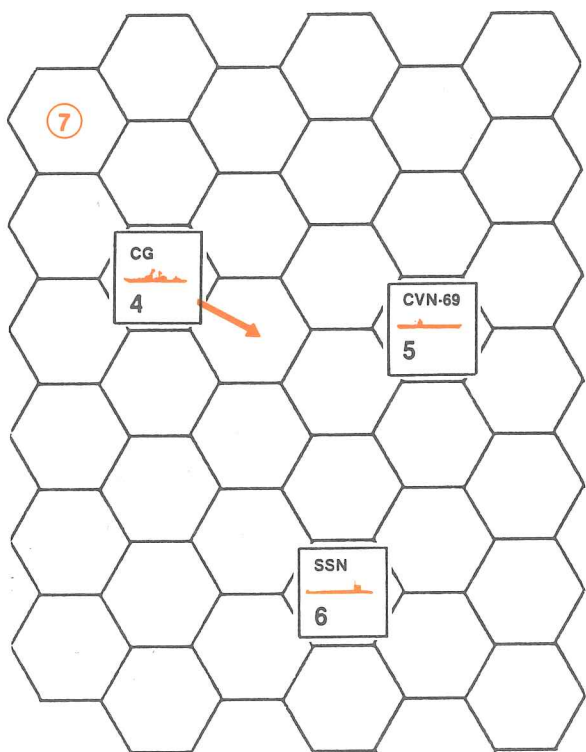
The US SSN moves into the hex with the SSN and, in naval combat, sinks the SSN. ... The SSN may not move for the rest of the Game-Turn.



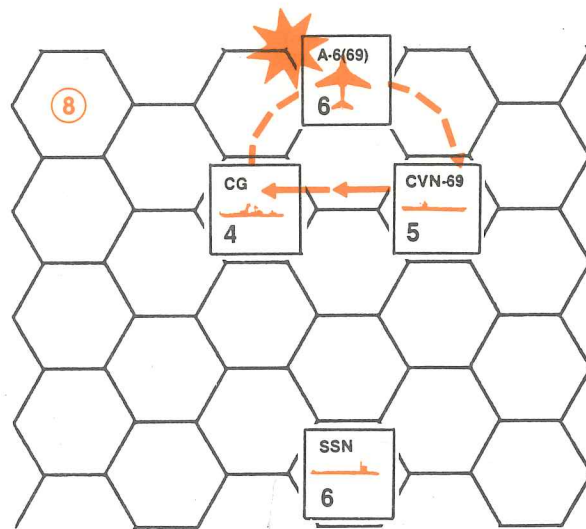
The SSN moves another hex and nothing else occurs.



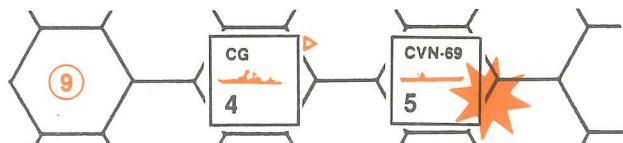
When the SSN moves another hex adjacent to CVN-69, the SH-3 unit using Combat Air Patrol (air-naval interception would also suffice) is placed on the Soviet SSN and attacks and sinks the SSN. ...



...The Warsaw Pact player, using his last naval move of the Action Stage, then moves his CG one hex. The NATO player announces an air-naval interception using the A-6 air unit.

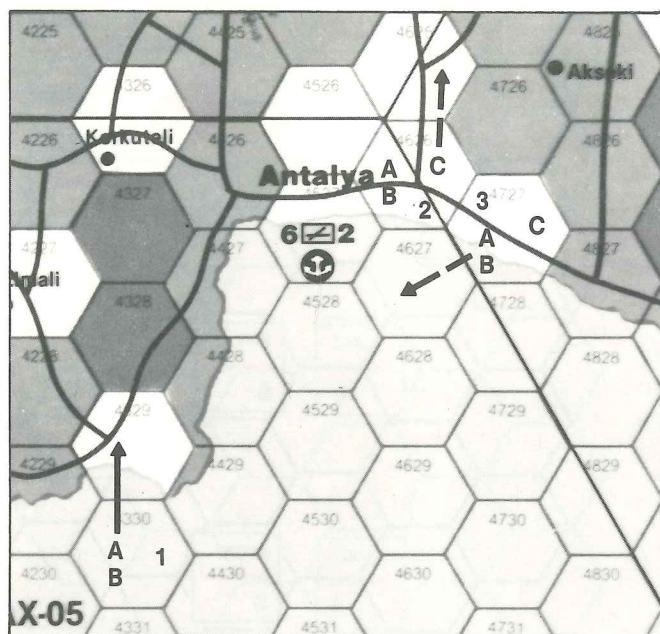


...When the A-6 is adjacent to the CG, the Warsaw Pact player attempts a detection and succeeds. ... When the A-6 enters the CG's hex, the CG conducts anti-air fire and inflicts a Hit on the A-6, which forces it to abort (it flies back to the carrier).



...The CG has a two-Strategic Hex range with its ASM Rating and fires at CVN-69, inflicting 3 Hits. ... Submarine (not shown) remains inactive.

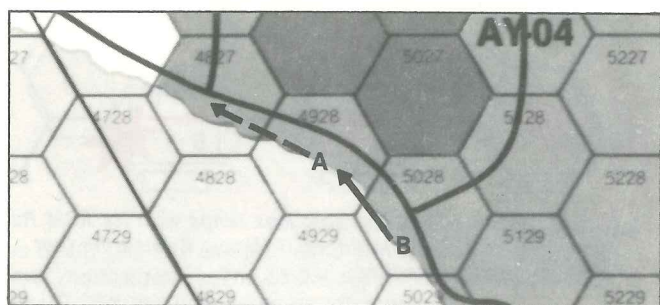
A	B	C
Amph 4	X 3 2 4 MAB	X OMD 3 2 4



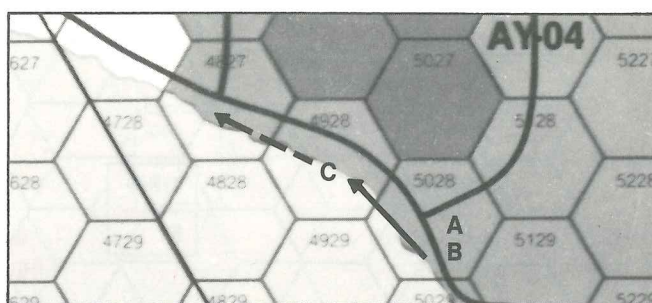
AMPHIBIOUS EXAMPLE: In the example, there are three outcomes of an amphibious landing by the same marine brigade. In the first instance, the US Amph naval unit enters the coastal hex with the marine brigade stacked beneath it. Since the hex is unoccupied, after the Amph spends 2 Operational Movement Points to debark the marine unit, the marine unit is placed atop the Amph unit to denote that it has unloaded and may move no further this turn.

In the second and third examples, the coastal hex is occupied by an enemy unit. The Amph naval unit spends 2 Operational Movement Points to debark the marines and the marine brigade is placed atop the Amph unit (note that the Amph unit, marine brigade, and the enemy unit are all in the same hex). The marine brigade declares combat, which is resolved during the ensuing Assault Segment. If, from the time of combat declaration, the enemy unit takes 3 or more Hits from air or naval bombardment, then at the conclusion of the combat resolution — regardless of the results — the enemy unit must retreat one hex. If this does not occur, then at the conclusion of the combat resolution — if the enemy unit receives at least one Hit — it must retreat (regardless of its type) and the marine unit remains in the hex on top of the Amph unit. If the enemy unit does not suffer a Hit, the marine unit takes double the number of Hits called for it to suffer in the combat and — if it is not eliminated — is placed under the Amph unit and the enemy unit remains in the hex. The Amph unit moves one hex with the re-embarked marine brigade.

A	B
XX 4 1 4 57	XX 8 4 8 126

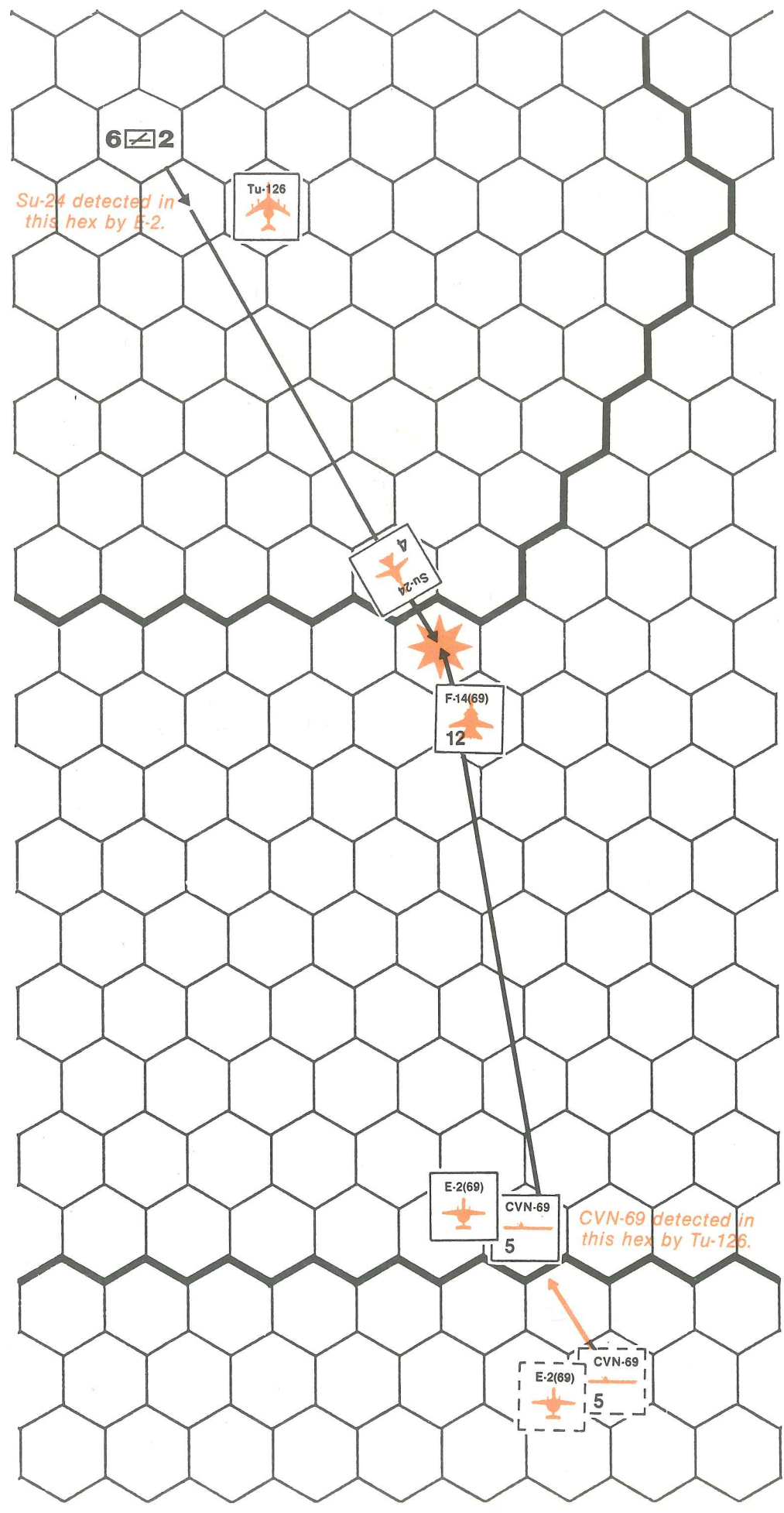


A	B	C
X 18 5 1 8	XX 2 4 2 8 18	X 3 2 4 2/82



GROUND COMBAT EXAMPLE: The Soviet Armed Brigade and Bulgarian Mechanized Division have declared combat against the US 2/82 Airborne Brigade (elite). The Warsaw Pact units are in Hasty Assault formation and the US unit is in Hasty Defense. First the Warsaw Pact forces calculate their modified Combat Strength. Units in Hasty Assault formation have their Strength doubled. Therefore, the modified Warsaw Pact units' strength is 4 plus 5 (9) doubled to 18. The modified strength for the US unit is 3 (its Combat Strength) \times 3 (Defense Multiple for mountains) for a total of 9. The initial column on the Ground Combat Resolution Table is found by comparing the Combat Strengths of attacker versus defender (18 vs. 9 is 2 to 1). Using 2 to 1 as the initial combat column, all column shifts are now examined. The US unit is elite, while the Warsaw Pact units are line. Refer to the Troop Quality Effects Matrix, cross-indexing the L(line) attacker line with the E(ite) defender column to find a shift of 3L, or 3 columns to the left. Additionally, the US unit is in Hasty Defense, which yields another column shift (see Formations Effects Table) for a total of 4 column shifts to the left. Since the Warsaw Pact units are armored and the US unit is not, the Warsaw Pact gains a 2-column shift to the right. In all, the initial column (2 to 1) is shifted two columns to the left into the +1 column of the Ground Combat Resolution Table. The Warsaw Pact conducted a successful Close Air Support strike against the US unit during the Initiative Close Air Support Segment by achieving a Hit against the US unit; this result adds 2 to the current combat resolution die roll. Find the +1 column on the Ground Combat Resolution Table, and cross-index this with the combat die roll (a 2, for example), and add 2 for the Close Air Support strike, for a total of 4. Cross-index the 4 line with the +1 column for a result of 1/1, which means that one of the Warsaw Pact units must take one Hit, and the US unit must either take a Hit or — if possible and at the owning player's choice — retreat one hex and take no Hits. The NATO player decides that, since the unit has already taken one Hit (from the air strike), another would reduce it to half strength, and the better part of valor is to retreat. The US unit is moved back one hex and placed in Movement to Contact formation. The attacker may pursue and changes to Movement to Contact and enters the vacated hex. The combat is now concluded, although the Warsaw Pact units may attack the US unit again during the Second Action Stage if they wish.

WITHDRAWAL EXAMPLE: A Turkish militia division is adjacent to a Soviet mechanized division which exerts a Locking Zone of Control into the Turkish occupied hex. The Turkish unit announces that it is going to attempt to withdraw during the appropriate Movement Segment. First the militia division takes an automatic Hit; then the militia division's strength is subtracted from the Soviet division's (8 - 4 = 4). If the Turkish player rolls a 4 or greater, the Turkish unit may withdraw one hex (all rules of retreat apply) for which no Movement Points are spent, at which time the movement of the militia division is concluded. The Soviet unit may pursue one hex.



COMBAT AIR PATROL (CAP)

EXAMPLE: It is the NATO player's Movement Segment, and he moves CVN-69 (with the E-2 EWDA unit) two Operational Hexes, placing the CVN within the 14-Operational Hex detection range of the Soviet EWDA unit (Tu-126). The Tu-126 attempts to detect the CVN (remember, the E-2 is always detected, as is the Tu-126). The Surface Detection Value for the Tu-126 at 14 Operational Hexes is 1; the die is rolled and the result is 1. CVN-69 is detected. The Soviet player decides to immediately launch an air-naval interception with an Su-24 air unit located on the Warsaw Pact airbase. It should be noted that all prerequisites are met. After the Su-24 has moved one hex, the E-2 attempts to detect the Soviet air unit. The Detection Range is 14 Operational Hexes, which yields an Air Detection Value of 6 for the E-2. The die roll is 4, and the Su-24 is detected. The Su-24 moves until it is within 8 Operational Hexes of the CVN, at which time a Combat Air Patrol attack is instituted. (CAP can occur anytime the Su-24 is within 20 Operational Hexes of the CVN; in this case, CAP combat could have occurred from the moment it was detected.) The CVN has two F-14's in Interception mode. The instant that the Su-24 enters the hex, one of the F-14's is placed on top of the Su-24, and the Su-24 then attempts to detect the F-14. The Air Detection Value of an Su-24 at 0 Operational Hexes is 4, and the die result is a 5; the F-14 is not detected. The F-14 initiates air-air combat. The Anti-Air Rating of the F-14 is 9; the die roll is 4, which is "5 Less" than the F-14's Anti-Air Rating. Place the Combat Resolution marker in this Box on the Air/Naval Combat Resolution Track, which indicates 3 potential Hits on the Su-24. The Warsaw Pact player rolls the die and compares it to the Su-24's ECM Rating (4); the die roll of 3 is 1 less than the ECM Rating, causing the Combat marker to be moved along the Track one Box toward zero, into the "4 Less" Box. The Su-24 takes 3 Hits. The Su-24 has a "3" chit placed beneath it and the unit immediately aborts its mission. Had the F-14 failed to inflict any Hits on the Su-24, the F-14 would have been placed back on the proper air display indicating that a sortie had been executed. The Su-24 would have moved another hex and — if another F-14 was on intercept — that F-14 would have been eligible for a CAP mission. If no further F-14's were available for CAP, or the Su-24 survived all CAP attempts, it could have continued with its mission.

AIR/NAVAL COMBAT RESOLUTION TRACK USE EXAMPLE

AIR/NAVAL COMBAT RESOLUTION TRACK

1 Hit	1 Hit	2 Hits	2 Hits	3 Hits	3 Hits	4 Hits	5 Hits	5 Hits	6 Hits	6 Hits	Air/Naval
0 Equal	1 Less	2 Less	3 Less	4 Less	Target: Air Naval Land	6 Less	7 Less	8 Less	9 Less	10 Less	
1 Hit	1 Hit	1 Hit	1 Hit	2 Hits	2 Hits	2 Hits	2 Hits	2 Hits	2 Hits	2 Hits	Ground

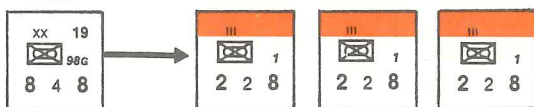
Orient Air/Naval Combat Marker as shown.

◀Move marker to indicate successful ECM.

Move marker to indicate successful attack Rating use.▶

DIVISION BREAKDOWN/RECOMBINATION EXAMPLE

USSR



RANDOM POLITICAL EVENTS TABLE

1. Israel enters the war on NATO's side and sends three air units (one F-15, two F-16). Place these units on the Tel Aviv hex (AZ-07) on the Strategic Map. If event 2 and/or 3 is rolled, remove the F-15 and one F-16 air unit until the effects of those events are over. If an air war with Syria (event 2) or full-scale war with Syria (event 3) is still in progress, the Israelis contribute only one F-16 air unit. Once the war is over, the rest of the Israeli air units are released for NATO use.

2. Israel attacks terrorist bases in the Bekaa valley, and an air war with Syria occurs. Roll the die; the result is the number of Game-Turns the air war lasts. The Beirut hex (AZ-06) on the Strategic Map may not be entered by any units until the war ends. If this event is rolled before event 1, the F-16 is not made available to the NATO player. If event 3 is rolled while the air war is still in progress, roll the die and add this result to the number of Game-Turns that must pass before the Israeli F-15 and F-16 air units can be released to the NATO player.

3. Israel and Syria go to war over the Golan Heights. Roll the die; the result is the number of Game-Turns the air war lasts. The Latakia hex (AZ-05) on the Strategic Map may not be entered by any units until the war ends. If this event is rolled before event 1, the F-16 is not made available to the NATO player. If event 2 is rolled while the war is still in progress, roll the die and add this result to the number of Game-Turns that must pass before the Israeli F-15 and F-16 air units can be released to the NATO player.

4. Egypt declares neutrality. NATO may not use the Cairo hex (AY-07) on the Strategic Map for the rest of the game unless event 5 (war with Libya) occurs. If event 5 has already occurred, ignore this result and roll the die again.

5. Egypt and Libya go to war. If either the Cairo hex (AY-07) or Benghazi hex (AS-06) on the Strategic Map receives 25 Hits, then Egypt or Libya surrenders, and the

opposing player wins that war (no effect on Victory Conditions). The Cairo and the Benghazi hex each has an Anti-Air Rating of 5. When one country loses the war, the Anti-Air Rating of its city is lost for the rest of the game.

6. Greece declares its neutrality unless any of its territory has been attacked (i.e., entered by a Warsaw Pact unit), in which case ignore this result and roll the die again. If Greece does declare its neutrality, all its units outside of Greek territory are removed from the map. No Greek unit may be used by either player for the remainder of the game. NATO units in Greek territory when neutrality is declared have the remainder of the current Game-Turn to leave; otherwise, they are interned and removed from the map.

7. Rumania declares its neutrality. The Soviet Union must have 3 divisions (or their equivalent) in the Rumania hex on the Strategic Map (AV-01) by the end of the next Game-Turn, or all Supply Lines for Soviet units are severed.

8. Syria forces invade Lebanon and seize control of Beirut. The Beirut hex (AZ-06) on the Strategic Map becomes available as a Warsaw Pact airbase and port.

9. Tensions between Yugoslavia and the Warsaw Pact reach a critical point. The Trieste hex (AS-00) on the Strategic Map becomes available as a NATO airbase and port. Bulgaria must have one division (or its equivalent) in the Sofiya hex (2003) on the Operational Map at the end of the current Game-Turn, or it loses 5 Supply Points per turn until this condition is met.

10. Hostilities break out on Cyprus. Turkey must have two divisions (or their equivalent) and Greece must have one division (or its equivalent) in their individually controlled sectors of Cyprus by the end of the current Game-Turn, or either country that fails to do so loses 5 Supply Points per turn until this condition is met.

AIR MISSION PREREQUISITES SUMMARY

ELIGIBLE UNITS	MISSION	MODE	SEGMENT	MISSION MARKER	SUPPLY POINTS
A-4, A-6, A-7, A-10, Ab-212, AH-1, AV-8B, E-6, F-4, F-5, F-14, F-15, F-16, F-18, F-100, F-104, F-111, Ka-25, Mi-8, Mi-24, MiG-17, MiG-21, MiG-23, MiG-27, MiG-29, MiG-31, Mirage, P-3, S-3, SH-3, Su-24, Su-29, Tu-20, Tu-22, Tu-26, Yak-36	COMBAT				
	Anti-Air			Anti-Air	1
	Air-Air Interception	Interception	Enemy Movement, Enemy Close Air Support		
	Air Superiority	Offensive	Friendly Movement		
	CAP*	Interception			
	Escort	Offensive			
	Strike			Strike	2
	Air-Naval Interception ...using ASM Rating ...using Bombardment Rating	Interception	Enemy Movement		
	Anti-Ship Missile Rating	Offensive	Friendly Movement		
	Anti-Submarine Strike				
	CAP*	Interception			
	Bombardment Strike ...against Land units ...against Naval units ...against Installations ...Interdiction	Offensive			
All except EWDA	FERRY	Offensive	Friendly Movement	Ferry	1
An-24, C-5, C-130, CH-47, -53, Il-76, Mi-2, Mi-6, UH-1	TRANSPORT	Offensive	Friendly Movement	None	1
	Airmobile Transport				
C-5, C-130, Il-76, An-24	Paradrop Transport				
AWACS E-2, Tu-126	EWDA	None	Any	None	0

Common Air Mission Prerequisites

1. The air unit must have sorties remaining in the current Game-Turn.
2. The air unit must not yet have sortied in the current Action Stage.
3. The air unit must be of a type eligible for the specific mission.
4. Appropriate supply must be available.
5. The air unit must be currently assigned to the appropriate mode.
6. The appropriate Segment must be in progress.

*CAP interception may also occur during the enemy Movement Phase to intercept enemy air or naval units that move within 2 Strategic or 20 Operational Hex range of a CVN unit that has air units in Interception mode.

StratHex Range▶	0	1	2	3	4
OpHex Range▶	0	1	2	3	4
Combat/Transport Air Units (Detection)					
A-4, C-130, F-5, F-100, F-104, MiG-17					
Surface	5				
Air	4				
A-6, A-7, A-10, AV-8B, E-6, F-4, F-16, F-18					
Surface	8	7	6		
Air	5	5	5		
Ab-212, AH-1, CH-47, CH-53, UH-1					
Surface	5				
Air	2				
F-14, F-111					
Surface	8	8	7	7	6
Air	6	6	5	5	4
C-5,					
Surface	8	7			
Air	6	6			
F-15 (US, Israel)					
Surface	8	7	7	6	
Air	6	6	5	4	
MiG-29, MiG-31, Su-29					
Surface	7	6	5		
Air	5	5	4		
Il-76, Su-24, Tu-26					
Surface	6	5	4		
Air	4	4	4		
Mirage					
Surface	7	6	5		
Air	4	4	4		
Ka-25					
Surface	5				
Air	1				
Sub-Surface	4				

StratHex Range▶	0	1	2	3	4	5	6	7	8	9	10	11	12	13
OpHex Range▶	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Mi-2, Mi-6, Mi-8, Mi-24														
Surface	5													
Air	1													
MiG-21														
Surface	5													
Air	4													
MiG-23, MiG-27 (USSR)														
Surface	6	5	4											
Air	4	4	4											
MiG-23 (Bulgaria)														
Surface	5													
Air	4													
P-3														
Surface	7	7	7	7	7	7	6	6	5	5	4			
Air	6	6	6	6	6	6								
Sub-Surface	6	6	6	6	6									
S-3														
Surface	5													
Air	4													
Sub-Surface	6	5	5	5	5									
SH-3														
Surface	5													
Air	3													
Sub-Surface	6	6	6											
Tu-20														
Surface	8	8	8	8	8	8	7	6	5	4	3	3	2	1
Air	6	6	5	5	4	3	2	2	1					
An-24, Tu-22, Yak-36														
Surface	5													
Air	3	2												

StratHex Range▶	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
OpHex Range▶	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Combat/Transport Air Units (Combat)																			
US/ISRAEL																			
Anti-Air	•																		
Sub-Surface	•	•																	
ASM	•	•	•	•	•														
Bombardment	•																		
USSR																			
Anti-Air	•																		
Sub-Surface	•	•																	
ASM	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Bombardment	•																		
OTHER NATIONS																			
Anti-Air	•																		
Bombardment	•																		

EXPLANATION:

Located on the tables are the Detection Ranges and probabilities for detection at all ranges for all unit types in the game. In addition, there are all Anti-Air, Sub-Surface, Anti-Ship Missile, and Bombardment Ranges for all units. To determine the Operational Hex detection capability and probability for a given unit, first locate the unit type in question in the left-hand column. The line of numbers to the right is the detection probability for each Operational Hex Range. To find a particular range, cross-index the unit type with the OpHex Range column at the top of the table. To determine the Strategic Hex Range detection capability, find the OpHex value furthest to the right for a given StratHex Range. To determine the range of a unit's Anti-Air, Sub-Surface, Anti-Ship Missile, and Bombardment Range, locate the nationality under the appropriate unit type heading. Unit types with no designated combat range may not engage in that type of combat.

FORMATIONS EFFECTS TABLE

	Division		Brigade or Regiment			Other		COMBAT EFFECT	MP TO ENTER	MP TO LEAVE	TERRAIN MP COST MULTIPLE
	ARMOR/ MECH	OTHER	ARMOR/ MECH	INFANTRY	ARTY	ANY SIZE	FORM				
SP Cost	3	2	1	1	1	1	MC	×1	1	0	×1
ZOC/City	L/F	F/-	L/F	F/-	None	None		Unit may declare combat.			
SP Cost	5	3	2	2	2	2	HA	×2	2	0	×2
ZOC/City	L/F	F/-	L/F	F/-	None	None		Unit may declare combat.			
SP Cost	7	4	3	3	3	3	DA ¹	×3	4	2 ⁴	×4
ZOC/City	L/-	L/-	L/-	L/-	None	None		Unit may declare combat.			
SP Cost	1	1	0	0	0	0	T ³	× 1/4	1	1	× 1/2
ZOC/City	None	None	None	None	None	None		Unit may declare combat.			
SP Cost	2	1	1	1	2	1	HD	1 col	2	1	×2
ZOC/City	L/F	F/-	L/F	F/-	None	None		Unit may not declare combat.			
SP Cost	6	3	2	2	3	2	DD ²	3 col	4	1	P
ZOC/City	F/F	L/-	F/F	L/-	None	None		Unit may not declare combat.			
SP Cost	0	0	0	0	0	0	R	× 1/4	1	1	P
ZOC/City	None	None	None	None	None	None		Unit may not declare combat.			

MC: Movement to Contact. HA: Hasty Assault. DA: Deliberate Assault. T: Travel. HD: Hasty Defense. DD: Deliberate Defense. R: Reconstitution. Infantry units include infantry, airborne, airmobile, anti-tank, marine, special forces, and engineer units. L: Locking Zone of Control. F: Fluid Zone of Control. None: No Zone of Control. (-): No Zone of Control into or out of a city hex.

1. A unit that exerts a Locking ZOC while in Deliberate Assault exerts that ZOC only into a hex against which the unit has declared combat. The Locking ZOC into that hex comes into effect at the moment combat is declared, and ends when

the hex is vacant or the unit exerting the ZOC moves or changes formation. Units that are allowed to enter DA when attacking into or out of cities (due to engineers) have a Locking ZOC.

2. Armor units may never enter Deliberate Defense formation in a city; any other unit may enter Deliberate Defense in a city. Any unit accompanied by engineers — except armor — may enter Deliberate Defense when not in a city.

3. Infantry units can never enter Travel formation.

4. When pursuing, there is no Movement Point cost to leave DA when entering MC (see Pursuit).

EXPLANATION: To locate all information for a ground unit in a given formation, cross-index the unit size and unit type (e.g., armor brigade) with the appropriate Formation line (MC, HA, etc.). The line on which size-type and formation intersect provides the following:

Supply Point Cost: This indicates how many Supply Points the unit must spend in combat.

ZOC. This shows whether or not the unit has a ZOC in the given formation. The letter to the right of the slash refers to the unit's ZOC status into or out of a city, and the letter to the left refers to the unit's ZOC status in all other terrain.

Combat Effect. When the unit is involved in combat, its strength is multiplied by this number, or the combat is shifted the number of columns indicated on the Ground Combat Resolution Table.

MP to Enter/Leave. These Movement Points must be spent to enter or leave the indicated formation.

Terrain MP Cost Multiple. The unit must multiply the MP cost listed on the Terrain Effects Chart by this number, for each hex entered during movement.

GROUND COMBAT RESOLUTION TABLE

DIE	ATTACKER-DEFENDER STRENGTH COMPARISON															
	1-4	1-3	1-2	-2	-1	0	+1	+2	2-1	3-1	4-1	5-1	6-1	7-1	8-1	
1	3/0	2/0	2/0	2/0	1/0	1/0	1/0	1/0	1/1	1/1	1/1	1/1	0/1	0/1	0/2	
2	2/0	2/0	2/0	1/0	1/0	1/0	1/0	1/1	1/1	1/1	1/1	0/1	0/1	0/2	0/3	
3	2/0	2/0	1/0	1/0	1/0	1/0	1/1	1/1	1/1	1/1	0/1	0/1	1/2	0/2	0/3	
4	2/0	2/0	1/0	1/0	1/0	1/0	1/1	1/1	1/1	0/1	1/2	1/2	0/2	1/3	0/4	
5	2/0	1/0	1/0	1/0	1/0	1/1	1/1	1/1	0/1	1/2	1/2	0/2	1/3	0/3	0/4	
6	1/0	1/0	1/0	1/0	1/1	1/1	1/1	0/1	0/1	1/2	0/2	0/3	0/3	0/3	0/4	
7	1/0	1/0	1/0	1/1	1/1	1/1	0/1	0/1	1/2	0/2	0/3	0/3	0/4	0/4	0/5	
8	1/0	1/0	1/1	1/1	1/1	0/1	0/1	1/2	0/2	0/2	0/3	1/4	0/4	0/4	0/5	
9	1/0	1/1	1/1	1/1	0/1	0/1	1/2	0/2	0/3	0/3	1/4	0/4	0/5	0/5	1/6	
10	1/1	1/1	1/1	0/1	1/2	1/2	0/2	1/3	1/4	1/4	0/4	0/5	0/5	0/6	0/6	

Determine the combined attacking strength and combined defending strength involved in the combat. Refer to the column that most closely reflects the comparison of attacking and defending units (use the column further to the left when the strength comparison is identical to no column heading) and roll one die, applying modifiers as listed in the following summary. Results are expressed as Hits inflicted on the attacker/defender. Attacks at less than 1-4 ratio are treated as 1-4. Attacks at greater than 8-1 are treated as 8-1. Modified die rolls greater than 10 are treated as 10.

GROUND COMBAT MODIFIERS

Any or all of the following modifiers may affect the resolution of a ground combat.

Armor vs. Non-Armor. If the attacking forces comprises *solely* non-armor/non-mech/non-anti-tank units, and the defending force includes at least one armor/mech, shift 2 columns to the *left* on the CRT. If the attacking force includes at least one armor/mech unit, and the defending force comprises *solely* non-armor/non-mech/non-anti-tank units, shift 2 columns to the *right* on the CRT.

Artillery. If the attacking force includes any artillery, add 2 to the combat resolution die roll. If the defending force includes any artillery, shift 2 columns to the left on the CRT. If both attacking and defending forces use artillery, both modifiers are applied.

Chemical Warfare. Chemical warfare can cause column shifts on the CRT and automatic step losses.

Close Air Support. A successful Close Air Support strike that has occurred in the current Action Stage has an effect identical to the presence of an artillery unit (see above).

Engineers. Engineers can enable attacking units to enter Deliberate Assault or Deliberate Defense mode in circumstances where that formation is otherwise prohibited (see Formations Effects Chart). Engineers included among attackers can also reduce the defensive multiple for defending units (see Terrain Effects Chart).

Formation. A unit's formation determines the strength multiple used in conjunction with the unit's basic Combat Strength or Defense Strength (see Formations Effects Chart).

Supply. A unit that is judged out of supply at the moment of combat has its basic strength reduced by half for that combat. Out of supply units can never initiate combat; thus, the halved strength can be used only for defense.

Terrain. The terrain occupied by a unit, or into which a unit is attacking, determines the strength multiple used in conjunction with the unit's basic Combat Strength or Defense Strength (see Terrain Effects Chart).

Troop Quality. Units of unequal quality can be subject to CRT column shifts.

XX 18 33G 10 4 8	XX 18 59G 10 4 8	XX 18 126 8 4 8	XX 19 3 10 4 8	XX 19 92 10 4 8	XX 19 98G 8 4 8	XX 19 128 10 4 8	III 1 2 2 8	III 1 2 2 8	III 1 2 2 8
XX 19 34 9 4 8	XX OMD 9 4 8	X OMD 5 1 8	X 18 5 1 8	II 18 1 1 8	II 19 1 1 8	X OMD 2 2 8	III 18 2 2 8	III 19 2 2 8	X OMD 4 2 6

III BIK 4 • 4	III 106 3 1 6	III 106 3 1 6	III 106 3 1 6	X OMD 3 2 4	X OMD 3 2 4	X 18 (1) 2 8	X 19 (1) 2 8	X OMD (1) 2 8	III OMD (1) 2 8
III OMD (1) 2 8	III OMD (1) 2 8	III OMD (1) 2 8	III OMD (1) 2 8	III OMD (1) 2 8	X 18 (1) 4 8	X 19 (1) 4 8	III OMD (1) 4 8	III OMD (1) 4 8	III OMD (1) 4 8

III OMD (1) 4 8	X OMD 4 1 4	III 18 3 1 4	III 19 3 1 4	II 19 1 • 6	XXX 18 HQ 3 (1) 3 8	XXXX 19 HQ 4 (1) 3 8	5 2 • • •	5 2 • • •	5 2 • • •
X 19 (1) • 16	X OMD (1) • 16	X OMD (1) • 16	X OMD (1) • 16	X OMD (1) • 16	X OMD (1) • 16	X OMD (1) • 16	5 2 • • •	5 2 • • •	5 2 • • •

• 2 • 5 • 2 3	• 2 • 5 • 2 3	• 2 • 5 • 2 3	• 2 • 5 • 2 3	4 5 6 • • • 4 4	4 5 6 • • • 4 4	4 5 6 • • • 4 4	4 5 6 • • • 4 4	4 5 6 • • • 4 4	4 5 6 • • • 4 4
3 3 4 • • • 2 3	4 5 6 • • • 4 4	4 5 6 • • • 4 4	4 5 6 • • • 4 4	5 5 4 • • • 4 4	5 5 4 • • • 4 4	5 5 4 • • • 4 4	5 5 4 • • • 4 4	5 5 4 • • • 4 4	5 5 4 • • • 4 4

5 4 2 • • • 4 4	5 4 2 • • • 4 4	5 4 2 • • • 4 4	5 4 2 • • • 4 4	5 4 2 • • • 4 4	5 4 2 • • • 4 4	4 3 • • • 7 8 3	• 6 ★ • • • 45 3	• X 2 • • • • 2 3	• X 2 • • • • 2 3
3 6 7 • • • 6 4	3 6 7 • • • 6 4	3 6 7 • • • 6 4	• 5 7 • • • 4 4	• 5 7 • • • 4 4	• 5 7 • • • 4 4	5 4 ★ • • 9 16 3	5 4 ★ • • 9 16 3	• X 2 • • • • 2 3	• XX 4 • • • • 90 6

4 5 9 3 6 4 3	6 3 1 1 4 3 4	3 5 7 3 8 4 3	3 5 7 3 8 4 3	1 4 4 3 4 4 3	1 4 4 3 4 4 3	3 6 8 2 9 5 4	• • • • • • • • •	• • • • • • • • •	• • • • • • • • •
• 3 1 • • 6 6 6	• X 2 • • • • 3 8	• 3 • • • • 3 4	• 3 • • • • 3 4	• 4 • • • • 6 4	• 4 • • • • 6 4	• 4 • • • 8 6 4	• • • • • • • • •	• • • • • • • • •	• • • • • • • • •

• • •	• • •	• • •	• • •	• • •	1 2 2 2 • 4 4	• 2 1 • • 3 6 4	1 2 • • • • 4 6	• XX • • • • • 3 8	• 3 • 4 • 3 2
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XX 1 2 6 2 8	XX 1 3 6 2 8	XX 1 7 6 2 8	XX 1 11 6 2 8	XX 1 28 6 2 8	XX 2 1G 4 2 8	XX 2 13 4 1 8	XX 2 17 6 2 8	XX 2 18 4 2 8	XX 2 19 4 2 8
III+ 2 1 8	III 3 1 4	II 1 • 4	X (1) 2 8	III (1) 3 8	III (1) 3 8	III (1) 3 8	XXXX 1 HQ 3 (1) 3 8	XXXX 2 HQ 3 (1) 3 8	X (1) • 16

Bulg • • • • 2 3	3 1 • • • • 2 3	5 2 • • • • 2 3	1 2 3 • • • 3 4	1 2 3 • • • 3 4	1 2 3 • • • 3 4	3 4 5 • • • 4 4	• II 1 • • • • 2 3	• X 1 • • • • 6 3	X (1) • 16
USSR • • • • 3 4	3 3 5 • • • 3 4	3 3 5 • • • 3 4	3 3 5 • • • 3 4	3 3 5 • • • 3 4	3 3 5 • • • 3 4	3 3 5 • • • 3 4	3 3 5 • • • 3 4	3 3 5 • • • 3 4	3 3 5 • • • 3 4

X MAU 3 2 4	II MAU 1 1 4	X 2/82 3 2 4	II 2/75 1 1 4	NATO • • • • 4 5	2 X 5 3 • • • 4 5	9 5 3 5 9 4 6	4 5 6 5 5 4 4	2 II 5 4 • • • 4 5	5 6 8 5 5 5 5
II (1) 4 4	II P2 (1) • 6	II 1 1 4	XXX SE HQ 3 (1) 4 4	X (1) • 16	• 8 • 8 8 6 5	• 8 • 8 8 6 5	• 3 • 6 • 3 2	5 4 6 • • • 4 3	5 4 6 • • • 4 3

5 4 1 • • 7 6 3	• 7 • • • • 6 2	4 6 9 • • • 12 3	4 6 9 • • • 12 3	2 4 1 5 4 14 2	5 4 • • • • 2 3	5 4 • • • • 2 3	5 4 • • • • 2 3	5 4 • • • • 2 3	5 4 • • • • 2 3
3 4 5 • • • 2 3	2 4 3 • • • 2 1	7 4 • • • • 4 4	3 4 2 • • • 5 3	5 4 1 • • • 6 3	4 5 7 • • • 8 4	4 5 7 • • • 8 4	5 6 8 • • • 10 4	5 5 6 • • • 10 4	5 5 6 • • • 10 4

6 6 4 • • • 18 4	6 6 4 • • • 18 4	• 3 • • • 4 28 3	• • •	• • •	• • •	• • •	• • •	• • •	Turk • • •
• II 2 • • • • 2 1	• X 2 • • • • 2 3	• X 4 • • • • 30 3	• X 6 • • • • 90 3	• • •	• • •	• • •	• • •	• • •	Grec • • •

XX 1 8 1 8	X 2 3 • 8	XX 3 7 2 8	XX 66 7 2 8	XX Gn 4 • 6	XX 2 6 1 4	XX 4 7 1 4	XX 6 6 1 4	XX 8 7 1 4	XX 23 6 1 4
XX 28 6 1 4	XX 33 7 1 4	XX G1 7 1 4	XX 65 7 1 4	X 41 2 • 4	XX 57 4 1 4	XX 58 4 1 4	X 2 • 4	X 3 • 4	X 3 • 4

X 2 2 6	II (1) 3 8	XXXX 1 HQ 3 (1) 2 8	XXXX 2 HQ 3 (1) 2 8	X (1) • 16	1 X 2 • • • • 2 4	• 2 3 • • • 2 3	• 2 4 • • • 2 4	• 2 4 • • • 2 4	• 2 4 • • • 2 4
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USA

TURKEY

Aegean Strike Counter Section Nr. 1: Back

3001603/02

XX 2 19	XX 2 18	XX 2 17	XX 2 13	XX 2 16	XX 1 28	XX 1 11	XX 1 7	XX 1 3	XX 1 2
2 1 8	2 1 8	3 1 8	2 • 8	2 1 8	3 1 8	3 1 8	3 1 8	3 1 8	3 1 8
								III 1 • 4	

	An-24 6	Mi-2 2	MIG-23 4	MIG-17 3	MIG-17 3	MIG-17 3	Mi-24 2	Mi-8 2	
MIG-21 3	MIG-21 3	MIG-21 3	MIG-21 3	MIG-21 3	MIG-21 3	MIG-21 3	MIG-21 3	MIG-21 3	USSR +100

CVN-69 5	LHA 4	DD 4	BB 4	Amph 4		X 2/82 1 1 4		X 4 1 1 4
F-18(69) 4	F-18(69) 4	SH-3(69) 3	SSN 6	SSN 6				

AH-1 2	AH-1 2	AH-1 2	AH-1 2	E-2(69) 14	S-3(69) 12	F-14(69) 12	F-14(69) 6	E-6(69) 6	A-6(69) 6
F-4 10	F-4 10	F-15 8	F-16 8	F-16 6	A-6 5	A-4 4	A-10 2	AV-8B (LHA) 2	AV-8B 2

						AWAC 28	P-3 18	F-III 18	F-III
						C-5 90	C-130 30	CH-53 2	CH-47 (LHA) 2

XX 23 3 • 4	XX 8 3 • 4	XX 6 3 • 4	XX 4 3 • 4	XX 2 3 • 4	XX Gn 2 • 6	XX 66 3 1 8	XX 3 3 1 8	X 2 1 • 8	XX 1 4 • 8
X 1 • 4	X 1 • 4	X 1 • 4	XX 58 2 • 4	XX 57 2 • 4	X 41 1 • 4	XX 65 3 • 4	XX 61 3 • 4	XX 33 3 • 4	XX 28 3 • 4

F-104 2	F-104 2	F-104 2	F-100 2	UH-1 2				X 1 1 6
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III 1 1 1 8	III 1 1 1 8	III 1 1 1 8	XX 19 5 2 8	XX 19 4 2 8	XX 19 5 2 8	XX 19 5 2 8	XX 18 4 2 8	XX 18 5 2 8	XX 18 5 2 8
X OMD 2 1 6	III 19 1 1 8	III 18 1 1 8	X OMD 1 1 8				X 18 2 1 8	X OMD 2 1 8	XX OMD 4 2 8

			X OMD 1 1 4	X OMD 1 1 4	III 106 1 1 6	III 106 1 1 • 6	III 106 1 1 6	III 106 2 • 4
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Mi-24 2	Mi-24 2	Mi-24 2			III 19 1 • 4	III 18 1 • 4	X OMD 2 • 4
Mi-24 2	Mi-24 2	Mi-24 2					

MIG-23 4	MIG-23 4	MIG-23 4	MIG-23 4	MIG-23 4	MIG-23 4	Ka-25 2	Ka-25 2	Ka-25 2	Ka-25 2
MIG-27 4	MIG-27 4	MIG-27 4	MIG-27 4	MIG-27 4	MIG-27 4	Su-29 4	Su-29 4	Su-29 4	Yak-36 2

Mi-6 2	Mi-6 2	Tu-20 45	Tu-22 8	Su-24 4	Su-24 4	Su-24 4	Su-24 4	Su-24 4	Su-24 4
Il-76 90	Mi-6 2	Tu-26 16	Tu-26 16	MIG-31 4	MIG-31 4	MIG-31 4	MIG-29 6	MIG-29 6	MIG-29 6

		CGN 5	CGH 4	CGH 4	CG 4	CG 4	CA 3	CVH 4	Tu-126
		SSGN 6	SSN 6	SSN 6	SS 3	SS 3	Amph 3	FAC 6	

SS 3	Trans 3	MCM 4	FAC 6	FF 4					
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Aegean Strike Counter Section Nr. 2: (130 Pieces): Front

3 3 5 • • 4 3	3 3 5 • • 4 3	3 3 5 • • 4 3	3 3 5 • • 4 3	3 3 5 • • 4 3	3 3 5 • • 4 3	5 3 5 • • 8 4	5 3 5 • • 8 4	5 3 5 • • 8 4	5 3 5 • • 8 4
4 4 6 • • 8 4	4 4 6 • • 8 4	4 4 6 • • 8 4	4 4 6 • • 8 4	4 4 6 • • 8 4	4 4 6 • • 8 4	• 3 • 4 • 3 4	• 3 • 4 • 3 4	• 3 • 4 • 3 4	• 3 • 4 • 3 4

4 3 4 3 • 4 4	4 3 4 3 • 4 4	X 2 • 8	X 2 • 8	X 2 • 8	X 3 1 8	XX 2 • 6	XX 6 1 4	XX 6 1 4	XX 6 1 4
• XX 2 • • • 3 4	• 3 1 • 6 6 4	XX 6 1 4	XX 6 1 4	XX 5 1 4	XX 5 1 4	XX 5 1 4	XX 5 1 4	XX 5 1 4	XX 5 1 4

GREECE

XX 4 • 4	X 3 • 4	III 3 • 4	X 3 • 4	X (1) • 16	5 3 1 • • 4 3	5 3 1 • • 4 3	5 3 1 • • 4 3	4 4 6 • • 8 4	4 4 6 • • 8 4
X 2 1 6	X (1) 2 8	X (1) 4 4	XXXX Gk HQ 3 (1) 2 8	• 3 • 2 • 2 4	3 3 5 • • 4 3	3 3 5 • • 4 3	3 3 5 • • 4 3	4 2 6 • • 8 4	4 2 6 • • 8 4

GREECE

5 4 5 • • 8 4	5 4 5 • • 8 4	4 3 4 3 1 4 3	4 3 4 3 1 4 3	• 3 1 • 6 6 4	• XX 2 • • • 3 4	5 6 8 • • 10 4	III CYP 2 • 4	X ACE 4 • 4	◀Libya FEBA Egypt▶
5 4 5 • • 8 4	• X 2 • • • 2 3	• 3 • 4 • 3 4	• 3 • 4 • 3 4	• 3 • 4 • 3 4	4 5 7 • • 10 4	4 5 7 • • 10 4	• 7 • 7 • 6 4	• X 4 • • • 30 3	1

ISRAEL

BRITAIN





















NATO





















MARKERS

















1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
3	3	3	3	3	3	3	3	3	3
5	5	5	5	5	5	5	5	5	5
7	7	7	7	7	7	7	7	7	7



















MARKERS

Aegean Strike Counter Section Nr. 2: Back

F-4 8 	F-4 8 	F-4 8 	F-4 8 	F-5 4 	F-5 4 	F-5 4 	F-5 4 	F-5 4 	F-5 4 
SS 3 	SS 3 	SS 3 	SS 3 	SS 3 	F-16 8 	F-16 8 	F-16 8 	F-16 8 	F-16 8 

XX 3 • 4 	XX 3 • 4 	XX 3 • 4 	XX 1 • 6 	X 1 • 8 	X 1 • 8 	X 1 • 8 	X 1 • 8 	DD 4 	DD 4 
XX 2 • 4 	XX 2 • 4 	XX 2 • 4 	XX 2 • 4 	XX 2 • 4 	XX 2 • 4 	XX 3 • 4 	XX 3 • 4 	FAC 6 	Amph 3 

F-16 8 	F-16 8 	A-7 4 	A-7 4 	A-7 4 	X 1 • 4 	III 1 • 4 	X 1 • 4 	XX 2 • 4 
Mirage 8 	Mirage 8 	F-5 4 	F-5 4 	F-5 4 	Ab-212 2 			X 1 • 6 

2	X 2 • 4 	III 1 • 4 	F-15 10 	Amph 3 	FAC 6 	DD 4 	DD 4 	F-4 8 	F-4 8 
	C-130 30 	SSN 6 	F-16 10 	F-16 10 	SS 3 	SS 3 	SS 3 	CH-47 2 	F-4 8 

2	2	2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2	2	2
4	4	4	4	4	4	4	4	4	4
6	6	6	6	6	6	6	6	6	6
8	8	8	8	8	8	8	8	8	8

Gulf Strike Counter Section Nr. 4 (130 Pieces): Front

Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2
Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2	Hasty Assault ×2 2
Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2
Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2	Hasty Defense ◀1 2
Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2
Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2	Travel ×1/4 1/2
In Port	In Port	In Port	In Port	In Port	In Port	In Port	In Port	In Port	In Port
Undet	Undet	Undet	Undet	Undet	Undet	Undet	Undet	Undet	Undet
SSM Depl	SSM Depl	SSM Depl	SSM Depl	SSM Depl	SSM Depl	SSM Depl	SSM Depl	SSM Depl	SSM Depl
SSM Depl	SSM Depl	SSM Depl	SSM Depl	SSM Depl	SSM Depl	SSM Depl	SSM Depl	SSM Depl	SSM Depl
Res	Res	Res	Res	Res	Res	Res	Res	Res	Res
Res	Res	Res	Res	Res	DA▶	DA▶	DA▶	DA▶	DA▶
Strike	Strike	Strike	Ferry	Game Turn	A HITS	1st Chem Use	II	II	TARGET Air Naval Land

Gulf Strike Counter Section Nr. 4: Back

[illegible][illegible][illegible]

					B HITS			Anti-Air	Anti-Air	Anti-Air
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