

Budapest '56 & Angola '87

18.4 CWB Angola Airpower Generation Table

Die Rolls	≤ 0	1	2	3	4	5	6
South African	0	0	2	3	4	5	6
Communist	0	0	0	1	2	2	3

Die Roll Modifiers

South African: If Mavinga is not occupied by at least one South African base unit and/or it's in an enemy ZOC, subtract one from the die roll.

Communist: If Cuito Cuanavale is not occupied by at least one Communist base unit and/or is in an enemy ZOC, subtract one from the die roll.

Both: Game Turns 6, 7 and 8, subtract one for Monsoon weather.

Results

= the number of air points the player receives and may be used until the following friendly reinforcement phase. Players may select any combination of TAC, helicopter gunships and helicopter transports available.

18.5 CWB Angola Random Events Chart

Die Roll	Event
1- 4	No Event.
5	If one side currently has 10 or more VP than the other, all adjacent attacks this turn by the side with more VP receive a bonus 1R shift. That's so even if the VP difference goes below 10 during the turn.
6	UN attention focused: for the remainder of this turn, each player receives one additional VP for each enemy unit he eliminates.

BUDAPEST '56 TURN RECORD TRACK

4 November	9 November
USSR reinforcements	
5 November	10 November
USSR reinforcements	
6 November	11 November
7 November	12 November
8 November	

BLITZKRIEG ANGOLA TURN RECORD TRACK

August 1987	SADF reinforcements, UNITA*
September	SADF reinforcements, UNITA*
October	SADF reinforcements, UNITA*
November	UNITA*
December	Cuban, MPLA, SADF reinforcements, UNITA*
January 1988 [monsoon]	SADF reinforcements, begin SADF unit rotation, UNITA*
February [monsoon]	UNITA*
March [monsoon]	UNITA*
April	UNITA

U* = UNITA reinforcements (see Scenario)

Soviet Air Units

NATO Air Units

South African Air Units

Communist Air Units

Cold War Battles

18.2 CWB Assault Combat Results Table

⇐ Combat Differentials ⇒

Die Roll	-7	-6,5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,7,8	+9,10,11	+12	Die Roll
1	AE	AE	A2	A2	A2	A2	A1	BR	BR	EX	EX	EX	1
2	AE	A2	A2	A2	A1	A1	A1	EX	EX	EX	EX	D3	2
3	A2	A2	A2	A1	A1	A1	BR	EX	EX	AX	D2	D3	3
4	A2	A1	A1	A1	A1	BR	EX	AX	AX	D2	D3	D4	4
5	A1	A1	A1	A1	BR	EX	AX	D2	D2	D3	D3	DE	5
6	A1	A1	A1	BR	EX	AX	D2	D3	D4	D4	D4	DE	6

Note: Final differentials greater than +12 are resolved at +12. Final differentials less than -7 are resolved at -7.

18.3 CWB Mobile Combat Results Table

⇐ Combat Differentials ⇒

Die Roll	-7	-6,5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,7,8	+9,10,11	+12	Die Roll
1	AE	A2	A2	A2	A2	A2	A1	BR	BR	BR	D1	D1	1
2	A2	A2	A2	A2	A1	A1	BR	BR	D1	D1	D1	D2	2
3	A2	A2	A1	A1	A1	BR	BR	D1	D1	D2	D2	D3	3
4	A1	A1	A1	A1	A1	BR	D1	D1	D2	D2	D3	D3	4
5	A1	A1	A1	A1	BR	D1	D1	D2	D2	D3	D3	D4	5
6	A1	A1	A1	BR	BR	D1	D2	D2	D3	D3	D4	DE	6

Note: Final differentials greater than +12 are resolved at +12. Final differentials less than -7 are resolved at -7.

18.6 CWB Budapest Random Events Chart

Die Roll	Event
1	World War III: this event occurs only if using the optional NATO intervention rule; otherwise, treat as “No Event.” Roll another die. If covert intervention is in effect and the new die roll result is one or two, World War III breaks out. If overt intervention is in effect and the new result is one through four, World War III breaks out. Other results are “No Event.” If WW3 breaks out, the game ends and players tally their VP.
2-3	No Event
4	Morale Check: if the Soviet player currently has 10 or more VP than the Hungarian player, the Hungarian player must remove two rebel units of his choice from the map and return them to the pool. They don’t count as eliminated units for VP. If the Hungarian player currently has 10 or more VP than the Soviet player, the Hungarian player picks two reinforcement units from any of his available pools.
5-6	UN Attention Focused: count the number of Soviet-occupied objective hexes. If the number is less than the number listed for the present game turn, the Hungarian player receives five VP. Turns 2-3: 5 Turns 4-5: 10 Turns 6-7: 15 Turn 8-9: 20

VICTORY POINTS

00	10	20	30	40	50	60	70	80	90
0	1	2	3	4	5	6	7	8	9

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18.0 CHARTS & TABLES

18.1 CWB Terrain Effects Chart

Terrain Type	Movement Cost	Combat Effects	Notes
Clear (A & B)	1	NE	-
Savanna (A)	1	0 or 1L	1L if all attacking units are mechanized or artillery; 0 if at least one attacking unit is a non-mechanized unit.
Marsh (A)	2 or 3	1L	Movement is 3 in Monsoon; 2 otherwise.
Hilltop (A & B)	2	1L	Artillery firing from a hilltop generates a 1R shift when attacking alone or in support.
Suburban (B)	1	1L	May not use Mobile CRT against defenders in suburban hexes (exception: bombardment). If all defenders are mechanized, then there is no shift for defensive combat. Artillery FPF does not change this
Urban (B)	2	2L	May not use Mobile CRT against defenders in urban hexes (exception: bombardment). If all defenders are mechanized, then there is no shift for defensive combat. Artillery FPF does not change this
Town/Base (A)	1	1L	May not use Mobile CRT against defenders in town/base hexes (exception: bombardment).
Village (A)	OTiH	OTiH	-
Airfield (A & B)	1	NE	-
Square (B)	1	NE	-
Park/Cemetery (B)	1	1L	-
Objective (B)	2	3L	ZOC don't extend into (out of, yes). If all defenders are mechanized, then there is no shift for defensive combat. Artillery FPF does not change this
Stadium (B)	1	1L	-
Trail (A)	0.5 or OTiH	OTiH	OTiH during Monsoon; otherwise 0.5.
Road (B)	0.5	OTiH	-
Stream Hexside (A)	+1 or +2	NE	+2 during Monsoon; otherwise +1.
Minor River Hexside (A & B)	+2	1L	1L only if all maneuver unit attackers are coming across such hexsides.
Major River Hexside (B)	+4	3L	3L only if all maneuver unit attackers are coming across such hexsides
Bridged Stream (A)	Negates Normal +1 or +2	NE	-
Bridged Minor River (A & B)	Negates Normal +2	1L	1L only if all maneuver unit attackers are coming across such hexsides.
Bridged Major River (B)	Negates Normal +4	2L	2L only if all maneuver unit attackers are coming across such hexsides.
Rubble Marker (B)	3 or 2	1L	Negates roads and/or bridges in that hex. Hungarian rebel infantry pays 2 MP; all others 3. If all defenders are mechanized, then there is no shift for defensive combat. Artillery FPF does not change this

Notes A = Present on Angola map.

B = Present on Budapest map.

NE = No Effect.

OTiH = Cost is determined by the **Other Terrain in (that) Hex**.

1L, 2L, 3L = shift combat differential that number of CRT columns to the left.

1R = shift combat differential that number of CRT columns to the right.

Defender always receives only the single best terrain or water barrier shift available.