1.0 INTRODUCTION

Red Tide South (RTS) is a 2-player game of a hypothetical 1980s Warsaw Pact invasion of northern Italy. One player commands the Warsaw Pact forces and the other the NatO alliance. RTS is a stand-alone game, but can also be combined with Red Tide West (RTW) published in Modern War #15. The rules of RTS are structured the same as for RTW, but when playing RTS by itself, several rules sections (7, 11, 15, 16 & 19) can be ignored. Note also that RTS rule 14.4 supersedes rule 14.4 in RTW.

A war in Europe during the 1980’s was primarily going to be decided, one way or the other, in West Germany. Other fronts and theaters were almost irrelevant in the short term. Considering the exceedingly optimistic timetables by which the Soviets intended to overrun West Germany, events elsewhere would have not even played out before the war ended (either by mutual annihilation or by rapprochement). However, the Balkan Front could have had the most direct influence on the campaign in West Germany. If there was no significant nuclear exchange in Central Europe, a Soviet capture of the heavily industrialized Po Valley would potentially compel the Italians to sue for peace, as well as serve as a gateway to Southern France.

1.1 Scale

Each hexagon (hereafter referred to as a hex) is equivalent to about 10 miles (16 kilometers) from side to opposite side, and each turn represents about a day.

2.0 COMPONENTS

RTS includes these rules and charts, one 22x34 inch map, and one counter sheet of 280 counters that include 49 bonus counters for RTW (Modern War #15). Players will need to provide themselves with at least two six-sided dice, and one ten-sided die.
2.1 The Map
The RTS map extends the southern RTW map southeastward. If playing RTW and RTS together, some terrain overlap exists north of the Alps mountain range, and while players should feel free to cut the top of RTS map to mate it to the southern RTW map if they desire (cutting it from left to right along the Munich hex row, and then diagonally north of the Austrian border), this is not suitable for typical household tables. Therefore, it was intended that the RTS map be simply arrayed as a third albeit separate map. A good rule of thumb is that all game pieces in Germany be played on the RTW map, but that any game pieces that cross over the Austrian border during game play be immediately transferred to the RTS map, and vice versa.

Important: Map edge hexes are only usable if at least one-half of the hex is visible on the map.

Note: The numbers in parenthesis near some cities on the map are for RTW victory conditions. If laying the maps together the RTW map would overlay that portion of the RTS map.

2.2 The Game Pieces
The game pieces represent the conventional forces that existed in the theater of operations during the mid-1980’s, as well as various functional or memory aid markers. The game pieces include specialty markers that pertain to various rules. Each rule will indicate what markers are to be used and how. The most common type of game piece is the unit. Units represent military formations. There are units for numerous countries, each being color-coded to indicate its nationality. There are two opposing sides during a game of ATS.

Note: Austrian units begin the game neutral (6.10).

Warsaw Pact Units: All Warsaw Pact land units can be identified by their yellow icons on their full-strength side.
- Czechoslovakia: Orange
- East Germany: Dark Brown
- Hungary: Light Purple
- Poland: Dark Purple
- Soviet: Red

NATO Units:
- Austrian: Steel Gray
- British: Light Cream
- Denmark: Light Green
- France: Light Blue
- Italy: Green
- United States: Dark Blue
- West Germany: Light Gray

Each unit is printed with a variety of symbols and data to interact with the game rules; each such symbol and datum is defined as follows:

Ground Unit
- Unit Type
- Unit Size
- Unit Identification
- Turn of Entry
- Movement Allowance
- Attack Strength
- Defense Strength

Air Unit
- Unit Identification
- Unit Type (Fixed Wing)
- Support Shift
- Air Superiority
- Setup Hex
- Airmobile Movement (White Number)

Air Mobile Unit
- Unit Identification
- Support Shift
- Setup Hex
- Airmobile Movement (White Number)

Important:
- Italian and Austrian attack, defense and movement factors are printed in white. They are not airmobile.

Note:
- There are different kinds of military units in the game, although most function the same. Some units, like air units, function completely different. The term land unit refers to all units except air units and leaders.
2.3 Front & Back Sides
Most land units have two sides, a front side (representing that unit's full-strength disposition) and a back side (representing that unit after it has been reduced by combat losses); the back side of a land unit is known as its degraded side. A full-strength unit's icon (unit type symbol) is colored, whereas a degraded unit’s icon is non-colored (showing only the background color of that counter).

3.0 Setting Up The Game
To set up the game, the two players should first decide the side each will play. One player must play the NATO side (Italy and its allies). The other player must play the Warsaw Pact side (the Soviet Union and its client states). Then, set up each land unit in the hex printed with the same four-digit number as is printed along the right side of each such unit.

Example: The Soviet 19th Armored Division is to be set up in hex 5896.

Important: To clarify the counters not used when playing RTS, the following list is provided.

Austrian: There are two types of Austrian units. The 12 Austrian units that are printed with red symbols, the 3 air units are set up on the RTS map. The leader marker is also used in RTS. The 3 Austrian units that are printed with white symbols (and the 2-3-6 Austrian unit that is included with RTW) are only used if playing the combined game.

Czech: These 42 units are not used in RTS. They are only used when playing RTW and when playing the combined game.

French: There are two types of French units. The 3 French units and helicopter unit are used in RTS. The 6 units with white symbols are only used when playing RTW or the combined game.

British: These 10 units are not used in RTS.

Polish: These 10 units are not used in RTS.

East German: These 5 units are not used in RTS.

Red Tide West Errata & Bonus Counters: Not used in RTS.


3.1 Reinforcements
Some units begin the game off-map. Such units are printed with a single or double-digit numeral instead of a hex number, indicating the turn that they must arrive on the map. Place each such unit in the numbered game turn box corresponding to the number printed along the right side of that unit; the unit is not permitted to enter play until the Movement Step of that side’s phase (3.1 & 4.0). Set each side’s leaders off to the side of the map, they are available to be drawn when required by combat.

- A unit that enters the map is eligible to move its full movement allowance once it has entered the map (counting the first hex entered as its first hex).
- A unit that enters the map may only enter the map via a land hex (Exception: 3.2).
- NATO units enter along any hex in Italy south of hex 2009.
- Warsaw Pact units enter on any map edge hex in Hungary.
- Some units are also printed with a compass point (S or W) which means that they must enter the map from the south or west side of the map, respectively. Note that Italian units arriving on the south side of the map must arrive in Italy (hexes 2219 to 3519 inclusive).
- During the Movement Step of a player’s own phase, all air unit reinforcements that are scheduled to arrive during that game turn must be placed on any friendly airbase/airport hex(es) anywhere on the map, unless that airbase/airport has been destroyed. The airbase/airport basing capacity cannot be exceeded.

3.2 Variable Arrival Reinforcements
Some units (all the blue US units representing the 6th Fleet, the French 9th Marine Division, and four Soviet air units) are variable reinforcements, meaning that their turn of arrival is not certain. This is represented by these units being printed with (?) as their arrival number. During set up place these units to the side of the map within reach of the owning player.

- To determine whether each unit with a (?) arrives as a reinforcement that turn, the owning player must roll one six-sided die per unit at the beginning of his own Movement Step.
- If that unit’s die roll is less than (<) the current game turn number, that reinforcement may arrive that game turn as a reinforcement. If he...
4.0 SEQUENCE OF A GAME TURN

Each game turn is comprised of a Warsaw Pact Phase and then a NATO Phase (always in that order). Each of those two phases is sub-divided into individual steps, each of those two phases is sub-divided into individual steps, that must be performed in exactly the order listed below. A step may be skipped during a phase, but once skipped, a player may not perform that step later during that game turn.

Designer’s Note: The Warsaw Pact player is restricted to conducting movement and then combat in that strict order, whereas the NATO player is permitted to either conduct movement before combat, or vice versa. This difference is intended to simulate the contrast between rigid Soviet doctrinal plans and NATO’s more flexible capabilities.

WARSAW PACT PHASE

1) Strike Step

a) The Warsaw Pact player launches intended air strikes (with fixed wing aircraft (14.3). As each strike is placed in its target hex, the Warsaw Pact player may announce that he is conducting interception (14.4). Each interception is resolved prior to the Warsaw Pact player placing any further strikes.

b) Conduct all strikes that were announced during sequence (a) above (if they survived air superiority combat) per 14.5.

c) Place all surviving air units in the Returning to Base Boxes printed on the map. Eliminated air units are removed from play permanently.

d) Move any air units that will be transferred to another base/airport to the friendly Returning to Base Boxes printed on the map. Eliminated air units are removed from play permanently.

e) Move any air units that will be transferred to another base/airport to the friendly Returning to Base Boxes printed on the map. Eliminated air units are removed from play permanently.

f) Place all surviving air units in the Returning to Base Boxes printed on the map. Eliminated air units are removed from play permanently.

g) Conduct any resultant retreats and/or advances after combat (10.7 & 10.8).

2) Movement Step: The Warsaw Pact player may move any Warsaw Pact units at this time. Warsaw Pact reinforcements that are scheduled to enter this game turn must do so during this step.

3) Fleeing Civilians Placement Step: Place any Fleeing Civilians markers during this step (8.0).

4) Combat Step (10.0)

a) The Warsaw Pact player may declare attacks with any Warsaw Pact units at this time.

b) Any Warsaw Pact air unit(s) may be flown to any declared combat hex to contribute air support to that attack at this time (14.3).

c) Any NATO air unit(s) may be flown to any combat hex to contribute air support to the defense of the NATO unit or stack that is the recipient of that Warsaw Pact attack (regardless of whether any Warsaw Pact air units are there) (14.4).

d) Resolve air superiority combat, if any (14.4).

e) Resolve the declared attack (including the surviving air units).

f) Place all surviving air units in the Returning to Base Boxes printed on the map. Eliminated air units are removed from play permanently.

g) Conduct any resultant retreats and/or advances after combat (10.7 & 10.8).

5) Recovery Step: First the Warsaw Pact player, then the NATO player returns all air units that conducted a strike or contributed air support to a combat hex (or conducted a transfer) from the Returning to Base Box back to any friendly airbases/airports (even if just captured during this phase) of the owning player’s choice. These air units are available during the next phase, normally.

NATO PHASE

6) Strike Step

a) The NATO player may launch all his intended air strikes (with available fixed-wing aircraft) at this time (14.3). As each strike is placed in its target hex, the Warsaw Pact player may announce that he is conducting interception (14.4). Each interception is resolved prior to the NATO player placing any further strikes.

b) Conduct all strikes that were announced during sequence (a) above (if they survived air superiority combat) per 14.5.

c) Place all surviving air units in the Returning to Base Boxes printed on the map. Eliminated air units are permanently removed from play.

d) Move any air units that will be transferred to another base/airport to the friendly Returning to Base Boxes printed on the map. Eliminated air units are removed from play permanently.

7) Movement or Combat Step: The NATO player may choose to either move any NATO unit(s) or conduct combat with any NATO unit(s), if officially a belligerent. NATO reinforcements that are scheduled to enter this game turn must do so anytime during the Movement Step.

Note: Players should agree on a way to mark NATO units to show if the unit moved or conducted combat in this step. One way to mark counters would be to turn the counters one way to show they conducted combat, and another way to show that they moved.

8) Combat or Movement Step

a) The NATO player may choose to move any NATO unit(s) that did not move during the immediately preceding Movement or Combat Step, or the NATO player may choose to conduct combat with any NATO unit(s) that did not conduct combat during the immediately preceding Movement or Combat Step. Each individual NATO unit may either move during this step (if it did not move during the preceding step) or conduct combat during this step (if it did not conduct combat during the preceding step). But the unit may never perform two identical activities (such as move and then move or combat and then combat) during the same game turn.

b) Any NATO air unit(s) may be flown to any declared combat hex to contribute air support to that attack at this time.
c) Any Warsaw Pact air unit(s) may be flown to any combat hex to contribute air support to the defense of the Warsaw Pact unit or stack that is the recipient of that NATO attack (regardless if any NATO air units are there).

d) Resolve air superiority combat, if any.

e) Resolve the declared attack including the surviving air units.

f) Place all surviving air units in the Returning to Base Boxes printed on the map. Eliminated air units are permanently removed from play.

A fleeing civilians marker and/or any leader is always ignored when determining stacking in a hex.

Note: A fleeing civilians marker and/or any leader is always ignored when determining stacking in a hex.

Exception: Airmobile units (6.10).

5.2 City Stacking Limits
If a hex is printed with a city symbol, the stacking limit in that hex is a maximum of five full-strength friendly land units and a maximum of ten units of any size. Use 5.1 to determine the total number of full-strength units and exceptions.

5.3 Overstacking
Overstacking is not permitted (except temporarily when a unit is moving through a hex that is occupied by another friendly unit). If any hex is found to be overstacked at the end of any Movement Step or Combat Step, the owning player (his choice) must immediately eliminate a number of overstacked units to comply with the stacking limits in that hex.

5.4 Fog of War
Each player is always entitled to know the contents of any and every enemy stack, as well as the terrain below any enemy units, and the printed values on both sides of any enemy units, anywhere on the map.

6.0 MOVEMENT RULES
Movement is the process by which units are moved about the map. During the appropriate phases, all player’s eligible units may be moved, unless otherwise blocked by impassable terrain, other game pieces and/or stacking limitations. A player is never required to move any units, but he may choose to move only some of his units, or all his units, as he prefers (within the allowances of the rules), and this freedom applies each game turn during the game (unless the rules or a scenario dictate otherwise).

• All units are printed with a movement number, that indicates its movement allowance in terms of expendable movement points (MP) for that game turn. Each unit must expend a specific quantity of its points as it enters different types of hexes, depending on the kind of terrain or other game pieces that are in each hex that is entered. Some hexes and/or hexesides are prohibited to any movement (6.5). All units pay the same exact movement cost, regardless of their unit type.

• Movement costs in a hex never change regardless of what other units (enemy or friendly) may have entered there previously. The MP cost for any land unit as it enters each type of hex is listed on the map; the listed MP number is the quantity of points that must be deducted from the moving unit’s printed movement allowance as it enters that type of hex and/or crosses that type of hexside.

• Terrain movement costs are cumulative. In other words, if there is more than one type of terrain in a hex, all the terrain movement costs in that hex must be added together as a sum, to determine the total movement expenditure required to be expended to enter that hex.

Note: The MP cost of all terrain automatically includes the underlying clear terrain underneath that type of terrain, if any.

Example: A forest hex with clear terrain coloring around the forest artwork in a hex only requires an expenditure of 2 MP, not 2 MP plus the cost of the clear terrain in that hex.

• Terrain movement costs apply equally throughout a hex, even if only a small portion of that hex is depicted with a terrain feature.

• Aside from these strictures above, and any limitations imposed by a scenario or other rules, as well as the limitations of the playing area, a player may move his eligible units in any direction or combination of directions he prefers.
6.1 Capturing Hexes
A hex is considered captured when an enemy land unit enters that hex, even if only moving through it during movement. However, a city’s victory points are only granted to the capturing player when an eligible land unit is presently occupying that city.

6.2 Conducting Movement
The MP cost of a hex is never paid (expended) by the moving unit until it has entered a hex. When a unit is moved, that unit may only enter a hex that is adjacent to its current hex location; no unit may ever skip or otherwise jump hexes. But, as a unit enters a new hex (after expending the required movement point cost, per 6.0), it is then eligible to move into the next adjacent hex, if it is otherwise legal for that unit to enter that hex.

• To move a unit, a player picks up that unit and places it in an adjacent hex of his choice (if otherwise legal), expends the required movement point cost for that hex, then picks up that unit and places it in another hex of his choice (that is adjacent to the first entered hex), expending the required movement point cost for that new hex, and so on in this manner until the moving player chooses to stop that unit’s movement, or until that unit has no more MPs remaining to enter the next intended hex.

• When a unit has completed its movement, whether voluntarily or because of a lack of remaining MP, it may not move again during that same game turn (except if eligible to advance after combat or when required to retreat). However, at the beginning of each new game turn, all units’ movement allowances are reset to their printed value, and they are eligible to use any or all their available movement points again during that new turn (when otherwise legal to do so). A unit’s previous movement (or lack thereof) has no effect on this reset.

• Movement points can never be saved or accumulated from turn to turn, nor move any distance in hexes, although no unit may ever move farther than its printed movement allowance allows.

Exception: Advances after combat (10.8) or retreats (10.7).

6.3 No Minimum Movement
A unit may never move into any hex if that unit lacks enough printed movement to pay the terrain cost across or therein. There is no minimum move in RTS.

6.4 Stack Movement
A stack of friendly units may be moved together as a single stack, if the owning player prefers. There is no intentional penalty for doing so, but a moving stack may never split up to branch off into different directions. Once a stack begins its movement together, it must move together as a stack.

Exception: As a stack is moving, it is permitted for any unit(s) of that stack to be ‘dropped off’ in any hex(s) that have been entered by that stack, as that stack continues to move on from there (if the owning player prefers). Any unit that is dropped off, however, may not continue to move from that hex during that same movement step.

6.5 Crossing Arrows/Impassable Terrain
There are no crossing arrows on the RTS map; any movement across a lake or sea hexside is prohibited to all land units. Some terrain including certain mountainside hexes are marked as impassable. Units may not cross such hexes.

Exception: Airlorable land units, fixed-wing air units and helicopters may move through (over) all land and sea hexes/hexsides.

6.6 Civilians
Fleeing civilian markers have a movement allowance of one hex, though they will may not enter seaside hexes or cross impassable terrain (6.5).

6.7 Road Movement
Roads represent major highways that greatly facilitate the movement of large military formations. Whenever any unit enters a hex that is printed with a road symbol, from a hex that is printed with a connected road symbol (the road symbol crosses the hexside connecting the two hexes) that unit is automatically assumed to be utilizing road movement, which decreases that unit’s movement cost. Thus, a unit that is moving from one road hex to an adjacent and connected road hex only expends a reduced MP cost of one-half movement point when entering each such connected road hex. Road movement is not affected by stacking or the presence of any other friendly unit(s).

Exception: Fleeing Civilians (8.4).

• Road movement is the same for all units. When any unit is moving via road hexes through any type of terrain, the movement cost to enter each such road hex is one-half (½) of one MP. However, when any unit is moving via road hexes into any hex that is also within any enemy (or nuclear detonation’s) ZOC that unit must stop in that hex (although it is entitled to only pay the road movement cost to enter that hex, if entering that hex from a hex with a connected road symbol). It is possible that a moving unit may find itself moving in and out of road hexes. In those cases, remaining fractions (if any) are rounded up if a moving unit moves out of a road hex into a non-road hex, whether stopping in that hex or not.

Example: If moving from a road hex to a connected road hex (regardless of the other terrain), the MP cost would be ½ + ½ (1) if that moving unit stops there (instead of entering another road hex). If, instead, that same unit moved off that road hex into a non-road clear hex, the MP cost would be ½ + 1, which is rounded up to two (2), even if that unit doesn’t stop there.

6.8 Fleeing Civilians Traffic Jams
No road movement is permitted by any NATO unit into or through a hex containing a fleeing civilians marker, although the NATO unit can enter the hex using regular movement.

• The normal movement cost of the other terrain in that fleeing civilians marker’s hex must be paid by any NATO land unit that enters its hex, in addition to the additional 1 MP cost for entering a fleeing civilians marker’s hex.

Warsaw Pact units are also potentially subject to this rule, but the Warsaw Pact player may instead choose to eliminate (and not pay the MP cost of entering a fleeing civilians marker hex) a fleeing civilians marker when any Warsaw Pact land unit enters its hex. In doing so, the Soviet victory determination die roll will be penalized with a -1 die roll modifier per each fleeing civilians marker he eliminated in this way.
6.9 Bridges
Bridges only span major rivers (minor rivers are assumed to have plenty of smaller bridges or other crossing points or are easily spanned by engineers or easily crossed by the plethora of amphibious vehicles), and have the effect of allowing land units to cross bridged hexesides via road movement. An attack via a bridged major river (if intact) incurs a 1 leftward shift penalty (10.4).

**Note:** A bridge symbol that is printed on the map represents all bridges across that river hexside, even if not every road or river depiction along the same hexside is printed with a bridge symbol. If a bridge is not intact (14.5), all bridges across that river hexside are assumed to not be intact.

6.10 Airmobile Units
Airmobile units are identified by a underlined Y type of symbol; these represent heliborne units.
- Airmobile units function as land units in all respects except that they only pay 1 MP per hex (or ½ MP on a road) that they enter, regardless of the terrain. This capability is signified by a white movement number printed on the front side of airmobile units.
- Airmobile units do not possess this capability when degraded, and thus are not printed with a white movement number (representing the fact that their helicopters have been shot down or simply returned to base).
- In either case, airmobile units are entitled to utilize road movement per 6.7 normally.
- Airmobile units are not permitted to enter any enemy unit’s hex and are required to stop when entering an EOZC (representing the prevalence of SAMs, particularly shoulder-fired MANPADs).
- If a leader of the same nationality is stacked with an airmobile unit, the leader may move with that airmobile unit, paying only same MP cost as the airmobile unit as long as that leader remains with that airmobile unit.

7.0 AIRBORNE OPERATIONS
No airborne drops can occur during the game.

**Exception:** They can occur when playing RTS in conjunction with RTW.

8.0 FLEEING CIVILIANS
To represent the exodus of civilians fleeing the war, numerous markers have been provided to represent citizens escaping westward ahead of the advancing Red Army.

**Note:** The fleeing civilians markers included with RTS are printed black to distinguish them from the fleeing civilians markers included with RTW. The two may not be intermingled.

8.1 Placement
After the Warsaw Pact player has completed his Movement Step of each game turn, place a single fleeing civilians marker in an Austrian (if Austria is not neutral) and/or Italian city that is closest to (in hexes), but not yet occupied by, a Warsaw Pact land unit. Warsaw Pact units do not need to be in an adjacent country.

**Important:** Fleeing civilians markers are not placed in Yugoslavia or Hungary (13.0).

- If there are two (or more) Austrian and/or Italian cities that are equidistant to the nearest Warsaw Pact land unit, a fleeing civilians marker is then placed in each of those cities (not an Austrian city, if Austria is still neutral). See 8.2 & 8.3 for exceptions.
- Fleeing civilians markers are placed each game turn until all the fleeing civilians markers are on the map and/or have been eliminated.

**Example:** A Soviet unit has ended its movement in hex 3210. As such, during the upcoming Fleeing Civilians Placement step, fleeing civilians markers must be placed in the cities of Treviso and Venice (because they are both equidistant to the Soviet unit’s hex). Those two fleeing civilians markers will then move (one hex per game turn) during the Fleeing Civilians Movement Step of each game turn (until eliminated/exited).

8.2 Mass Exodus
If any successful nuclear detonation has occurred anywhere on the RTS map, all fleeing civilians markers that are not already on the map are placed onto the map immediately in each Italian city (if never captured) that is closest (in hexes) to any Warsaw Pact land units, as well as each Austrian city (if never captured), if the Warsaw Pact has violated Austria’s neutrality. Fleeing civilian markers are never placed in Hungary or Yugoslavia. In this case, no additional fleeing civilians markers are placed thereafter.

**Note:** If there are more equidistant cities than available fleeing civilians markers, the Warsaw Pact player chooses the cities the fleeing civilians marker(s) are placed.

8.3 Exceptions
The following cases are specific exceptions to the above rules.
- Fleeing civilians markers are never placed in any city that has (at any time) been occupied by a Warsaw Pact land unit.
- Fleeing civilians markers are never placed in any city where a nuclear detonation has occurred.
- A fleeing civilians marker, once eliminated, is never placed on the map again (regardless of how it was eliminated). It is permanently removed from play.

8.4 Fleeing Civilians Movement
All fleeing civilians markers on the map must be moved by the NATO player during the Fleeing Civilians Movement Step. Fleeing civilians markers:
- Must move one hex (regardless of terrain) closer to the any westernmost map edge. Once the marker exits the map, it is permanently eliminated.
- May not enter all-sea hexes. They must move around them in the most direct route towards the nearest westernmost map edge. They may cross unbridged major rivers.
- May stack with and move through hexes containing NATO units, including other fleeing civilians markers.
- May not enter a hex containing a Warsaw Pact unit of any type (including based air units).
- Are never affected by ZOC, friendly or enemy, under any circumstances (including nuclear detonation ZOC if playing the combined game).
- May be unable to move because of the presence of Warsaw Pact units and/or nuclear detonations, etc. in such cases, the marker is eliminated. In this case, the Warsaw Pact player does not roll for a victory point penalty (18.1).
- Fleeing Citizen markers must always proceed along a road when possible.
9.0 ZONES OF CONTROL (ZOC)
Each land unit in the game (except fleeing civilians and leaders) projects a Zone of Control (ZOC) into all six land hexes surrounding that unit, regardless of the type of unit, and regardless of the type of terrain in each surrounding hex. A ZOC only exists around a land unit while that land unit is present in its current hex, not while that land unit is moving. A ZOC is never negated, even by another overlapping ZOC (whether friendly or enemy) or another unit (friendly or enemy).
- The single effect of any ZOC is that it immediately halts the movement of any unit (except fleeing civilians and leaders), regardless of type, that moves into any enemy unit’s ZOC hex during a Movement Step.
- An enemy ZOC (EZOC) does not affect the movement of any unit that began its current movement step within that EZOC and then exited that ZOC. A unit may exit an EZOC and enter another hex in an EZOC, however that unit must immediately halt its movement and remain in that hex throughout the remainder of that game turn.
- ZOC have no effect upon an advance after combat, but do disallow the retreat of any enemy unit, even if that hex is also within the ZOC of another enemy unit, or even if occupied by another enemy unit.

10.0 COMBAT

10.1 Declaring Attacks
During each Combat Step of a player’s phase, whenever that player’s land units are adjacent to any enemy unit(s), the owning player may (but is never required to) declare enemy units to be the target of an attack by any adjacent land units belonging to the owning (attacking) player. A player may announce and conduct as many attacks as he desires with his own units, provided that each attacking unit is adjacent to an enemy unit during that same Combat Step. The enemy player cannot avoid or otherwise prevent an attack against any of his own units. All attacks must be declared prior to initiating any combat. If multiple attacks have been declared, the attacking player may resolve them in any order he prefers, but each attack must be resolved to completion once it has begun, which includes any retreats that result from combat, as well as any advances after combat.

10.2 Conducting Combat
When an attack has been announced and declared against a specific enemy-occupied hex, the attacking player must state which of his adjacent units are attacking that enemy-occupied hex. No unit is ever required to attack, and it is even permissible for one unit in a stack to attack while another unit in that same stack does not, or for some units adjacent to an enemy unit to attack, while other units adjacent to that enemy unit do not.
- If an enemy-occupied hex contains multiple enemy units, the declared attack must, and is always assumed to be attacking every enemy unit in that same hex. Individual enemy units within the same hex cannot be selectively targeted separately from the other unit(s) in that hex. Furthermore, when an attack is declared against an enemy-occupied hex, that is the only attack that may be brought against that hex during that step; thus, any attacking units that intend to attack that enemy-occupied hex must all do so at the same time, as one combined attack (if they are otherwise eligible to do so at that time). Any units that do not participate in an attack may not later attack that enemy-occupied hex during that same step (although they may conceivably attack that same hex during a subsequent step, if otherwise eligible).
- Any attacking unit must contribute its entire printed attack strength to the intended attack, no unit may ever divide, share, lend, borrow or otherwise parcel out any portion of its attack strength to any other unit, nor be used to participate in any other attack (other than the attack it is conducting). Each attacking unit may only devote its entire attack strength to one single enemy-occupied hex per game turn.
- Attacks may never be declared against empty hexes or against friendly units for any reason.

10.3 Calculating an Attack
Once the attacking player has decided which of his adjacent units will be designated to attack an enemy-occupied hex, he then determines the total attack strength of the attacking unit(s). If multiple adjacent units are attacking the same enemy-occupied hex, their collective printed attack strength must be added together as a sum.
- Next, the defending player must determine the total defense strength of the defending unit(s) in the targeted hex. If multiple units are present in the same hex, their collective printed defense strength must be added together as a sum.
- The attacking player’s sum and the defending player’s sum are then compared as an odds ratio, either expressed in whole numbers (such as 3 to 1 odds) or as a percentage (such as 300%), either of which means the same thing (in this example, the attacker’s sum combat strength is at least three times greater than the defender’s sum combat strength).
- Then, the column for that odds ratio is consulted on the Combat Results Table (do not roll the di(c)e yet).

Example: If an odds ratio results in any fraction (for instance, if 18 points are attacking 5 defending points, which is 3.6 to 1, or 360%), the fraction is always lowered to the next whole number (3 to 1, or 300%).

Note: It is legal for units with a “0” attack strength to attack (alone or collectively), but any attack of only zero points is always calculated as a 1 to 3 (33%) attack (but may be shifted from there normally).

10.4 Column Shifts
Once the odds ratio has been determined per 10.3, the column is subject to possible shifts leftward or rightward, such that an odds ratio may be decreased (shifted left) or increased (shifted right) depending upon other circumstances that affect combat, all of which are listed below. Shift markers are provided for use as a mnemonic when resolving combat.

Important: Column shifts are cumulative; all shifts, leftward or rightward, that apply must be added and/or subtracted to arrive at a final net shift. This final net result is then applied to the CRT odds. Column shifts are not optional, nor may a player decline to apply any specific columns shifts, even those that are in his own favor.
If multiple attacking units include only one unit or leader that is entitled to a shift, that shift applies to the entirety of that attack. Conversely, if multiple defending units include only one unit or leader that is entitled to a shift, that shift applies to the entirety of their defense.

a) Air Support (14.3): An odds ratio column will be shifted by the presence of air support in the combat hex (after all air superiority combat has occurred). Each side will determine the number of shifts available through air support, and the difference is the number of shifts applied to the CRT. This can be in favor of either the attacker or the defender. The specific number of shifts depends on the number printed on the upper left-hand corner on each such unit.

Important: If an air unit that is providing air support is a different allied nationality than any of the friendly land units that are attacking or defending in that combat hex, that air unit’s shift number is automatically assumed to be reduced by one during that combat.

b) Other Support Units: Certain specific land units are automatically entitled to shift the CRT odds ratio by one or more columns rightward or leftward depending on whether attacking or defending. The specific number of shifts depends on the number printed in the upper left-hand corner on the unit counter. Support units are identified by their printed shift number but may also have other special capabilities. Support units are entitled to apply their shift whether attacking or defending alone, or when in conjunction with an attack or a defense involving other friendly units.

c) Leader Shift (12.0): If a leader is stacked with a land unit that is participating in an attack or defense, that leader’s presence automatically entitles its side to shift the CRT odds ratio by one or more columns rightward or leftward depending on whether attacking or defending. The number of shifts depends on the number printed in the upper left corner of the leader counter.

• This shift is only applicable once per combat, regardless of the number of leaders present with the attacking or the defending force. A leader’s shift can only ever be applied to one attack per game turn but may be applied to the defense of the units it is stacked with each time it is attacked.

• If both the attacking and defending units are stacked with a leader, each side is entitled to its own leader shift (leftward or rightward), which may only serve to cancel each other out (unless one leader or the other is printed with a higher shift number).

• Leaders are not printed with a combat number, and therefore may never conduct an attack alone. If a leader is attacked when alone in the hex, it suffers an automatic DE result (12.6).

d) Surrounded: If a defending land unit’s or stack’s hex is being attacked by land units on two opposite or three triangular sides, that attack is entitled to a two-column rightward shift on the CRT.

e) Terrain: Each type of terrain in a defending land unit’s or stack’s hex will automatically apply one or more leftward shifts, depending on the type of terrain, to any attack conducted against that hex. The leftward shifts imposed by each type of terrain are listed on the map. All terrain shifts are cumulative; if there are multiple types of terrain in a hex, each type of terrain imposes that shift collectively.

Example: A hex that contains a hill/forest depiction and a city depiction would impose a total of five leftward shifts to any attack upon that hex (in additional to any other applicable shifts, left or right).

Note: River terrain (even if spanned by an intact bridge) is unique in the regard that its leftward shift only applies if a river depiction separates the defending unit from all the attacking land units (that are attacking that hex). In other words, if an attack is occurring whereby any of the attacking units are not attacking from across a river hexside, then no leftward shift applies for the river to that attack, even if other units are also attacking that hex from across a river.

Important: When attacking a peak hex or forested peak hex, if at least one of the attacking units display a mountain infantry symbol, that attack only suffers three left shifts (instead of the normal four).

f) Chemical/Biological Weapons (Attacker only): At any time prior to rolling any dice to conduct any particular attack, the attacking player may declare that he is using chemical/biological weapons during that attack. If playing RTS in conjunction with RTW, each such attack negatively affects the nuclear threshold (RTW 15.0). An attack that utilizes chemical/biological weapons is entitled to a two-column rightward shift on the CRT. However, no advance after combat is ever permitted after conducting any attack that utilized the chemical/biological weapons rightward shift, regardless of the outcome of the attack. Although, a chemical/biological attack has no other effect upon the combat hex itself, then or later.

g) Command Difficulties (Attacker only): Any attack that involves more than one nationality’s units (even if another nationality’s air unit providing air support) must incur a one leftward column shift during that attack. Additional nationalities that participate in the same attack do not increase this penalty, nor is this penalty applicable when different nationalities are stacked together and defending the same hex.

h) Warsaw Pact Defections: If at least one non-Soviet Warsaw Pact land unit participates in an attack, a one leftward column shift is imposed upon that attack. If at least one non-Soviet Warsaw Pact land unit is in a hex that is being attacked, a one rightward column shift bonus is applied to the enemy’s attack. This penalty is also imposed if at least one non-Soviet Warsaw Pact fixed-wing or helicopter unit participates in that combat (whether attacking or defending). The Warsaw Pact player may choose to exclude any non-Soviet land unit from participating in an attack to avoid this penalty, however he may not withhold units when defending.

10.5 Minimum & Maximum Odds
Regardless of the calculated combat odds or net shifts, no attack can ever be resolved at an odds ratio of greater than 7 to 1 (700%). Conversely, an attack is always entitled to a minimum of a 1 to 3 (33%) odds ratio, even if the attacking unit’s or stack’s odds are less than that, or even if the net shifts would otherwise be less than that.

When calculating the totality of applicable shifts, the net result (of attacker shifts vs. defender shifts, if any) are not shifted from any odds ratio greater than 7 to 1 (700%) or less than 1 to 3 (33%).

10.6 The Combat Di(c)e Roll
After the net result of all applicable column shifts have been applied to the CRT, adjusting the original odds ratio calculation, the attacking player rolls his attack dice. If the NATO player is attacking, he must roll two six-sided dice, adding the result of those two dice together to arrive at a result. If the Warsaw Pact player is attacking, he must roll one ten-sided die to arrive at a result. In either case, the attacking player
must then cross-reference his die roll with the final odds ratio (after all shifts, if any, have been applied) to determine the combat result of that attack (10.7).

10.7 Combat Results
After the attacking player has rolled the combat die, he cross references that die roll row on the CRT above with a column that corresponds to the calculated odds ratio for that attack.

Example: A roll of “8” that is cross referenced with the “300%” column on the CRT yields a specific result of DS (Defender Shattered).

The result is a code that explains what has occurred; all such combat result codes are listed and explained here, as follows:

Important: In any of the results shown below, a unit cannot retreat into a neutral country.

DE/O (Defender Eliminated/Overrun): All the defending land units in the hex are eliminated and removed from the map immediately. Additionally, after any attacking units have conducted an advance after combat (10.8) into the combat hex, any of those advancing units (not any units that did not advance after combat) may move a maximum of one additional hex, regardless of terrain, unless prohibited, regardless of EZOC, or movement costs in either hex (or any movement expended up to then), if there are no enemy units (or fleeing civilians) in the additional entered hex. A DE/O result eliminates any leader stacked with the defending units.

DE (Defender Eliminated): All the defending land units in the hex are eliminated and removed from the map immediately. The attacking units may advance after combat (10.8) only. A DE result eliminates any leader stacked with the defending units.

DS (Defender Shattered): Each defending land unit in the hex is degraded, or eliminated if it was already degraded (or a one-sided unit) prior to the attack. If this result eliminated all defending land units in a hex, any leader stacked in that same hex is also eliminated.

DR (Defender Rout): The defending player must withdraw (retreat) all defending land units to any one adjacent hex that is not within an EZOC, or movement costs in either hex (or any movement expended up to then), if there are no enemy units (or fleeing civilians) in the additional entered hex. A DR result eliminates any leader stacked with the defending units.

• If every defending unit in a hex is eliminated because of an inability to withdraw, any leader stacked in that same hex is also eliminated.

Note: The defending player is always entitled to this option, but once he has chosen to withdraw (retreat) or degrade one of his defending land units, he cannot change this decision afterwards.

Example: A withdrawing player cannot change his mind once he has seen that the attacking player has advanced after combat, if he had assumed otherwise.

[S] (SAM hit): Neither side’s land units suffer any effects from that combat. However, if there are any air units present in the combat hex, the attacking player and the defending player must now each roll one die (the NATO player must roll two six-sided dice, and the Warsaw Pact player must roll one ten-sided die) which is not modified by any other considerations.

Note: Treat the zero result on the ten-sided die as a “0” zero. The side with the lowest result from this roll must now immediately eliminate any one of his own air units (of his choice) in that same hex, if any (even if there are no enemy air units present). If both sides’ rolls are exactly equal, both sides must eliminate any one of their own air units (of his choice) in that hex, if any (except in the case when one side has no air units present; the side with an air unit present must nevertheless eliminate one of his own air units in the case of an equal roll).

EE (Even Exchange): Both the attacker and the defender must each either eliminate any one of their own full-strength land units, or; alternatively, choose to allow the enemy player to degrade one of their land units of the enemy player’s choice. Each player may choose which of these two options to impose upon himself. The attacker must always decide which of these two options to incur before the defender does. If this result eliminates every defending and/or attacking unit in a hex, any leader stacked in that same hex is also eliminated.

Note: Any one-sided unit or an already degraded unit that is chosen to be eliminated fulfills the elimination option. Conversely, if the degradation option is chosen, the enemy player may choose to degrade (thereby eliminating) an opposing one-sided or already depleted unit of his choice, if any.

FC (Fierce Combat): The attacking player must roll one six-sided die; the result of that die roll is the number of hits that both sides must each suffer from amongst their own land units participating in this combat. Two hits can be used to eliminate a full-strength two-sided unit; one hit can be used to degrade a full-strength two-sided unit, or eliminate a one-sided unit or an already-degraded unit. Each player decides how he will distribute the hits over his own land units, the attacker doing so first. If there are not enough land units to suffer all the hits required by one side and/or the other, any excess hits are ignored (they are not carried over). If all the attacking or defending land units were eliminated because of an FC result, any leader that was stacked with the eliminated land units is eliminated as well.

Important: No retreats or advances after combat may occur following an FC result.
11.0 SUPPLY

There are no supply considerations in RTS. Within the scope of the game, the participating combatants carried enough supply to last through the duration of the timeframe represented by the game.

12.0 LEADERS

Important: When playing RTW and RTS as a combined game, use the leader emerges procedures outlined in RTW.

**AB (Attack Blunted):** The attacking player must degrade one attacking unit. If this result eliminates every attacking unit in the hex, any leader stacked in that same hex is also eliminated.

**AB(D) (Attack Blunted [Defender’ Choice]):** The attacking player must degrade one attacking unit of the defending player’s choice. If this result eliminates every attacking unit in the hex, any leader stacked in that same hex is also eliminated.

**AS (Attacker Shattered):** Each attacking land unit (that contributed combat strength to that combat) is degraded, or eliminated if it was already degraded (or a one-sided unit) prior to the attack. If this result eliminates every attacking unit in the hex, any leader stacked in that same hex is also eliminated.

**AE (Attacker Eliminated):** All the attacking land units that contributed combat strength to that combat are eliminated and immediately removed from the map. An AE result eliminates any leader stacked with the attacking units.

**(LE) (Leader Emerges):** This is strictly a die roll result, regardless of the final odds ratio; if the NATO player rolls a 2, 11, or 12, a NATO leader appears. If the Warsaw Pact player rolls a 0, a Warsaw Pact leader appears (12.0).

**10.8 Advance After Combat**

After an attack has been resolved against an enemy hex, if all the enemy units present in that hex have been forcibly retreated or eliminated, the attacking player is permitted to immediately move any participating land units into that vacated hex. The normal stacking limits need to be obeyed. This is known as an advance after combat.

- An advance after combat is not regular movement, and does not require the expenditure of any movement points. Terrain and EZOC are ignored when advancing after combat, although any unit that advances after combat must end its move in that vacated hex (it may not continue to move after advancing after combat).

**Exception:** A combat result of DE/O (Defender Eliminated/Overrun) permits any unit that advanced after combat to move one additional hex (10.7).

- An advance after combat is completely voluntary; the advancing player may choose to move none, some or all his attacking units (within the stacking limits) into that vacated hex, if otherwise eligible to enter that hex normally. FC (fierce combat) combat result on the CRT disallow an advance after combat immediately, even if all enemy units have been eliminated from the combat hex.

- No advance after combat is ever permitted into any combat hex if the Chemical/Biological shift modifier was applied there, nor into any hex where a nuclear detonation exists.

- After any unit has advanced after combat into a hex, it remains in that hex (and has captured that hex) for the remainder of the game turn, unless subsequently forcibly retreated or eliminated.

12.1 Leader Nationality

Leaders exist for the separate nationalities as indicated by their color. A leader that is drawn must be from the same nationality as the attacking unit or stack of units. If there is more than one nationality participating in an attack, the drawing player may choose the nationality (from those currently available in the pool) of the leader he draws.

**12.2 Leader Draw**

If the NATO player rolls a 2, 11, or 12 (regardless of the odds ratio), a NATO leader emerges because of his attack. If the Warsaw Pact player rolls a “0” (regardless of the odds ratio), a Warsaw Pact leader emerges because of his attack.

- If all attacking units were not eliminated due to the current combat, when a leader emerges, the attacking player must draw a leader from his draw pool (from among the nationality or nationalities that participated in the attack), and then place that leader in any hex with any unit or stack of his choice that participated in the attack.

- A drawn leader must be placed in a stack with at least one land unit of the same nationality as that drawn leader. If there are no leader available (of the proper nationality) in the draw pool, no leader emerges, and the di(c)le roll is ignored.

- No more than one leader may ever be drawn per incident (per roll), and once drawn may not be returned to the leader draw pool.

12.3 Leader Placement

If multiple units attacked from different hexes, the owning player may choose the hex that his leader is placed. Once placed, the leader may participate in subsequent combat normally.

12.4 Leader Types

All leaders are printed with the same shift number (1) in RTS, that can only be applied to one attack per game turn, but may be applied to the defense of the unit(s) it is stacked with each time its hex is attacked.

12.5 Leader Movement

Leaders may move like normal land units in all respects, except that they do not project a ZOC (even in their own hex). They are not affected by EZOC. Leaders may move independently of other friendly units, but a leader cannot ever capture any hex it enters. Leaders do not count for stacking.

- A leader may not enter an enemy occupied hex.

- If a leader enters a fleeing civilians marker’s hex, that leader is subject to 6.8.

- If a leader is alone in a hex that is entered by an enemy land unit, that leader is automatically eliminated.

- A leader marker may move with a stack of any friendly units (including advance after combat, retreat or air mobile movement), even if with a different allied nationality.

- A leader may move alone, adhering to all normal movement rules when doing so (except ZOC). However, a lone leader may never capture any hex, or displace any other game piece anywhere on the map.


12.6 Leader KIA
If an enemy land unit enters a hex containing a lone enemy leader (whether during regular movement, as an advance after combat, or a withdrawal), that leader is immediately eliminated and removed from the game.

- Any attack that is declared against a lone enemy leader is assumed to be an automatic DE result, and permits the attacking unit(s) to advance after combat into that hex.
- The number of leaders provided in the game is a design limit; no more leaders may emerge during a game than exist as game pieces.

13.0 NEUTRAL COUNTRIES
Austria and Yugoslavia are both considered neutral countries when the game begins. These rules apply whether playing RTS alone or in conjunction with RTW.

Important: If playing with RTW, neither side is permitted to conduct a nuclear attack in any Yugoslavian hex, even after the Warsaw Pact has violated Yugoslavia’s neutrality.

13.1 Neutral Countries
Austria is neutral and cannot be entered by any NATO game piece unless any Austrian hex is first invaded by any Warsaw Pact game piece during any game turn (in this case, all Austrian game pieces and airbases become owned and usable by the NATO player immediately). A Warsaw Pact invasion of Austria modifies the nuclear threshold if playing with RTW (16.0).

Czechoslovakia is a normal Warsaw Pact country in every respect as of the start of the game.

Switzerland is out of play. No units may ever enter Switzerland.

Yugoslavia is neutral and cannot be entered by any NATO game piece unless a Yugoslavian hex is first invaded by any Warsaw Pact game piece during any game turn. Yugoslavia maintains its neutrality, however, and so no Yugoslavian units are included in the game or deployed on the map (and only Yugoslavian airbases that are actually captured per the normal rules are usable by that side). Although, the Warsaw Pact suffers a -2 victory penalty if it invades Yugoslavia, but receives a +2 victory bonus if any Yugoslavian hex is also entered by any NATO game piece during any game turn (18.0).

14.0 AIR UNITS
Specific types of units in the game are known as air units, representing either helicopters or fixed-wing aircraft. These units are identified by their aircraft silhouette and their lack of any movement number.

Designer’s Note: All the air units in the game possess more than enough range to reach any location on the map (14.1).

Note: Fixed-wing air units are depicted with a top-down silhouette, whereas all helicopter units are depicted with a side silhouette. In RTW, one US fixed-wing air unit is printed with a side silhouette instead of a top-down silhouette (representing AV-8 Harriers, as well as some helicopters). That one air unit is a helicopter type air unit for all game purposes.

- Each air unit may only either exist on the map at a printed airbase/airport hex (any hex with an airbase/airport symbol, adhering to that base’s capacity limits (14.7) or in a target or combat hex where that air unit is considered aloft and above any terrain or land units in that same hex (and regardless of any stacking there, even in the air). This is the only instance that a unit of both sides can be in the same hex.
- A player may place his own air unit(s) in any target hex(s) of his choice (see below) during the Strike and/or Nuclear Launch Step of his own phase (to participate in a strike), or during any Combat Step after an attack has been declared there by either side (to contribute air support), but always before any dice roll is rolled to resolve that attack. However, no more than two fixed-wing air units from each side may be placed in the same target hex during the same phase/steps, as well as no more than two helicopter type air units from each side in the same target hex (14.2).

Note: Air units never project ZOC, nor are they ever affected by an EZOC. Air units are ignored when determining stacking in any hex (except for airbase/airport capacity). An air unit may never capture any hex or displace any other game piece anywhere on the map.

14.1 Range Restrictions
A player may move any quantity of his own air units to any hex(s) anywhere on the RTS map (14.2).

14.2 Maximum Mission Package
The maximum quantity of air units that each side may place in a combat hex (whether a strike or as air support) is two fixed-wing type of air units, and two helicopter type air units, regardless of which side is the attacker or the defender. Thus, it is possible for a total of eight air units to be aloft together in the same hex (four friendly air units, and four enemy air units), but never more.

Note: Air units of different nationalities that participate together during the same mission do not affect the maximum mission package one way or the other; the limit is always two fixed-wing air units and two helicopter type air units (per side).

In either case, a player is never required to add the maximum quantity of air units, if he prefers to add less. But, neither player may violate the fixed-wing/helicopter Limit; each side is limited to a maximum of two fixed-wing air units, even if only one or no helicopter air units are also placed in that target hex. Likewise, each side is limited to a maximum of two helicopter air units, even if only one or no fixed-wing air units are also placed in that hex.

14.3 Air Unit Missions (Strikes or Air Support)
When an air unit has been placed in a target hex during the owning player’s Strike, that air unit may conduct a strike there (assuming it survived any air superiority combat there; 14.4), per the strike rule (14.5).

Note: Only infrastructure (airbase/airport symbols, munitions symbols, bridge symbols) may be attacked by strikes, although a nuclear air strike may be conducted against any hex anywhere on the map, except per the restrictions of 15.0 in the RTW rules.

- When an air unit has been placed in a combat hex during any Combat Step, that air unit does not conduct a strike there, but instead adds its printed shift number to the CRT when land combat is resolved there (assuming it survived air superiority combat) in favor of (leftward or rightward) the friendly unit(s) attacking or defending that hex. This is known as air support (10.4).
- Air support shifts are always cumulative; thus, if a player placed multiple air units into the same combat hex (assuming they survived
air superiority combat, all their shifts are added together and applied cumulatively to the CRT (in favor of that player’s own side, whether attacking or defending) when resolving land combat.

• If the enemy player has also placed any air unit(s) into that same combat hex, the shifts of the enemy air units (assuming they survived air superiority combat) are applied cumulatively to the CRT, as well (in favor of that enemy player’s own side, whether attacking or defending), resulting in a final net shift to the CRT (that is to say, subtracting the total defender’s shifts from the total attacker’s total shifts, and applying the net result to the CRT, depending on how many air units were involved and survived air superiority combat).

14.4 Interception & Air Superiority Combat

Important: This rule supersedes 14.4 in RTW.

When a player (during his own phase) moves any of his air units (regardless of type) to a target hex or combat hex, the enemy player may immediately declare an interception; he does so by moving any of his own air units (regardless of type) to that same hex (maximum of two fixed-wing and two helicopter air units; 14.2). Interception is automatic and immediate. Halt all other actions and resolve the interception following the below steps:

Note: Interception can only occur in a target or a combat hex, never against enemy air unit(s) on-route to a hex.

1) Both players roll the required die. The NATO player rolls two six-sided dice and the Warsaw Pact player rolls one ten-sided die, regardless of how many air units are participating.

Note: A Warsaw Pact die roll of “0” here is considered a ten, not zero.

2) Each player totals all of his aircraft’s air superiority modifiers (+ number printed atop a white circle in the top right corner of the counter), and then adds the total to his die roll.

Note: An air unit’s printed shift number is irrelevant during air superiority combat.

3) Add an additional +1 to whichever side’s fixed-wing air unit came from the nearest airbase/airport hex (in hexes) to enter that target hex or combat hex. If neither side came from a closer airbase/airport hex, this modifier does not apply. This modifier applies to all rounds.

Exception: 6th Fleet air units based at sea are not considered when determining this modifier. If 6th Fleet air units are the only NATO air in the hex, neither side receives the closer airbase modifier.

4) The player with the higher net dice roll (after adding all the above modifiers, if any) is the winner. This player must choose one of the losing player’s present air units to be immediately eliminated (or to be immediately placed in the Return to Base Box if the winning player only has helicopters present; i.e., the helicopters have simply evaded). If the players’ net dice rolls are equal, each player must choose one of his opponent’s air units to be eliminated (or placed in the Return to Base Box, if the player only has helicopters present). If there are multiple air units present there, the intercepted player must always choose before the intercepting player.

5) Each player must decide if any or all his surviving air units in that hex will remain there to continue air superiority combat or will now be placed into the Return to Base Box printed on the map instead. The intercepted player must always decide before the intercepting player, although each player may always decide exactly how many of his own surviving air units will remain or not, as he prefers.

If there are any opposing air units remaining in that same hex, air superiority combat continues anew (refer to step 1). Air superiority combat must therefore be repeated (steps 1 to 5) until all the air units from one side or the other have been eliminated and/or placed in the Return to Base Box.

6) If only one side has any air units remaining in a hex, each surviving air unit may (but is not required to) now either conduct a strike in that hex (14.5) or apply its shift number to a pending combat as air support in that hex (10.4). An air unit’s participation in air superiority does not prohibit it from conducting a strike or applying its shift; it merely must have survived all air superiority combat in that hex.

14.5 Strikes

During a player’s Strike and/or Nuclear Launch Step of his phase, any of his own air units (including any helicopter type units) that have been placed in a target hex may conduct a strike there (assuming the air units survived air superiority combat, if any). A target hex is any hex that contains an airbase/airport symbol, a munitions symbol, or is adjacent to a major river with an intact bridge hexside (although a nuclear strike may target any hex on the map). The nationality of the striking air unit is irrelevant when resolving any strike.

• To conduct a strike, the owning player simply declares his intended target within that striking air unit’s hex. Each air unit present in the hex may strike one target in the hex. Multiple air units may each conduct a separate strike against the same target or may conduct separate strikes against separate targets in that same hex, but the owning player must designate which air unit is attacking which target during the same strike into the same hex (he may not await the outcome of one strike before deciding to strike a different target).

Note: A designation aid box is printed on the map so that the striking player may place his air units in the space corresponding to the specific target he intends it to attack.

• Each striking air unit is entitled to conduct either one, two or three strike dice rolls against one designated target, depending on the shift number printed on that striking air unit (in the case of this rule, is not applied as a shift on the Strike Table at the end of the rules). Each aircraft is only entitled to strike one target.

Example: An air unit that is printed with a shift number of 3 cannot attack three different targets in the same hex during the same strike but may conduct three strikes against one single target in its hex.

Exception: A player may announce that he does not intend to conduct additional strikes (or any strikes at all) if he prefers.

Example: If that target was already destroyed by a preceding strike, or if the striking player simply decides that he does not want to risk a possible SAM hit.

• To resolve each strike, the owning player rolls two six-sided dice if a NATO air unit, or one ten-sided die if a Warsaw Pact air unit and consults the Strike Table, cross-referencing that die roll with the type of target that has been designated.
• If the die roll result is Miss (no effect), there is no effect to the designated target, and no effect to that striking air unit.
• If the die roll result is Miss (SAM hit), there is no effect to the designated target, but the striking air unit is immediately eliminated (forfeiting its remaining strikes, if any) and removed from the game.
• If the die roll result is Destroyed (SAM hit), the designated target is destroyed, but that striking air unit is immediately eliminated (shot down), and removed from the game.

**Exception:** If the target is in a friendly hex, ignore SAM hits.

• If an airbase/airport and/or bridge target is destroyed, it no longer intact or usable (by either side) throughout the remainder of the game (destroyed targets cannot be repaired within the timespan of the game). If a munitions target is destroyed, the NATO player must immediately consult the effects of losing that munitions target letter-code (17.0).
• If an airbase/airport is destroyed whilst any enemy air unit(s) was present at that airbase/airport (not aloft in the airspace above), the air unit(s) present there are automatically destroyed, as well.

### 14.6 Nuclear Air Strikes

If playing RTS in conjunction with RTW, any fixed-wing (non-helicopter) air unit that has been flown to conduct a strike per 14.5 may be declared to be conducting a nuclear air strike against that target hex (in addition to any other strikes). In such a case, the nuclear air strike is resolved per the **RTW/Nuclear Air Strike Table** (refer to **RTW** rule 14.6). Nuclear Air Strikes are not permitted when only playing RTS.

### 14.7 Airbase/Airport Capacity

Each friendly airport/airbase symbol printed on the map is permitted to base a maximum of four fixed-wing air units (unless that airbase/airport had been destroyed, in which case no air units of any type may be based there). Helicopter type units are never counted when calculating airbase/airport capacity.

**Note:** Any number of helicopter type units (including the U.S. LHA air unit) may stack in any quantity at any airbase/airport hex without regard to the capacity. Helicopter type units do not utilize airbase/airport capacity, although they are always required to occupy a functional airbase/airport hex when not conducting a mission. Likewise, capacity does not apply to 6th Fleet units based at sea.

Each captured airbase/airport (an airbase/airport that began the game as friendly to one side but is or has ever been captured by the other side’s land unit) is only permitted to base a maximum of two air units, however (although helicopter units may nevertheless stack in any quantity at any airbase/airport).

**Note:** For purposes of simplicity, there is no distinction between military airbases (or airfields) and airports.

An airbase/airport that has been destroyed has no capacity and cannot be repaired.

### 14.8 Returning to Base

After air superiority combat and all intended strikes have occurred in a hex (if any), all surviving air units in that hex must immediately be placed in the Returning to Base Box printed on the map (unless it has been eliminated during air superiority combat or by a SAM hit, in which case it is removed from the game permanently). Air units in the Returning to Base Box must be returned to any friendly airbase/airport hexes of the owning player’s choice (even if just captured) adhering to the airbase/airport capacity there. Any air unit that is unable to return to a friendly airbase/airport hex (if, for example, all other friendly airbase/airport hexes have been captured by enemy units), it is immediately eliminated instead.

### 14.9 Overrunning Air Units

If any friendly land unit moves into any enemy airbase/airport hex (even if because of an advance after combat or a retreat), that airbase/airport is automatically captured, and any enemy air units currently present there are immediately eliminated. An enemy air unit that is present in any airbase/airport hex may never be attacked via a land combat attack by any adjacent unit, whether that air unit is alone or stacked with any other enemy unit. An air unit that has been flown to conduct a strike or contribute air support cannot be attacked by any land units.

### 14.10 Air Transfers

During a player’s own Strike and/or Nuclear Launch Step, he may move any of his own air units from their current position on the map directly to his own side’s Returning to Base Box. During the Recovery Step of that same phase, those air units can be moved from that Returning to Base Box directly to any friendly controlled airbase/airport anywhere on the map, adhering to the capacity there (and if not destroyed or presently occupied by any enemy unit).

- Transfers also apply to any air units that are in the Returning to Base Box after conducting a strike or after participating in combat. No air unit is ever required to return to the same airbase/airport from where it originated, unless no other alternative is available.
- An air unit that is transferring may not conduct any strike or otherwise conduct any other activity when being moved to/from the Returning to Base Box. Conversely, an air unit that is transferring cannot be intercepted when it is moved to/from the Returning to Base Box.

### 15.0 NUCLEAR LAUNCHES

No nuclear rules are in effect when playing RTS (without RTW). If playing RTS with RTW, all nuclear rules apply in RTS identically (as if RTW was an extension of the RTW map and constructs).

### 16.0 NUCLEAR THRESHOLD

The nuclear threshold applies only when playing **RTW** and **RTS** together.

### 17.0 MUNITIONS FACTORIES

Munitions factories exist as printed symbols on the map, each with a corresponding letter code (printed within a black disc). If a munitions factory hex has ever been captured by any Warsaw Pact land unit (except a leader) or been destroyed by a Warsaw Pact air unit, a penalty is imposed upon the NATO side.

**Note:** The munitions symbols are only icons representing the kind of weapons or equipment being manufactured there. They have no specific bearing on play beyond simply being an identifier.

- The specific penalty depends upon the specific munitions factory hex that is captured and/or destroyed. The penalty is implemented immediately upon capture. The list of each munitions factory and its corresponding letter code and penalty is listed on the Munitions Factories Chart at the end of the rules.
• The imposed penalty is only a one-time event (in other words, the penalty is not repeated if a munitions factory is repeatedly captured and/or destroyed by the Warsaw Pact side), but the penalty is otherwise permanent.

Example: If a helicopter unit is eliminated because of a captured munitions factory, that helicopter unit is removed permanently from the game (it is not resurrected if that munitions factory is subsequently recaptured), nor is another helicopter eliminated if the factory hex is captured a second or subsequent time by the Warsaw Pact.

Note: A successful nuclear detonation in a munitions factory hex imposes the associated penalty as if that hex was captured.

• If a penalty cannot be imposed (example, if there are no remaining air units to eliminate), it is ignored (although it must be implemented to the extent possible before it is ignored, in such a case). Other nationalities may not be substituted for Italian units in any such case, nor may any other type of unit be substituted for the unit(s) specified by any penalty.

• When a munitions factory is destroyed, place a spare hammer and sickle counter (or any other convenient mnemonic) atop that munitions factory symbol on the Munitions chart printed on the map.

18.0 VICTORY CONDITIONS
Since a European war between NATO and the Warsaw Pact would be decided in West Germany, the victory conditions in RTS are not assessed by victory points. Instead, the Soviets’ strategic goal is to overrun the Industrial Po Valley and threaten to drive on Rome (and compel the Italians to sue for peace). If playing RTS in conjunction with RTW, the victory points listed here are applied to the normal Warsaw Pact’s victory goal of 200 victory points to achieve a win. If only playing RTS without RTW, the victory points as listed below are tallied and compared to a victory die roll requirement of “6.” A Warsaw Pact victory is entirely contingent upon the capture of various specific objective hexes on the map, listed as follows (and with the associated victory determination die roll modifier):

+2: Bergamo (2010)
+1: Piacenza Bridge (2113/2213)
+1: del Brennero Bridge (2613/2614)
+1: Occhiobello Bridge (2913/2914)
+1/-2: If all Italian cities south of the Po River, except La Spezia, Prato and Massa (Piacenza is south of the Po River) are Warsaw Pact controlled. Subtract two if all the above cities are not Warsaw Pact controlled.
-1: Per fleeing civilians marker eliminated (6.8).
+1: Per munitions factory modifier for each factory destroyed or captured (see Munitions Factories Chart).
-2: Entering Yugoslavia (13.0)
+2: If any NATO unit enters Yugoslavia.
-7: Per Hungarian city captured by NATO (e.g., Gyor is -5).

As of the end of the last game turn, the Warsaw Pact player must roll one six-sided die (only once) and then add the modifier of each above condition to that die roll (if applicable). If that modified die roll is greater than (>) six (6), the Warsaw Pact player wins the game. However, if that die roll is less than (<) six (6), the NATO player wins the game. If that die roll is exactly six, the game ends as a draw (meaning that the campaign for the Po Valley had no impact on the war in West Germany).

Note: Capture and control is defined as a Warsaw Pact unit occupying an objective’s hex location(s), listed above (in the case of any Italian bridge, must include both sides of the bridge), or if destroyed by a nuclear attack.

18.1 Victory if playing with Red Tide West
If playing RTS in conjunction with RTW, the modified victory determination die roll is added to the Warsaw Pact’s victory point tally, but otherwise has no effect. In other words, though the Warsaw Pact may have technically won a game of RTS per the stipulations of 18.0 above, the modified victory die roll is merely added to the Warsaw Pact’s total victory points as of the end of game turn 16. For this reason, it behooves the Warsaw Pact player to capture as many objective hexes as he can when playing RTS with RTW. If the Warsaw Pact player loses per the RTW rules, he loses RTS, as well.

19.0 NO SIMPLIFIED VICTORY CONDITIONS
Simplified victory conditions are not in effect when playing RTW with RTS, and there are no simplified victory conditions for RTS alone.

20.0 REBUILDING UNITS WITH VICTORY POINTS (OPTIONAL)
Units may only be rebuilt with victory points if playing RTS in conjunction with RTW. In such a case, RTW rule 20.0 is assumed to apply to RTS units normally.
MUNITIONS FACTORIES CHART

<table>
<thead>
<tr>
<th>Letter Code</th>
<th>Penalty if Captured or Destroyed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Q (hex 3809) =</td>
<td>Roll three dice and delay the arrival of one pending Italian reinforcement (of NATO player’s choice) the number of game turns equal to the highest die rolled (i.e., move that unit farther down the turn track equal to that highest die rolled).</td>
</tr>
<tr>
<td>R (hex 3307) =</td>
<td>Eliminate one existing U.S. air unit, if any (of NATO player’s choice). If there are no U.S. air units present on the map, ignore this penalty.</td>
</tr>
<tr>
<td>S (hex 3208) =</td>
<td>Degrade one Italian mountain unit (of Warsaw Pact player’s choice).</td>
</tr>
<tr>
<td>T (hex 3211) =</td>
<td>Degrade one Italian airmobile unit or eliminate one Italian helicopter air unit (of NATO player’s choice).</td>
</tr>
<tr>
<td>U (hex 2816) =</td>
<td>Eliminate the Italian leader (even if he has not emerged yet).</td>
</tr>
<tr>
<td>V (hex 2309) =</td>
<td>Degrade one Italian motorized unit (of NATO player’s choice).</td>
</tr>
<tr>
<td>W (hex 2310) =</td>
<td>Degrade one Italian mechanized unit (of NATO player’s choice).</td>
</tr>
<tr>
<td>X (hex 2311) =</td>
<td>Eliminate one Italian air unit (of NATO player’s choice).</td>
</tr>
<tr>
<td>Y (hex 2219) =</td>
<td>+1 to the Warsaw Pact’s victory die roll (18.0). Ignore the dice symbols on the munitions map graphic.</td>
</tr>
<tr>
<td>Z (hex 2118) =</td>
<td>+1 to the Warsaw Pact’s victory die roll (18.0). Ignore the dice symbols on the munitions map graphic.</td>
</tr>
</tbody>
</table>

STRIKE TABLE

<table>
<thead>
<tr>
<th>NATO Strike Dice Roll:</th>
<th>Warsaw Pact Strike Die Roll:</th>
<th>Airbase/Airport Target</th>
<th>Bridge Target</th>
<th>Munitions Target</th>
</tr>
</thead>
<tbody>
<tr>
<td>11-12</td>
<td>8-9</td>
<td>Miss (no effect)</td>
<td>Miss (no effect)</td>
<td>Miss (no effect)</td>
</tr>
<tr>
<td>9-10</td>
<td>6-7</td>
<td>Miss (no effect)</td>
<td>Miss (no effect)</td>
<td>Destroyed (SAM hit)</td>
</tr>
<tr>
<td>6-8</td>
<td>4-5</td>
<td>Destroyed</td>
<td>Destroyed</td>
<td>Destroyed</td>
</tr>
<tr>
<td>4-5</td>
<td>2-3</td>
<td>Miss (SAM hit)</td>
<td>Miss (no effect)</td>
<td>Miss (SAM hit)</td>
</tr>
<tr>
<td>2-3</td>
<td>0-1</td>
<td>Miss (SAM hit)</td>
<td>Miss (SAM hit)</td>
<td>Miss (SAM hit)</td>
</tr>
</tbody>
</table>

COMBAT RESULTS TABLE (CRT)

<table>
<thead>
<tr>
<th>NATO Dice Roll (2d6)</th>
<th>WARSAW Pact Die Roll (1d10)</th>
<th>Attacker’s Odds Ratio</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 to 3</td>
<td>1 to 2</td>
<td>1 to 1</td>
</tr>
<tr>
<td>-33%</td>
<td>-50%</td>
<td>(even)</td>
</tr>
<tr>
<td>2 to 3</td>
<td>2 to 1</td>
<td>3 to 1</td>
</tr>
<tr>
<td>-150%</td>
<td>-200%</td>
<td>-300%</td>
</tr>
<tr>
<td>3 to 1</td>
<td>4 to 1</td>
<td>5 to 1</td>
</tr>
<tr>
<td>-400%</td>
<td>-500%</td>
<td>-600%</td>
</tr>
<tr>
<td>4 to 1</td>
<td>5 to 1</td>
<td>6 to 1</td>
</tr>
<tr>
<td>-600%</td>
<td>-700%</td>
<td>7 to 1</td>
</tr>
</tbody>
</table>

Exception: If the target is in a friendly hex, ignore SAM hits.