

SEQUENCE OF PLAY	
Step 1: Air Deployment	
Step 2: Air to Air Combat	
Step 3: Warsaw Pact Attacks.	
Step 4: Warsaw Pact Movement	
Step 5: NATO Movement	
Step 6: NATO Attacks	
Step 7: Turn Conclusion	
For Basic Game use Steps 3-7	

TERRAIN EFFECTS ON LAND UNITS		
TERRAIN	MOVEMENT	ATTACK RATING
City	0	-1 (Armor Only)
Forrest	0	-1
Rough	0	-1
Major River	-1	-2
Minor River	-1	-1
Attack Rating Penalty is Cumulative		
Attack Rating Cannot be Reduced to Less than 1		

AIR / LAND GAME ADVANCED RULES	
Deploying Air Units	See Page 6
Air to Air Combat	See page 8
Air to Air Combat Effects	See page 9
Attacking Command	See page 10
Mission Aircraft	
Determining Air Superiority	See Page 10
Effects of Air Superiority	See Page 10
Tactical Missions	See Pages 10, 11, 12
Terrain Effects on Tactical Missions	See Page 11
Performing Ground Attacks	See Page 11
Attacking Assets	See Page 11
Performing Interdiction	See Page 11
Aircraft Reinforcements	See Page 12
STEALTH FIGHTERS	
F-19 Fighter	See Page 12
Special Capabilities	
AIRBORNE LAND UNITS	
Paratroops	See Page 12
Airmobile Units	See Page 13

CORPS AND ARMY ASSETS	
ARMY ASSETS	EFFECT
Support Marker(s)	Roll 2 dice (choose best result)
Armor (Warsaw Pact Only)	+1 to Attack Rating
Artillery	+1 to Attack Rating
Engineer	Ignores River Penalty for Movement And Attack
Up to Two Assets per Unit	
Only an Attack Roll of 1 Destroys an Asset	
Defender's Choice	
Attack Rating Bonus is Cumulative	

EFFECTS OF A SUCCESSFUL ATTACK LAND UNITS	
ATTACK ROLL (Attacker Rating)	EFFECT
Equal to Attack Rating	Hit Or Retreat
Less than Attack Rating but more than 1	Hit And Retreat
Roll of 1 and Attack Rating is at least equal to Defender's Attack Rating	Enemy is Destroyed / Attack Rating is Less than Defender a Roll of 1 causes a Hit And Retreat

TACTICAL MISSION TERRAIN EFFECTS	
TERRAIN	ATTACK RATING
City	-1
Forrest	-1
Rough	0
Major River	0
Minor River	0

EFFECTS OF A SUCCESSFUL AIR TO AIR ATTACK	
ATTACK ROLL (Attacker Rating)	EFFECT
Equal to Attack Rating	Target Unit is Aborted
Less than Attack Rating	Target Unit is Damaged And Aborted

COLOR CODED ATTACK RATING AIR UNITS		
COLOR	AIR TO AIR	AIR TO GROUND
Yellow	Roll 2 Dice	Roll 1 Die
Green	Roll 1 Die	Roll 2 Dice
Black	Roll 1 Die	Roll 1 Die
When Rolling 1 Die Attack Rating is Reduced to 1 (Except for Black)		

EFFECTS OF A SUCCESSFUL AIR TO GROUND ATTACK	
AIR TO GROUND	EFFECT
ATTACK ROLL (Attacker Rating)	
Equal to or Less than Attack Rating	Hit No Retreat
INTERDICTION	EFFECT
ATTACK ROLL (Attacker Rating)	
Equal to Attack Rating	Land Unit Moves No Farther
Less than Attack Rating	Land Unit Moves No Farther And Suffers a Hit