

Red Storm Rising Compiled Reference

Air to Air Combat Modifiers

+1

If a command mission (AWAC) aircraft is assigned to a sector, add 1 to the attack rating of *all* friendly air units in that sector. As long as it remains in the air.

Note: More than one AWACs aircraft can be assigned to a sector but their effects are *not* cumulative, +1 is the maximum bonus.

-2

Warsaw Pact air units attacking F-19 Frisbees (Only these) subtract two from their attack ratings to a minimum of one.

Tactical Airstrike Loss Table Modifiers

+2

When one of the F-19 Frisbees (Only these) performs a tactical mission the Warsaw Pact player must add two to his die roll on the Airstrike Loss table.

+1

If there is *no* enemy piece in the space you move to, your opponent adds one to his roll on the Airstrike loss table.

If the space you move to contains one of *your* army pieces, your opponent adds one to his roll.

- 1

If the piece you put on the board is a helicopter unit, your opponent subtracts one from his die roll.

Paratroop and Airmobile Loss Table Modifiers (Use Apropos Airstrike Loss Table)

+1

If there is *no* enemy piece in the space you move to, your opponent adds one to his roll on the Airstrike loss table.

If the space you move to contains one of *your* army pieces, your opponent adds one to his roll.

Exception: Another paratroop unit that also dropped this turn cannot be used to count for a different *paratroop* unit also dropping this turn. Paratroop units that dropped this turn however, *can* give this bonus to airmobile units landing this turn.

NATO division reinforcement modifiers landing at Le Havre (WWIII combined game)

27+ ships: Both divisions land at full strength.

23-26 ships: Each division is marked with 1 hit.

17-22 ships: Each division is marked with 2 hits.

13-16 ships: One division eliminated and the other is marked with 2 hits.

8-12 ships: Both divisions are eliminated.

7- ships: All assets and divisions are destroyed.

Note: NATO player can choose to destroy an asset instead of marking a hit on a division.

NATO support marker modifiers (WWIII combined game)

30 ships: 3 support markers (1 + 2 bonus)

27-29 ships: 2 support markers (1 + 1 bonus)

20-26 ships: 1 support marker (normal)

19- ships: 0 support markers (-1 penalty)

Transfer of Air Units between Red Storm Rising & The Hunt for Red October

Two same aircraft counters must be transferred from The Hunt for Red October to gain *one* counter in Red Storm Rising.

One aircraft counter must be transferred from Red Storm Rising to gain *two* aircraft counters in The Hunt for Red October.

Note: Only air units that have been eliminated can be replaced.

Players cannot increase the number of air units of a given type beyond the number supplied on each game's playing pieces.

Types of aircraft that are not represented in both games cannot be transferred.