



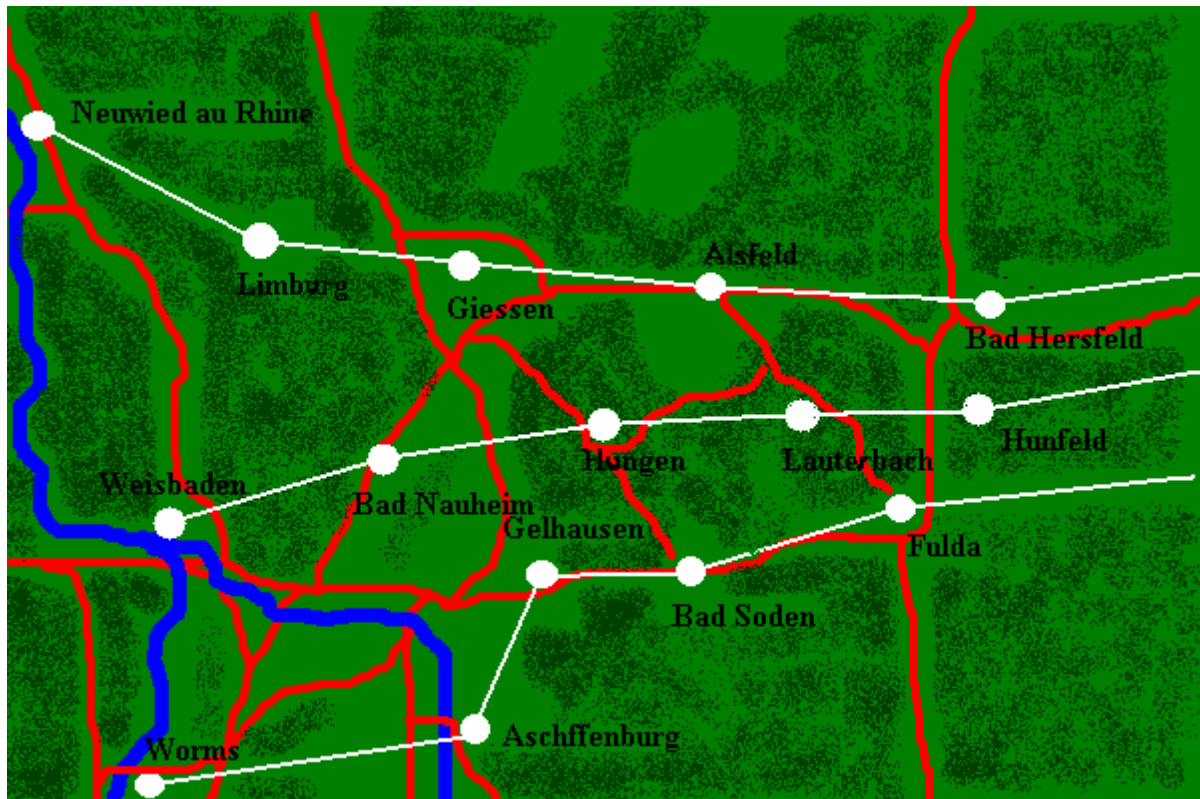
BREACH THE RHINE 1985

A Mini Campaign for Fist Full of TOWs 3 | adapted by Tim Bills

Introduction

This document describes a battle generator for a fictional campaign of modern tank battles taking place between NATO and Warsaw Pact (WP) forces joined by Sweden during the year of 1985 in the region of the Fulda Gap where the Soviet 8th Guards are attempting to break through the NATO US 5th Corps defenders and cross the Rhine river before the NATO reinforcements under the **Reforger** plan can arrive.

It is intended for use with 1/285th scale models and the Fistful of TOWs 3 rules system. It has been adapted from the **FFT3 Campaign Generator**, the earlier version of **Race to the Rhine** written for the **Modern Spearhead** ruleset and **Race to the Weser** written by Bry B.



Campaign Overview and Time Scale

The Campaign encompasses a series of battles covering a period of around 6 days in the CENTAG region of West Germany. A battle is fought approximately every 12 hours, which is the time span for 1 Campaign turn. Hence there are 12 Campaign turns. The Campaign may end before that.

The Rhine River is situated on the western map edge. If the Warsaw Pact player(s) has not crossed the Rhine by end of the 6 days then NATO is declared the winner. How far the WP player(s) advances depends on the results of battles.

There are 3 possible routes to the Rhine. The first is the northern route through Giesen, aiming to cross the Rhine just north of Koblenz. The second is the middle route through the rougher country between the 2 Autobahns present in this area of Germany, and crosses the Rhine at Weisbaden. The southern route

follows the autobahn from Fulda west, passing south of Frankfurt, and crosses in the vicinity of Worms. The names have been chosen to provide locations for battles only.

Each side gets Command points for use in the Campaign. Command points can be spent to reduce exhaustion, to purchase replacements for lost stands, to influence the Battle Selection die roll and to get Air Cover over the battlefield. Make the choice before rolling on the Battle Selection Table.

Campaign Forces (FFT3 pg.169)

Each side selects formation as its core troops. It must take all the stands from this formation. Then with the remaining points select elements of a second formation, up to the entire formation. If there are still remaining points after taking the entire second formation, elements of a third formation may be selected. The total cost of the units selected by a side cannot exceed the point value target. Don't forget to adjust the cost of units for their quality!

Target Formation Points:	10,000
Target Artillery Points:	255
Command Points:	WP: 18
	NATO: 12

The special rules **Formation Commander** and **Friction (Response)** will not be used.

Campaign Turns

Campaign turn 1 starts with the Warsaw Pact force player(s) picking an axis of attack. They begin the campaign as the attacker. The scenario is **Cracking the Line**.

Further battles are then fought for the westernmost zone of the chosen axis. Roll for the scenario, play the battle and determine the movement on the axis.

Each zone of advance by the WP player(s) moves the battle one map zone west, ie Battle Zone 1 to Battle Zone 2 etc. If a column is forced back then the battle moves east one map zone and the NATO player(s) now becomes the attacker on that route. Keep a track of the WP advance.

If the WP player(s) manages to reach the Rhine, then the battle **The Finish Line** is played. This is a **River Crossing battle** to simulate the crossing of the Rhine river. (Note that if the WP fail to cross the Rhine, they may attempt again until time expires.)

Campaign Victory Conditions

The Warsaw Pact forces win if they manage to cross the Rhine within the campaign time limit. If the Warsaw Pact forces reach the Rhine but fail to cross it the campaign is a draw. Any other result is a NATO victory.

Scenario Selection

The type of battle fought depends on the type of the previous battle and is rolled for on the Battle Selection Table. Make a Battle Selection roll for the western-most column at the start of each campaign turn. Note that unit Exhaustion may affect this decision (see Exhaustion Points later on).

Battle Selection Table

Last Battle Type	Modified d6 Die Roll							
	1	2	3	4	5	6	7	8
Hsty Attk	Brktr Attk	Delib Attk	Rivr Crs	Hsty Attk	Hsty Attk	Enctr	Hsty Attk	CntrAtk
Delib Attk	Brktr Attk	Encirc	Rivr Crs	Hsty Attk	Hsty Attk	Enctr	CntrAtk	CntrAtk
Brktr Attk	Encirc	Exploit	Hsty Attk	Hsty Attk	Enctr	Enctr	CntrAtk	CntrAtk
Rivr Crs	Brktr Attk	Enctr	Delib Attk	Hsty Attk	Enctr	Enctr	CntrAtk	Rivr Crs
Enctr	Brktr Attk	Delib Attk	Exploit	Hsty Attk	Hsty Attk	Enctr	Hsty Attk	Delib Attk
Cntr Attk	Brktr Attk	Delib Attk	Rivr Crs	Hsty Attk	Hsty Attk	Enctr	Enctr	CntrAtk
Exploit	Encirc	Pursuit	Hsty Attk	Hsty Attk	Enctr	Enctr	Enctr	CntrAtk
Pursuit	Encirc	Pursuit	Rivr Crs	Hsty Attk	Hsty Attk	Enctr	Enctr	CntrAtk
Encirc	Rivr Crs	Delib Attk	Delib Attk	Hsty Attk	Hsty Attk	Enctr	Brkout	Brkout
Brkout	Delib Attk	Brkout	Delib Attk	Hsty Attk	Hsty Attk	Enctr	CntrAtk	CntrAtk

Key:

Brkout	Breakout	Enctr	Encounter
Brktr Attk	Breakthrough Attack	Exploit	Exploit
CntrAtk	Counter Attack	Hsty Atk	Hasty Attack
Delib Atk	Deliberate Attack	Pursuit	Pursuit
Encirc	Encirclement	Rivr Crs	River Crossing

The side now possessing the initiative (the attacker in the next scenario) rolls a die, applies any modifiers, and consults this table to determine what the next scenario will be.

Battle Selection Die Roll Modifiers:

- +2 If the rolling player(s) just seized the initiative from the opponent in last battle (i.e, his side was the defender in last scenario and achieved a draw or victory).
- +? or -? Modifier(s) purchased by the players using Campaign command points. A player can select + or -.

Scenario Descriptions

Encounter	
Length	8 turns
Table Orientation	Base lines are the long edges
Table Layout:	There should be at least two roads connecting the baselines, and they should get no closer to each other than 18". Optionally, within 12" of each side's baseline place a lateral road connecting the two roads, and if desired extend the lateral roads to the flank edges.
Setup	Both sides use moving deployment. No flank deployment is permitted.
Forces	Both sides have equal points. Neither side may use airstrikes or preplanned artillery fire unless indicated otherwise by the campaign rules. Neither side will have any field defenses.
Objectives	Both sides are attempting to exit combat units (not individual stands) off the opposing side's baseline edge. Each side gets one victory point for each entire combat unit exited.
Exhaustion Points	+3 points for both sides.

Hasty Attack	
Length	8 turns
Table Orientation	Base lines are the long edges
Table Layout	There should be at least two roads connecting the baselines, and they should get no closer to each other than 18". Optionally, within 12" of each side's baseline place a lateral road connecting the two axial roads, and if desired extend the lateral roads to the flank edges.
Setup	Defender deploys in the closest third of the table. Attacker uses moving deployment, may use flank deployment.
Forces	Defender can use hasty field defences. Attacker may use airstrikes and pre-planned artillery fire. (Defender gets two-thirds of attacker's points. Defender can spend up to 20% of his points on hasty field defenses.)
Objectives	Prior to setup, designate one terrain feature in the defender's deployment area as the objective. The objective must be at least 12" from any flank edge and 6" from his baseline. Attacker gets one victory point for capturing the objective by the end of turn 7, and one victory point for holding the objective at the end of the game. Defender gets one victory point for holding the objective at the end of the game, and one victory point for eliminating at least half the attacker's combat units.
Exhaustion Points	+4 points for attacker, +3 points for defender.

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Deliberate Attack	
Length	10 turns
Table Orientation	Base lines are the long edges
Table Layout	There should be at least two roads connecting the baselines, and they should get no closer to each other than 18". Optionally, within 12" of each side's baseline place a lateral road connecting the two roads, and if desired extend the lateral roads to the flank edges.
Setup	Defender deploys in the closest half of the table to his baseline. Attacker deploys within closest quarter of the table to his baseline, and may use flank deployment.
Forces	See Warsaw Pact and NATO force selection sections. Defender gets half of attacker's points. Defender can spend up to 40% of his points on deliberate field defenses. Attacker can use airstrikes and preplanned artillery fire.
Objectives	Prior to setup, designate one terrain feature in the defender's deployment area as the objective. The objective must be at least 12" from any flank edge and 6" from his baseline. Attacker gets one victory point for capturing the objective by the end of turn 9, and one victory point for holding the objective at the end of the game. Defender gets one victory point for holding the objective at the end of the game, and one victory point for eliminating at least half the attacker's combat units.
Exhaustion Points	+5 points for attacker, +4 points for defender.

Counter Attack	
Length	8 turns
Table Orientation	Base lines are the long edges
Table Layout	There should be at least two roads connecting the baselines, and they should get no closer to each other than 18". Optionally, within 12" of each side's baseline place a lateral road connecting the two roads, and if desired extend the lateral roads to the flank edges.
Setup	Defender deploys in the closest third of the table to his baseline. Attacker (the side making the counterattack) deploys using moving deployment, and may use flank deployment.
Forces	Defender gets two-thirds of attacker's points. No field defenses may be purchased by either side. Attacker may use airstrikes and preplanned artillery fire.
Objectives	Attacker gets one victory point for eliminating at least one-third of the defender's combat units, and another victory point for eliminating at least two-thirds of the defender's combat units. Defender gets one victory point for eliminating at least one-third of the attacker's combat units, and another victory point for eliminating at least two-thirds of the attacker's combat units.
Exhaustion Points	+4 points for attacker, +4 points for defender.

Break Through Attack	
Length	10 turns
Table Orientation	Base lines are the long edges
Table Layout	There should be at least two roads connecting the baselines, and they should get no closer to each other than 18". Optionally, within 12" of each side's baseline place a lateral road connecting the two roads, and if desired extend the lateral roads to the flank edges.
Setup	Defender deploys in the closest half of the table to his baseline. Attacker deploys in the closest quarter of the table to his baseline, and may use flank deployment.
Forces	Defender gets half of attacker's points. Defender can spend up to 40% of his points on deliberate field defenses. Attacker can use airstrikes and preplanned artillery fire.
Objectives	Attacker gets one victory point for clearing the quarter of the table closest to the defender's baseline of enemy units, and gets one victory point for exiting at least one quarter of his combat units off the defender's baseline. Defender gets one victory point for holding the quarter of the table closest to his baseline, and one victory point for eliminating at least one-third of the attacker's combat units.
Exhaustion Points	+6 points for attacker, +5 points for defender.

Exploitation Battle	
Length	8 turns
Table Orientation	Base lines are the long edges
Table Layout:	There should be at least two roads connecting the baselines, and they should get no closer to each other than 18". Optionally, within 12" of each side's baseline place a lateral road connecting the two roads, and if desired extend the lateral roads to the flank edges.
Setup	Defender deploys in the closest half of the table to baseline, and all defender artillery must be on-table. Attacker deploys using moving deployment and may use flank deployment.
Forces	Defender gets two-thirds of attacker's points. Defender may not purchase field defenses. Attacker may not use preplanned artillery fire or airstrikes unless indicated otherwise by the campaign rules.
Objectives	Each side gets one victory point for controlling the center third of the table (treat entire third as an objective), and one victory point for controlling the third of the table closest to the defender's baseline.
Exhaustion Points	+3 points for attacker, +4 points for defender.

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Pursuit Battle	
Length	8 turns
Table Orientation	Base lines are the short edges
Table Layout	There should be at least one road connecting the baselines. Optionally, within 24" of each side's baseline, place a lateral road connecting the two flank edges
Setup	Defender deploys first, anywhere on the table, then attacker chooses which baseline will be his, and deploys using moving deployment. Attacker may use flank deployment.
Forces	Defender gets half of attacker's points. Defender may use up to 20% of his points for hasty field defenses only. Attacker may use airstrikes, but not preplanned artillery fire.
Objectives	Attacker receives one victory point for each quarter of the defender's combat units eliminated. Defender receives one victory point for each quarter of his combat units exited off the defender's baseline.
Exhaustion Points	+2 points for attacker, +3 points for defender.

Encirclement Battle	
Length	10 turns
Table Orientation	Base lines are the short edges
Table Layout:	There should be at least one road connecting the baselines. Optionally, within 24" of each side's baseline, place a lateral road connecting the two flank edges.
Setup	Defender deploys in third of the table closest to their base edge. Attacker uses moving deployment along either or both flank edges.
Forces	Defender gets half the attacker's points. Defender may not purchase field defenses. Attacker and defender may not use preplanned artillery fire or airstrikes unless indicated otherwise by the campaign rules.
Objectives	Attacker receives one victory point for eliminating at least one third of the defender's combat units, and one victory point for eliminating at least two thirds of the defender's combat units. Defender gets one victory point for holding the third of the table closest to the attacker's baseline, and one victory point for exiting at least one quarter of his combat units from the attacker's baseline.
Exhaustion Points	+4 points for attacker, +3 points for defender.

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Breakout Battle	
Length	10 turns
Table Orientation	Base lines are the long edges
Table Layout	There should be at least two roads connecting the baselines, and they should get no closer to each other than 18". Optionally, within 12" of each side's baseline place a lateral road connecting the two roads, and if desired extend the lateral roads to the flank edges.
Setup	Defender deploys in the center third of the table. Attacker deploys the breakout force along the defender's baseline using moving deployment, and deploys the relief force along the attacker's baseline using moving deployment.
Forces	Defender gets two-thirds of total attacker points. Attacker divides force into two forces of equal point cost, and designates one as the breakout force and the other as the relief force. Both sides may use preplanned artillery fire and airstrikes. Attacker may deploy his artillery on-table as part of the breakout force. Neither side may purchase field defenses
Objectives	Attacker gets one victory point for exiting at least half his breakout force's combat units off his own baseline by the end of the game, and another victory point if he achieves this by the end of turn 8. Defender gets one victory point for eliminating at least half the relief force's combat units, and one victory point for eliminating at least half the breakout force's combat units.
Exhaustion Points	+5 points for attacker, +3 points for defender.

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River Crossing Battle	
Length	8 turns
Table Orientation	Base lines are the long edges
Table Layout:	At one-third of the table length from the defender's baseline a 2"-wide unfordable river runs from flank to flank edge to flank edge (e.g., on a 4'x6' table it will be 16" from the defender's baseline). The river may meander a bit but must stay within 3" of this distance from the defender's baseline. There should be two roads connecting the baselines, each crossing the river at a bridge or at a ford, and they should get no closer to each other than 18". Optionally, within 12" of each side's baseline place a lateral road connecting the two roads, and if desired extend the lateral roads to the flank edges.
Setup	Defender deploys in the closest half of the table. Attacker uses moving deployment, may use flank deployment but only up to the river (no flank force may enter on the defender's side of the river).
Forces	Defender gets half of attacker's points. Defender can spend up to 20% of his points on hasty field defenses. Attacker may use airstrikes and preplanned artillery fire.
Special Rule:	If the defender has an engineer or pioneer infantry stand present in his force, starting on turn 7 it may attempt to blow up a bridge if it is within 1" of the bridge and it is unsuppressed. To make the attempt the stand may not move during its movement phase. The stand rolls one die at the end of its movement phase, on a 5+ the bridge has been destroyed.
Objectives	Attacker gets one victory point for having at least one combat unit across the river at game end, and another victory point for exiting at least one combat unit off the defender's baseline. Defender gets one point for eliminating one-third of the attacker's combat units, and one victory point for holding his side of the river at game end (i.e., no attacker forces on the table on the defender's side of the river at game end).
Exhaustion Points	+5 points for attacker, +5 points for defender.

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The Finish Line, Crossing the Rhine (River Crossing Battle)	
Length	10 turns
Table Orientation	Base lines are the short edges
Table Layout:	At one-third of the table length from the defender's baseline a 2"-wide unfordable river runs from flank to flank edge to flank edge (e.g., on a 4'x6' table it will be 16" from the defender's baseline). The river may meander a bit but must stay within 3" of this distance from the defender's baseline. There should be two roads connecting the baselines, each crossing the river at a bridge, and they should get no closer to each other than 18". Optionally, within 12" of each side's baseline place a lateral road connecting the two roads, and if desired extend the lateral roads to the flank edges.
Setup	Defender deploys in the closest half of the table. Attacker uses moving deployment, may use flank deployment but only up to the river (no flank force may enter on the defender's side of the river).
Forces	Defender gets half of attacker's points. Defender can spend up to 20% of his points on hasty field defenses. Attacker may use airstrikes and preplanned artillery fire.
Special Rule	If the defender has an engineer or pioneer infantry stand present in his force, starting on turn 9 it may attempt to blow up a bridge if it is within 1" of the bridge and it is unsuppressed. To make the attempt the stand may not move during its movement phase. The stand rolls one die at the end of its movement phase, on a 5+ the bridge has been destroyed.
Objectives	Attacker gets one victory point for having at least one combat unit across the river at game end, and another victory point for exiting at least one combat unit off the defender's baseline. Defender gets one point for eliminating one-third of the attacker's combat units, and one victory point for holding his side of the river at game end (i.e., no attacker forces on the table on the defender's side of the river at game end).
Exhaustion Points	+5 points for attacker, +5 points for defender.

Cracking the Line (Deliberate Attack) The Warsaw Pact forces cross the border and the NATO forces begin the long anticipated delaying action against them.	
Length	12 turns
Table Orientation	Base lines are the short edges
Table Layout	There should be at least two roads within 12" of each side's baseline. There are no roads connecting the base lines.
Setup	Defender deploys in the closest two thirds of the table to his baseline. Attacker uses moving deployment.
Forces	Defender gets half of attacker's points. Defender can spend up to 50% of his points on deliberate field and hasty defenses. Attacker can use airstrikes and preplanned artillery fire.
Objectives	Prior to setup, designate one terrain feature in the defender's deployment area as the objective. The objective must be at least 12" from any flank edge and 6" from his baseline. Attacker gets one victory point for capturing the objective by the end of turn 11, and one victory point for holding the objective at the end of the game. Defender gets one victory point for holding the objective at the end of the game, and one victory point for eliminating at least half the attacker's combat units.
Exhaustion Points	+5 points for attacker, +4 points for defender.

On-table deployment

On-table deployment means the stands of the force are placed on the table in their starting locations prior to the start of play.

Moving deployment

Moving deployment means the force starts off table and enters from the specified edge during its Movement Phase.

Flank Deployment:

For flank deployment, a player designates a flank force from the troops he is using in the battle. The flank force may include no more than 25% of the NATO player's combat units or no more than 33% of the Warsaw Pact units.

A combat unit must be fully assigned either to the flank force or to the main force; its stands may not be split between the flank force and the main force. At the start of the game, prior to deployment by either side, the player designates which flank edge his force will enter on, and which quarter of the edge it will do so in.

Number the quarters 1, 2, 3, 4 starting from the friendly baseline. During the game, at the start of any friendly player turn in which the player desires his flank force to enter the table, he must roll a die. If the roll exceeds the number of the quarter, during the friendly Movement Phase his flank force enters. Each stand in the flank force may make up to a full move from the center of that quarter's edge. If the center of that quarter's edge contains terrain impassable to a stand in the flank force, the stands must enter the edge at the closest point containing passable terrain within that quarter edge. If there is no passable terrain anywhere within that quarter edge for the flank stand to enter on, then that stand is eliminated, and the owning player should be given much good-natured grief about selecting that area for entry.

Pre-planned Bombardment

(FFT pg. 106)

Time of Day and Weather

The attacking player(s) may choose to fight in either day or night. Roll for weather. If the weather is **Bad**, all air is grounded.

Roll	Weather	Visibility (Day/Night)
1 - 3	Good	70"/8"
4 - 5	Moderate	30"/8"
6	Bad	15"/8"
IR, II, 1 st Gen Therm		20"

Scenario Forces

The base points for the attacker in each scenario is **10,000**. Modify the defender's points as indicated by the scenario. The players each select units from their campaign rosters to fight the scenario.

In addition to using units from its campaign force for a scenario, each side may use some of its scenario points to purchase attached units (from the Attachments portion of the army list) of company size or smaller for western style armies or battalion size or smaller for Russian-style armies. Attached units may not cost more than 25% of the scenario point limit. An attachment may be bought understrength to fit it within the 25% limit and the scenario point limit. If the attached unit exists in the Campaign Roster the unit must be taken the Campaign Roster. Again, the total point cost of the force may not exceed the scenario limit for the attacker or the fraction of that limit for the defender. Eventually, due to casualties one or both sides may no longer be able to field that many points. At that point, adjust the scenario limit downward to however many points the attacker has left in his force.

Table Layout

All battles are intended to be played on a 6ft by 4ft table. The table is divided up into 6 sectors each of 2ft square. Each battle description states the table orientation with regards to home base being along the long or short side lengths.

Use the terrain tables below to determine the table layout. Roads are placed as described by the scenario.

Terrain Types per Map Battle Zone

To get the terrain type for a battle consult the **Terrain Generator**.

Hills

Put the hills on table first. Hills come in various sizes.

Number and type pf Hills on table				
Terraingn Category	Small	Medium	Large	Huge
Flat	2 – 12 2d6	1 -3 D6/2	None	None
Undulating	2 – 12	3 – 6	None	None

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	2d6	Avg dice + 1		
Hilly	2 – 5 Avg dice	3 – 6 Avg dice + 1	1 – 3 D6/2	None
Very Hilly	1 – 3 D6/2	1 – 3 D6/2	1 – 3 D6/2	1 – 3 D6/2

The number and size of hills will be determined by the general terrain category, eg Flat, Undulating, Hilly or Very Hilly. The bigger the hills the fewer there will be on table. Roll to see how many Hills of each type there will be. Then players alternate placing a Hill on table until all are placed. It's entirely up to the players where they place the hills. They can, if they wish, number the sectors on table and roll a d6 and add it to that sector. After placing all the hills each player can roll 1d6/2 and then move that number of hills up to 6" in any direction.

Hill sizes				
Description	Small	Medium	Large	Huge
Height in contours	1	2 – 3	4 – 5	6+
Hill base length	6 – 8"	10 – 12"	12 – 16"	18 – 24"

Rivers

Once the Hills are on table place the rivers and streams. Rivers should be placed between Hills. Only streams can be placed on a Hill and not over a Hill. All rivers should touch a table edge at one end. Streams can feed into other Rivers.

River Size	River Width	How to cross?	River length	Number on table
Stream	< 5m	Fordable	< 1ft	0 – 3 Avg dice - 2
Small	Upto 10m	Bridge, Amphib	< 2ft	0 – 2 1d6/2 - 1
Medium	Upto 20m	Bridge, Amphib	< 3ft	0 – 1 5 or 6 on d6
Large	Upto 50m	Bridge, Ferry, Amphib	Across the table	1 Max
Huge	100+m	Bridge, Ferry, Amphib	Across the table	1 Max

The terrain category will specify what River types there will be. Generally Large and Huge rivers will only be available in River Crossing scenarios. Streams will probably be on all terrains types. Small and Medium rivers may be on table.

After placing all the rivers each player can move a river up to 6" if they get a 5 or 6 on 1d6.

Towns

Next place the Urban environment. Buildings are placed on table in areas ranging from a few square inches to whole table 2ft sectors. The terrain category will detail the amount of urbanization.

Urbanization coverage						
Urban Level	Farm	Village	Small Town	Town	Large Town	City

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Sparse	4 – 7 Avg dice +2	4 – 7 Avg dice +2	1 – 3 D6/2	None	None	None
Light	4 – 7 Avg dice +2	4 – 7 Avg dice +2	3 – 6 Avg dice +1	1 – 2 D6/3	None	None
Medium	2 – 5 Avg dice	2 – 5 Avg dice	2 – 5 Avg dice	3 – 6 Avg dice +1	None	None
Heavy	1 – 2 D6/3	1 – 2 D6/3	1 – 3 D6/2	2 – 5 Avg dice	1 – 3 D6/2	None
City	1 on a 6 D6	1 on a 6 D6	1 on a 6 D6	1 – 2 D6/3	1 – 2 D6/3	1 – 2 D6/3

Urban sector size						
Description	Farm	Village	Small Town	Town	Large Town	City
Example size	2" square	6" x 4"	6" x 8" or 12" x 4"	12" x 12" or 18" x 8"	18" x 16" or 24" x 12"	2ft x 2 ft
# Urban sectors	½ sector	1 sector	2 sectors	3 – 6 sectors Avg dice +1	7 – 12 sectors 1d6 + 6	1 table sector

Roll for the number of each size of urban area and then alternate between players placing each area on table. Roll for the size of each area when placing. Urban areas should not be placed on hills at contour level 4 or above if possible (towns tend to be low lying). After placing all the urban terrain each player can roll 1d6 and then move that number of areas up to 6" in any direction.

Woods

Woods are placed after the buildings are on table. Woods can be placed anywhere on table except in or covering a built-up sector. Woods can be placed all over hills. Woods can be either side of a river or straddle a river.

Woods are placed on table in areas ranging from a few square inches to whole table 2ft sectors. The terrain category will detail the amount of forestation.

Forestation coverage						
Woods Level	Clump of trees	Coppice	Small Wood	Wood	Large Wood	Forest
Sparse	4 – 7 Avg dice + 2	4 – 7 Avg dice + 2	1 – 3 D6/2	None	None	None
Light	4 – 7 Avg dice + 2	4 – 7 Avg dice + 2	3 – 6 Avg dice + 1	1 – 2 D6/3	None	None
Medium	2 – 5 Avg dice	2 – 5 Avg dice	2 – 5 Avg dice	3 – 6 Avg dice + 1	None	None
Heavy	1 – 2 D6/3	1 – 2 D6/3	1 – 3 D6/2	2 – 5 Avg dice	1 – 3 D6/2	None

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Forest	1 on a 6 d6	1 on a 6 d6	1 on a 6 d6	1 – 2 D6/3	1 – 2 D6/3	1 – 2 D6/3
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Roll for the number of each size of wooded area and then alternate between players placing each area on table. Roll for the size of each area when placing. After placing all the woods terrain each player can roll 1d6 and then move that number of areas up to 6" in any direction, so long as they don't cover any built-up sectors.

Woods sector size						
Description	Clump of trees	Coppice	Small Wood	Wood	Large Wood	Forest
Example size	2" square	6" x 4"	6" x 8" or 12" x 4"	12" x 12" or 18" x 8"	18" x 16" or 24" x 12"	2ft x 2ft
# Urban sectors	½ sector	1 sector	2 sectors	3 – 6 sectors Avg dice + 1	7 – 12 sectors 1d6 + 6	1 table sector

Note: for Germany all woods sectors should be straight edged.

Tactical Air Support

If the scenario allows it then before a battle roll for the number of Air Strikes available.

For the first four campaign turns, plus any prepared attacks (Breakthrough, Deliberate or River Crossing) the WP player(s) gets 1-4 Air Strikes.

Roll	# of Strikes
1	1
2-3	2
4-5	3
6	4

A player(s) can also spend a Campaign Command point to get some friendly Air Cover over the Battlefield. Make the choice before rolling on the Battle Selection Table.

During the battle a player may call in an Air Strike using the usual Air Strike call-in procedure outlined in the tactical rules (eg FFOT3 pg129). An FAC or a sides CO can make the call when activated and with targets in sight. (Roll for type of strike aircraft first)

Die Roll	Result
1	Strike abort / is destroyed
2	Strike is delayed; roll next turn
3-6	Strike arrives

Add +1 for dedicated ground attack aircraft (A-10, AV-8, SU-25).

Add Air Cover Modifier.

Each Air Strike can spend a maximum of 2 consecutive turns over the table.

A maximum of 2 friendly Air Strikes can be on table at once.

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The number of attacks of a load is detailed in the Aircraft Loads table. Roll 1d6 for the aircraft type then roll another 1d6 to see what type of ordnance loads it has and the number of attacks of the load, in addition to a single shot of cannon (usually).

WP	Die Roll	Aircraft Type	Number of Attacks							
			Cannon	GP Bombs		Cluster		Rocket	Guided Bomb	Missile
				Med	Hvy	Lt	Hvy	Hvy		
	1	MiG-27	1+	1 - 3		4 - 5		--	6	--
				x2	--	--	x1	--	x1	--
	2-3	Su-17M3	1+	1 -- 3		4 - 5		--	6	--
				x2	--	x1 +	x1	--	x2	--
	4-5	Su-25	1+	1 - 2		3 - 4		--	5	6
				x2	--	x1 +	x1	--	x2	x2
	6	Su-24	1+	1 - 2		3 - 4		--	5 - 6	--
x1 +				x2	x1 +	x3	--	x3	--	

US	Die Roll	Aircraft Type	Number of Attacks							
			Cannon	GP Bombs		Cluster		Rocket	Guided Bomb	Missile
				Med	Hvy	Lt	Hvy	Hvy		
	1	F-4E	1+	1 - 2		3 - 4		--	5 - 6	--
				--	x2	x1+	x2	--	x3	--
	2-3	F-16	1+	1 -- 2		3 - 4		--	5	6
x3				--	--	x2	--	x3	x3	
4-6	A-10	x2	1 - 2		3 - 4		--	5	6	
			x3	--	--	x2	--	x3	x3	

German	Die Roll	Aircraft Type	Number of Attacks							
			Cannon	GP Bombs		Cluster		Rocket	Guided Bomb	Missile
	Med	Hvy		Lt	Hvy	Hvy				
	1-2	Alphajet	1+	1 - 3		4 - 5		--	6	--
				x1	--	x1	--	--	x1	--
	3-4	F-4F	1+	1 -- 3		4 - 5		--	6	--
--				x2	x1	x2	--	x3	--	
5-6	Tornado	1+	1 - 3		4 - 5		--	6	--	
			--	x2	--	x3	--	x3	--	

Sw	Die Roll	Aircraft Type	Number of Attacks							
			Cannon	GP Bombs		Cluster		Rocket	Guided Bomb	Missile
	Med	Hvy		Lt	Hvy	Hvy				
	1-2	J35F	1+	--		--		1 - 6	--	--
				--	--	--	--	x1	--	--
3-5	AJ37	1+	1 - 2		--		3 - 4	--	5 - 6	
			x3	--	--	--	x1	--	x2	
6	Roll on the Soviet Table									

Cannon strafing run attacks everything along a 6" straight line, ½" to either side. Attacks are delivered at 3+ to hit and spot all targets in the area of effect. Strafing attacks hit the flank armor of armored vehicles regardless of facing. Pen 6, ROF 3 AI 0. (A-10 has Pen 9)

Bomb and **Rocket** attacks are conducted as area attacks with an accuracy of 3+

Objectives and Victory Points

Use the Victory Points detailed in the Battle description and add these global Victory Points if they differ from those in the battle description:

1 VP per:

2ft board sector in own control at end (max of 6) (no other good order enemy units in the board sector to qualify).

Each opposing Warsaw Pact Battalion destroyed or NATO Company destroyed (includes all units KO'd or 2/3rds losses QC Fail).

For Warsaw Pact player(s): Each Battalion exited off the opponent's base line.

Frequently the scenario objective will be a terrain feature. The objective should be designated before any troops are deployed. It should be located in the area specified by the scenario, at least 12" from any flank edge and at least 6" from any baseline edge. An objective is considered captured, held, or controlled when no enemy forces are present on the feature and at least one friendly combat unit is located on the feature.

Where exiting combat units is an objective, all the surviving stands of the combat unit must exit for the unit to count toward the victory conditions. Sides receive victory points in a scenario for completing objectives.

At the game end, total the victory points for each side.

The Victory Point Total is: Warsaw Pact VPs – NATO VPs + Random Factor

Random Factor = roll 1d6: 1-2 = -1, 3-4 = 0, 5-6 = +1

Penalties: Warsaw Pact used Chemicals = -2 VPs.

Then use the VP Total on the Advance Table to determine the which Battle Zone the WP Column moves to in the next Campaign Turn.

Advance Table		
VP Total	Effect	Notes
<0	Pushed Back – WP lost	NATO has the Initiative and is now the attacker. WP Column one zone retreat east.
0 - 2	No Effect – draw	No advance. WP Column Attack same zone next turn.
3 - 9	Minor Victory - WP won	NATO Retreat. WP Column one zone advance west.
10 - 17	Major Victory - WP won	NATO Routed. WP Column two zone advance west.
18+	Shattering Victory - WP won	Orders of Lenin all round. WP Column three zone advance

		west.
--	--	-------

After the Battle Recovery from Losses

Some of the losses taken during battle are temporary in nature. While the stand remains combat ineffective for the duration of the battle, afterward repairs can be affected, troops rallied, leaders replaced, etc.

Keep track of losses for each stand of both sides during a battle and why the stand was lost (Destroyed, Quality Check fail or unit losses).

Each side recovers all of the stands that were lost due to two-thirds-losses quality checks, and recovers two thirds of the stands lost in the scenario due to failed individual quality checks. Each side recovers one-third of the stands lost in the scenario to destroyed results. Recovered stands may be reorganized by reassigning them to other understrength combat units to bring them up to full strength (but they may not exceed full strength).

Calculate Exhaustion Points

Then add to the exhaustion for each side. Each side gets the exhaustion points indicated in that scenario. Then add one exhaustion point to a side if it suffered a minor defeat or two points if it suffered a major defeat.

When a Formation's Exhaustion points score reaches 22 it cannot be selected for any further attacks. It must spend a Campaign turn in the same Battle Zone and assume a defensive posture. It recovers 4 Exhaustion points at the end of each Campaign turn spent recovering from Exhaustion.

However, the WP player(s), if still holding the Initiative (ie is the Attacker) at the start of the Campaign turn where Exhaustion is exceeded, still rolls for the Battle Selection at the start of the Campaign turn as normal, but just cannot fight the battle(s) that Campaign turn with the Exhausted unit. The Exhausted unit does nothing that Campaign turn but recover from Exhaustion.

Campaign Command Points

After the Campaign turn both players may spend command points. A maximum of 5 command points may be spent after each Campaign turn. Deduct spent command points from the side's remaining command points for the campaign. The WP player(s) starts the Campaign with 16 Command points, NATO starts with 12 Command points

Command points may be spent to remove exhaustion points, to replace stands, or to modify the die roll for the selection of the next battle.

Each command point spent to reduce exhaustion removes one exhaustion point.

Each command point spent to get replacements allows the player(s) to restore to his force three stands of his choice that have been lost.

Each command point spent to modify the die roll will add either a +1 or a -1 to the next battle selection die roll as the player(s) designates.

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A Command point may be expended to purchase Air Cover over the battlefield before rolling on the Battle Selection table. This influences whether any Air Strikes successfully arrive. The WP Player(s) is automatically assumed to have Air Cover over each battle for the first four campaign turns.

Both sides secretly record what their purchased modifier will be, and reveal it after both sides have indicated they are done spending command points for this battle cycle. This must be done prior to the next battle selection die roll.

Historic Units

Warsaw Pact Forces

The side playing the Warsaw Pact forces is in charge of the Soviet 8th Guards Army. This comprises 3 Motor Rifle Divisions and one Tank Division.

Russian Motor Rifle Divisions; 8th Guards Army.

20th Guards Motor Rifle Division

- 55th Guards Motor Rifle regiment BTR 70
- 57th Guards Motor Rifle regiment
- 60th Guards Motor Rifle regiment BMP
- 20th Guards Tank regiment T-72
- 20th Guards Recon battalion
- 20th Independent Tank battalion T-72
- 46th Anti-tank battalion
- 46th Artillery regiment

39th Guards Motor Rifle Division, 'Barvenkovo' division

- 112th Guards Motor Rifle regiment BTR 70
- 117th Guards Motor Rifle regiment BTR 70
- 120th Guards Motor Rifle regiment BMP
- 39th Guards Tank regiment T-72
- 39th Guards Recon battalion
- 39th Independent Tank battalion T-72
- 87th Anti-tank battalion
- 87th Artillery regiment

57th Guards Motor Rifle Division

- 170th Guards Motor Rifle regiment BTR 70
- 172nd Guards Motor Rifle regiment BTR 70
- 174th Guards Motor Rifle regiment BMP
- 57th Guards Tank regiment T-72
- 57th Guards Recon battalion
- 57th Independent Tank battalion T-72
- 128th Anti-tank battalion
- 128th Artillery regiment

79th Guards Tank Division

- 17th Guards Tank Regiment
- 45th Guards Tank Regiment

- 211th Guards Tank Regiment
- 247th Guards Motor Rifle Regiment
- 172nd Guards Artillery Regiment

NATO Forces

The side playing the NATO forces is in charge of the US 5th Corps which is comprised of the 3rd Armored Division, 8th Infantry Division and 11th Armored Cavalry Regiment.

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Swedish Tactical Aircraft

https://en.wikipedia.org/wiki/List_of_military_aircraft_of_Sweden

Aircraft	Service Range	#	Weapons
Saab 35 Draken J35F https://en.wikipedia.org/wiki/Saab_35_Draken	1969-1989	230	30mm cannon, 2x75mm pods or 12x135mm rockets
Saab 37 Viggen AJ37 https://en.wikipedia.org/wiki/Saab_37_Viggen	1971-1999	108	135mm rocket, 2xmissile(Maverick), 30mm cannon, 135mm rockets, 120kg frag bombs

Warsaw Pact Play Aids

Flank Attack

Table Side:	
Quadrant:	

Preplanned Bombardment

Turn	Support Group	Aim point/Location	# Zones	Fire Units / Zone

Tactical Air Support

Roll	# of Strikes
1	1
2-3	2
4-5	3
6	4

Die Roll	Result
1	Strike abort / is destroyed
2	Strike is delayed; roll next turn
3-6	Strike arrives

Add +1 for dedicated ground attack aircraft (A-10, AV-8, SU-25).

Add Air Cover Modifier (WP/Sw +1, Campaign Turns 1-4)

Each Air Strike can spend a maximum of 2 consecutive turns over the table. A maximum of 2 friendly Air Strikes can be on table at once.

WP	Die Roll	Aircraft Type	Number of Attacks							
			Cannon	GP Bombs		Cluster		Rocket	Guided Bomb	Missile
	Med	Hvy		Lt	Hvy	Hvy				
	1	MiG-27	1+	1 - 3		4 - 5		--	6	--
				x2	--	--	x1	--	x1	--
	2-3	Su-17M3	1+	1 -- 3		4 - 5		--	6	--
				x2	--	x1 +	x1	--	x2	--
	4-5	Su-25	1+	1 - 2		3 - 4		--	5	6
				x2	--	x1 +	x1	--	x2	x2
	6	Su-24	1+	1 - 2		3 - 4		--	5 - 6	--
x1 +				x2	x1 +	x3	--	x3	--	

Cannon strafing run attacks everything along a 6" straight line, ½" to either side. Attacks are delivered at 3+ to hit and spot all targets in the area of effect. Strafing attacks hit the flank armor of armored vehicles regardless of facing. Pen 6, ROF 3 AI 0. (A-10 has Pen 9)

Swedish Play Aids

Flank Attack

Table Side:	
Quadrant:	

Preplanned Bombardment

Turn	Support Group	Aim point/Location	# Zones	Fire Units / Zone

Tactical Air Support

Roll	# of Strikes
1	1
2-3	2
4-5	3
6	4

Die Roll	Result
1	Strike abort / is destroyed
2	Strike is delayed; roll next turn
3-6	Strike arrives

Add +1 for dedicated ground attack aircraft (A-10, AV-8, SU-25).

Add Air Cover Modifier (WP/Sw +1, Campaign Turns 1-4)

Each Air Strike can spend a maximum of 2 consecutive turns over the table. A maximum of 2 friendly Air Strikes can be on table at once.

Sw	Die Roll	Aircraft Type	Number of Attacks							
			Cannon	GP Bombs		Cluster		Rocket	Guided Bomb	Missile
	Med	Hvy		Lt	Hvy	Hvy				
	1-2	J35F	1+	--		--		1 - 6	--	--
				--	--	--	--	x1	--	--
	3-5	AJ37	1+	1 - 2		--		3 - 4	--	5 - 6
x3				--	--	--	x1	--	x2	
6	Roll on the Soviet Table									

Cannon strafing run attacks everything along a 6" straight line, ½" to either side. Attacks are delivered at 3+ to hit and spot all targets in the area of effect. Strafing attacks hit the flank armor of armored vehicles regardless of facing. Pen 6, ROF 3 AI 0. (A-10 has Pen 9)

American Play Aids

Flank Attack

Table Side:	
Quadrant:	

Preplanned Bombardment

Turn	Support Group	Aim point/Location	# Zones	Fire Units / Zone

Tactical Air Support

Roll	# of Strikes
1	1
2-3	2
4-5	3
6	4

Die Roll	Result
1	Strike abort / is destroyed
2	Strike is delayed; roll next turn
3-6	Strike arrives

Add +1 for dedicated ground attack aircraft (A-10, AV-8, SU-25).

Add Air Cover Modifier (WP/Sw +1, Campaign Turns 1-4)

Each Air Strike can spend a maximum of 2 consecutive turns over the table. A maximum of 2 friendly Air Strikes can be on table at once.

US	Die Roll	Aircraft Type	Number of Attacks							
			Cannon	GP Bombs		Cluster		Rocket	Guided Bomb	Missile
	Med	Hvy		Lt	Hvy	Hvy				
	1	F-4E	1+	1 - 2		3 - 4		--	5 - 6	--
				--	x2	x1+	x2	--	x3	--
2-3	F-16	1+	1 -- 2		3 - 4		--	5	6	
			x3	--	--	x2	--	x3	x3	
4-6	A-10	x2	1 - 2		3 - 4		--	5	6	
			x3	--	--	x2	--	x3	x3	

Cannon strafing run attacks everything along a 6" straight line, ½" to either side. Attacks are delivered at 3+ to hit and spot all targets in the area of effect. Strafing attacks hit the flank armor of armored vehicles regardless of facing. Pen 6, ROF 3 AI 0. (A-10 has Pen 9)

West German Play Aids

Flank Attack

Table Side:	
Quadrant:	

Preplanned Bombardment

Turn	Support Group	Aim point/Location	# Zones	Fire Units / Zone

Tactical Air Support

Roll	# of Strikes
1	1
2-3	2
4-5	3
6	4

Die Roll	Result
1	Strike abort / is destroyed
2	Strike is delayed; roll next turn
3-6	Strike arrives

Add +1 for dedicated ground attack aircraft (A-10, AV-8, SU-25).

Add Air Cover Modifier (WP/Sw +1, Campaign Turns 1-4)

Each Air Strike can spend a maximum of 2 consecutive turns over the table. A maximum of 2 friendly Air Strikes can be on table at once.

German	Die Roll	Aircraft Type	Number of Attacks							
			Cannon	GP Bombs		Cluster		Rocket	Guided Bomb	Missile
				Med	Hvy	Lt	Hvy	Hvy		
	1-2	Alphajet	1+	1 - 3		4 - 5		--	6	--
				x1	--	x1	--	--	x1	--
	3-4	F-4F	1+	1 -- 3		4 - 5		--	6	--
--				x2	x1	x2	--	x3	--	
5-6	Tornado	1+	1 - 3		4 - 5		--	6	--	
			--	x2	--	x3	--	x3	--	

Cannon strafing run attacks everything along a 6" straight line, ½" to either side. Attacks are delivered at 3+ to hit and spot all targets in the area of effect. Strafing attacks hit the flank armor of armored vehicles regardless of facing. Pen 6, ROF 3 AI 0. (A-10 has Pen 9)

[illegible][illegible]

Note: Turns 1-4, WP-S has a free Air Superiority point

[illegible]

Scenario Losses Tracker

Destroyed Stands

Stands Lost to Quality Checks

Stands Lost to Unit Quality Checks