

Objective: Moscow

Variant for Replacing the Air System Rules from the Original Game with those from GDW's Third World War-series Games.

THE AIR WAR

Both players have air units, each representing 100 aircraft of a single type. Air units are rated for range and serviceability, and effectiveness in three types of missions: air superiority, ground attack, and strike. In general, each air unit may be assigned to one mission each turn. (For the remainder of this rule, the term unit refers to air units.)

A. Basics: Some basic concepts of the air rules are explained below.

1. For the purposes of air operations, the game map is divided into twenty-one theaters, as depicted on the Air Zone Display and the eight Air Status Displays that hold the units and status markers (four NATO and four Pact, each set of four being identical). Note that the Air Zone boundaries correspond to the folds in the game map, and where a fold runs through a hex, consider that hex lying in the theater where the hex number is printed.
2. Range: All air operations are handled separately for each theater, although it is possible for units to transfer between theaters. Short- and medium- ranged units may only fly missions in or be committed to the air superiority box of the theater in which they are based; long- and intercontinental-ranged units may fly missions in or be committed to the air superiority box of either theater, regardless of where they are based.
3. The Air Status Display: Each player has four air status displays, divided into twenty-one theaters. All air units, except when flying a mission, are kept in one or another of the boxes on the display. At the beginning of a turn most units will be in the flown box (if they flew a mission last turn) or in the available box. In the maintenance phase, units in the flown box which make their maintenance die rolls are moved to the available box. In the theater air superiority phase, units which will fly air superiority missions are moved from the available box to the air superiority box. Units in the available box and the air superiority box may fly missions during the turn, after which they are placed in the flown box or the shot down box, depending on the result of air combat and air defense fire. In the aircraft landing phase of every turn, all units remaining in the air superiority box are moved to the flown box. Every turn, half the units in the shot down box are returned to the flown box and half are eliminated from the game. The grounded box contains units which are grounded, and the crater track records the amount of cratering of theater airfields. The flow of air operations is explained in more detail below and in the expanded sequence of play. All air status charts (and the units on them) should always be in full view of both players.

B. Maintenance: During the aircraft maintenance phase, each player rolls one die for each of his units in the flown box of each theater air status chart. If the die roll is less than or equal to the unit's serviceability rating, place it in the available box of the same theater. Units which fail their maintenance rolls remain in the flown box and are not available to fly missions in that turn.

C. Crater Repair: During the aircraft maintenance phase, after units have been grounded, each player rolls one die per theater and reduces the number of craters by the number rolled, recording this on the crater track.

D. Air Superiority Allocation: During the theater air superiority phase, both sides determine which of their units will be committed to air superiority missions each turn in each theater. Units allocated to air superiority are moved from the available box to the air superiority box. Intercontinental-ranged units may be moved to the air superiority box of any theater; long-ranged units may be moved to any theater within one of where the unit is based; and short-and medium-ranged units may be moved only to the air superiority box of the same theater. The Pact player allocates his units first, and the NATO player makes his allocations after examining the Pact allocations. In order to be committed to air superiority, a unit must have an air superiority rating of at least 1. In each theater, the player who has committed more units to air superiority has gained air superiority in that theater and may send up to two units on each air superiority mission he flies during the turn; the other player (or both players if there is a tie) may send only one. Only units in a theater's air superiority box may fly air superiority missions in that theater, and units in the box may fly only air superiority missions (but need not fly any mission at all). Units remaining in the available box may fly ground attack and strike missions.

E. Missions: There are three basic types of air missions: air superiority, ground attack, and strike. (Air transport missions are a fourth type, but these are performed not by air units but by air transport points, for which there are no counters. See rule 10.) Air superiority missions are subdivided into escort, interception, and top cover missions. Strike missions are subdivided into logistical strike, runway cratering, and strike/interdiction missions. In order to fly a mission, a unit must have a rating of at least 1 for that mission. The various types of missions are flown at several points in the turn; see the expanded sequence of play for details. In general, the Pact player declares his missions before the NATO player does. Units which fly air superiority missions must start in the air superiority box; units which fly ground attack or strike missions must begin in the available box. In order to perform their missions, ground attack and strike units must first survive air combat and air defense fire.

1. Ground Attack: Ground attack missions are flown in any combat phase, before each attack by ground units is resolved. Each player may commit one mission (composed of one unit) to each attack; missions fly to the defender's hex. If the unit survives air combat and air defense fire, its ground attack rating is applied during the ground battle as an odds modifier in favor of the owning player. It is possible for both players to have successful ground attack missions in a single battle, in which case both would receive modifiers. For example, if a U.S. F-1 8 and a Soviet

2. Strike: There are three types of strike missions. Logistical strike and runway cratering missions are similar to each other and are referred to collectively as deep strikes.
3. Deep strikes take place in the deep strike phase. Short-range units may not fly these missions. Units do not fly to any particular location on the board.
 - a. Logistical Strike: If the unit survives air combat and air defense fire, roll the die a number of times equal to its strike rating. The total of the rolls is divided by two, with fractions rounded down to a whole number. This is the number of enemy brigades which become unsupplied (see rule 13).
 - b. Runway Cratering: If the unit survives air combat and air defense fire, roll the die a number of times equal to its strike rating. Each roll of 4 or 5 adds one crater to the enemy crater track. Each roll of 6 destroys one enemy air unit; record the number of units destroyed on the crater track, using the destroyed on runway marker. In the aircraft maintenance phase of the next turn, randomly choose that number of units from the available box and move them to the shot down box.
 - c. Strike/Interdiction: This mission takes place in either strike/interdiction phase. (Both sides may fly missions in each phase.) Units fly to any hex. Each player may commit one mission (one unit) to a hex. If the unit survives air combat and air defense fire, place a strike marker showing the correct player turn (NATO or Pact) in the hex and place under it a disruption marker equal to the unit's strike rating. Each ground unit present in the hex is attacked. For each ground unit, roll the die a number of times equal to the air unit's strike rating; each roll of 5 or 6 is a hit and causes one disruption. At the end of the strike/interdiction phase, the air unit returns to the flown box, but the strike marker remains in the hex for one full turn (until the beginning of the same phase of the next turn). Each ground unit (friendly or enemy) which enters a hex containing a strike marker is attacked; in addition to disruptions, each hit reduces the unit's remaining movement allowance for that phase (if any) by one.
4. Air Superiority: There are three types of air superiority missions, all basically similar to each other. Each air superiority mission consists of one unit (or up to two if the side has air superiority). Escort missions protect friendly strike missions. Interception missions attack enemy strike missions. Short-range units may not escort logistical strike or runway cratering missions but may intercept them. One air superiority mission is allowed per player per strike mission. Top cover missions both protect friendly ground attack missions and attack enemy ground attack missions in a single hex. One top cover mission is allowed per player per hex.

F. Sequencing: The Pact player allocates his missions before the NATO player. In the deep strike and both strike/interdiction phases this is the sequence: first, the Pact allocates strike missions and escorts; second, NATO allocates interceptors to Pact missions and allocates strike missions and escorts; third, the Pact allocates interceptors to NATO strike missions.

In each combat phase, before each battle, this is the sequence: first, the Pact allocates any ground attack mission and top cover; second, NATO allocates any ground attack mission and top cover; third, the Pact may allocate a top cover mission if no ground attack or top cover mission was allocated in step one. See the expanded sequence of play.

G. Air Combat: Air combat takes place before each strike or ground attack mission is resolved. Air combat occurs in up to two rounds. Each round is resolved only once per air combat.

1. First Round: Units escorting and intercepting the same mission, or flying top cover over the same hex, fire at each other. (If the preceding conditions are not present, there is no first round and the second round of air combat is resolved.) Units fire once, in order of their air superiority ratings, with the highest rating firing first. If two units have the same rating, they fire simultaneously. If there are two enemy air superiority units in the mission, the attacker chooses either one as his target. The attacker rolls a die and consults the air combat table, cross-indexing the roll with the firing unit's air superiority rating, to determine the result.
2. Second Round: If, at the start of the second round, there are no enemy escort or top cover air units present, surviving interceptors or top cover may fire at enemy strike or ground attack units; these units may not fire back. Add one to the air combat die roll in the second round. If enemy escort or top cover air units are present at the start of the second round, surviving interceptors or top cover may not fire at any enemy air units.
3. Air Combat Results: There are four possible results (in addition to no effect).

H: Halved. The unit's rating (air superiority, ground attack, or strike) is halved for the remainder of the turn. Round fractions to the nearest whole number, rounding .5 up; perform all halving before rounding off.

A: Aborted. If this occurs in the first round, the unit may still fire (if it has not already fired) but returns to the flown box at the conclusion of the round. If this occurs in the second round, the unit returns to the flown box immediately without performing its mission.

SH: Shot down and halved. At the conclusion of the round, the unit is placed in the shot down box. If hit in the first round, it may still fire (if it has not already fired); if hit in the second round, it may still perform its mission; in both cases its rating is halved.

SX: Shot down immediately. The unit is immediately shot down; it may not fire (unless it was firing simultaneously with the unit which shot it down) or perform its mission.

If two units are flying a mission, both fire at the same unit. Even if the first unit to fire shoots down or aborts the enemy unit, the second unit may still fire at it. If a unit is hit twice, the effects of both results occur. Thus, SX supersedes all other results, SH supersedes A in the first round, SH plus A equal SX in the second round, two H results combine to quarter an aircraft's ratings, and so on.

Example: A Pact (Syrian) MiG-21 and NATO (Iraqi) MiG-23 and MiG-19 are flying top cover in a hex (NATO achieved theater superiority and thus can fly two units per mission). In the first round, the MiG-23, with a rating of 3, fires first. It rolls a 3, for a result of H. The MiG-21, with a rating of 2, fires next. Since it was halved, its rating is 1. It fires at the MiG-23, rolling a 5, for a result of H. The MiG-19, with a rating of 1, fires last. It rolls a 6, for a result of A. At the end of the first round, the MiG-21 is placed in the flown box. In the second round, the MiG-23 and the MiG-19 may fire at any Pact ground attack unit in the hex; note that the MiG-23's rating will be 2, since it suffered an H result in the first round.

- H. Air Defense Fire: If it survives air combat, a unit flying a strike or ground attack mission is subject to air defense fire. Roll a die for each unit and consult the column of the air defense table corresponding to its mission. Results are identical to those of air combat. (The results in the airborne assault column are explained in rule 10.) Units which receive an H or SH result perform their missions with their ratings halved; units which receive an A result do not perform their missions.
- I. Terrain Effects: The strike and ground attack ratings of units performing strike/interdiction and ground attack missions in woods or woods plus rough hexes (including wilderness woods and wilderness woods plus rough) are halved (as shown on the terrain effects chart); rounding is performed as explained for the H combat result above.
- J. Loss Consolidation: Both players consolidate their air losses in the aircraft maintenance phase. Remove all units from the shot down box and place them in a cup or other opaque container. If the box contained an odd number of units, randomly draw one unit from the cup and return it to the shot down box. Then randomly draw half the units from the cup and place them in the flown box. The air units remaining in the cup are permanently eliminated; set them aside.
- K. Transfer: Units may transfer from one theater to the other. All except short-range units may transfer upon completing a mission (or when aborted); return them to the flown box of either theater. Any units (including short-range units) which are in the available box during the aircraft landing phase may transfer; place them in the flown box of the other theater. Pact units transfer first in the phase.
- L. Carrier Aircraft: The U.S. F-14 unit represents the air group of U.S. carriers. It is not based on land and thus is never subject to the effects of runway cratering missions.

AIR TRANSPORT AND AIRBORNE ASSAULTS

Both sides possess air transport capabilities, measured in air transport points. The NATO player may use up to 2 air transport points in each movement phase of the NATO first and second impulses; no air transport occurs in the NATO reserve impulse. The Pact player may use up to 5 air transport points in the movement phases of the Pact first and second impulses (in either movement phase of the impulse, but no more than 5 per impulse). For example, in the Pact first impulse the Pact player could use one point in the movement phase of the first echelon sub-impulse and four in the movement phase of the second echelon/breakthrough sub-impulse, or two in the first and three in the second, or five in the first and none in the second, etc. Air transport points have two uses: air transport and airborne assault. Different units require different amounts of air transport points to move.

- A. Air Transport: Any unit may be moved by air transport. It must start the phase in a city or airfield not in an enemy ZOC and may move to any city or airfield not in an enemy ZOC. The destination city or airfield must be friendly-controlled at the start of the impulse for units to be air transported there. The unit may not otherwise move in the phase and may not attack.
- B. Airborne Assault: Airborne assault is a special type of air transport. Only airborne and mechanized airborne units may make airborne assaults. The unit must start the phase in any city or airfield not in an enemy ZOC and may move to any hex on the board except a full sea, mountain, or mountain pass hex, any hex in a neutral country, or any hex occupied by an enemy unit. It may not otherwise move in the phase, although it may attack.
- C. Air Transport Costs: The number of points required to transport a unit depends on its type and number of brigades. The number of points required to transport a brigade of each type is shown on the unit identification chart. For airborne assaults, double the cost. Thus, an airborne assault by an airborne brigade costs 2 points.
- D. Air Combat and Air Defense: Air transport missions (both regular air transport and airborne assault) are similar to other air missions for purposes of air combat and air defense. For purposes of air combat, all units being transported by air to the same destination constitute a single air transport mission.
 1. Air Combat: Air transport missions may be escorted and intercepted by air units. Escorts and interceptors must be in the air superiority box of the theater containing the destination of the air transport mission. The player flying the transport mission first assigns escorts; then the other player assigns interceptors.

Air combat occurs as described in rule 9, treating the ground unit being transported as an air unit. If the unit receives an abort (A) or halved (H) result, it returns to the hex it came from. If the unit receives a shot down (SH or SX) result, the effects of the result depend on the type of air transport mission. For regular transport, the unit returns to the hex it came from and receives two disruptions. For airborne assaults, the unit is eliminated. In either case, a shot down result permanently destroys half (round fractions up) of the air transport points being used for the mission.
 2. Air Defense Fire: Airborne assault missions are subject to air defense fire. Roll a die, adding 1 if the hex assaulted is in an enemy ZOC, and consult the air defense table. If the result is AD or A2D, the unit returns to the hex it came from. On AD, it receives one disruption; on A2D, it receives two disruptions. When aborted, the unit may not otherwise move in the phase and may not attack in the following combat phase.

EXPANDED SEQUENCE OF PLAY

INITIAL PHASE

Neutral Activation Phase

Announce invasion or entry into the war of neutrals.

Aircraft Maintenance Phase

1. Roll for maintenance.
2. Destroy and ground air units due to craters and other causes.
3. Repair craters.

Weather Determination

Roll for weather.

Theater Air Superiority Phase

1. Chinese place air units in *air superiority* box.
2. Soviets place air units in *air superiority* box.
3. Allies place air units in *air superiority* box.

Deep Strike Phase

1. Chinese assign deep logistical strikes, runway cratering, and escort missions.
2. Soviets intercept and assign deep logistical strikes, runway cratering, and escort missions.
3. Allies intercept and assign deep logistical strikes, runway cratering, and escort missions.
4. Chinese intercept.
5. Resolve, air combat, air defense fire, and missions.

CHINESE SEGMENT

Strike/Interdiction Phase

1. Remove strike markers left from this phase last turn.
2. Chinese declare strikes and escorts.
3. Soviets intercept and declare strikes and escorts.
4. Chinese intercept.
5. Resolve air combat, air defense fire, and missions.

Strategic Movement Phase

Move land units by *rail movement*.

Land Movement Phase

1. Determine which Chinese units are in and which units are out of supply.
2. Move land units. Land units in supply move up to their printed movement allowances; out of supply units move at up to half their printed movement allowances. Units may move at least one hex. Units qualifying for *bonus movement* receive three *movement points* if in supply, and two *movement points* if out of supply.

Combat Phase

1. Announce all attacks and mark odds.
2. Resolve attacks one by one.
 - Chinese declare ground attack and top cover missions.
 - Soviets declare ground attack and top cover missions.
 - If Chinese did not declare ground attack over a hex in step a. Chinese may declare top cover now.
 - Resolve air combat and air defense fire.
 - Recompute adds and resolve attack.

Reaction Phase

1. Soviets check *reaction rating* of army headquarters within *five hexes* of a Chinese unit.
2. A number of *mechanized* units equal to the *reaction rating* and within the headquarters' *reaction radius* may move up to *half* of their movement allowance.

Mechanized Movement Phase

1. Determine which Chinese units are in and which units are out of supply.
2. Move *mechanized* units. *Mechanized* units in supply move up to *half* their printed movement allowances; out of supply units move at up to one-quarter their printed movement allowances. Units may move at least one hex.

quarter their printed movement allowances. Units may move at least one hex.

ALLIED SEGMENT

Strike/Interdiction Phase

1. Remove strike markers left from this phase last turn.
2. Soviets declare strikes and escorts.
3. Allies intercept and declare strikes and escorts.
4. Soviets intercept.
5. Resolve air combat, air defense fire, and missions.

Strategic Movement Phase

Move land units by *rail movement*, *sea transport*, or *air transport*.

Land Movement Phase

1. Determine which Allied units are in and which units are out of supply.
2. Move land units. Land units in supply move up to their printed movement allowances; out of supply units move at up to half their printed movement allowances. Units may move at least one hex. Units qualifying for *bonus movement* receive three *movement points* if in supply, and two *movement points* if out of supply.

Combat Phase

1. Announce all attacks and mark odds.
2. Resolve attacks one by one.
 - Soviets declare ground attack and top cover missions.
 - Allies declare ground attack and top cover missions.
 - If Soviets did not declare ground attack over a hex in step a. Soviets may declare top cover now.
 - Resolve air combat and air defense fire.
 - Recompute adds and resolve attack.

Reaction Phase

1. Soviets check *reaction rating* of army headquarters within *five hexes* of a Allied unit.
2. A number of *mechanized* units equal to the *reaction rating* and within the headquarters' *reaction radius* may move up to *half* of their movement allowance.

Mechanized Movement Phase

1. Determine which Soviet units are in and which units are out of supply.
2. Move *mechanized* units. *Mechanized* units in supply move up to *half* their printed movement allowances; out of supply units move at up to one-quarter their printed movement allowances. Units may move at least one hex.

SOVIET SEGMENT

Strike/Interdiction Phase

1. Remove strike markers left from this phase last turn.
2. Chinese declare strikes and escorts.
3. Soviets intercept and declare strikes and escorts.
4. Allies intercept and declare strikes and escorts.
5. Chinese intercept.
6. Resolve air combat, air defense fire, and missions.

Strategic Movement Phase

Move land units by *rail movement* or *air transport*.

Land Movement Phase

1. Determine which Soviet units are in and which units are out of supply.
2. Move land units. Land units in supply move up to their printed movement allowances; out of supply units move at up to half their printed

movement allowances. Units may move at least one hex. Units qualifying for *bonus movement* receive three *movement points* if in supply, and two *movement points* if out of supply.

Combat Phase

1. Announce all attacks and mark odds.
2. Resolve attacks one by one.
 - Chinese declare ground attack and top cover missions.
 - Soviets declare ground attack and top cover missions.
 - Allies declare ground attack and top cover missions.
 - If Soviets did not declare ground attack over a hex in step b. Soviets may declare top cover now.
 - If Chinese did not declare ground attack over a hex in step b. Chinese may declare top cover now.
 - Resolve air combat and air defense fire.
 - Recompute adds and resolve attack.

Reaction Phase

1. Chinese check *reaction rating* of army headquarters within *five hexes* of a Soviet unit.
2. A number of *mechanized* units equal to the *reaction rating* and within the headquarters' *reaction radius* may move up to *half* of their movement allowance.
3. Allies check *reaction rating* of army headquarters within *five hexes* of a Soviet unit.
2. A number of *mechanized* units equal to the *reaction rating* and within the headquarters' *reaction radius* may move up to *half* of their movement allowance.

Mechanized Movement Phase

1. Determine which Soviet units are in and which units are out of supply.
2. Move *mechanized* units. *Mechanized* units in supply move up to *half* their printed movement allowances; out of supply units move at up to one-quarter their printed movement allowances. Units may move at least one hex.

FINAL SEGMENT

Aircraft Landing Phase

All air units in the *air superiority* box return to the *flew* box, and transfer missions occur. Chinese units transfer first, followed by Soviet units, then Allied units.

Grounded Recovery Phase

Grounded air units return to normal.

Replacement, Reinforcement, and Mobilization Phase

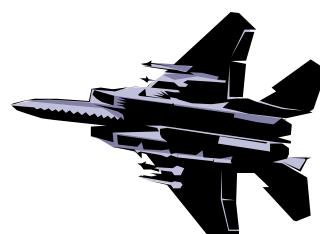
1. Consolidate air unit losses.
2. Soviets determine mobilization effects.
3. The Chinese place replacements and reinforcements on the map as called for by the Campaign Game instructions.

4. The Soviets place replacements and reinforcements on the map as called for by the Campaign Game instructions.

5. The Allies place replacements and reinforcements on the map as called for by the Campaign Game instructions.

Game Turn Indication Phase

Advance the Game Turn marker one space.



Game Turn Record

1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22	23	24	25	26

Reinforcement & Replacements

Turn 1

Reinforcements:

French - Mechanized [VI/2-2-5]; Infantry [II, III, IV/2-2-4], [I/1-1-2]: *Enter from west edge of NW map*

Norwegian - Infantry [1,3,5,6/2-2-2]: *Set up one unit in each of NW3518, NW3622, NW3722, NW3530*

Chinese - Armor (x2), Infantry (x9), Airborne (x1), Corps HQ (x4), Army HQ (x1): *Enter between SE0125 and SE1030*

Spanish - Armor [B/4-5-5]; Mechanized [GB/3-3-5], [M/2-2-5]; Mountain [4,5/2-2-2]: Place in Europe Ports box. *Air units available to transfer to EUR air zone now.*

Replacements:

Allied - 2 Mechanized & 4 Infantry Replacement Points

Iraqi - 1 Mechanized & 1 Infantry Replacement Points

Turn 2

Reinforcements:

Chinese - Infantry (x11), Corps HQ (x2): *Enter between SE0125 and SE1030.*

Infantry (x1): *Enter at SE0110*

Soviets - Class II Peacetime units mobilize to Class II Wartime

Replacements:

Allied - 12 Mechanized & 3 Infantry Replacement Points

Turn 3

Reinforcements:

Chinese - Infantry (x13), Corps HQ (x2): *Enter between SE0125 and SE1030*

Turn 4

Reinforcements:

Chinese - Armor (x4), Infantry (x22), Airborne (x2), Corps HQ (x7), Army HQ (x2): *Enter between SE0125 and SE1030*

Turn 5

Reinforcements:

Chinese - Infantry (x1), Cavalry (x1), Corps HQ (x1): *Enter between SE0125 and SE1030*

USA - Armor [49,50/9-11-5], Infantry [26,28,38,42,47/3-3-4], Army HQ [1,5,6/0-0-5]: *Place in Eastern USA box.* Mechanized [40/7-9-5]: *Place in Western USA box.* One Air National Guard unit may be released. May not be F-15 if Soviet Tu-160 not permanently eliminated.

French, British, Belgian, Italian - Reserve air units [S/1-1-1] may be released.

Turn 5 (continued)

Reinforcements:

Soviets - Class III Peacetime units may mobilize to Class III Wartime. Roll 1-2 for each unit to mobilize.

Turn 6

Reinforcements:

USA - One Air National Guard unit may be released. May not be F-15 if Soviet Tu-160 not permanently eliminated.

Soviets - Class III Peacetime units may mobilize to Class III Wartime. Roll 1-2 for each unit to mobilize.

Turn 7

Reinforcements:

USA - One Air National Guard unit may be released. May not be F-15 if Soviet Tu-160 not permanently eliminated.

Soviets - Class III Peacetime units may mobilize to Class III Wartime. Roll 1-2 for each unit to mobilize.

Turn 8

Reinforcements:

USA - One Air National Guard unit may be released. May not be F-15 if Soviet Tu-160 not permanently eliminated.

Soviets - All remaining Class III Peacetime units mobilize to Class III Wartime.

Turn 9

Reinforcements:

USA - Infantry

[70,76,78,80,84,86,95,98,108/3-3-4]: *Place in Eastern USA box.* Infantry [91,104/3-3-4]: *Place in Western USA box.* One Air National Guard unit may be released. May not be F-15 if Soviet Tu-160 not permanently eliminated.

Turn 10

Reinforcements:

USA - One Air National Guard unit may be released. May not be F-15 if Soviet Tu-160 not permanently eliminated.

Turns 11 through 26 (each)

Reinforcements:

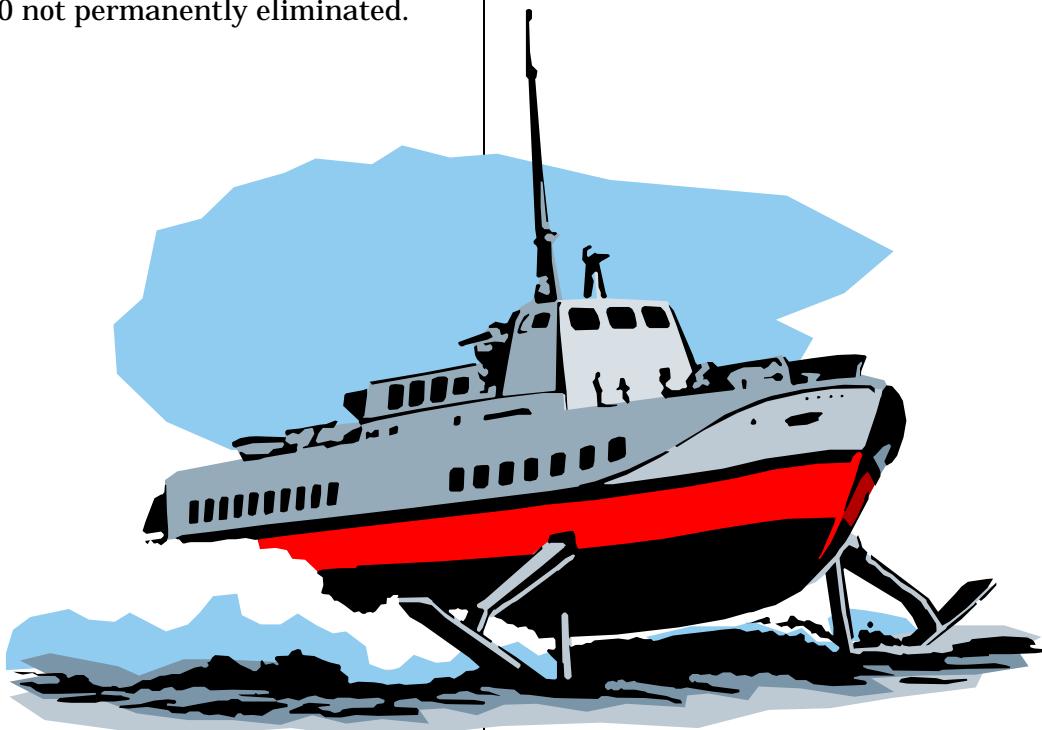
USA - One Air National Guard unit may be released. May not be F-15 if Soviet Tu-160 not permanently eliminated.

Replacements:

Soviets - For every six Soviet Urban hexes friendly to the Soviet Player(s), one Untried division is eligible to be drawn for replacement/reinforcement. One division may be Class III-Tank-Wartime, two may be Class III-Motorized-Wartime, and the rest must be Class IV-Infantry. Units are drawn at random. If insufficient units are available to taken, the excess are lost: *Place on a friendly Soviet Urban hex*

Chinese - Up to ten infantry divisions drawn from the pool of previously eliminated units: *Enter between SE0125 and SE0130.*

Allied - 3 Mechanized & 1 Infantry Replacement Points



Objective: Moscow
Replacement Air Units Manifest

(Units are listed in order from top left to bottom right of the front of the counter sheet.)

Nation	Nr x Type	Ratings	Serviceability
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USA			
6 x F-15	5*-0-2*-L	5	
1 x F-15E	4*-1-4*-L	5	
13 x F-16	4*-1-2*-M	5	
4 x FA-18	4*-1-3*-M	5	
7 x F-14	4*-2-3*-L	6	
4 x AV-8B	0-3-2-S	5	
5 x A-10	0-4-2-S	5	
3 x F-111	1-2-5*-L	5	
1 x FB-111	0-2-5*-L	5	
1 x B-1B	0-0-7*-I	5	

Italy			
1 x Torn G	3-2-3*-M	5	
2 x F-104	2-1-1-S	4	
2 x G-91	1-1-1-S	4	
(reserves)			

Turkey			
1 x F-4E	3*-2-2*-M	4	
1 x F-5	3-1-1-S	4	
3 x F-104	2-1-1-S	4	

Netherlands			
1 x F-16	4*-1-2*-M	5	
1 x F-5	3-1-1-S	4	

Denmark			
1 x F-16	3*-1-2*-M	5	

Norway			
1 x F-16	4*-1-2*-M	5	

Canada			
1 x CF-18	4*-1-3*-M	5	

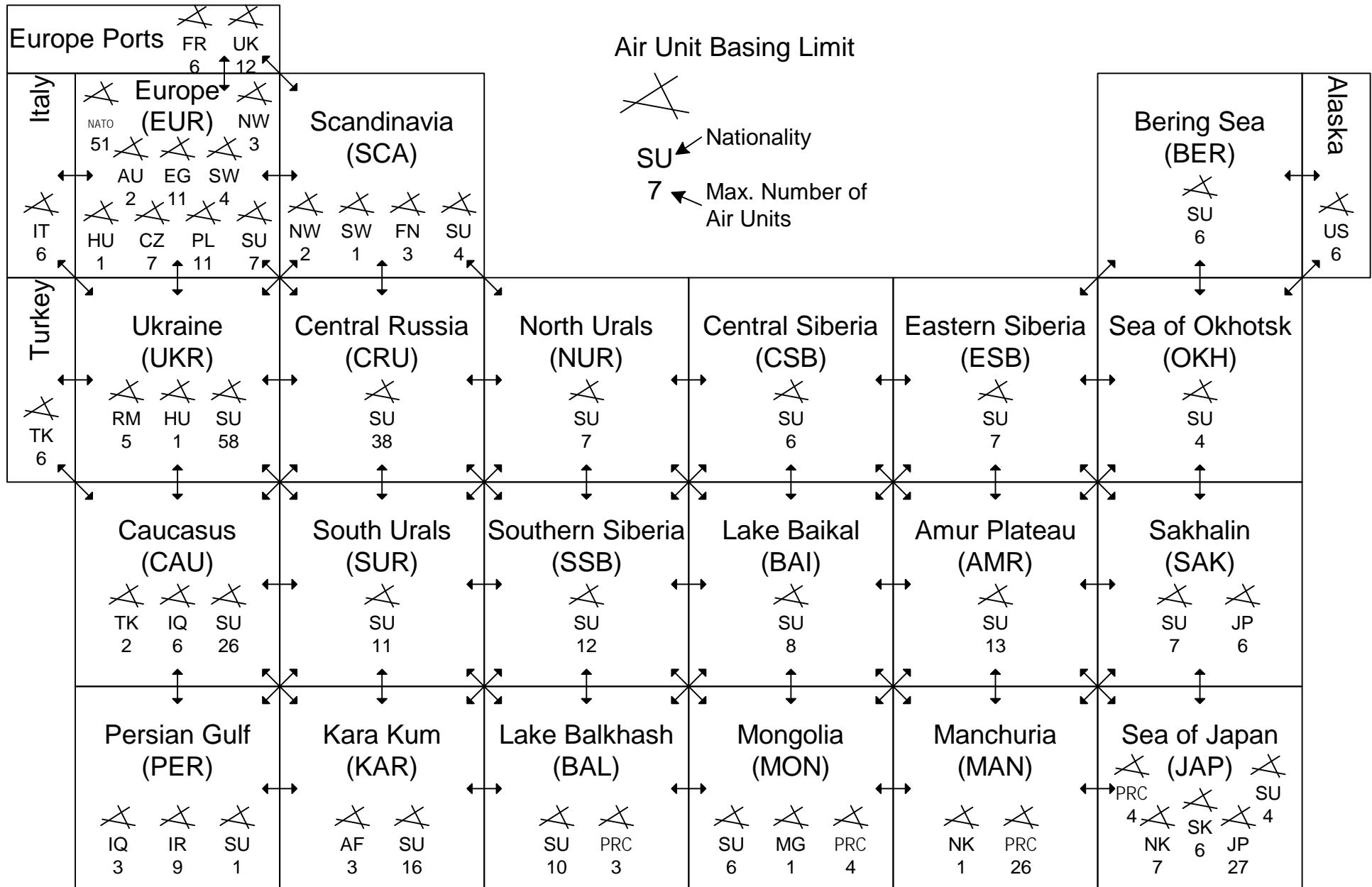
Belgium			
1 x F-16	4*-1-2*-M	5	
1 x Mir 5	1-2-2-M	4	
1 x A Jet	1-1-1-S	5	
(reserves)			

Nation	Nr x Type	Ratings	Serviceability
UK			
1 x Torn F	4*-0-0-L	5	
2 x Torn G	3-2-3*-M	5	
1 x Jaguar	2-2-2-M	5	
1 x Harrier	0-3-1-S	5	
1 x Hawk	1-1-1-S	5	
(reserves)			
Spain			
1 x F-18L	4*-1-3*-M	4	
1 x F-4E	3*-2-2*-M	3	
1 x Mir F-1	3-2-2-M	4	
1 x F-5	3-1-1-S	3	
France			
1 x Mir 2000	4*-1-2*-M	5	
2 x Mir FC-1	3-2-2-M	5	
2 x Jaguar	2-2-2-M	5	
2 x Mir 3	2-1-1-M	4	
1 x Mir 5	1-2-2-M	4	
2 x A Jet	1-1-1-S	5	
(reserves)			
W Germany			
2 x F-4F	3*-2-2*-M	4	
2 x Torn G	3-2-3*-M	5	
2 x A Jet	1-1-1-S	5	
Sweden			
2 x Viggen	3*-0-0-M	5	
1 x Viggen	2-2-2*-M	5	
1 x Draken	2*-1-1-S	4	
1 x Saab	1-1-1-S	4	
(reserves)			
Austria			
1 x Draken	2*-1-1-S	3	
Finland			
1 x Draken	2*-1-1-S	3	
Iran			
1 x MiG-29	3*-1-1*-M	3	
1 x F-4E	3*-2-2*-M	2	
1 x F-5	3-1-1-S	2	
Afghanistan (part)			
1 x MiG-21	2-1-1-S	2	

Nation	Nr x Type	Ratings	Serviceability	Nation	Nr x Type	Ratings	Serviceability
Czechoslovakia				USSR			
1 x MiG-29	3*-1-1*-M	4		3 x Su-27	5*-0-0-M	4	
2 x MiG-21	2-1-1-S	4		2 x MiG-31	4*-0-0-L	4	
1 x Su-20	0-2-2-S	4		3 x Su-15	3*-0-0-M	4	
Romania				14 x MiG-23	3*-0-0-M	4	
2 x MiG-21	2-1-1-S	4		4 x MiG-25	3*-0-0-S	4	
2 x IAR-93	1-2-1-S	4		2 x Su-15	3*-0-0-M	4	
Hungary				4 x MiG-23	3*-0-0-M	4	
1 x MiG-21	2-1-1-S	4		5 x MiG-29	4*-1-1*-M	4	
Mongolia				5 x MiG-21	2-1-1-S	4	
1 x MiG-21	2-1-1-S	3		6 x Su-24	1-2-3*-M	4	
Iraq				7 x Su-17	0-2-2-S	4	
1 x MiG-29	3*-1-1*-M	3		2 x Su-25	0-3-2-S	4	
1 x MiG-23	3*-0-0-M	2		1 x Yak-36	1-2-1-S	4	
1 x Mir F-1	3-2-2-M	3		8 x MiG-27	1-2-2*-M	4	
1 x MiG-21	2-1-1-S	2		2 x Su-24	1-2-3*-M	4	
1 x Su-20	0-2-2-S	2		2 x Su-17	0-2-2-S	4	
South Korea				2 x Tu-160	0-0-6*-I	4	
1 x F-4E	3*-2-2*-M	4		3 x Tu-22M	0-0-4*-L	4	
3 x F-5	3-1-1-S	4		2 x Tu-22	0-0-3*-L	4	
Afghanistan (rest)				3 x Tu-16	0-1-2-L	4	
1 x Su-20	0-2-2-S	2					
Poland							
3 x MiG-21	2-1-1-S	4					
2 x SU-17	0-2-2-S	4					
E Germany							
1 x MiG-23	3*-0-0-M	4					
2 x MiG-21	2-1-1-S	4					
1 x Su-17	0-2-2-S	4					
North Korea							
1 x MiG-23	3*-0-0-M	4					
2 x MiG-21	2-1-1-S	3					
2 x MiG-19	1-0-0-S	2					
1 x Il-28	0-1-1-M	2					
China							
1 x J-8	2*-1-1-M	4					
4 x J-7	2-1-1-S	4					
23 x J-6	1-0-0-S	3					
5 x Q-5	0-2-2-M	4					
3 x H-5	0-1-1-M	3					
1 x H-6	0-1-2-L	4					

Objective: Moscow

Air Zone Display



Air Zone: Europe EUR

Weather: 5

Air Zone: Scandinavia SCA

Weather: 3

Crater Track

Air Superiority		Air Superiority	
Available		Available	
Flown		Flown	
Shot Down		Grounded	
Shot Down	Grounded	Shot Down	Grounded

Range	May Fly Mission In:	May Land After Mission In:
S	Own	Own
M	Own	Own/Adj
L	Own/Adj	Own/Adj
I	Any	Any

Air Zone: Ukraine UKR

Weather: 6

Air Zone: Central Russia CRU

Weather: 5

Air Zone: North Urals NUR

Weather: 2

Air Superiority		Air Superiority		Air Superiority	
Available		Available		Available	
Flown		Flown		Flown	
Shot Down	Grounded	Shot Down	Grounded	Shot Down	Grounded

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Aircraft Range Table

Range	May Fly Mission In:	May Land After Mission In:
S	Own	Own
M	Own	Own/Adj
L	Own/Adj	Own/Adj
I	Any	Any

Air Zone: Bering Sea BER

Weather: 2

Air Superiority

Available

Flown

Shot Down

Grounded

Crater Track

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8

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5

4

3

2

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Air Zone: Central Siberia CSB

Weather: 2

Air Zone: Eastern Siberia ESB

Weather: 2

Air Zone: Sea of Okhotsk OKH

Weather: 2

Air Superiority		Air Superiority		Air Superiority	
Available		Available		Available	
Flown		Flown		Flown	
Shot Down	Grounded	Shot Down	Grounded	Shot Down	Grounded

Air Zone: Caucasus CAU

Weather: 8

Air Zone: South Urals SUR

Weather: 6

Air Zone: Southern Siberia SSB

Weather: 3

Crater Track

Air Superiority		Air Superiority		Air Superiority	
Available		Available		Available	
Flown		Flown		Flown	
Shot Down		Grounded		Shot Down	
Shot Down	Grounded	Shot Down	Grounded	Shot Down	Grounded

Air Zone: Persian Gulf PER

Weather: 0

Air Zone: Kara Kum KAR

Weather: 8

Air Zone: Lake Balkhash BAL

Weather: 6

Air Superiority		Air Superiority		Air Superiority	
Available		Available		Available	
Flown		Flown		Flown	
Shot Down		Grounded		Shot Down	
Shot Down	Grounded	Shot Down	Grounded	Shot Down	Grounded

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Air Zone: Lake Baikal BAI

Weather: 3

Air Zone: Amur Plateau AMR

Weather: 3

Air Zone: Sakhalin SAK

Weather: 4

Crater Track

Air Superiority		Air Superiority		Air Superiority	
Available		Available		Available	
Flown		Flown		Flown	
Shot Down		Grounded		Shot Down	
Shot Down	Grounded	Shot Down	Grounded	Shot Down	Grounded

Air Zone: Mongolia MON

Weather: 3

Air Zone: Manchuria MAN

Weather: 6

Air Zone: Sea of Japan JAP

Weather: 6

Air Superiority		Air Superiority		Air Superiority	
Available		Available		Available	
Flown		Flown		Flown	
Shot Down		Grounded		Shot Down	
Shot Down	Grounded	Shot Down	Grounded	Shot Down	Grounded

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S 2* 1 1	S 2* 1 1	S 2 1 1 1	S 2 1 1 1	S 1 1 1 1	S 1 1 1 1	M 3 2 2 3*	M 3 2 2 2	M 3 2 2 2	M 2 2 2 2	M 2 2 2 2	M 4* 1 2*	M 2 1 1 1	M 2 1 1 1	M 1 2 2 2	S 1 1 1 1	S 1 1 1 1	M 3 0 0 0
M 3* 2 2	M 3* 2 2	M 3 2 2 3*	M 3 2 2 3*	S 1 1 1 1	S 1 1 1 1	M 4* 1 2*	M 1 2 2 2	S 1 1 1 1	M 4* 1 2*	S 3 1 1 1	M 3* 1 2*	M 4* 1 2*	L 4* 0 0	M 3 2 2 3*	M 3 2 2 2	S 2 1 1 1	
M 4* 1 3*	M 3* 2 2	M 3 2 2 2	S 3 1 1 1	M 4* 1 3*	M 3* 2 2	S 3 1 1 1	S 2 1 1 1	S 2 1 1 1	S 0 4 2 2	S 0 4 2 2	M 4* 1 2*	M 4* 1 2*	S 1 1 1 1	S 0 3 1 1	S 0 3 1 1	S 2 1 1 1	
L 5* 0 2*	L 5* 0 2*	L 5* 0 2*	L 5* 0 2*	L 5* 0 2*	L 5* 0 2*	L 4* 1 4*	M 4* 1 2*	M 4* 1 2*	M 4* 1 2*	M 4* 1 2*	M 4* 1 2*	M 4* 1 2*	M 4* 1 2*	M 4* 1 2*	M 4* 1 2*	S 0 2 2 2	
L 4* 2 3*	L 4* 2 3*	L 4* 2 3*	L 4* 2 3*	L 4* 2 3*	L 4* 2 3*	M 4* 1 3*	M 4* 1 3*	M 4* 1 3*	M 4* 1 3*	S 0 3 2 2	S 0 3 2 2	S 0 3 2 2	S 0 3 2 2	S 0 4 2 2	S 0 4 2 2	M 3* 1 1*	
M 3* 0 0	M 3* 0 0	M 2 2 0 2*	S 2* 1 1	S 1 1 1 1	M 0 0 2 2	M 0 0 2 2	S 3 1 1 1	S 3 1 1 1	S 3 1 1 1	M 3* 2 2	I 0 0 7 5*	L 1 2 5 5*	L 1 2 5 5*	L 0 2 5 5*	S 0 4 2 2	S 2 1 1 1	S 2 1 1 1
M 2* 1 1	S 2 1 1 1	S 2 1 1 1	S 2 1 1 1	S 2 1 1 1	M 0 2 2 2	M 0 2 2 2	M 0 2 2 2	S 1 0 0 0 0	S 1 0 0 0 0	S 1 0 0 0 0	S 1 0 0 0 0	S 1 0 0 0 0	S 1 0 0 0 0	S 1 0 0 0 0	S 1 0 0 0 0	S 2 1 1 1	S 2 1 1 1
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M 5* 0 0	M 5* 0 0	M 5* 0 0	M 5* 0 0	M 4* 1 1*	M 4* 1 1*	M 4* 1 1*	M 4* 1 1*	L 4* 0 0	L 4* 0 0	M 3* 0 0	M 3* 0 0	M 3* 0 0	M 3* 0 0	M 3* 0 0	M 3* 0 0	S 2 1 1 1	
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S 3* 0 0	S 3* 0 0	S 3* 0 0	S 2 1 1 1	S 1 2 1 1	M 1 2 3*	M 1 2 3*	M 1 2 3*	M 1 2 3*	M 1 2 3*	M 1 2 3*	M 1 2 3*	M 1 2 3*	S 1 2 1 1				
M 1 2 2 2*	M 1 2 2 2*	M 1 2 2 2*	M 1 2 2 2*	M 1 2 2 2*	S 0 3 2 2 2	S 0 3 2 2 2	S 0 2 2 2 2	S 0 2 2 2 2	S 0 2 2 2 2	S 0 2 2 2 2	S 2 1 1 1						
S 2 1 1 1	S 2 1 1 1	S 2 1 1 1	S 0 2 2 2 2	S 0 6* 4 4*	L 0 0 4* 0 4*	L 0 0 4* 0 4*	L 0 0 3* 0 3*	L 0 0 3* 0 3*	L 0 1 2 1 2	L 0 1 2 1 2	S 0 2 2 2 2	S 0 2 2 2 2	L 5* 0 3*				

EG MiG-23 4	FR A Jet 4	FR A Jet 4	FR Mir 5 4	FR Mir III 4	FR Mir III 4	FR M 2000 5	FR Jaguar1 5	FR Jaguar 5	FR Mir F-1 5	FR Mir F-1 5	IT Torn G 5	IT G-91 4	IT G-91 4	IT F-104 4	IT F-104 4	FN Draken 3	AU Draken 3
EG MiG-21 4	UK Jaguar 5	UK Torn G 5	UK Torn G 5	UK Torn F 5	NW F-16 6	DN F-16 5	NL F-5 4	NL F-16 5	BG A Jet 5	BG Mir 5 4	BG F-16 5	WG A Jet 5	WG A Jet 5	WG Torn G 5	WG Torn G 5	WG F-4F 4	WG F-4F 4
EG MiG-21 4	UK Harrier 5	UK Hawk 5	US F-16 5	US F-16 5	US F-16 5	US A-10 5	US A-10 5	TK F-104 3	TK F-104 3	TK F-104 3	TK F-5 4	TK F-4E 4	CD CF-18 5	SP F-5 3	SP Mir F-1 4	SP F-4E 3	SP F-18L 4
EG Su-17 4	US F-16 5	US F-16 5	US F-16 5	US F-16 5	US F-16 5	US F-16 5	US F-16 5	US F-16 5	US F-16 5	US F-15E	US F-15 5	US F-15 5	US F-15 5	US F-15 5	US F-15 5	US F-15 5	US F-15 5
CZ MiG-29 4	US A-10 5	US A-10 5	US AV-8B 5	US AV-8B 5	US AV-8B 5	US AV-8B 5	US F/A-18 5	US F/A-18 5	US F/A-18 5	US F/A-18 5	US F-14 6	US F-14 6	US F-14 6	US F-14 6	US F-14 6	US F-14 6	
CZ MiG-21 4	US A-10 5	US FB-111 5	US F-111 4	US F-111 4	US F-111 4	US B-1B 5	SK F-4E 4	SK F-5 4	SK F-5 4	SK F-5 4	PRC Q-5 4	PRC Q-5 4	SW Saab 4	SW Draken 4	SW Viggen 5	SW Viggen 5	SW Viggen 5
CZ MiG-21 4	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC Q-5 4	PRC Q-5 4	PRC J-7 4	PRC J-7 4	PRC J-7 4	PRC J-7 4	PRC J-8 4	PRC J-8 4
CZ Su-20 4	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC J-6 3	PRC H-5 3	PRC H-5 3	PRC H-5 3
RM MiG-21 4	IQ Su-20 2	IQ MiG-21 2	IQ Mir F-1 3	IQ MiG-23 2	IQ MiG-29 3	IR F-5 3	IR MiG-29 3	IR F-4E 2	AF Su-20 2	AF MiG-21 2	NK II-28 2	NK MiG-19 2	NK MiG-19 2	NK MiG-21 3	NK MiG-21 3	NK MiG-23 4	PRC H-6 4
RM MiG-21 4	SU MiG-23 4	SU MiG-23 4	SU MiG-23 4	SU MiG-23 4	SU MiG-23 4	SU MiG-23 4	SU MiG-23 4	SU MiG-31 4	SU MiG-31 4	SU MiG-29 4	SU MiG-29 4	SU MiG-29 4	SU MiG-29 4	SU MiG-29 4	SU MiG-27 4	SU MiG-27 4	SU MiG-27 4
RM IAR-93 4	SU MiG-23 4	SU MiG-23 4	SU MiG-23 4	SU MiG-23 4	SU MiG-23 4	SU MiG-23 4	SU MiG-23 4	SU MiG-23 4	SU MiG-23 4	SU MiG-23 4	SU MiG-23 4	SU Su-15 4	SU Su-15 4	SU Su-15 4	SU Su-15 4	SU MiG-25 4	SU MiG-25 4
RM IAR-93 4	SU Su-24 4	SU Su-24 4	SU Su-24 4	SU Su-24 4	SU Su-24 4	SU Su-24 4	SU Su-24 4	SU Yak-36 4	SU MiG-21 4	SU MiG-21 4	SU MiG-21 4	SU MiG-21 4	SU MiG-21 4	SU MiG-25 4	SU MiG-25 4	SU MiG-25 4	SU MiG-25 4
MG MiG-21 3	SU Su-17 4	SU Su-17 4	SU Su-17 4	SU Su-17 4	SU Su-17 4	SU Su-17 4	SU Su-17 4	SU Su-25 4	SU Su-25 4	SU MiG-27 4	SU MiG-27 4	SU MiG-27 4	SU MiG-27 4	SU MiG-27 4	SU MiG-27 4	SU MiG-27 4	SU MiG-27 4
US F-22 5	SU Su-17 4	SU Su-17 4	SU Tu-16 4	SU Tu-16 4	SU Tu-16 4	SU Tu-22 4	SU Tu-22 4	SU Tu-22M 4	SU Tu-22M 4	SU Tu-22M 4	SU Tu-160 4	HY MiG-21 4	PL Su-17 4	PL Su-17 4	PL MiG-21 4	PL MiG-21 4	

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