

CENTRAL FRONT SERIES, VOLUME 3

British Army of the Rhine

BAORThe Thin Red Line
in the 1980's**EXCLUSIVE RULES****[19.0] INTRODUCTION**

This edition of the Central Front series contains two scenarios. *The Thin Red Line* is the campaign scenario, covering the first five days of the war in the BAOR sector. *The Race to the Weser* covers the first 60 hours of combat in the region between Hannover and Kassel.

[19.1] THE BAOR GAME MAP

The 22" x 34" BAOR game map is map number 4 in the Central Front series. Note that the compass rose indicates north running along a diagonal hex-row. For game purposes, the 3900 hexrow should be considered the north edge of the map and the 0100 hexrow the south edge. All hexes along the eastern side of the map, including the northern and eastern faces of the "bulge" of East Germany, are considered east mapedges for all purposes except Victory Conditions, which treat the xx51 hex-row as the east mapedge.

[19.2] GAME COMPONENTS

One 22" x 34" game map
Two 200-piece die-cut counter sheets (400 total)
One Standard Rules folder
One Exclusive Rules folder

If any of these parts are missing or damaged, please contact SPI Customer Service, 257 Park Avenue South, New York, NY 10010.

Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so they can be answered by a simple sentence, word, or phrase. You must include a stamped, self-addressed envelope. Write to SPI, Rules Editor for BAOR, 257 Park Avenue South, New York, NY 10010.

[20.0] BAOR UNIT DEPLOYMENTS**GENERAL RULE:**

The following lists provide subordination and set-up information for the units appearing in BAOR. Individual unit counters are identified under the heading of the formation to which they belong. NATO units which start the game on the map are assigned set-up hexes. NATO reinforcements and

all Warsaw Pact units are assigned Game-Turns of entry. Not all units listed appear in every scenario. Refer to the reinforcements portions of scenario descriptions for details.

Information provided for each NATO unit is unit designation; unit type; set-up/entry hex and Game-Turn of entry; Operations Points available during the unit's first turn on the map (variable for reinforcing units). Warsaw Pact units are identified by unit designation; unit type; and Game-Turn of entry. Note that the (1) following some NATO unit set-up hexes indicates that unit may be set up within one hex of the hex specified.

[20.1] NATO DEPLOYMENT**WEST GERMAN 1st PANZER GRENADIER DIVISION (+/-)**

130	Engineer	Hex 3620(1)	12
11/1	Arty	Hex 3334(2)	12
12/1	RktArty	GT 1:3931	9

1st Panzergrenadier Brigade

11/1	Mech Inf	Hex 3336	12
12/1	Mech Inf	Hex 0935	12
13/1	Mech Inf	Hex 1030	12
14/1	Armor	Hex 2435(1)	12
15/1	SP Arty	Hex 1826	12

2nd Panzergrenadier Brigade

21/1	Mech Inf	Hex 3248	12
22/1	Mech Inf	Hex 1944(1)	12
23/1	Mech Inf	Hex 2346(1)	12
24/1	Armor	Hex 2145	12
25/1	SP Arty	Hex 2346(1)	12

33rd Panzer Brigade (from 11th PG Div)

331/11	Mech Inf	Hex 3248	12
332/11	Armor	GT 1: 3909	4
333/11	Armor	GT 1: 3909	12
334/11	Armor	Hex 3742(1)	12
335/11	SP Arty	Hex 3934	12

WEST GERMAN 2nd PANZER GRENADIER DIVISION (+/-)

21/2	Arty	GT 1:0116	6
22/2	RktArty	GT 1:0116	6

4th Panzergrenadier Brigade

41/2	Mech Inf	Hex 0627(1)	12
42/2	Mech Inf	Hex 0217(1)	12
43/2	Mech Inf	Hex 0627(1)	12
44/2	Armor	Hex 0627(1)	12
45/2	SP Arty	Hex 0627(1)	12

34th Panzer Brigade

341/2	Mech Inf	Hex 0513	12
342/2	Armor	Hex 0911(1)	12
343/2	Armor	Hex 0911(1)	12
344/2	Armor	Hex 0911(1)	12
345/2	SP Arty	Hex 0911(1)	12

21st Panzer Brigade (+) (from 7th PZ Div)

7	6 units	Hex 2612(1)	12
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BRITISH 1 CORPS

SHvyRA	Arty	Hex 2435(1)	12
28 RE	Eng	Hex 2725	12
9AAC	Attck Heli	Hex 2615(1)	12

BRITISH 2nd ARMORED DIVISION

1/DER/2	Mech Inf	GT 2: 3909	10
2/GG/2	Mech Inf	GT 2: 3501	9
1/K's/2	Mech Inf	GT 2: 3909	10
5 RIDG/2	Armor	GT 2: 3909	10
4 RTR/2	Armor	GT 2: 3501	9
27 RA/2	SP Arty	Hex 2304	12
47 RA/2	SP Arty	Hex 3007	12
2AAC/2	Attck Heli	Hex 3617	12

BRITISH 3rd ARMORED DIVISION

1/BW/3	Mech Inf	GT 2: 2101	9
1/RHF/3	Mech Inf	GT 2: 2101	7
1/WFR/3	Mech Inf	GT 2: 2101	7
RSDG/3	Armor	Hex 2312(1)	12
3 RTR/3	Armor	Hex 2111(1)	12
26 RA/3	SP Arty	GT 2: 2101	7
19 RA/3	SP Arty	GT 2: 2101	7
3AAC/3	Attck Heli	GT 2: 2101	12

BRITISH 4th ARMORED DIVISION

1/RGJ/4	Mech Inf	Hex 3619(1)	12
1/RRF/4	Mech Inf	Hex 3619(1)	12
1/RWF/4	Mech Inf	Hex 2917	12
LG/4	Armor	Hex 2615(1)	12
Q Hus/4	Armor	Hex 2615(1)	12
25 RA/4	SP Arty	Hex 2111(1)	12
39 RA/4	SP Arty	Hex 2312(1)	12
4AAC/4	Attck Heli	Hex 2615(1)	12
2RTR/4	ArmCav	Hex 1944(1)	12

BRITISH 5th FIELD FORCE

1/LI/5	Mot Inf	GT2:3501	9
1/KSB/5	Mot Inf	GT 2: 3909	10
17/21/5	Armor	GT 2: 3501	9
7 RHA/5	Arty	GT 2: 3909	10
1/Glo/5	Mot Inf	GT2:3501	9
R Yeo/5	Arm Cav	GT 4: 2901	12
100 RA/5	Arty	GT 4: 2901	12
655/5	Attck Heli	GT 4: 2901	12

BRITISH 7th FIELD FORCE

3/Ang/7	Mot Inf	GT 3: 3006	6
2/Qns/7	Mot Inf	GT 3: 3006	6
5/Ang/7	Mot Inf	GT 3: 3006	6
Q Yeo/7	Arm Cav	GT 4: 2901	12
QRH/7	Armor	GT 4: 2901	12
13/18/7	ArmCav	GT 4: 2901	12
40 RA/7	Arty	GT 4: 2901	12
657/7	Attck Heli	GT 4: 2901	12

BRITISH AIRBORNE

15 Para	AB Inf	GT 2: see 20.33	
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BELGIAN 1 CORPS

20 A	SP Arty	GT 2: 2101	9
2 JtP	ArmCav	GT 2: 1301	3

BELGIAN 1st DIVISION

17A/1	SP Arty	GT 4: 2101	8
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1st Mechanized Brigade

18A/1	SP Arty	GT 5: 2101	12
1 Kar/1	Mech Inf	GT 4: 2101	8
9Bev/1	Mech Inf	GT 4: 2101	8
2Ln/1	Armor	GT 4: 2101	8

7th Mechanized Brigade

1A/1	SP Arty	GT 5: 0101	12
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1 CA/1	Mech Inf	GT 5: 0101	11
12Lg/1	Mech Inf	GT 4: 0101	6
1 Ln/1	Armor	GT 4: 0101	12
BELGIAN 16th DIVISION			
6A/16	SPArty	GT 2: 2101	12
4th Mechanized Brigade			
2A/16	SPArty	GT 2: 1301	3
5 Lg/16	Mech Inf	GT 2: 2101	12
1 Gr/16	Mech Inf	GT 2: 2101	12
4Ln/16	Armor	GT 2: 2101	12
17th Armored Brigade			
19A/16	SPArty	GT 2: 1301	5
1 WR/16	Mech Inf	GT2:1301	5
2Cy/16	Mech Inf	GT 2: 1301	5
2Gd/16	Armor	GT2:1301	5
1 Gd/16	Armor	GT 2: 1301	5

NA TO INTERALLIED CO VERING FORCE**British Medium Recce Squadrons**

A/9/12L	ArmCav	Hex 3848	12
B/9/12L	ArmCav	Hex 3549	12
A/1 RTR	ArmCav	Hex 2949	12
B/1 RTR	ArmCav	Hex 2648	12
A/15/19	ArmCav	Hex 1549	12
B/15/19	ArmCav	Hex 1547	12

Belgian 1st Jagers te Paard

1/1 JtP	ArmCav	Hex 0334	12
2/1 JtP	ArmCav	Hex 0338	12
3/1 JtP	ArmCav	Hex 0640	12

Belgian 4th Chasseurs a Cheval

1/4 CaC	ArmCav	Hex 1141	12
2/4 CaC	ArmCav	Hex 1343	12
3/4 CaC	ArmCav	Hex 1545	12

West German 1st Panzeraufklarungs Battalion

2/1/1	ArmCav	Hex 1749	12
3/1/1	ArmCav	Hex 2048	12
4/1/1	ArmCav	Hex 2349	12

West German 2nd Panzeraufklarungs Battalion

2/2/2	ArmCav	Hex 0226	12
3/2/2	ArmCav	Hex 0229	12
4/2/2	ArmCav	Hex 0232	12

[20.2] SOVIET DEPLOYMENT**SOVIET 3rd SHOCK ARMY**

3SA 2 units GT: 1

106th Guards Tank Division (Ural Volunteers)

10GT 7 units GT: 1

12th Guards Tank Division

12GT 7 units GT: 1

47th Guards Tank Division

47GT 7 units GT: 1

207th Motorized Rifle Division (Red Banner)

207 8 units GT: 1

SOVIET FRONT RESERVE**76th Guards Airborne Division (Chernigov, Red Banner)**

76 10 units See 20.32

34th Artillery Division (part)

34A 2 units GT: 1

SOVIET 20th GUARDS ARMY

20GA 7 units GT: 2

20th Tank Division

20T 7 units GT: 2

35th Motorized Rifle Division

35 8 units GT: 3

6th Guards Motorized Rifle Division (Kamenets-Podol'sk)

6G 8 units GT: 3

14th Guards Motorized Rifle Division

14G 8 units GT: 3

SOVIET 5th GUARDS TANK ARMY

5GTA 2 units GT: 4

8th Guards Tank Division

8GT 7 units GT: 4

3rd Guards Tank Division (Kotelnikovo, Suvarov II)

3GT 7 units GT: 4

29th Guards Tank Division

29GT 7 units GT: 4

37th Guards Tank Division (Red Banner)

37GT 7 units GT: 4

BELOUSSIAN MILITARY DISTRICT**Belorussian Artillery Division**

Be 5 units GT: 5

SOVIET 7th TANK ARMY

50/7TA Attck Heli GT: 5

50th Guards Motorized Rifle Division (Nikopol)

50G 7 units GT: 6

34th Tank Division

34T 7 units GT: 7

[20.3] REINFORCEMENTS

Not all the reinforcements listed in the deployment lists are available in every scenario; see the reinforcements portions of the scenarios for details. The entrance and use of some reinforcements require special handling; these units are discussed in the following.

[20.31] Warsaw Pact Reinforcements

All Warsaw Pact units enter play according to the restrictions of 17.1 and 17.2. Unless otherwise stated, all units may enter from either the east mapedge at hexes 3650, 2751, 2551, 2151, 1850, and 1751 or from the northern and eastern faces of the "bulge" at hexes 1247, 1246, 0944, 0643, and 0344. Units entering from the east mapedge may expend 12 Operation Points; units entering from anywhere along the "bulge" may expend no more than 6 Operation Points during the Warsaw Pact Player's initial Player Phase.

[20.32] In the *Thin Red Line* and *Mittelland Thrust* scenarios only, the Warsaw Pact Player may have the option of airdropping the units of the 76th Guards Airborne Division according to the rules outlined in 15.0. In this case, these units may be dropped onto the map at the start of any Game-Turn in which the NATO Player does not have air superiority, beginning with Game-Turn 1. The units of the 76th Guards Airborne Division need not all be dropped on the same Game-Turn, nor in any specific order or proximity to each other.

[20.33] NATO Reinforcements

British reinforcements listed with a reference to this Case enter under special conditions of fatigue, having been working around the clock to cross the English Channel. Upon entry, the NATO Player must roll the die for each unit to determine how many FP's it begins with. On a roll of 1, 3 FP's are gained; on a roll of 2-3, 2 FP's are gained; on a roll of 4-6, 1 FP is gained.

[20.34] The units of the 7th Field Force which arrive on Game-Turn 3 are air landed and may be placed within one hex of 3006. Once placed, the NATO Player must roll for the fatigue of each of these units as outlined in 20.33. Each airlanded unit may move during the NATO Player's initial Player Phase, but may expend only 6 Operation Points. All airlanded units are flipped to their FP side at the end of this Phase whether they have moved or not. Should Gutersloh (3006) be occupied, controlled, or in the ZOC of a Warsaw Pact unit, reinforcements slated for arrival by air are delayed one Game-Turn and enter normally from hex 2901. These units are still subject to the requirements of 20.42, but may expend 12 Operation Points during the NATO Player's initial Player Phase.

[20.35] The 15/Para battalion may enter in accordance with either 20.42 and 20.43, or in accordance with 10.1, at the NATO Player's discretion.

[20.4] ENTERING REINFORCEMENTS

[20.41] A Player may always withhold reinforcements due on a particular Game-Turn for entry at the start of a later Game-Turn or, in the Warsaw Pact Player's case, for later use as an air-delivered reinforcements.

[20.42] If the entry hex for a given set of reinforcements is blocked by an enemy unit or ZOC, those reinforcements may enter via an alternate road or Autobahn entry hex. NATO units entering from the north or south mapedges may enter from the nearest unblocked road or Autobahn hex to the west. NATO units entering from the west mapedge may enter from the nearest unblocked road or Autobahn hex on the same mapedge. Warsaw Pact units entering from the south edge may enter from the nearest unblocked road or Autobahn hex to the east. Warsaw Pact units entering from the east mapedge may enter from the nearest unblocked road or Autobahn hex to the north.

[20.43] In the event that the area around a given entry hex is so cordoned off by enemy units and their ZOC's that only part of a particular set of reinforcements can enter the map through their assigned or desired entry hex (this includes the case in which an entry hex is blocked by an Enemy ZOC but the Player still wishes to bring on at least one reinforcement at that hex), the fate of the remaining units is determined by their nationality. NATO units in such a case may enter from an alternate unblocked road or Autobahn hex according to 20.42. Warsaw Pact units subject to March Order must remain off-map until the lead unit(s) of their column can carve them the space to enter. These units may then enter in the first subsequent Player Phase that such space exists, but always enter on their FP side and at the same entry hex as the lead unit(s) of the column. Warsaw Pact units which enter after the initial Player Phase are *not* subject to March Order restrictions.

[20.44] Warsaw Pact artillery units which are held off-map involuntarily per 20.43 may be used to support Prepared attacks by on-map units of the same column. Such units gain FP's for this fire normally, and enter with the appropriate number of FP's already accrued.

[20.45] When units with separate initial Phase Operation Point Allowances enter from the same entry hex, the units with the highest allowances enter first, followed by units in descending order of allowances.

[20.46] Warsaw Pact attack helicopter units need not be entered onto the map. Instead, they may be placed off-map (which does not require the gain of an FP for movement), where each unit may support any combat within 20 hexes of a legal entry hex. Off-map attack helicopter units gain FP's normally for all combat functions. Such units may be entered on-map in subsequent Game-Turns, subject to all regular reinforcement rules and bearing whatever FP's they have accrued off-map.

[21.0] SPECIAL RULES**CASES:****[21.1] SOVIET DOCTRINE**

Whenever the NATO Player retreats a unit as a result of combat, at least one Warsaw Pact unit that participated in that attack must be advanced along the path of retreat of the NATO unit and end its advance adjacent to the retreated unit (exception to 8.94). If the NATO unit was retreated through another Friendly unit, at least one Warsaw Pact unit must advance along the path of retreat until blocked by the unit retreated through. If all NATO units defending in a combat are

eliminated, and the Warsaw Pact Player is allowed to advance, at least one Warsaw Pact unit must be advanced into (or through) the vacated hex.

[21.2] WARSAW PACT INITIAL AIR SUPREMACY

Prior to the start of the game, the Warsaw Pact Player rolls the die to determine the extent of his initial air supremacy. The number rolled on this die represents the number of Game-Turns (beginning with Game-Turn 1) in which the Warsaw Pact Player *automatically possesses air superiority*. During Game-Turns of automatic Warsaw Pact superiority, the Airpower Table is not used. (**Exception:** The Table is consulted each A.M. Game-Turn to determine if ground fog is in effect only.) Players will note that the period of Warsaw Pact supremacy is the only time when the Warsaw Pact can have air superiority when ground fog is in effect.

[21.3] WARSAW PACT INITIATIVE

The Initiative Segment of each Game-Turn is always skipped in *BA OR*. The Warsaw Pact Player is always the first Player in each Game-Turn.

[21.4] WARSAW PACT MARCH ORDER

All provisions of 17.2 apply, modified by the following Cases:

[21.41] Both columns of a Warsaw Pact division may enter into play from the same entry hex. When doing so, every unit of one column must be brought into play before bringing on any units of the second column. The movement penalties incurred for entering additional units in the same entry hex must be adhered to (see 17.0).

[21.42] The Soviet artillery division may enter from any entry hex, and is not subject to the restrictions of 17.21. If the artillery division is entered from an entry hex which is also being used by another division, it must be brought on behind that division. Units of an artillery division are not assigned a specific march order and may be entered in any order the Warsaw Pact Player wishes.

[21.5] WARSAW PACT PRE-EMPTIVE AIR STRIKE

During the Airpower Segment of Game-Turn 1 only, the Warsaw Pact Player may conduct a pre-emptive strike against a number of *hex groups* specified by the scenario instructions. Each hex group consists of a *target hex* and the six hexes adjacent to it. NATO units occupying the hexes within a hex group will gain a variable number of FP's as a result of the pre-emptive strike.

The Warsaw Pact Player chooses the appropriate number of hex groups anywhere on the map(s) by declaring the target hex's number. No hex may be in more than one hex group (they may not overlap). The Warsaw Pact Player rolls the dice once for each NATO unit in a hex group, then *subtracts 1* from the die roll for every unit *except* artillery and helicopters. If the die result, after subtraction, is *less than or equal to* the unit's max FP level, the unit gains that number of FP's (no retreats allowed). A roll that exceeds a unit's max FP level is treated as though it *equalled* the unit's max FP level, except in the case of artillery and helicopters: a roll of 6 for one of these units eliminates the unit completely (remove it from the game). FP's gained by a unit as a result of a pre-emptive strike may be removed normally in the ensuing Friction Point Removal Segment. The pre-emptive strike does not require the expenditure of Warsaw Pact Air Points and is not considered nuclear warfare.

[21.6] NATO CORPS ARTILLERY

NATO artillery units which do not have a boldface

division identifier as part of their designation may be used to support NATO units of *any nationality*. This is an exception to 11.24.

[21.7] SUPPLY SOURCES

[21.71] NATO units must trace a line of supply to any road or Autobahn hex on the west mapedge or on the north mapedge west of hex 3915. To qualify as a supply source, a mapedge road or Autobahn must actually lead off-map.

[21.72] All Warsaw Pact units are automatically supplied for the first four Game-Turns of each scenario, regardless of whether they can trace a valid line of supply or not. Thereafter, Warsaw Pact units must trace a valid line of supply to any road or Autobahn hex on the east mapedge or on the south mapedge east of hex 0126. Such hexes must actually lead off-map to qualify as supply sources.

[21.8] AIRMOBILE ELIGIBILITY

The British 15/Para and 100 RA/5 artillery units are always eligible for airmobile operations. The following units may take part in airmobile operations after being converted (see 13.1): British (1-3) motorized infantry units; Soviet (10-14), (8-12), and (6-8) mechanized regiments; Soviet (3-4) and (2-3) airborne mechanized battalions. A unit is not eligible for airmobile operations during the player phase in which it enters play as a reinforcement.

[21.9] AIRBORNE INFANTRY

The British 15/Para airborne infantry unit is non-motorized. When this unit is being moved, all road and Autobahn hexsides are treated as access hexsides. Furthermore, the unit possess a Zone of Control like that of a company-sized unit.

[22.0] SCENARIO: The Thin Red Line

COMMENTARY:

The Thin Red Line pits the British I Corps, elements of the West German I and III Corps, and the Belgian I Corps against the echeloned attacks of the Soviet 3rd Shock Army, 20th Guards Army, 5th Guards Tank Army, and 7th Tank Army, supported by the 76th Guards Airborne Division and the Belorussian Military District Artillery Division. This scenario covers the first five days of a Warsaw Pact effort to break through to the Ruhr. Since the terrain in this area is so eminently defensible, it is to be expected that SACEUR will attempt to divert NATO units earmarked for this area in order to form a strategic reserve. It is an open question whether Warsaw Pact pressure will allow such a diversion.

GENERAL RULE:

The Thin Red Line begins on Game-Turn 1 and concludes at the end of Game-Turn 10. This scenario takes approximately 15 hours to complete. To set up the game, the NATO Player should first deploy his initial forces on the map as indicated in 20.1, and then the Warsaw Pact Player should determine which option he will use for the 76th Guards Airborne Division (see 22.4) and how long he will maintain air superiority, in that order. When both Players are prepared, play begins with the Warsaw Pact's pre-emptive air strike at the start of the Airpower Segment. The Warsaw Pact Player may conduct an air strike against 6 hex groups. No die roll is ever made on the first Game-Turn for ground fog; the first Game-Turn is always clear. No Warsaw Pact units begin the game on the map; all Warsaw Pact units enter as reinforcements.

CASES:

[22.1] NATO INITIAL DEPLOYMENT

The NATO Player deploys all units listed in 20.1 except those units marked with a Game-Turn of entry.

[22.2] WARSAW PACT REINFORCEMENTS

The Warsaw Pact Player may enter all reinforcements listed in 20.2 on the appropriate Game-Turn. Furthermore, if he chooses Option A (22.4), the Warsaw Pact Player may enter the 76th Guards Airborne Division on any Game-Turn in which he can meet the restrictions of 10.1. In addition to the entry hexes listed in 20.2, the Warsaw Pact Player may also enter units from hexes 0127, 0132, 0138, and 0142 on the south mapedge. In order to use these hexes, the Warsaw Pact Player must delay the entry of the reinforcements taking this option by one whole Game-Turn (this reflects both the paucity of the road net in this area of East Germany and the fact that these units are cutting right across the march lines of the Soviet armies to the south). If the Warsaw Pact Player uses this option, he is urged to pay special attention to 20.42, 20.43 and 20.44, as these rules will often apply.

[22.3] NATO REINFORCEMENTS

The NATO Player may normally enter all reinforcements listed in 22.1 on the appropriate Game-Turn. However, if the Warsaw Pact Player chooses Option B (22.4), no Belgian reinforcements may ever enter play. The NATO Player may also voluntarily choose not to enter either or both of the British 5th and 7th Field Forces, and therefore avoid the Victory Point penalties outlined in 22.73 and 22.74. Per 20.41, the NATO Player may delay the entry of these reinforcements hoping to avoid their commitment and still enter them on a later Game-Turn if this proves necessary.

[22.4] WARSAW PACT PARADROP OPTIONS

The Warsaw Pact Player may take one of two options in utilizing the 76th Guards Airborne Division. He must decide which option he will employ after NATO has deployed and before he has rolled to determine how long his initial air superiority will last.

[22.41] Option A

The Warsaw Pact Player may freely deploy the 76th Guards Airborne Division anywhere on the map in accordance with 15.0 and 22.2. In this option, the NATO Player receives all scheduled Belgian reinforcements listed in 22.1.

[22.42] Option B

The Warsaw Pact Player chooses to allocate the 76th Guards Airborne Division to a paradrop along the Rhine across from the Belgian frontier. In this option, the 76th Guards never appears in the game, and NATO receives none of the Belgian reinforcements listed in 20.1. As the use of this option is quite favorable to the Warsaw Pact Player, he is assessed a Victory Point penalty listed in 22.76 if he chooses to take Option B.

[22.5] AIR POWER AND CHEMICALS

[22.51] During each Game-Turn that the Warsaw Pact Player has air superiority, he receives 12 Air Points. During each Game-Turn that the NATO Player has air superiority, he receives 18 AP's.

[22.52] The Warsaw Pact Player receives 3 column shifts in his favor when using chemicals on Game-Turns 1 through 4, two column shifts in his favor when using chemicals on Game-Turns 5 through 8, and one column shift his favor when us-

ing chemicals on Game-Turns 9 and 10. The NATO Player may never use chemicals.

[22.6] BRITISH PARALYSIS

No British units which are west of the Weser River at the start of the scenario — except all units of the 4th Armored Division — may move, attack, or conduct indirect fire for the duration of the first Game-Turn. When attacked during the first Game-Turn, such units always defend with their Mobile Combat Strength, although they may retreat normally.

[22.7] VICTORY CONDITIONS

Victory in *The Thin Red Line* may be determined at the end of any Game-Turn from 4 on, provided that both Players agree to end the game at that point. First, Players consult the Warsaw Pact Victory Conditions listed in 22.71. If the Warsaw Pact Player can meet the criteria for any of the three levels of victory, a Warsaw Pact victory is declared. If the Warsaw Pact Player fails to meet any of the criteria, then Players refer to the NATO Victory Conditions listed in 22.72. Should the NATO Player be able to meet the criteria for any of the three levels of victory, a NATO victory is declared. In the event that neither Player can meet any of the criteria for victory, the game is a draw.

[22.71] The Warsaw Pact Player's Victory Conditions are based on the location of the westernmost tank or motorized rifle regiment which can trace a valid line of supply according to 10.1 (airborne and airmobile units never count for Victory Conditions). The Warsaw Pact Player should cross-index the final Game-Turn with the last two numbers of the hex occupied by his most advanced qualifying regiment on the following chart to determine the level of victory achieved (if any):

LAST TWO NUMBERS OF ADVANCE HEX FOR VICTORY TYPE:

TURN	MARG	SUBS	STRAT
4	22	21-20	19 or less
5	21-20	19-17	16 or less
6	20-18	17-14	13 or less
7	19-16	15-11	10 or less
8	18-14	13-08	07 or less
9	17-12	11-05	04 or less
10	16-10	09-02	01 or exit

Note: *Exit* means that the Warsaw Pact Player must have moved at least one regiment off the west mapedge and can trace a valid line of supply from the supply hex to a valid source of supply (which may not be a Friendly airhead).

[22.72] The NATO Player's Victory Conditions are based on the number of city hexes that he controls at the end of the game. A city hex is considered NATO-controlled only if a Warsaw Pact unit neither occupies it nor was the last to pass through it, and that city hex can trace a valid line of supply to a Friendly supply source (which may not be a Friendly airhead). The following victory criteria apply:

NA TO CITY HEXES	LEVEL OF VICTORY
70 or more	Strategic Victory
50-69	Substantive Victory
40-49	Marginal Victory

[22.73] For each British Field Force the NATO Player brings in as a reinforcement, the Warsaw Pact Player subtracts 3 from the last two numbers of the hex occupied by his westernmost unit, unit.

[22.74] For each British Field Force the NATO Player brings in as a reinforcement, he subtracts 5 from the total number of city hexes he controls, trols.

[22.75] If the NATO Player enters a single unit of a particular Field Force, he is considered to have entered the entire Field Force for victory purposes.

[22.76] If the Warsaw Pact Player chooses Option B, he must add 6 to the number he uses for his Advance hex, and the NATO Player may add 10 to the number of city hexes he controls at the end of the game.

Weser River or occupying hexes at Kassel at the end of the game. Although all Warsaw Pact units enjoy automatic supply for the duration of this scenario, for victory purposes the Warsaw pact player may not count regiments that cannot trace a valid supply line at the end of the game. The following criteria apply:

- No regiments: NATO Victory
- One regiment: Draw
- Two or more regiments: Warsaw Pact Victory

DESIGN CREDITS

Game Design: Charles T. Kamps, Jr.
 Physical Systems and Graphics: Redmond A. Simonsen
 Game Development: Bruce M. Maxwell
 Central Front Game System
 Design and Development: James Dunnigan, John H. Butterfield
 Rules Editing: Brad Hessel
 Blindtesting: Anthony Curtis, Mark Dye, Gary Hladik, Charles Liggett, Robert A. Mani, Robert Monica!
 Research: David Isby, Donald Mack, Eric McGrath
 Production: Marjorie Gray, Mark Herman, Ted Roller, Manfred F. Milkuhn, Michael Moore, Bob Ryer, Ken Stec

**[23.0] SCENARIO:
Race for the Weser**

GENERAL RULE:

Race for the Weser covers the first two days of the period depicted in *The Thin Red Line*. *Race for the Weser* begins on Game-Turn 1 and concludes at the end of Game-Turn 4. The scenario takes about 5 hours to play. The special rules in force in *The Thin Red Line* are also used in *Race for the Weser*. Note, however, that players receive only those reinforcements due to arrive during the first three Game-Turns, and the NATO player receives no Belgian reinforcements (they are assumed to be engaged along the Rhine with the 76th Guards Airborne).

VICTORY CONDITIONS:

Victory in *Race to the Weser* is determined by the number of Warsaw Pact regiments west of the

[18.3] ELECTRONIC WARFARE TABLE

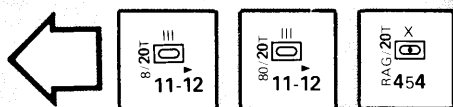
Game Turn	NATO	Warsaw Pact
1	3	4
2	6	5
3	6	8
4	7	12
5	7	12
6	7	13
7	7	14
8	7	14
9	7	14
10	7	14

See 18.1 for explanation of use.

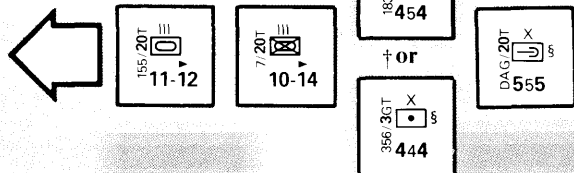
[17.3] WARSAW PACT MARCH ORDER DIAGRAMS

Tank Division March Order

COLUMN A

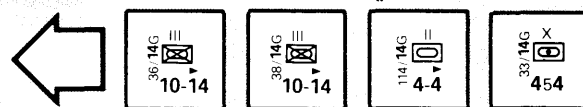


COLUMN B

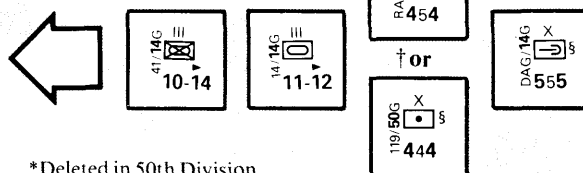


Motorized Division March Order

COLUMN A



COLUMN B



*Deleted in 50th Division

† Divisions will never have both types of artillery, just one type.