

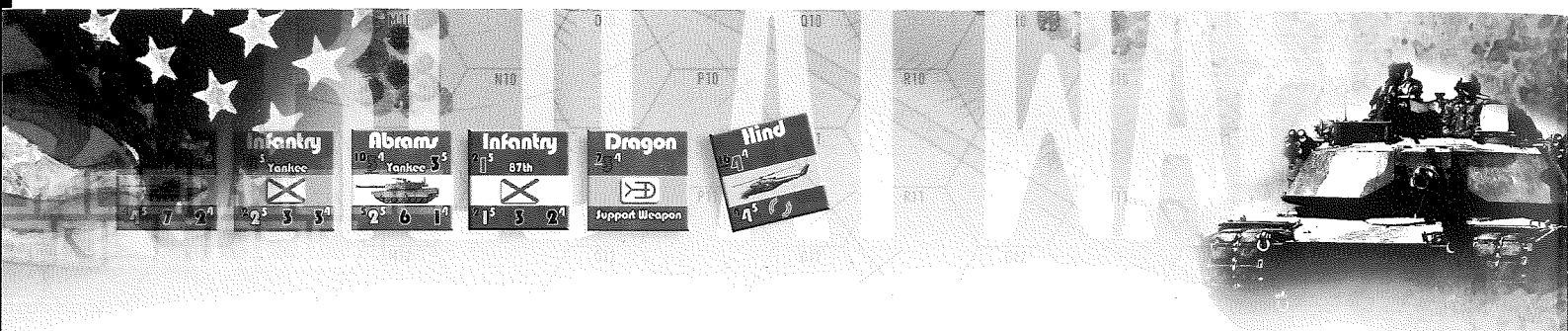
**RULES OF PLAY**

# WORLD AT WAR

★ **EISENBACH GAP**



LNL PUBLISHING



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**W**orld at War is a platoon-level simulation of combat during the Third World War (1985). Each module uses the same core rules, and simulates a small slice of the conflict. The Eisenbach Gap contains a complete set of rules, 136 counters, 17" x 22' map, and six scenarios depicting the Soviet's thrust into a small area of West Germany.

## 1.0 GENERAL CONCEPTS

The map covers a six-square kilometer area of West Germany on the East German border. The counters represent infantry platoons (40-60 men), armored fighting vehicle (AFV) platoons (3-5 tanks, Armored Personnel Carriers (APCs), Infantry Fighting Vehicles (IFVs), etc). Each turn represents five to fifteen minutes, and each hex depicts an area approximately 150 meters wide.

### 1.1 DICE

Several six-sided dice (d6) determine the results of fire combat, assaults, armor save rolls and other game functions.

### 1.2 COUNTER DEFINITIONS

There are two types of counters in the game: 1) Units, representing the combat troops that fight the battles, such as Abrams tanks, Soviet infantry, etc, and 2) Markers, such as administrative aids. These include Ops Complete markers, Disrupted markers, Formation markers, etc.

#### 1.2.1 UNIT NOMENCLATURE DEFINITIONS

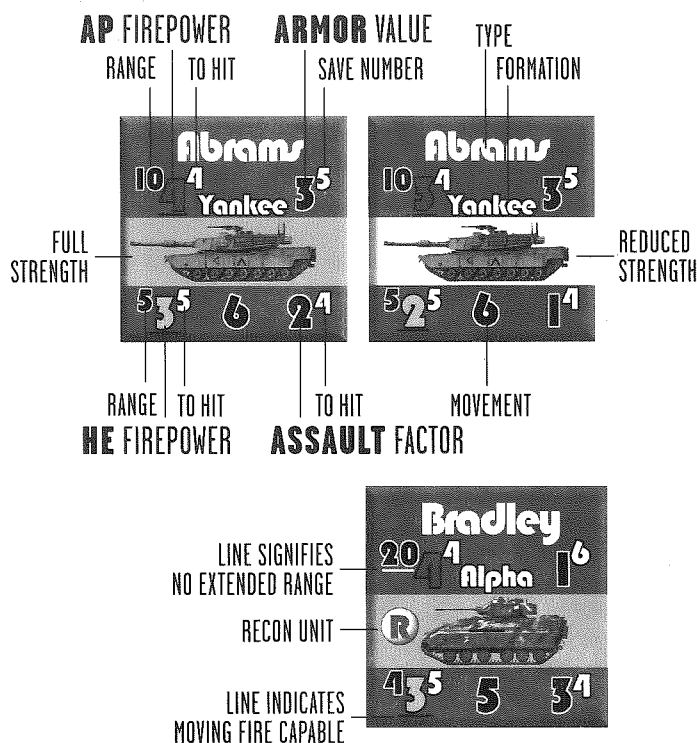
Don't sweat memorizing these definitions. They are here for reference. You'll quickly learn them as you play.

- **Full Strength** : Full strength counters are at their full capacity of men and equipment. They are indicated by a horizontal colored band behind the vehicle or NATO symbol.
- **Reduced-strength** : Reduced-strength counters have a reduced amount of men and equipment. They are indicated by a horizontal white band behind the vehicle or NATO symbol.
- **AP Firepower** : Armor Piercing Firepower : this represents the number of D6 the unit rolls when attacking hard targets.
- **HE Firepower** : High Explosive Firepower : this represents the number of D6 the unit rolls when attacking soft targets, thin-skinned AFVs, helicopters, and other circumstances explained in the rules.
- **To Hit** : You must roll equal to or higher than this number to hit your target.
- **Range** : The normal range of the weapon. Most weapons may fire up to twice this distance as extended range, but at a cost in effectiveness (6.1.1) Units that have an underlined range may not fire farther than the underlined range.
- **Armor** : The armor factor of a hard target. This is the number of D6 rolled when determining how many of the attacker's hits may be ignored.
- **Save Number** : You must roll equal to or higher than this number to ignore a single hit.
- **Movement Factor/Type** : The number of movement points the unit possesses and/or the type of unit movement (tracked, wheel, rotor, leg). A circled movement factor indicates the unit may transport infantry and support weapons units (5.2).
- **Assault Factor** : this represents the number of D6 the unit rolls when assaulting.

## 1.3 UNIT TYPES

### 1.3.1 INFANTRY

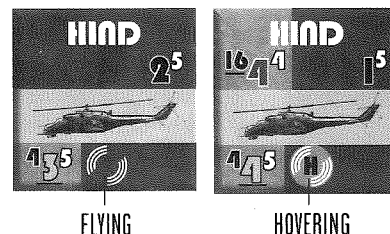
These are the troops who rode transports (M-113, BTR-60, M3, and BMP) or walked to battle and fought with rifles, sub-machineguns, machine guns, and light anti-tank



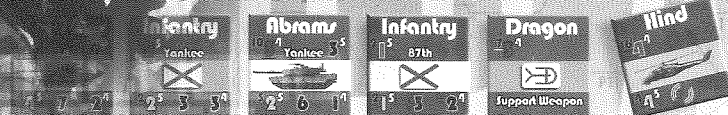
weapons. They include American and Soviet infantry, and are represented by a NATO symbol on their counter. Infantry are considered soft targets. Infantry units are the only units that can employ Support Weapons in combat (see 1.3.5).

### 1.3.2 HELICOPTERS

These are the attack helicopters possessed by both sides. They do not count against stacking limitations, but must be attacked separately from the other units in the hex. Helicopters may be attacked by both armor piercing (AP) and high explosive (HE) weapons (see 9.3). Helicopters are already shown as reduced-strength units to show they are single vehicle. Helicopters have two possible movement modes represented by the sides of the counter instead of unit strength. For more information on helicopter use, see section 9.0.







### 1.3.3 HEADQUARTERS

These are the formation headquarters. They represent 3-10 individuals and/or —depending on the type of platoon— 1-2 AFVs. Headquarters do not count against stacking limitations, but no more than one headquarters may be in a hex. To fight efficiently, a formation must be within the command range of its (same named) headquarters (see 1.5 and 4.0).

#### 1.3.3.1 HQ MOVEMENT

Headquarters must always end their movement stacked with a friendly unit. If the HQ cannot reach a friendly unit of its own formation, then at the start of the next turn, the owning player places it on the nearest friendly unit in its formation. If all units in that formation are destroyed, and the HQ still cannot end its movement with a friendly unit, then the player places it with the nearest friendly unit, regardless of formation. Headquarters NOT marked with an Ops Complete marker may move normally with the units with which they are stacked in their formation impulse. Headquarters that are NOT marked with an Ops Complete marker may move separately from one friendly stack of units to another in their formation's impulse. To do so, they must:

- Start in a hex with friendly units and they must end in a hex with friendly units.
- They must not exceed their movement allowance and must follow all rules for movement as outlined in 5.0 Movement.
- After completing the move roll 1d6. On a roll of 1-2 the headquarters loses a step. Modify the die roll as follows:
  - A. Add one if the destination hex is adjacent to the starting hex. For instance, L1 and M2.
  - B. Subtract one from the die roll if any hex the HQ transits has both a positive cover factor, and is in the LOS and range (AP or HE) of an enemy unit. Apply only once.
  - C. Subtract two from the die roll if any hex the HQ transits has no cover factor (like clear terrain), and is in the LOS and range (AP or HE) of an enemy unit. Apply only once. If both "B" and "C" are true, use condition "C."
  - D. "B" and "C" only apply in a hex the HQ transits, not the hex in which it begins or ends its impulse.

#### 1.3.3.2 HQ COMBAT

Headquarters may **NOT** be directly attacked using the rules of combat (6.0). If an attack disrupts or reduces any units a Headquarters is stacked with, roll 1d6. On a roll of 1 or less, the headquarters is flipped to its reduced side. If already reduced, the headquarters is eliminated. On a roll 2-6, the headquarters is unaffected. Subtract 2 from the die roll if any unit the headquarters is stacked with is eliminated during the current attack. If all the units, stacked with a headquarters, are eliminated during the current attack, the headquarters is also eliminated. If a wreck marker is not present in the hex, replace a destroyed vehicle headquarters with a wreck marker. Headquarters may not be disrupted. Headquarters may NOT attack, per se, but they may add their leadership rating to the firepower (or assault factor, if assaulting) of any ONE attacking unit in their hex.

**Exception:** If an infantry platoon is firing its own inherent weaponry along with a support weapon, a Headquarters unit may add its leadership rating to both attacks.

#### 1.3.3.3 HQ REPLACEMENT

Replace eliminated headquarters, reduced side up, during the subsequent Marker Removal Phase in any hex that contains a friendly unit/s of the headquarters' type and formation. If no units of the headquarters' type remain, the headquarters MAY NOT be replaced. In that case, each unit in the eliminated headquarters formation will subsequently need to roll for activation as outlined in 4.0.

### LEADERSHIP MORALE



### COMMAND RANGE

**Example:** If the Yankee HQ is eliminated, it is placed reduced side up in the subsequent Marker Removal Phase in any hex containing either of the Yankee M-1 platoons. If neither platoon is in play, the Yankee HQ may not be replaced.

### 1.3.3.4 HQ LEADERSHIP

Headquarters may subtract their leadership rating from the rally die roll of all units attempting to rally in their hex.

### 1.3.4 VEHICLES

As the name implies, vehicles are engine propelled machines that ride on track or wheel.

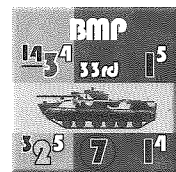
#### 1.3.4.1 ARMORED FIGHTING VEHICLES (AFV)

Tanks (M-1 Abrams, T-72, T-62, and T-55), M-901 Improved TOW Vehicles (ITV), the M-106 self-propelled mortar, M-113, BRDM, M3, BTR-60, ZSU-23-4 (Shilka), Chaparral and BMP, are considered Armored Fighting Vehicles. AFVs are represented by a picture of the AFV on the counter (as seen to the right). AFVs are considered **hard** targets.

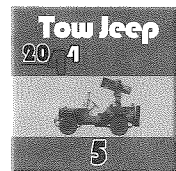


#### 1.3.4.2 THIN-SKINNED AND UNARMORED VEHICLES

AFVs with an Armor Factor of 1 and a Save Number of 5 or 6 are considered thin-skinned, or lightly armored vehicles. Such vehicles may be attacked by any AFV using its HE firepower. The attacking vehicle rolls normally, using its HE firepower and to hit number. After determining the number of hits it obtains, the targeted AFV rolls to determine how many of the hits are ignored, as described under attacks on hard targets (6.1).



Unarmored vehicles, which are designated by NOT having an Armor Factor and Save Number on the counter, are reduced (see Reduction under 6.1.6) by every Armor Piercing hit. Although these vehicles don't have an Armor Factor, they do roll defensive die for terrain as if they were a soft target (see Ranged Combat 6.1).



**Example 1:** A TOW Jeep in the woods would roll 1d6. On a roll of 5 or 6, it would ignore one hit. So, if a T-72 (AP Firepower of 4, To Hit 5) fires on that TOW Jeep in the woods—and rolls 3, 3, 4, 5—it garners one hit. The jeep now rolls 1d6. If it rolls a 5 or 6, it ignores the hit and survives; if it does not, it loses a step.

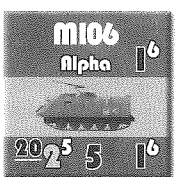
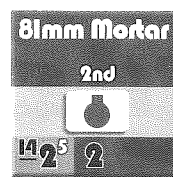
Vehicles and infantry may also fire on unarmored vehicles using their HE Firepower as if the vehicles were soft targets. Hits are assessed normally.

**Example 2:** A Soviet infantry unit fires its HE Firepower on a jeep in a clear hex, two hexes distant. The Soviet rolls a 5 and a 6, securing two hits. Since the jeep is in the clear, it does not roll to ignore the hits and suffers two hits.

Thin-skinned and unarmored vehicles DO leave wreck markers.

### 1.3.4.3 MORTARS

Both carried (such as Soviet mortar unit in the 2nd Airborne Division) and self-propelled (such as the M106 in Alpha Troop) mortars may fire (including opportunity fire 6.2) normally at units in their Line of Sight (LOS). Note that their range is underlined, so they cannot fire at extended range nor do they receive reduced range (6.1.2) benefits. Mortars may also fire (but not opportunity fire) at units not within their LOS, as long as a headquarters or reconnaissance unit of the same formation does have a LOS to the target. Conduct such







fire as if the mortar was an off-board artillery fire mission using the firepower and to hit factors printed on the mortar's counter. After completing the mission, mark the mortar with an Ops Complete marker. The unit that called the mission may continue to conduct operations normally.

#### 1.3.4.4 RECONNAISSANCE UNITS

Reconnaissance (Recon) units are marked with an "R". All reconnaissance units in Eisenbach Gap are vehicles. They have three special characteristics that separate them from other units:

1. **Independent** : Recon platoons are trained to act independently. Accordingly, recon units are considered in command (4.2) at up to twice their headquarters' printed command range.
2. **Highly Trained** : Recon platoons may call artillery fire as if they were headquarters.
3. **Observant** : Units in the LOS of a recon unit are NOT concealed (6.1.5).

#### 1.3.4.5 ANTI-AIRCRAFT UNITS

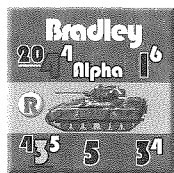
Eisenbach Gap anti-aircraft units include the American Chaparral and Soviet ZSU-23-4 (Shilka), which are both thin-skinned AFVs, and the Stinger and SA-7 Support Weapons. The blue number is the anti-aircraft firepower, and can only target helicopters. Anti-aircraft units' range is NOT halved when firing at helicopters. Keep in mind that the Shilka may also fire HE and assault, as indicated by its counter. Both the Shilka and Chaparral represent 1-2 vehicles, and are one-step counters, similar to helicopters. When combat results call for their reduction (see Reduction under 6.1.6) they are replaced with a wreck instead.

#### 1.3.5 SUPPORT WEAPONS

Sagger, SA-7, Dragon, and Stinger counters are considered Support Weapons (SW). Support Weapons are special weapons that provide additional capabilities to infantry platoons. The appropriate NATO symbol represents a Support Weapon. If the platoon is eliminated, remove the SW from the board with the infantry platoon. Infantry platoons fire their SW when they use their inherent firepower (the firepower listed on their counter), and fire the SW at the same or a different target. Support Weapons are placed when first fired and remain with the platoon for the duration of the scenario. If, however, any friendly infantry platoon is eliminated BEFORE all SW are placed, the owner of the eliminated unit rolls 1d6. If the result is 1, the opposing player may eliminate any one unplaced SW. Subtract 1 from this die roll for each additional (after the first) infantry platoon eliminated.

**Example** : The Soviet has one unplaced Sagger. The American eliminates his second Soviet Infantry platoon of the scenario. The Soviet rolls 1d6, subtracting 1 for the additional (after the first unit) eliminated infantry platoon. The Soviet rolls a 2, and the American eliminates the unplaced Soviet Sagger.

**Design Note** : Why all this work? Actually, this is a very simple mechanism that eliminates "picking" on platoons that have Support Weapons, before they reveal that they have the SW. Since waiting to place a SW till the platoon uses it gives the placer an advantage, it is only fair (and realistic) that if he waits to place it, he may lose it. The longer he waits, the greater the chance of losing it. It beats the heck out of a silly hidden placement rule that requires the owner to scribble SW assignments on a beer-stained napkin.



#### 1.3.6 UNIT COLOR

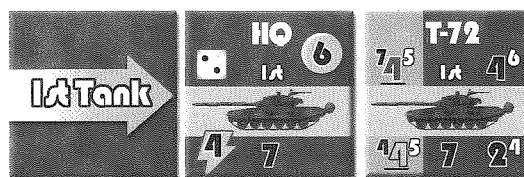
American units are mottled shades of green. Soviet units are mottled red.

#### 1.4 STACKING

Up to two combat units may stack in a hex. Stacking limitations apply at all times. Markers, helicopters, wrecks, support weapons and Headquarters units do not count against stacking. APCs and the passengers that they are transporting count as one unit.

#### 1.5 FORMATIONS

Each formation consists of its headquarters and a number of units... usually a company for the Americans and a battalion for the Soviets. All units of the same formation have the same title.



#### 1.6 MORALE

Morale is a measure of a unit's psychological state (or intestinal fortitude). Units always use their headquarters' morale value when required to make morale checks. A unit may either be Good Order or Disrupted. Good Order units are ready to fight. Disrupted are disorganized, attrited by enemy fire, and —to use the much maligned **Lock 'n Load** phrase, "just tired of the whole war game scene." Their ability to wage war is severely restricted. Helicopters have no morale. They automatically recover from disruption when their formation is activated, and they are never out of command.

**Example** : All units of the American Yankee Company have a morale factor of 7. When the game calls for a morale check, roll 2d6; if the result is equal to or less than the formation's morale, the unit passes the morale check.

#### 1.7 MARKER TYPES

##### 1.7.1 FORMATION MARKERS

Formation Markers are placed in an opaque container as per scenario instructions. We've found that a coffee cup works well, though it's best to wash it before use as the formation markers tend to stick to old, gummy remains. When a player draws a unit's formation, he may activate the formation.

##### 1.7.2 END TURN MARKERS

These are placed in the same opaque container as the formation markers (i.e. the recently washed cup referenced above) as per scenario instructions. When the second end turn marker is drawn, the turn ends.



#### 2.0 SETTING UP THE GAME

Consult the scenario and set aside the forces allocated. Set them up according to the scenario guidelines. Drop the formation and end turn markers into an opaque container as directed by the scenario guidelines.

## 3.0 OUTLINE OF PLAY

### 3.1 OPERATIONS PHASE

Players alternate pulling a marker from the opaque container (hereafter called a cup). It doesn't matter who pulls first, so be adult about it. If an end turn marker is pulled from the cup, place it aside. If a second end turn marker is pulled from the cup (or if there are no more formation markers left in the cup), the Operations Phase ends and the Marker Removal Phase begins. When a player's formation is pulled from the cup, he may either pass, and return the formation's marker to the cup, or activate the formation for movement and combat. This activation is called the formation's impulse, and the formation is called the active formation.

### 3.2 MARKER REMOVAL PHASE

Remove all Ops Complete markers from the board, adjust any smoke & depleted ammunition markers, replace any eliminated headquarters units and return all formation and End Turn markers to the cup/opaque container, except as noted in 3.2.1.

#### 3.2.1 HEY! NONE OF MY UNITS ACTIVATED...

If none of a player's formations are activated during a turn, he keeps all but one End Turn marker in his possession when the formation and End Turn markers are returned to the cup. He returns any End Turn markers he possesses to the cup on the following turn immediately after one of his formations is activated.

## 4.0 FORMATION IMPULSE

The player performs the following actions, in the exact order given, with the currently activated formation. Note that some formations have two formation markers and hence the possibility of TWO activations per turn. All actions must be performed in the sequence listed below.

**Developer's Note:** This is absolutely critical. If a formation has two markers, then each unit has the chance to act twice, perhaps three times including opportunity fire. It is not as though the player has to decide in which impulse a unit will activate, as it can activate in both. Having two formation markers essentially doubles what the formation can do, and is a perfect example of a force multiplier.

### 4.1 HOUSEKEEPING

Remove all Ops Complete and Out of Command markers from the formation.

### 4.2 COMMAND

Check to determine the command status of all formation units. Units within the command range of their formation headquarters are considered in command. Units not within the command range of the headquarters (this includes units whose headquarters has been permanently eliminated (1.3.3.3)) must take a normal morale check by rolling 2d6 (for instance, a 33rd Motorized unit would need to roll a 6 or less). Check morale for each hex, not for individual units in the hex. If the morale check is passed (rolling equal to or less than the formation's morale as shown on the formation's HQ) all units in the hex are in command. If the check is failed then the hex is considered out of command and marked with an Out of Command (OOC) marker. OOC units may not move or fire during the formation's impulse, but can opportunity fire during an enemy formation's impulse (see 6.2). All units of a formation entering from off-board are considered in command in their first activation.

**Example:** A BMP-1 and infantry unit (dismounted) from the 33rd Motorized are in the same hex. The player rolls a 7 and fails the morale check and places an OOC marker on the stack.

### 4.3 RALLY

Attempt to rally Disrupted units in the formation. Units that are in command rally by passing a morale check with 2d6. Units that are out of command, add 1 to their morale check dice roll. All units in the same hex as the formation headquarters may subtract the headquarters' leadership from the dice roll. Remove the Disrupted marker from any unit passing a morale check.

### 4.4 OPERATIONS

Conduct operations (move, fire, assault, and other actions as defined by the rules) with units of the formation that are in command.

## 5.0 MOVEMENT

A unit's movement factor (MF) is an abstraction of the unit's speed. In each formation impulse units may move up to, but not exceed, their movement factor. Movement is voluntary. Mark units that move with an Ops Complete marker. Units that move may not fire except those units eligible for Moving Fire (6.1.3).

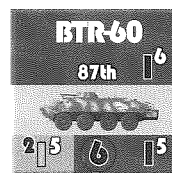


### 5.1 STACKED UNITS

Units that begin the formation impulse stacked together may move together and split off units at any time. Units move to adjacent hexes, paying the movement factor cost to enter the hex as shown on the Terrain Effects Chart (TEC). Units may enter an enemy occupied hex (a hex with enemy units in it), but in doing so initiate Assault or Overrun combat. Moving units might trigger Opportunity Fire (6.2).

### 5.2 TRANSPORTING UNITS

Units with a circle around their Movement Points (for example, M-113, BMP, BTR-60, and M3) may transport infantry and support weapons. Each transport unit may carry one infantry unit and support weapon (even if the transport is reduced). Place loaded infantry and support weapon units under the transport that is carrying them.



#### 5.2.1 LOADING

If the transporter and unloaded infantry begin their movement in the same hex, they may load and move up to 1/2 (drop fractions) of the transporter's movement allowance in the formation's impulse.

If the transporter and infantry begin in separate hexes, they may move up to 1/2 of the transport's movement points and 1 of the infantry unit's movement points to reach the same hex, and then load. They may not move any farther this turn. Disrupted Infantry cannot load into transports.

#### 5.2.2 UNLOADING

If the transporter and loaded infantry begin their movement in the same hex, they may move up to 1/2 (drop fractions) of the transporters movement allowance and then unload by placing the infantry on top of the transporter in the same hex. The infantry unit may then move one additional hex. By the same token, if the transporter and loaded infantry begin their movement in the same hex, the infantry may unload as its first action. The infantry may then move an additional hex and the transporter may move up to 1/2 of its movement (drop fractions).

Disrupted infantry may unload, but not load, as stated above. They cannot, however, violate disrupted unit movement rules (6.1.6).



### 5.2.3 COMBAT FIRE

Infantry may not fire from transports. Transports may fire normally with infantry embarked.

**Another Developer's Note:** *Even though infantry fighting vehicles have firing ports, fire from onboard infantry is ineffective, especially from the Soviets.*

### 5.2.4 COMBAT RESULTS

If a transport is disrupted, the infantry it is carrying is disrupted. If a transport rallies, the infantry it is carrying rallies. If a transport is reduced, roll 1d6. If the result is even, the infantry it is carrying is also reduced. If a transport is eliminated, roll 1d6. If the result is even the infantry it is carrying is also eliminated. If the result is odd the infantry is disrupted and loses a step.

## 6.0 COMBAT

There are four types of combat in World at War: Ranged, Opportunity Fire (a form of ranged combat), Assault, and Overrun.

### 6.1 RANGED COMBAT

In their formation's impulse all Good Order units not marked with an Ops Complete marker with a Line of Sight (LOS) to an enemy unit and within range of the unit, may attack it (except as noted in rules below). In an enemy formation's impulse, hostile units that move within the LOS and range of Good Order, friendly units NOT marked with an Ops Complete marker, may be fired on by the unit; this is called Opportunity Fire and is covered in detail in the section on Opportunity Fire.

Units may only attack once per formation impulse with either their AP or HE firepower, but an enemy unit may be attacked by different units any number of times. Mark a unit making a ranged attack with an Ops Complete marker. Units attack individually with the exception of Support Weapons (SW). Infantry platoons must fire their SW when they use their inherent firepower (the firepower listed on their counter), or lose the opportunity to attack with the SW. An infantry platoon's SW may engage either the same or different target than the target engaged by the platoon's inherent firepower. Units are never required to fire.

You may always fire at adjacent units, but may not fire at enemy units if the Line of Sight (LOS) is blocked as described in the LOS section (7.0) or the Helicopter Line of Sight Table on the Player's Aid Card.

There are two target types: 1) Hard (AFVs for the most part, see 1.3.4.1), and 2) Soft (usually infantry). Hard targets have an Armor Factor and Save Number printed on their counter. Soft targets do not. Attackers usually use their Armor Piercing (AP) Firepower to attack hard targets, and their High Explosive (HE) Firepower to attack soft targets, helicopters, and/or thin skinned and unarmored vehicles (1.3.4.2).

To attack an enemy unit, the attacker must have (a) a valid line of sight (see 7.0) and (b) be within range of the target unit. Determine the range by counting the hexes between the attacker and the target. Do not count the attacker's hex; do count the target's hex.

The attacker rolls the number of dice (d6) equal to the appropriate firepower (AP if attacking a hard target, HE if attacking a soft target (or possibly thin-skinned AFVs or helicopters)) of the attacking unit. Each die rolled that is equal to, or greater than, the attacker's To Hit number hits the target.

If the target is a hard target, its owner rolls a number of dice (d6) equal to the target's Armor Factor plus the Defensive Bonus of the terrain the target occupies (see the TEC). For each die rolled that is equal to, or greater than the target's Save Number, one of the attacker's hits is ignored.

If the target is a soft target or unarmored vehicle, its owner rolls a number of dice (d6) equal to the defensive bonus of the terrain. For each die that is equal to, or greater than, five (5), one of the attacker's hits is ignored.

**Example :** An Abrams platoon attacks a T-72 platoon. Since the T-72 is a hard target, the Abrams uses its AP Firepower, which is four and its To Hit Value, which is 4. The American rolls 5d6 and gets a 4, 5, 6, 4, 3, or 4 hits. The T-72 is in a woods hex, which has a Defensive Bonus of one die, and the T-72 has an armor factor of 4 and a Save Number of 6. So the Soviet player rolls 5d6. He rolls 1, 3, 2, 6, 6. Hence, two of the American's hits are ignored, giving the American a total of two hits on the T-72 platoon, disrupting and flipping the platoon to its reduced side.

### 6.1.1 EXTENDED RANGE

Units may fire up to two times the range printed on their counter. Any range greater than the printed range is considered extended range. When firing at extended range the unit's To Hit number is increased by one.

**Example :** When using its AP Firepower at a target located 1-10 hexes distant, an Abram's To Hit number is 4. When firing AP Firepower at a target located 11-20 hexes distant, an Abram's To Hit raises to 5.

Weapons with an underlined range cannot fire at extended range. The range printed on their counter is their maximum range.

### 6.1.2 REDUCED RANGE

All weapons that **DO NOT** have their range factor underlined are more accurate when firing at a reduced range. To indicate this, these units' To Hit number is reduced by one when firing at half range (drop fractions) or less.

**Example :** A T-72's AP Firepower to hit number is reduced from 5 to 4 when firing at 3 or fewer hexes.

### 6.1.3 MOVING FIRE

Units whose firepower is underlined may move up to half of their movement points (dropping any fractions) and fire with the penalties outlined in the Moving Fire table of the Player's Aid Card. The Abrams, M3, T-72, Cobra, and Hind are the only five units in Eisenbach Gap capable of moving fire.

If, due to the effects of 6.1.1 and 6.1.3, a unit's To Hit number would be increased past 6, decrease the firepower by one die for each point past six, and keep the To Hit number at 6.

**Example :** If due to extended range, a unit with a To Hit number of 5 increases the To Hit number to 6, further penalties would be incurred by decreasing the unit's firepower.

Units using Moving Fire may not assault or overrun enemy units.

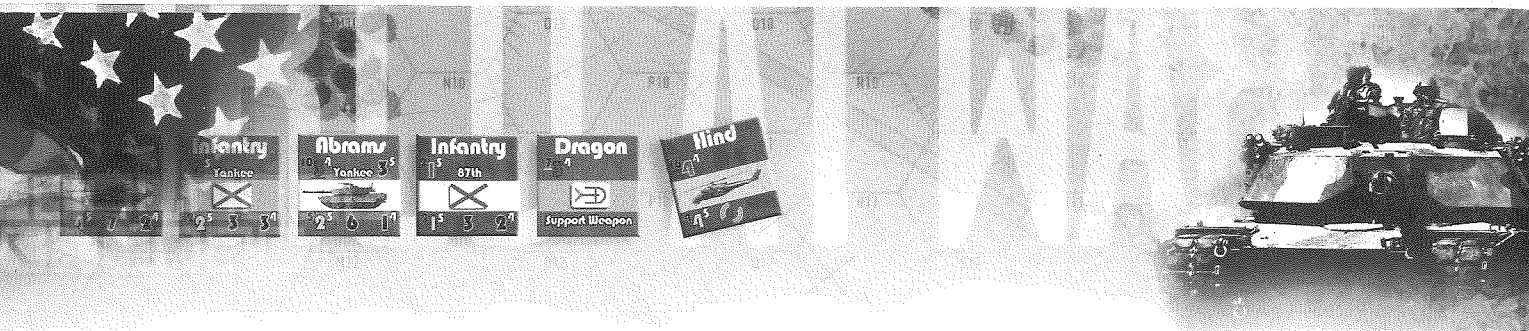
#### 6.1.3.1 HELICOPTER MOVING FIRE

Both the Soviet Hind and American Cobra helicopters may fire after moving up to 12 hexes. They may not fire in the same impulse if they move greater than 12 hexes. These helicopters may only move when in flying mode (see 9.0), hence their moving fire penalty is already incorporated into the factors on the flying side of their counter.

### 6.1.4 ATGM DEPLETION

Units with an underlined armor piercing range (BMP-1, Bradley, ITV, Dragon, Sagger, Cobra, and Hind), fire anti-tank guided missiles as their primary armor piercing weapon.





When such a unit rolls no hits while firing, (for example, an ITV that rolls 1,3,3,2) it temporarily runs out of ammunition. Place a Depleted Ammo 2 marker on the unit. Flip all Depleted Ammo 2 markers to Depleted Ammo 1 in the Marker Removal Phase. Remove Depleted Ammo 1 markers in the next Marker Removal Phase. Units or Support Weapons with an underlined armor piercing range cannot use their armor piercing firepower when under an Ammunition Depleted marker (1 or 2).

### 6.1.5 CONCEALED

If the target unit is in the same hex as a wreck marker, or occupies woods, city, rough, or cultivated (infantry only) terrain, and is (a) NOT under an Ops Complete marker, (b) moving, (c) adjacent to a Good Order friendly unit, or (d) within the line of sight of a Good Order friendly reconnaissance unit, (1.4.4.4) it is concealed. Concealed units are making maximum use of the terrain and have not revealed their positions by firing their weapons. Add one die to the defensive bonus of the terrain for concealed units. For example, an infantry unit in a city normally receives a defensive bonus of two dice. If the unit is concealed its defensive bonus becomes three dice.

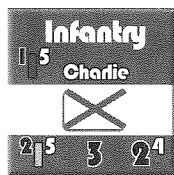
### 6.1.6 COMBAT RESULTS

**Disrupted** : The first hit on a unit disrupts the unit. If a unit is already disrupted or suffers more than one hit then it loses a step instead (see reduction)

Disrupted units may not fire, but may move. They may not move, however, closer to (or adjacent to) an enemy unit in their LOS. If already adjacent, they may retreat from an enemy unit, as long as that does not bring them closer to an enemy unit in their LOS. They may unload infantry (5.2.2).

Disrupted units may counterattack in Assault Combat, but have their Assault Factor To Hit number reduced to 6. Disrupted units may return to Good Order by passing a morale check at the beginning of their formations' impulse.

**Reduction** : Each hit on a disrupted unit reduces the unit one step (it also remains disrupted). A full strength unit is flipped to its reduced-strength side, a reduced unit is eliminated. If there is not already a Wreck Marker in the hex, replace the FIRST AFV eliminated in a hex with a Wreck Marker. There may only be one Wreck Marker per hex.



### 6.2 OPPORTUNITY FIRE

Opportunity Fire is a form of fire combat occurring during enemy units' movement. If an enemy unit moves within the Line of Sight (LOS) and range of a Good Order unit that is not marked with an Ops Complete marker, that unit may attack the moving unit after it enters a new hex by following the rules for fire combat stated above. The moving unit/s may only be attacked once per hex that it enters. Units receiving a disrupted or loss result must stop moving. Mark units that Opportunity Fire with an Ops Complete Marker. Opportunity Fire occurs before Moving Fire (6.1.3).

### 6.3 ASSAULT COMBAT

Units assault enemy units by moving into their hex. Assault combat is resolved the instant the attacking units enter the defender's hex. Each side may have up to the stacking limit defined in (1.4). The units entering the hex are considered the attacking units; the units occupying the hex are considered the defending units.

The attacking units each roll a number of dice (1d6) equal to their Assault Factor. If infantry are attacking a hex where all defending units are AFVs, or defending against an assault where ALL attacking units are AFVs, reduce the infantry's Assault To Hit number by

one (for example, from 4 to 3). If infantry are attacking a hex where all defending units are AFVs, or defending against an assault where ALL attacking units are AFVs, AND the infantry is attacking into or defending from a city hex, reduce the infantry's Assault To Hit number by one (for example, from 4 to 3) AND increase its assault factor (for example, from 3 to 4). That means infantry attacking (or defending against) a stack of AFVs in a city hex increases their assault factor by one and decreases their assault factor to hit number by one. Bottom line, it's not a good idea for AFVs to assault infantry in a city unless they bring along their own infantry support.

Each die rolled that is equal to, or greater than, the attacker's Assault To Hit number hits the target. Do not apply the hits yet. Now the defender counterattacks the attacking units by rolling the number of dice (1d6) equal to their Assault Factor. Each die rolled that is equal to, or greater than, the defender's Assault To Hit number hits the target. Note that if the defenders are disrupted when the attackers entered the hex, their Assault To Hit number for the counter attack is reduced to 6.

Now both sides resolve the hits. All of a player's units in the hex (obviously, but we do get questions like that) must receive one hit before any receive two, and all must receive two before any are eliminated. If a player's units receive an odd number of hits (for example, one or three), randomly determine which unit takes the extra hit. Otherwise, hits have the same effect as if scored in Ranged Combat (6.1). If the defender is eliminated, the attacker remains in the hex. If the defender receives more hits than the attacker, the defender retreats one hex, and the attacker remains in the hex. If the defender is not eliminated, and receives LESS (or the same number of) hits than the attacker, the attacker must retreat to the hex from which he entered. If either side includes HQs, resolve possible HQ hits as described in 1.3.3.2 HQ Combat.

**Example** : If the units the HQ is stacked with receive a hit roll 1d6, on a result of 1 the headquarters is reduced or eliminated if already reduced.

If forced to retreat, the defender must attempt to retreat in a path directly away from the hex from which the attacker entered the defender's hex. The defender may not retreat into (a) an enemy occupied hex or (b) a hex adjacent to an enemy unit (other than the stack which just assaulted the defender). If a defender may not retreat then it is eliminated. When assaulting units (whether attacking or defending) include a headquarters, the headquarter's leadership increases a single unit's Assault Factor. The headquarters itself does not attack.


**Example** : A BTR-60 platoon of the 87th Rifle assaulting with a full 87th Rifle T-55 headquarters would roll three assault die (1d6 for its assault factor + 2d6 for the 87th Rifle HQ's leadership).

Once the assault is resolved, both the attacker and defender are marked Ops Complete. Units without an Assault Factor (for example, the Chaparral) may not attack or counter-attack during assault combat. They just take their lumps and, if they survive, retreat from the hex.

### 6.4 OVERRUN COMBAT

AFVs may attempt to overrun enemy infantry in open or hill terrain during the AFV's movement. To do so the owner-player declares his intentions, and moves his AFV through the hex, paying one extra movement point—in addition to the normal cost of the terrain. After paying for an overrun, an AFV must retain enough movement points to exit into an adjacent hex. This hex may not contain any enemy units.

Each overrunning AFV (or stack of AFVs) triples its Assault Factor, and rolls the number of dice (1d6) equal to the trebled factor. Each die rolled that is equal to, or greater than, the attacker's Assault Factor To Hit number hits the target. Do not apply the hits yet. Any Good Order infantry in the hex may now attack the overrunning AFVs with its unmodified Assault Factor. Defending units that were disrupted BEFORE the overrunning AFVs entered the hex have their Assault Factor to hit number increased to six.



Now both sides apply the hits. All defending units in the overrun hex must receive one hit before any receive two. Hits are applied in the same manner as they were under Ranged Combat (6.1). If the attacking AFVs are disrupted or reduced, they are not allowed to exit the hex, and are retreated into the hex from which they entered the overrun hex. A Good Order AFV may conduct as many overruns as its Movement Factor allows, but may not overrun the same hex twice in the same impulse. It just looks silly.

## 7.0 LINE OF SIGHT

To attack a unit in ranged combat, the attacker must have a clear Line of Sight (LOS) to the target unit. An attacker may always attack an adjacent unit. There are two elevation levels for ground units in World at War: ground level (Level 0) and hill level (Level 1). If a unit is on a hill hex it is on hill level; if it is not, it is on ground level. Each defines what is a clear LOS differently.

### 7.1 GROUND LEVEL LOS

If the attacker is on ground level, it may not fire at an enemy unit if blocking terrain is between the attacker and the target's hex. Blocking terrain is (a) one woods, city or hill hex or (b) 2 or more rough or wreck hexes (or combination thereof). Terrain in the attacker or defender's hex never impacts LOS.

### 7.2 HILL LEVEL LOS

If the attacker is on hill level, it may not fire at an enemy unit that is also on a hill hex if blocking terrain is between the attacker and the target's hex. Blocking terrain is (a) one wooded hill or city hex or (b) 2 or more hill level rough or wreck hexes (or combination thereof).

If the attacker is on hill level, it may not fire at a ground level enemy unit that is immediately behind (i.e. adjacent to) a woods hex or one or two hexes behind a city hex. The target is considered behind the wood or city hex if the LOS from the attacker to the defender crosses the woods or city hex before it reaches the target's hex.

If the attacker is on hill level, it may not fire at an enemy unit on ground level if a hill hex is between the attacker's hex and target's hex.

### 7.3 LOS DETERMINATION

Determine if a hex blocks fire by stretching a thread from the center of the attacker's hex to the center of the defender's hex. If the thread passes through blocking hex or hexes, the fire is blocked. It does NOT need to actually touch the silhouette of the woods, city, hill, or whatever. If the thread passes exactly down the side of a blocking hex, such as a city hex, the fire is not blocked. If the thread passes down the side of two blocking hexes (i.e. splitting them), the LOS is blocked. Note that for purposes of this rule, the second rough hex, or combination of rough hexes and hexes containing wrecks is considered blocking terrain. For example, LOS from X13 to Z9 is blocked.

## 8.0 ARTILLERY

Artillery fire missions are assigned in the scenario briefing in the form of "1 x 4<sup>5</sup>" where 1 is the number of fire missions, 4 is the fire mission firepower, and 5 is the fire mission To Hit number. There are five types of artillery: High Explosive (HE), Smoke, Field Artillery Scatterable Munitions (FASCAM), Chemical, and Dual-Purpose Improved Conventional Munitions (DPICM).

Up to two fire missions may be called as the FIRST action of the headquarters of the active formation on any hex or hexes within its LOS. To do so, designate the target hex and roll 1d6. On a roll of 1-5 the fire mission hits the target hex. On a roll of 6 the fire mission strikes a hex designated by your opponent that is adjacent to the intended target hex. Artillery fire missions affect ALL units in the hex. Resolution of the fire missions

depends on the fire mission type.

Headquarters that call artillery are not marked with an Ops Complete marker. They may move, direct fire, or assault in the same formation impulse, but must call the artillery as their FIRST action.

### 8.1 HIGH EXPLOSIVE FIRE MISSIONS

To resolve the HE fire mission, roll the number of dice (d6) equal to the fire mission firepower. Each die rolled that is equal to, or greater than, the fire mission To Hit number hits the target.

The target's owner rolls a number of dice (d6) equal to the defensive bonus of the terrain. There is no modifier for concealment. For each die that is equal to, or greater than, five (5), one of the attacker's hits is ignored. It makes no difference if the target is soft or hard. An infantry unit and vehicle stacked together receive the infantry unit's defensive bonus.

Now apply the hits. If a hex with two units receives one hit, randomly determine which unit takes the hit. All target units must receive one hit before any receive two. AFVs (even thin-skinned AFVs) cannot be reduced as a result of an HE barrage. They are disrupted as a result of the first hit, but subsequent hits do not affect them. Subsequent hits may, however, reduce soft targets or UNARMORED vehicles in the same hex as the hard target. Although HQs are NOT be directly attacked by artillery, if any other unit in the hex receives a hit, the HQ rolls for reduction per 1.3.3.2. It's only fair.

### 8.2 SMOKE

To resolve a smoke fire mission, place a Smoke 2 marker in the impact hex as determined in 8.0. This marker blocks LOS into and through the hex, and the six adjacent hexes, from any elevation for all units EXCEPT adjacent units and the American Abrams, Bradleys, and ITVs at any range.

The American Abrams and Bradley platoons have their AP and HE To Hit numbers increased by one; the ITV may not use its HE firepower to fire through smoke hexes, but may fire through smoke hexes with its AP firepower. When doing so, increase its To Hit number from 4 to 5. Any adjacent units can fire into a smoke hex, (not just the Abrams, Bradley, and ITV) but increase their To Hit number by one when doing so.

Flip Smoke 2 markers to their Smoke 1 sides during the Marker Removal Phase. Remove Smoke 1 Markers in the next Marker Removal Phase.

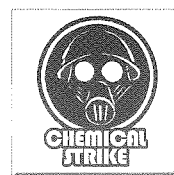
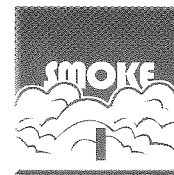
### 8.3 FIELD ARTILLERY SCATTERABLE MUNITIONS

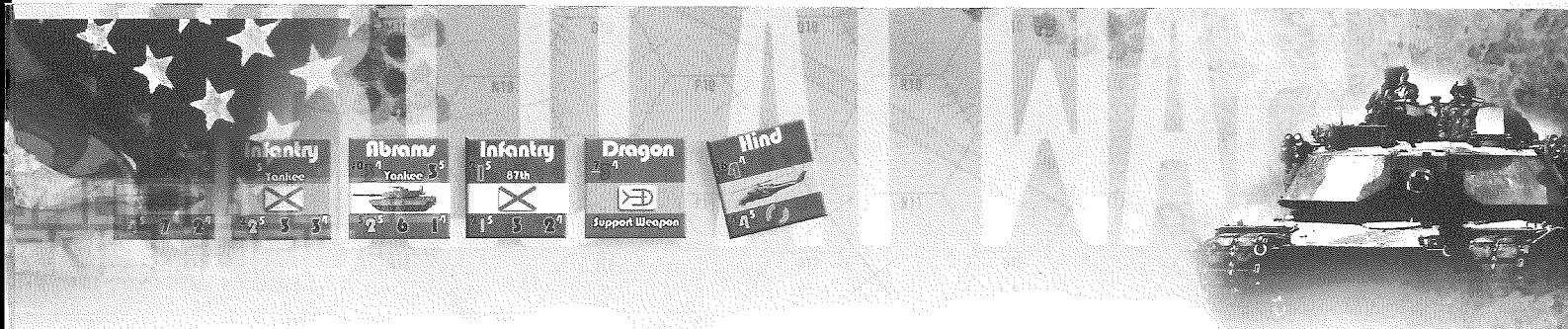
Only Americans have FASCAM missions. To resolve a FASCAM fire mission, place a Mine marker in the impact hex as determined in 8.0. This mine immediately attacks any unit that enters the hex or the six adjacent hexes. The American rolls 1d6. If the result is even, the unit is disrupted. If the result is odd, there is no effect.

After the mine attacks (even if it does no damage), the Soviet rolls 1d6. On a roll of 1-4, the mine is removed —this represents minefield depletion and sweeping by attached assets. If the die roll is 5-6, the mine remains in place. Roll for removal after each time the mine attacks new units entering the hex.

### 8.4 CHEMICAL

Only the Soviets may fire chemical fire missions. These fire missions represent a barrage by non-persistent nerve gas. To resolve a chemical fire mission, place a Chemical marker in the impact hex as determined in 8.0. This barrage immediately attacks any units in the hex and the six adjacent hexes. To resolve the





attack, each affected unit must take a morale check. AFVs that fail the morale check are disrupted. If they are already disrupted, they suffer no further penalties. Infantry riding in an AFV (M-113, for example) do not check morale, they suffer the same result as the AFV in which they are riding. Infantry not riding in an AFV (in other words, on foot) that fail the morale check are disrupted AND reduced.

Units must pay an additional 2 Movement Points to enter a hex with a Chemical marker, or the six adjacent hexes, but suffer no other penalties. Remove Chemical markers in the Marker Removal Phase.

## 8.5 DUAL-PURPOSE IMPROVED CONVENTIONAL MUNITIONS

Only Americans have DPICM missions. DPICM only affect AFVs. To resolve a DPICM fire mission, determine an impact hex (8.0), and then roll the number of dice (1d6) equal to the fire mission firepower. Each die rolled that is equal to, or greater than, the fire mission To Hit number hits the target.

The target's owner rolls a number of dice (1d6) equal to the defensive bonus of the terrain. There is no modifier for concealment. For each die that is equal to or greater than five (5), one of the attacker's hits is ignored. Now apply the hits. All target units must receive one hit before any receive two. In contrast to an HE mission, a DPICM mission can inflict step losses (6.1.6) on AFVs



## 9.0 HELICOPTERS

Helicopter formations have no headquarters, but do have formation markers. When the helicopter's formation chit is pulled from the cup, all helicopters of the formation (usually two sections/counters) are activated, considered in command, and automatically undisrupted.

### 9.1 HELICOPTERS ON THE MOVE

Helicopters have two modes: Flying and hovering. Their default mode is flying (they enter the board in flying mode); when hovering, flip them to the hovering side of their marker. Helicopters use the factors appropriate for the mode/side of counter that they are currently in. Helicopters may change mode ONCE per activation, as their FIRST action, when their formation is activated.

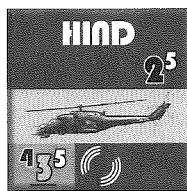
Helicopters move hex to hex, ignoring the cost of terrain in the hex; their movement allowance is unlimited, but they may move no more than 12 hexes if they intend to conduct Moving Fire (6.1.3). They still have to move hex to hex though, to give the other side the opportunity to conduct opportunity fire against them.

Helicopters may not assault, but may enter an enemy's hex, as long as there isn't an enemy helicopter in the hex. Both units coexist in the hex, and may fire at each other as if they were adjacent to each other. They may also be fired on by units outside of the hex.

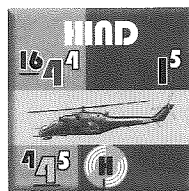
### 9.2 HELICOPTERS ON THE ATTACK

Helicopters use the factors appropriate to their current mode (side of counter). Helicopters may use their HE firepower to attack any soft or hard target. For example, when a hovering Hind fires on an armored vehicle using its HE firepower, it rolls three dice and each hits if the roll is four or higher.

Both the Soviet Hind and American Cobra helicopters may fire after moving up to 12 hexes. They may not fire in the same impulse if they move greater than 12 hexes. These helicopters may only move when in flying mode, hence their moving fire penalty is already incorporated into the factors on the flying side of their counter.



FLYING



HOVERING

**Designer's Note:** Flying helicopters don't have an AP Firepower when in flying mode. That's because the Anti-Tank Guided Missiles (ATGMs) represented by their AP firepower were difficult, if not impossible, to control while the chopper was zipping along at over a hundred miles an hour. Note also that the helicopter's HE firepower represents the cannon/mini-gun carried by most attack helicopters. This cannon was very effective against the thin armor on top of a tank/AFV, hence the helicopter's ability to attack hard targets with its HE firepower.

### 9.2.1 POP UP ATTACKS

Hovering helicopters may conduct pop-up attacks. To do so the owning player declares his intent. The pop up raises the helicopters' level by one (for example, from level 2 to level 3... see chart on the Player's Aid Card). The helicopter then conducts its attack. Any ONE unit within range of a helicopter, and otherwise eligible to conduct opportunity fire, can opportunity fire on the helicopter after the helicopter conducts its attack, but before the damage is assessed. Both units (the attacking helicopter and the unit conducting opportunity fire) then assess the damage simultaneously, allowing them to destroy each other in a true Hollywood moment.

## 9.3 HELICOPTERS AS TARGETS

Helicopters may be attacked by both armor piercing (AP) and high explosive (HE) weapons, and roll against any hits using their Armor Value and Save Number. Non-anti-aircraft units (units without a blue firepower factor) attacking helicopters halve their range, dropping fractions, but may always attack an adjacent helicopter. For example, a unit with a range of 5 would have a range of 2 when attacking a helicopter. Extended and close-range modifiers apply normally to non-AA units after the 1/2 range reduction.

Anti-aircraft units are so designated by their blue firepower. They do not halve their range when attacking helicopters. Extended and close-range modifiers apply normally to AA units. Note that missile-firing AA units, such as the Chaparral, which have an underlined range, do not receive extended and close-range modifiers.

The AT firepower of Dragons, TOW Jeeps, ITVs, M3s, BMP-1s, Sappers, and BRDM AT may NOT be used to attack flying helicopters. When attacking hovering helicopters, their range is halved.

The first hit on a helicopter disrupts it; a hit on a disrupted helicopter eliminates it. Place a wreck marker in the eliminated helicopter's hex (yes, one of those vehicle wrecks). If the hex is currently occupied, roll 1d6. On a roll of one (1), one randomly selected unit in the hex receives a hit (6.1.6). Disrupted helicopters AUTOMATICALLY rally when their formation is activated.

**Yet Another Designer's Note:** Why the high armor factor and save number on a chopper? Although helicopters did have some armor (the Hind more than the Cobra), the armor factors on flying helicopters represent the difficulty in hitting a speeding chopper flying nap of the earth.

**The Final Chopper-related Designer's Note:** Where are the transport choppers? There are none. An early version of the game did include transport helicopters, but they were just too fiddly. They required way too many rules for way too little fun. The scenario Hell's Wings includes special rules for air-assaults. Feel free to use those wherever you see fit.

## 9.4 HELICOPTERS AND LOS

Helicopters are considered to be one elevation higher than the terrain they are flying or hovering over. Accordingly, helicopters are considered at the height shown in the Helicopter Line of Sight Table on the Player's Aid Card.





## 10.0 SCENARIOS

**Overview :** A brief overview of the impending battle: Information about the date, time, and forces engaged can be understood.

**Control :** To control a city, a player must have a unit in, or have been the last player to pass a unit through, each hex of the city. A player automatically begins the game with control of all hexes he could theoretically set a unit up in. Eisenbach consists of the Eisenbach hexes on both sides of the river.

**Scenario Order of Battle :** When a scenario lists a formation, such as the 1st Tank, the entire formation gets to play. That includes any support weapons listed in the Formation Order of Battle. For example, if the all units of the 33rd Motor Rifle (as in The Defense of Klappebruck) play, they get two Sappers, as listed in their Formation Order of Battle. If the scenario lists "elements of" a formation, only the listed units play. Always check the scenario special rules (SSR) for additional units, such as BRDM AT or a Chaparral section, that might be assigned to a formation. Formations (or elements of formations) receive the number of formation markers listed in the Formation Order of Battle unless otherwise

specified in the scenario instructions. For example, the Soviets' venerable 1st Tank ordinarily receives one formation marker, and the American's Team Yankee two formation markers.

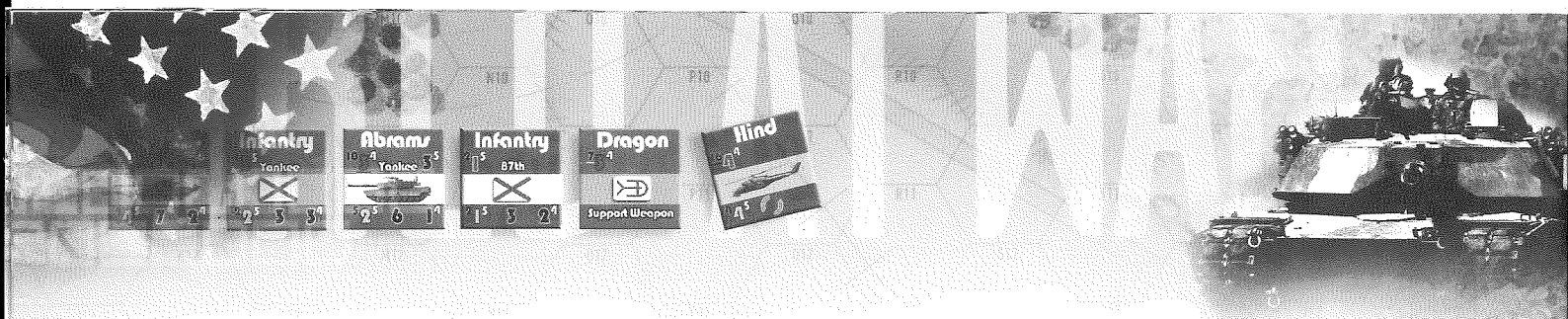
**Playable Area :** An explanation of what areas the battle can take place in on the map.

**Turns :** How long the battle will last and any special information on end of turn markers.

**Victory Conditions :** These are the objectives each player must achieve in order to win the battle.

**Special Scenario Rules :** These are special rules that apply for the scenario being played. Players should take care to read these rules so as not to miss out on things like surprise, reinforcements, withdrawals, and other important items.

Some special rules allow a formation to enter the map with a free activation before the players pull a formation marker. After this bonus activation, the Ops Complete markers are removed from its units.



## SCENARIO 1

### FIRST MOVES

*May 14th, 1985, and the Soviet 1st Tank Army enters the Eisenbach Gap; their goal is to capture Bergengipfel and Eisenbach and open the way for the follow on forces.*

**Soviets :** All units of the 1st Tank Battalion, 4 x 3<sup>4</sup> HE fire missions and one smoke fire mission. Set up second within three hexes of C3.

**Americans :** All units of Team Yankee. Set up first on, or east of, hex row "J".

**Playable Area :** Hex row "V" and west to the map's edge and all hexes north of "xx12" inclusive.

**Turns :** Eight turns. Use two End Turn counters in the cup.

**Victory Conditions:** Soviet must control all playable hexes of Bergengipfel and Eisenbach to win. Any other result is an American victory.

**Special Scenario Rule :** Due to surprise, the Soviet player may activate the 1st Tank to begin play. He need not pull a formation marker from the cup to do this. After the 1st Tank's initial activation play continues normally. Note that this might allow the First Tank to activate twice in the first turn.

## SCENARIO 2

### THE DEFENSE OF KLAPPEBRUCK

*Team Bravo was the First Battalion's reserve. That ended on May 17th, when the Soviet 33rd Motor Rifle broke through. The Soviets wanted the bridges over the Klappebruck River. Team Bravo wanted to stop them.*

**Soviets :** All units of the 33rd Motor Rifle, 2 x 3<sup>4</sup> HE fire missions and one smoke fire mission. Enter on the south edge of the board within three hexes of BB17.

**Americans :** All units of Team Bravo and attached Jeep TOW platoon (activates when Bravo activates). Set up first on or north of hex row xx14.

**Playable Area :** East of hex row "O" inclusive.

**Turns :** Eleven turns. Use two End Turn counters in the cup.

**Victory Conditions :** Soviet must control all city hexes in the playable area.

**Special Scenario Rules :**

1. Due to surprise, the Soviet player may activate the 33rd Motor Rifle to begin play. He need not pull a formation marker from the cup to do this. After the 33rd Motor Rifle initial activation, play continues normally. Note that this might allow the 33rd Motor Rifle to activate twice in the first turn.
2. On turns 2-4, after the first time the 33rd Motor Rifle is activated, the Soviet player returns the 33rd's marker to the cup.

## SCENARIO 3

### ROLLING HOT

*By May 18th, the Soviet penetration into West Germany was deep, pointing like a crooked finger at the West German/Belgian border. NATO had to slow down the Soviet juggernaut in order to give the American's REFORGER units time to deploy. Capturing the Eisenbach Bridge would constrict the Soviet supply artery, and slow their spearhead. The First Armored Cavalry Regiment was chosen for the task, and Alpha Troop was tabbed to lead the thrust through the Warsaw Pact lines.*

**Soviets :** Set up first (see Scenario Special Rule (SSR))

- Elements of 33rd Motor Rifle: 2 x T-62, 1 HQ, 2 x BMP, 4 x Infantry, and 1 X Sagger within two hexes of "I15".
- Elements of 87th Rifle: 1 HQ, 3 x T-55, 2 X BTR-60, 2 X Infantry, 1 X Sagger within two hexes of "T3". Do not place formation marker into cup until the game turn after a unit of the 87th has a LOS to an American unit.

**Reinforcements:**

- Elements 1st Tank: 5 x T-72, 1 X HQ enter anywhere on north edge of the map when formation marker is chosen. Place formation marker in cup at the beginning of turn 3.

**Americans :**

- Elements Alpha Troop: 1 x Abrams Platoons, 2 x Bradley Platoons, 1 x M106 Platoons, 1 x HQ (Abrams), and 2 x 3<sup>4</sup> HE, 2 x 2<sup>3</sup> DPICM, and 2 x Smoke fire missions (See SSR). Enter "A11" or "A17" on turn one.
- All units of Delta Company. Enter "A11" or "A17" on turn one.

**Playable Area :** Entire Map.

**Turns :** Eleven turns. Use two End Turn counters in the cup.

**Victory Conditions :** American must control all city hexes of Eisenbach and the bridge.

**Special Scenario Rules:**

1. Due to surprise, the American player holds one of Alpha Troops' formation markers out of the cup, and activates Alpha Troop to begin play.
2. Prior to the Soviet set up, the American may target any hex/es within two hexes "I15" for up to two artillery barrages. These barrages may be HE or smoke, and do count against the total number of American barrages. Record the type and hex. After the Soviet sets up and before Alpha Troop activates, resolve the barrage attacks.

## SCENARIO 4

### MAELSTROM

*The Soviets' unexpected breakthrough east of Eisenbach caught everyone, including the Soviets, off guard. The Soviet Third Shock Army was in reserve 75 kilometers north of the breakthrough, and unable to exploit due to a poor road network and incessant NATO air attacks. General Ubirek had no choice but to commit all the units remaining in his depleted corps.*

**Soviets :** Enter turn one anywhere on the south edge of the map (see Scenario Special Rule (SSR))

- All units of the 1st Tank, and attached reconnaissance asset: 1 x BRDM Recon, 1 x BRDM ATGM Recon.
- Elements of 33rd Motor Rifle: 3 x T-62, 1 HQ, and 2 x BMP.
- Elements 87th Rifle: 1 HQ, 3 x T-55, 2 x BTR-60, 2 x Infantry, and 1 x Sagger.
- Elements 69TH Attack Helicopter Regiment: 2 x Hind

**Americans :** Set up first in, or north of, any hex numbered "11".

- All units of Alpha Troop (except the Cobra), 1 x Chaparral, set up first in, or north of, any hex numbered "11".
- Elements of Charlie Company, 1 HQ, 1 x M113, 2 x Infantry, and 1 x Dragon.

**Reinforcements:**

- All units of Delta Company. Enter anywhere on north edge of the map when formation marker is chosen. Place formation markers in cup at the beginning of turn 2.

**Playable Area :** Entire Map.

**Turns :** Eleven turns. Use three End Turn counters in the cup.

**Victory Conditions :** Soviet must exit six ground units (not helicopters) off the north edge of the map. BTR-60 and infantry passenger count as two units, headquarters count as one unit.

**Special Scenario Rule :** The Soviet helicopters will eventually depart from the map. Beginning with the turn four Marker Removal Phase, roll 1d6. If the number is equal to or less than the turn number, the Hinds leave. Continue to roll in each subsequent Marker Removal Phase until the Hinds depart (they will automatically exit on turn six) There is no need to fly them off the map; simply pick them up and remove them. The modern battlefield is a dangerous place. Helicopters don't hang around long because of 1) Lack of ammunition, and 2) The fear of fixed wing fighter intervention.

## SCENARIO 5

### SHIPS IN THE NIGHT

*No one was really prepared for modern war's appetite for men and material. After the first month, neither side could replace the units lost. More and more often NATO units established hedgehogs with company-sized patrols filling the space between. The Soviets used their limited resources to penetrate the hedgehog holes. On the night of June 17th, those two conflicting strategies met in a hell of fire and light.*

**Soviets :** Set up on the road between "T11" and "Z17" (see Scenario Special Rule (SSR))

- Elements of 1st Tank, 33rd Motor Rifle, and attached reconnaissance asset: 1 x BRDM Recon, 1 x BRDM ATGM (not recon), 2 x T-62, 2 x T-72, 1 HQ (33rd Motor Rifle), 3 x BMP, 3 x Infantry, 1 x Sagger. Use 33rd Motor Rifle Formation Marker.

**Americans :** Set up on the road between "X2" and "BB2" (see Scenario Special Rule (SSR))

- Elements of Team Bravo and attached assets: 1 x Abrams (Reduced), 2 x M-113, 2 x Infantry, 1 x Dragon, 1 x Tow Jeep, 1 x HQ.

**Playable Area :** Entire Map.

**Turns :** Until victory conditions are met. Use two End Turn counters in the cup.

**Victory Conditions :** The first player to destroy six points worth of enemy units, exit six points worth of their own units off hex A1, or any combination of the two wins. Award points as follows:

- Abrams, American Infantry, TOW Jeep, Soviet or American Headquarters: 2 Points.
- All other units: 1 point.

**Special Scenario Rules :**

1. The Soviet BRDMs, T-72s, and American Jeep activate as part of their respective formations (33rd Motor Rifle and Team Bravo).
2. Both Americans and Soviets must set up their units on the designated road hexes, no more than one unit per hex, with the exception of each side's HQs, which must set up in a hex with another unit. Infantry must be loaded on their carriers and carrier and infantry combined count as one unit. Both sides must stay on their respective roads and move exactly .5 x 1d6 (round fractions up) toward "A1" when the formation is activated. If a unit has a clear LOS to an enemy that is within the halved weapon range described below (see SSR #3), the unit must end its impulse and may not fire, but the restrictions end for all other units and they may move/fire normally. Note that the restrictions for all units also end whenever a unit fires.
3. It's the dead of a moonless night. All weapon ranges are halved (round fractions up). Only the American Abrams and TOW Jeep may use extended range. Note, however, that because ALL ranges are initially halved, extended range now becomes from one hex greater than half-range to what was previously the weapon's normal range. For example, in this scenario an M-1's normal range is 5 hexes or less, the extended range is 6-10 hexes.

## SCENARIO 6

### HELL'S WINGS

*Much like pre-World War II America, NATO was a sleeping giant. The Politburo might be corrupted, greedy, and somewhat misinformed, but they were not stupid. They understood that to win this war, they would have to win it quickly. Part of the plan to enable that quick victory was for elements of the Soviet Airborne regiments to seize critical road junctions and bridges so the troops and tanks of the Soviet ground forces could push through. At dawn on May 14th elements of the 2nd Airborne Division swept over the NATO lines, their objective the bridges and crossroads to the rear.*

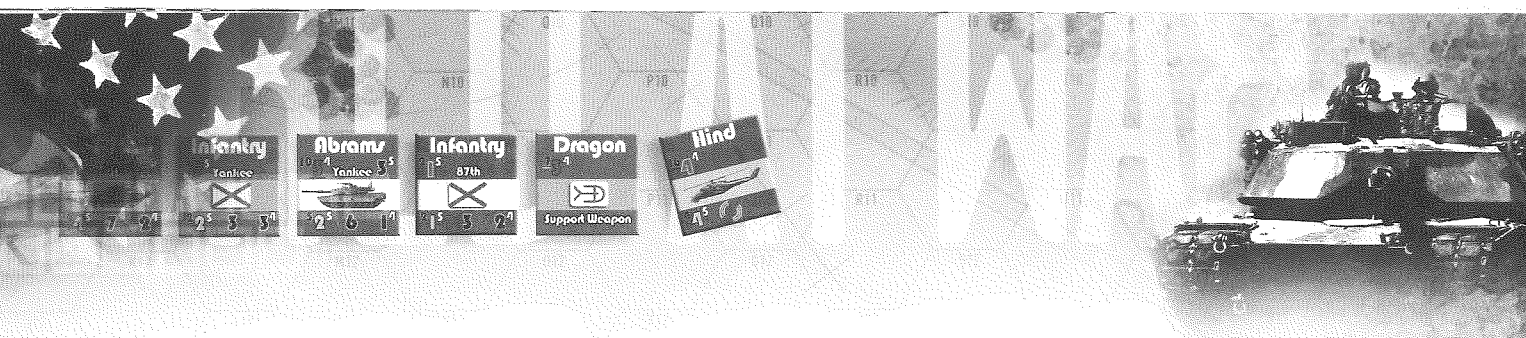
**Soviets :** Set up as follows.

- All units in 1st Tank, and 1 x ZSU-23-4 Shilka. Enter any west map edge hex on turn one.
- 2nd Airborne Division: 6 x Infantry, 1 x HQ, 1 x 81mm Mortar, 1 x SA-7, and 1 x Sagger. Place per SSR.
- 69th Attack Helicopter Regiment (69th AHR): 2 x HIND helicopters. Enter west edge of map on turn one

**Americans :** Set up as follows:

- Elements of Team Bravo and attached assets: 1 x Chaparral, 2 x M-113, 2 x Infantry, 1 x Dragon, 1 x Tow Jeep, 1 x HQ, 1 x Abrams, and 2 x 34 HE, 1 x 23 DPICM, and 1 FASCAM fire missions. Set up per SSR.
- Elements of Team Yankee: 2 x Abrams, 1 x M-113, 1 x Infantry, 1 x Stinger, 1 x HQ. Set up on, or east of hex row "J".
- Elements Alpha Troop: 1 x Cobra. Enter any east edge map hex on turn six.





**Playable Area :** Entire Map.

**Turns :** Eight turns. Use three End Turn counters in the cup. If none of a player's formations are activated during a turn, he keeps TWO End Turn markers in his possession when the formation and End Turn markers are returned to the cup. He returns the End Turn markers to the cup on the following turn immediately after one of his formations is activated.

**Victory Conditions :** The Soviet player must completely control two of the following four cities (Bergengipfel, Eisenbach, Birghoff, or Klappebruck) by the end of the game. Helicopters may not control a city hex.

#### Special Scenario Rules :

- Before the Americans set up, the Soviet player chooses a city the 2nd Airborne will assault. The Options are: (Bergengipfel, Eisenbach, Birghoff, or Klappebruck). The Soviet player writes his choice on a scrap piece of paper.
- Now the American sets up his forces. Team Yankee sets up as described above. Team Bravo must set up within three hexes of Bergengipfel, Eisenbach, Birghoff, or Klappebruck (choose one). After the Americans set up, the Soviet Player reveals the 2nd Airborne landing zone (city), and lands the 2nd Airborne forces as the first impulse of the first turn (do not pull a 2nd Airborne formation marker from the opaque container/cup), as follows:
  - The 2nd Airborne enters one stack at a time as per stacking restrictions outlined in 1.4.
  - The Soviet player designates a hex in, or within three hexes of, the designated city for the currently landing stack. Airborne units may only land in city, clear, cultivated, or hill (not Wooded Hill) terrain. Airborne units cannot land in the same hex as an enemy unit. For each UNIT (except HQs) roll 1d6; on a die roll of "1", the unit takes one hit, on a die roll of "0" the unit takes two hits, on a die roll of "-1" or less (-3, etc), the unit takes three hits. Subtract one from the die roll for every enemy (American) unit, except the Dragons and TOW Jeep, (anti-aircraft or otherwise) within normal range of the selected hex. LOS isn't checked. It's assumed, using this game mechanic, that the firing unit would have a LOS at some time in the transport choppers' approach. Non-AA unit's normal range is halved. Apply hits as directed in 6.1.6. Apply HQ hits as directed in 1.3.3.2. The units may not move in the same activation in which they land, but can move in subsequent activations during the same turn.
- All Soviet helicopters are removed from the map during the turn three Marker Removal Phase. They need not fly to the map's edge, they are simply picked up, and set to the side of the map.
- The Soviets receive three chemical munitions fire missions beginning on turn five. Either the 1st Tank or 2nd Airborne (or both) may call the fire missions. Chemical fire missions attack as per 8.4.
- Either the Team Yankee or Team Bravo HQs (or both) may call the American's fire missions.

## 12. ORDER OF BATTLE (OOB) FORMATIONS

The orders of battle for Eisenbach Gap formations are listed below. Note that these aren't the exact numbers that comprised Soviet battalions and American company teams in 1985. There are a couple of reasons for this. The prime reason is that exact numbers are boring. The secondary reason is that exact numbers are unrealistic. Battalion level formations rarely entered battle with all their equipment.

When a scenario lists a formation, such as the beloved 1st Tank, the entire formation gets to play. At least until a platoon of Abrams chews up some. If the scenario lists "elements of" a formation, only the listed units play. Always check the scenario special rules (SSR) for additional units, such as BRDM AT or a Chaparral section, that might be assigned to a formation.

Finally, the **World at War** series strives to show the superior offense punch, flexibility, and leadership of the Western armies. I do this not by artificially inflating their firepower, but by giving them the chance (the probability) of activating more often than their Soviet counterparts. So, yes, the American formations really do get two formation markers and the Soviets only get one (the 69th Soviet AHR excepted).

### SOVIET UNION

#### 1ST TANK

10 x T-72 Platoons, 1 X HQ, 1 x 1st Tank Formation Marker. **Morale = 6**

#### 33RD MOTORIZED

6 x BMP-1 Platoons, 6 X Infantry Platoons, 2 x Sappers, 3 X T-62 Platoons, 1 x HQ (T-62), 1 x 33rd Formation Marker. **Morale = 6**

#### 87TH RIFLE

2 x BTR-60 Platoons, 2 X Infantry Platoons, 3 x T-55 Platoons, 1 x Sagger, 1 x HQ (T-55), 1 x 87th Formation Marker. **Morale = 5**

#### 69TH ATTACK HELICOPTER REGIMENT

2 x Hind, 2 x 69th AHR Formation Markers.

#### 2ND AIRBORNE DIVISION

6 x Infantry, 2 x Sappers, 1 x 81mm Mortar, 1 X HQ, 1 x 2nd Airborne Formation Marker. **Morale = 7**

### US ARMY

#### TEAM YANKEE

2 x Abrams Platoons, 1 x M-113 Platoon, 1 x Infantry Platoon, 1 x Dragon, 1 x ITV Platoon, 1 x HQ (Abrams), 2 x Formation Markers. **Morale = 7**

#### TEAM BRAVO

1 x Abrams Platoon, 2 x M-113 Platoons, 2 x Infantry Platoons, 2 x Dragons, 1 x ITV Platoon, 1 x HQ (M-113), 2 x Formation Markers. **Morale = 7**

#### TEAM CHARLIE

1 x M-113 Platoon, 2 x Infantry Platoons, 1 x HQ (M-113), 1 X Dragons, 2 x Formation Markers. **Morale = 7**

#### DELTA DOGS

3 x Abrams Platoons, 1 x HQ (Abrams), 2 x Formation Markers. **Morale = 7**

#### ALPHA TROOP

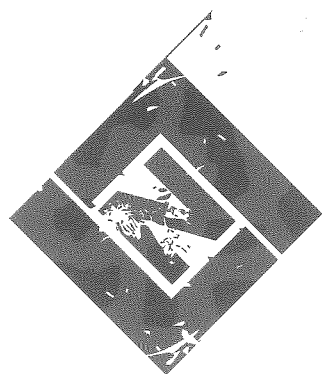
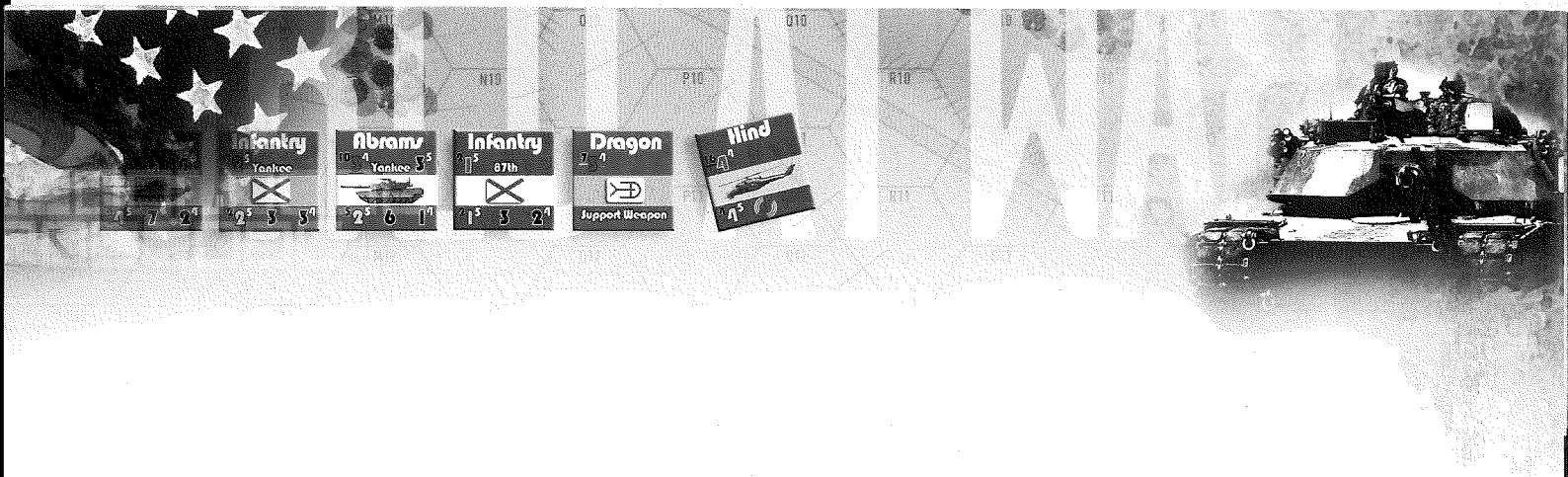
1 x Abrams Platoon, 2 x Bradley Platoons, 1 x M106 Platoon, 1 x HQ (Abrams), 1 x Cobra, 2 x Formation Markers. **Morale = 7**



## CREDITS

**Game and Scenario Design :** Mark H. Walker. - **Game Development :** Jim Werbaneth, Peter Bogdasarian, and Jim Snyder. - **All art and layout:** Olivier Revenue. - **Play Testers :** Mark H. Walker, Roger Lewis, Jim Werbaneth, Peter Bogdasarian, Jim Snyder, Dan Calaway, Tom Konczal, Terrence Rideau, and Greg Whisler.





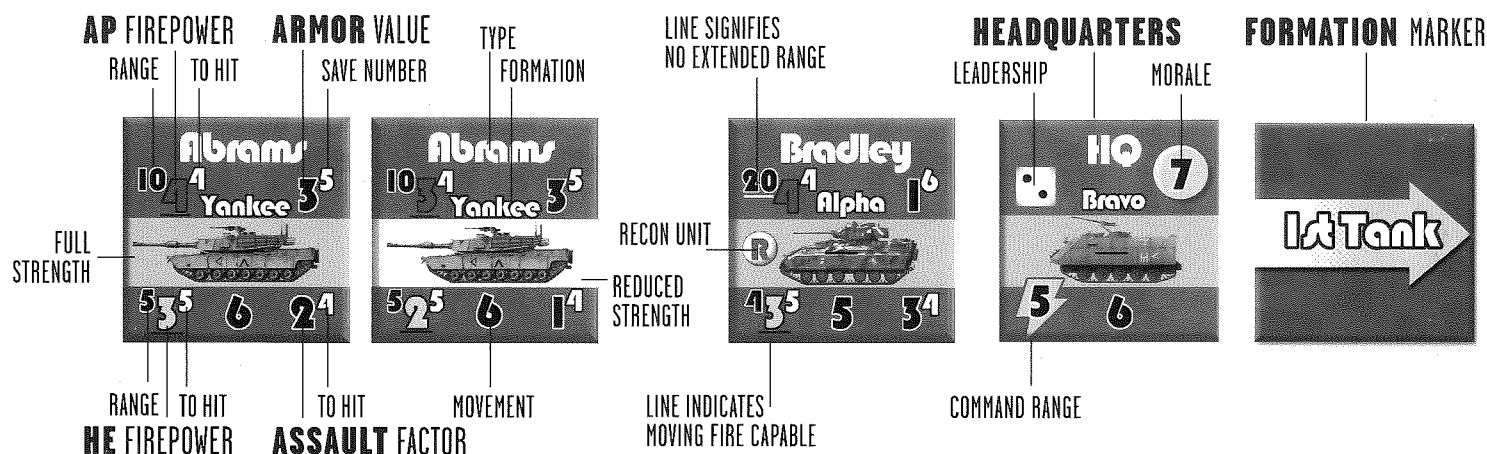
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# WORLD AT WAR

## EISENBACH GAP

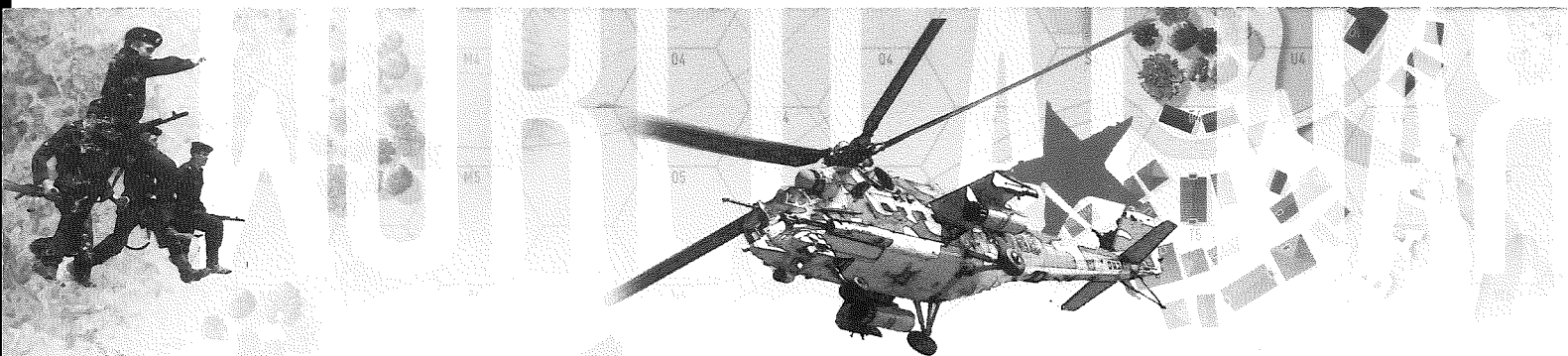


### MOVING FIRE TABLE





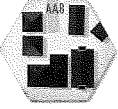

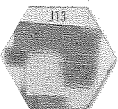


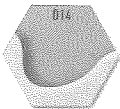
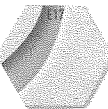

| UNIT       | FIREPOWER (AP/HE)   | TO HIT (AP/HE)   |
|------------|---|--|
| Abrams     | Same  | +1   |
| M3         | Same, but may Fire HE Only  | May Fire HE Only/+1  |
| T-72       | -1  | +1   |
| Cobra/Hind | May Fire HE Only. Firepower as shown on flying side of helicopter | May Fire HE Only. Firepower as shown on flying side of helicopter. |

### HELICOPTER LINE OF SIGHT TABLE

| LOCATION                                    | HELICOPTER'S HEIGHT | LOS EFFECT  |
|---|---------------------|---|
| Over Clear Ground Level                     | Level One           | May not fire at an enemy unit that is on a hill hex if the helicopter's LOS passes through a (a) wooded hill or city hex or (b) if more than one, hill level rough hexes, are between the attacker's hex and target's hex. May not fire at a ground level enemy unit that is immediately behind (i.e. adjacent to) a woods hex or one or two hexes behind a city hex. May not fire at an enemy unit on ground level if a hill hex is between the attacker's hex and target's hex.   |
| Over Clear Hill, Ground Level Woods or City | Level Two           | May not fire at a ground level enemy unit that is immediately behind (i.e. adjacent to) a woods hex, or a hill hex that is not part of the hill over which the helicopter is flying, or one or two hexes behind a city hex. May not fire at an enemy unit on ground level or hill if a wooded hill or hill city hex is between the attacker's hex and target's hex.   |
| Over Wooded Hill or Hill City               | Level Three         | May not fire at a ground level enemy unit that is immediately behind (i.e. adjacent to) a woods hex, a hill hex that is not part of the hill over which the helicopter is flying, or one or two hexes behind a city hex. May not fire at an enemy unit on ground level or hill if a wooded hill or hill city hex is between the attacker's hex and target's hex. May not fire at a hill level enemy unit that is immediately behind (i.e. adjacent to) a hill woods hex, a hill hex that is not part of the hill over which the helicopter is flying, or one or two hexes behind a hill city hex. |



## TERRAIN EFFECTS CHART

| TERRAIN     | DEFENSIVE BONUS                    | MOVEMENT COST  | CONCEALMENT           | EXAMPLE   |
|-------------|------------------------------------|--|-----------------------|---|
| Clear       | None                               | 1  | No                    | 016    |
| Hill        | 1 if attacked from ground level.   | +1 if entered from ground level, otherwise 1.  | No                    | K17    |
| Woods       | 1                                  | 1 for Infantry, 2 for Vehicle  | Yes                   | Z16    |
| Wooded Hill | 1, 2 if attacked from ground level | 1 for Infantry, 2 for Vehicle, +1 if entered from ground level.                            | Yes                   | F6   |
| City        | 2 for Infantry, 1 for Vehicle      | 1 for Infantry, 2 for Vehicle  | Yes                   | AA8    |
| Road        | Per other terrain in hex.          | 1, when entering from another road hex. Cancels movement cost of other terrain in the hex. | No                    | Y2   |
| Cultivated  | 1 for Infantry, none for Vehicle   | 1 for Infantry, 2 for Vehicle  | Yes for Infantry only | J13    |
| Rough       | 1                                  | 1 for Infantry, 2 for Vehicle.   | Yes                   | Y12    |
| Wrecks      | 1                                  | +1 for Vehicle   | Yes                   | Placed During Scenario   |
| Lake/River  | None                               | Impassible   | No                    | D14/E17   |
| Bridge      | None                               | 1  | No                    | E16    |

**Note:** All units of the Soviet 2nd Airborne Division are considered infantry units for movement, concealment, and defensive bonuses.



|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 1st Tank  | HO 1A 6<br>7  | T-72 1A 4 <sup>6</sup><br>7 4 <sup>5</sup> 7 2 <sup>4</sup>       | T-72 1A 4 <sup>6</sup><br>7 4 <sup>5</sup> 7 2 <sup>4</sup>       | T-72 1A 4 <sup>6</sup><br>7 4 <sup>5</sup> 7 2 <sup>4</sup>       | T-72 1A 4 <sup>6</sup><br>7 4 <sup>5</sup> 7 2 <sup>4</sup>       | T-72 1A 4 <sup>6</sup><br>7 4 <sup>5</sup> 7 2 <sup>4</sup>       | T-72 1A 4 <sup>6</sup><br>7 4 <sup>5</sup> 7 2 <sup>4</sup>   |
| T-72 1A 4 <sup>6</sup><br>7 4 <sup>5</sup> 7 2 <sup>4</sup>   | T-72 1A 4 <sup>6</sup><br>7 4 <sup>5</sup> 7 2 <sup>4</sup>       | T-72 1A 4 <sup>6</sup><br>7 4 <sup>5</sup> 7 2 <sup>4</sup>       | T-72 1A 4 <sup>6</sup><br>7 4 <sup>5</sup> 7 2 <sup>4</sup>       | 53th Mot.   | HO 53rd 6<br>4  | T-62 33rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 4 2 <sup>4</sup>     | T-62 33rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 4 2 <sup>4</sup> |
| T-62 33rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 4 2 <sup>4</sup> | Infantry 53rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | Infantry 33rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | Infantry 33rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | Infantry 33rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | Infantry 33rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | Infantry 33rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | BMP 33rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup>  |
| BMP 33rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup>  | BMP 33rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup>      | BMP 33rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup>      | BMP 33rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup>      | BMP 33rd 3 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup>      | 87th Rifle  | HO 87th 6<br>4  | T-55 87th 2 <sup>6</sup><br>7 4 <sup>5</sup> 4 2 <sup>4</sup> |

|  |  |  |  |   |   |              |               |
|--|--|--|--|---|---|--------------|---------------|
| T-55 87th 2 <sup>6</sup><br>7 4 <sup>5</sup> 4 2 <sup>4</sup>    | T-55 87th 2 <sup>6</sup><br>7 4 <sup>5</sup> 4 2 <sup>4</sup>    | BTR-60 87th 1 <sup>6</sup><br>7 4 <sup>5</sup> 6 1 <sup>5</sup>  | BTR-60 87th 1 <sup>6</sup><br>7 4 <sup>5</sup> 6 1 <sup>5</sup>  | Infantry 87th 2 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | Infantry 87th 2 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | 2nd AB       | HO 2nd 7<br>3 |
| Infantry 2nd 2 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | Infantry 2nd 2 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | Infantry 2nd 2 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | Infantry 2nd 2 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | Infantry 2nd 2 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup>  | Infantry 2nd 2 <sup>6</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup>  | 81 mm Mortar | 69th AHR      |

|  |   |   |   |  |  |  |   |
|--|---|---|---|--|--|--|---|
| 69th AHR   | HIIND-E 16 4 <sup>1</sup> 1 <sup>5</sup><br>7 4 <sup>5</sup> 4 2 <sup>4</sup> | HIIND-E 16 4 <sup>1</sup> 1 <sup>5</sup><br>7 4 <sup>5</sup> 4 2 <sup>4</sup> | Sagger 14 3 <sup>4</sup> 1 <sup>5</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup>  | Sagger 14 3 <sup>4</sup> 1 <sup>5</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | Sagger 14 3 <sup>4</sup> 1 <sup>5</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | Sagger 14 3 <sup>4</sup> 1 <sup>5</sup><br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | BRDM-AT 14 4 <sup>1</sup> 1 <sup>6</sup><br>7 4 <sup>5</sup> 4 2 <sup>4</sup> |
| Shilka 16 4 <sup>1</sup> 1 <sup>5</sup><br>7 4 <sup>5</sup> 4 2 <sup>4</sup> | BRDM-2 16 4 <sup>1</sup> 1 <sup>5</sup><br>7 4 <sup>5</sup> 4 2 <sup>4</sup>  | BRDM-AT 14 4 <sup>1</sup> 1 <sup>6</sup><br>7 4 <sup>5</sup> 4 2 <sup>4</sup> | BRDM-AT 14 4 <sup>1</sup> 1 <sup>6</sup><br>7 4 <sup>5</sup> 4 2 <sup>4</sup> | Yankee   | Yankee   | HO 7<br>6  | ITV 20 4 <sup>1</sup> 1 <sup>6</sup><br>7 4 <sup>5</sup> 5 1 <sup>5</sup>     |

|  |   |   |   |           |  |  |  |
|--|---|---|---|-----------|--|--|--|
| Infantry 1 2 <sup>5</sup> Yankee<br>7 4 <sup>5</sup> 3 3 <sup>4</sup>              | Abrams 10 4 <sup>1</sup> Yankee 3 <sup>5</sup><br>7 4 <sup>5</sup> 6 2 <sup>4</sup> | Abrams 10 4 <sup>1</sup> Yankee 3 <sup>5</sup><br>7 4 <sup>5</sup> 6 2 <sup>4</sup> | M113 10 4 <sup>1</sup> Yankee 3 <sup>5</sup><br>7 4 <sup>5</sup> 6 2 <sup>4</sup> | Delta     | Delta  | HO 7<br>6  | Abrams 10 4 <sup>1</sup> Delta 3 <sup>5</sup><br>7 4 <sup>5</sup> 6 2 <sup>4</sup> |
| Abrams 10 4 <sup>1</sup> Delta 3 <sup>5</sup><br>7 4 <sup>5</sup> 6 2 <sup>4</sup> | Abrams 10 4 <sup>1</sup> Delta 3 <sup>5</sup><br>7 4 <sup>5</sup> 6 2 <sup>4</sup>  | Charlie   | Charlie   | HO 7<br>6 | M113 10 4 <sup>1</sup> Charlie 3 <sup>5</sup><br>7 4 <sup>5</sup> 6 2 <sup>4</sup> | Infantry 1 2 <sup>5</sup> Charlie<br>7 4 <sup>5</sup> 3 3 <sup>4</sup> | Infantry 1 2 <sup>5</sup> Charlie<br>7 4 <sup>5</sup> 3 3 <sup>4</sup>             |

|       |       |                 |   |   |  |  |   |
|-------|-------|-----------------|---|---|--|--|---|
| Alpha | Alpha | HO Alpha 7<br>6 | Bradley 20 4 <sup>1</sup> Alpha 1 <sup>6</sup><br>7 4 <sup>5</sup> 5 3 <sup>4</sup> | Bradley 20 4 <sup>1</sup> Alpha 1 <sup>6</sup><br>7 4 <sup>5</sup> 5 3 <sup>4</sup> | Abrams 10 4 <sup>1</sup> Alpha 3 <sup>5</sup><br>7 4 <sup>5</sup> 6 2 <sup>4</sup> | M106 20 4 <sup>1</sup> Alpha 1 <sup>6</sup><br>7 4 <sup>5</sup> 5 3 <sup>4</sup> | TOW Jeep 20 4 <sup>1</sup><br>7 4 <sup>5</sup> 5 3 <sup>4</sup> |
|-------|-------|-----------------|---|---|--|--|---|

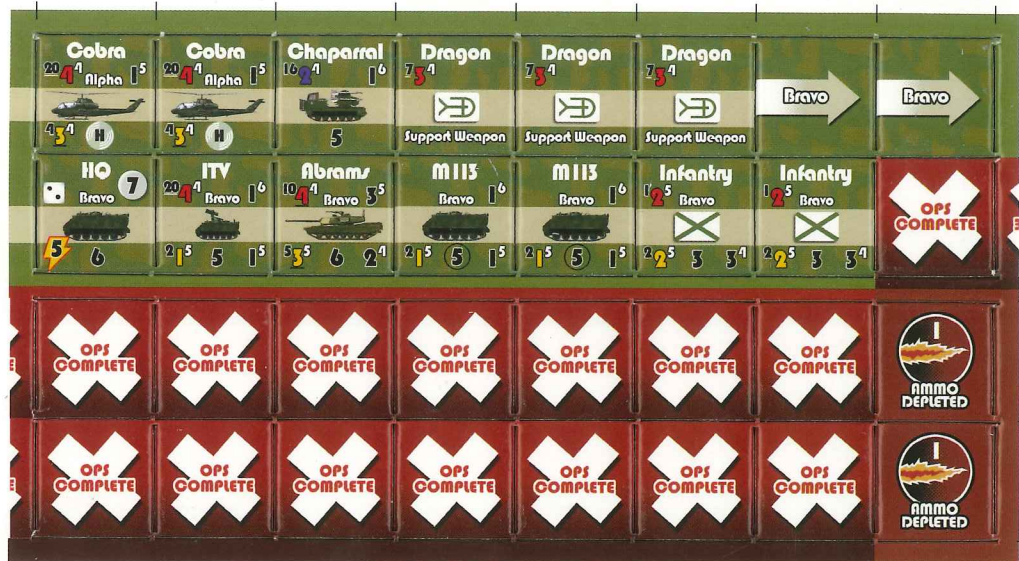


|                               |                                     |                                     |                                   |                                   |                                   |                                   |                               |
|-------------------------------|-------------------------------------|-------------------------------------|-----------------------------------|-----------------------------------|-----------------------------------|-----------------------------------|-------------------------------|
| 7 2 5<br>1A 4 6<br>T-72<br>   | 7 2 5<br>1A 4 6<br>T-72<br>         | 7 2 5<br>1A 4 6<br>T-72<br>         | 7 2 5<br>1A 4 6<br>T-72<br>       | 7 2 5<br>1A 4 6<br>T-72<br>       | 7 2 5<br>1A 4 6<br>T-72<br>       | HO<br>1A 6<br>                    | 1A Tank →                     |
| 4 2 5<br>7 1 4<br>T-62<br>    | 4 2 5<br>7 1 4<br>T-62<br>          | 4 2 5<br>7 1 4<br>HO<br>33rd<br>    | 33rd Mot. →                       | 4 2 5<br>7 1 4<br>T-72<br>        | 4 2 5<br>7 1 4<br>T-72<br>        | 4 2 5<br>7 1 4<br>T-72<br>        | 4 2 5<br>7 1 4<br>T-72<br>    |
| 6 1 4<br>33rd 3 6<br>T-62<br> | 6 1 4<br>33rd 3 6<br>T-62<br>       | HO<br>33rd<br>                      | 33rd Mot. →                       | 4 2 5<br>7 1 4<br>T-72<br>        | 4 2 5<br>7 1 4<br>T-72<br>        | 4 2 5<br>7 1 4<br>T-72<br>        | 4 2 5<br>7 1 4<br>T-72<br>    |
| 5 2 5<br>4 1 4<br>BMP<br>     | 5 2 5<br>4 1 4<br>Infantry<br>      | 5 2 5<br>4 1 4<br>Infantry<br>      | 5 2 5<br>4 1 4<br>Infantry<br>    | 5 2 5<br>4 1 4<br>Infantry<br>    | 5 2 5<br>4 1 4<br>Infantry<br>    | 5 2 5<br>4 1 4<br>Infantry<br>    | 5 2 5<br>4 1 4<br>T-62<br>    |
| 1 1 4<br>33rd 1 5<br>BMP<br>  | 1 1 4<br>33rd 1 5<br>Infantry<br>   | 1 1 4<br>33rd 1 5<br>Infantry<br>   | 1 1 4<br>33rd 1 5<br>Infantry<br> | 1 1 4<br>33rd 1 5<br>Infantry<br> | 1 1 4<br>33rd 1 5<br>Infantry<br> | 1 1 4<br>33rd 1 5<br>Infantry<br> | 1 1 4<br>33rd 1 5<br>T-62<br> |
| 2 1 5<br>(7) 1 5<br>T-55<br>  | 2 1 5<br>3 2 4<br>HO<br>87th<br>    | 2 1 5<br>3 2 4<br>HO<br>87th<br>    | 87th Rifle →                      | 2 1 5<br>3 2 4<br>BMP<br>         | 2 1 5<br>3 2 4<br>BMP<br>         | 2 1 5<br>3 2 4<br>BMP<br>         | 2 1 5<br>3 2 4<br>BMP<br>     |
| 5 2 6<br>87th 2 6<br>T-55<br> | 5 2 6<br>87th 2 6<br>HO<br>87th<br> | 5 2 6<br>87th 2 6<br>HO<br>87th<br> | 87th Rifle →                      | 2 1 5<br>3 2 4<br>BMP<br>         | 2 1 5<br>3 2 4<br>BMP<br>         | 2 1 5<br>3 2 4<br>BMP<br>         | 2 1 5<br>3 2 4<br>BMP<br>     |

















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|---|---|---|---|---|---|---|---|
| HO<br>2nd 7<br>                                   | 2nd AB →  | Infantry<br>87th<br>                              | Infantry<br>87th<br>                              | BTR-60<br>87th 1 6<br>                            | BTR-60<br>87th 1 6<br>                            | T-55<br>87th 2 6<br>                              | T-55<br>87th 2 6<br>                              |
| 3 3<br>   | 2nd AB →  | Infantry<br>87th<br>                              | Infantry<br>87th<br>                              | BTR-60<br>87th 1 6<br>                            | BTR-60<br>87th 1 6<br>                            | T-55<br>87th 2 6<br>                              | T-55<br>87th 2 6<br>                              |
| 69th AIR →  | 69th AIR →  | Infantry<br>2nd<br>                               | Infantry<br>2nd<br>                               | Infantry<br>2nd<br>                               | Infantry<br>2nd<br>                               | Infantry<br>2nd<br>                               | Infantry<br>2nd<br>                               |
| BRDM-AT<br>1 1 4<br>                              | BRDM-AT<br>1 1 4<br>                              | BRDM-AT<br>1 1 4<br>                              | BRDM-AT<br>1 1 4<br>                              | BRDM-AT<br>1 1 4<br>                              | BRDM-AT<br>1 1 4<br>                              | BRDM-AT<br>1 1 4<br>                              | BRDM-AT<br>1 1 4<br>                              |
| 7<br>   | 7<br>   | 7<br>   | 7<br>   | 7<br>   | 7<br>   | 7<br>   | 7<br>   |
| ITV<br>20 2 4<br>Yankee 1 6<br>                   | ITV<br>20 2 4<br>Yankee 1 6<br>                   | ITV<br>20 2 4<br>Yankee 1 6<br>                   | ITV<br>20 2 4<br>Yankee 1 6<br>                   | ITV<br>20 2 4<br>Yankee 1 6<br>                   | ITV<br>20 2 4<br>Yankee 1 6<br>                   | ITV<br>20 2 4<br>Yankee 1 6<br>                   | ITV<br>20 2 4<br>Yankee 1 6<br>                   |
| 1 1 5<br>5 1 6<br>ITV<br>20 2 4<br>Yankee 1 6<br> | 1 1 5<br>5 1 6<br>ITV<br>20 2 4<br>Yankee 1 6<br> | 1 1 5<br>5 1 6<br>ITV<br>20 2 4<br>Yankee 1 6<br> | 1 1 5<br>5 1 6<br>ITV<br>20 2 4<br>Yankee 1 6<br> | 1 1 5<br>5 1 6<br>ITV<br>20 2 4<br>Yankee 1 6<br> | 1 1 5<br>5 1 6<br>ITV<br>20 2 4<br>Yankee 1 6<br> | 1 1 5<br>5 1 6<br>ITV<br>20 2 4<br>Yankee 1 6<br> | 1 1 5<br>5 1 6<br>ITV<br>20 2 4<br>Yankee 1 6<br> |

















|             |             |             |             |             |             |             |             |
|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> |
| HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> |
| HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> |
| HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> |
| HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> |
| HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> |
| HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> |
| HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> | HO<br>7<br> |

|                        |                        |                         |                          |                          |                   |         |         |
|------------------------|------------------------|-------------------------|--------------------------|--------------------------|-------------------|---------|---------|
| TOW Jeep<br>20 2 4<br> | M 106<br>Alpha 1 6<br> | Abrams<br>Alpha 3 5<br> | Bradley<br>Alpha 1 6<br> | Bradley<br>Alpha 1 6<br> | HO<br>Alpha 7<br> | Alpha → | Alpha → |
| TOW Jeep<br>20 2 4<br> | M 106<br>Alpha 1 6<br> | Abrams<br>Alpha 3 5<br> | Bradley<br>Alpha 1 6<br> | Bradley<br>Alpha 1 6<br> | HO<br>Alpha 7<br> | Alpha → | Alpha → |
| TOW Jeep<br>20 2 4<br> | M 106<br>Alpha 1 6<br> | Abrams<br>Alpha 3 5<br> | Bradley<br>Alpha 1 6<br> | Bradley<br>Alpha 1 6<br> | HO<br>Alpha 7<br> | Alpha → | Alpha → |
| TOW Jeep<br>20 2 4<br> | M 106<br>Alpha 1 6<br> | Abrams<br>Alpha 3 5<br> | Bradley<br>Alpha 1 6<br> | Bradley<br>Alpha 1 6<br> | HO<br>Alpha 7<br> | Alpha → | Alpha → |
| TOW Jeep<br>20 2 4<br> | M 106<br>Alpha 1 6<br> | Abrams<br>Alpha 3 5<br> | Bradley<br>Alpha 1 6<br> | Bradley<br>Alpha 1 6<br> | HO<br>Alpha 7<br> | Alpha → | Alpha → |
| TOW Jeep<br>20 2 4<br> | M 106<br>Alpha 1 6<br> | Abrams<br>Alpha 3 5<br> | Bradley<br>Alpha 1 6<br> | Bradley<br>Alpha 1 6<br> | HO<br>Alpha 7<br> | Alpha → | Alpha → |
| TOW Jeep<br>20 2 4<br> | M 106<br>Alpha 1 6<br> | Abrams<br>Alpha 3 5<br> | Bradley<br>Alpha 1 6<br> | Bradley<br>Alpha 1 6<br> | HO<br>Alpha 7<br> | Alpha → | Alpha → |
| TOW Jeep<br>20 2 4<br> | M 106<br>Alpha 1 6<br> | Abrams<br>Alpha 3 5<br> | Bradley<br>Alpha 1 6<br> | Bradley<br>Alpha 1 6<br> | HO<br>Alpha 7<br> | Alpha → | Alpha → |





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|--|---|---|---|---|---|---|--|
|  |    | <b>Stinger</b><br>24 5 1<br><br>Support Weapon | <b>Stinger</b><br>24 5 1<br><br>Support Weapon | <b>Stinger</b><br>24 5 1<br><br>Support Weapon |   | <b>Cobra</b><br>Alpha 2 5<br>                   | <b>Cobra</b><br>Alpha 2 5<br> |
|  | <b>Infantry</b><br>1 5 Bravo<br><br>24 5 3 2 4 | <b>Infantry</b><br>1 5 Bravo<br><br>24 5 3 2 4 | <b>M113</b><br>Bravo 1 6<br><br>1 5 5 1 6      | <b>M113</b><br>Bravo 1 6<br><br>1 5 5 1 6      | <b>Abrams</b><br>10 3 4 Bravo 3 5<br><br>5 2 5 6 1 4 | <b>ITV</b><br>20 2 4 Bravo 1 6<br><br>1 5 5 1 6 | <b>HO</b><br>7<br><br>3 6     |

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1 2 3 4 5 6  
7 8 9 10 11 12

N  
ORTH

 CLEAR

 HILL

 WOODS

 ROUGH



The main map is a large hexagonal grid with columns labeled A through P and rows labeled 1 through 18. It features several geographical elements:

- Rivers:** A network of light blue rivers flows across the map, including a major one in the upper left and another winding through the center and bottom right.
- Forests:** Numerous green tree icons are scattered across the map, often in clusters, representing forest terrain.
- Settlements:** Four distinct clusters of red-roofed buildings represent villages or towns: one in the upper left, one in the center, one in the lower right, and one in the bottom left.
- Other Features:** A large blue lake is located in the lower left quadrant. A yellow and orange patterned area, possibly a field or marsh, is situated in the lower center.

SCHLAFENBAUER

BERGEGIPFEL

HUGELSDORF

GRUNENTAL





# WORLD AT WAR

## EISENBACH GAP

MARK H. WALKER'S

- WOODS
- CITY
- ROAD
- ROUGH
- RIVER & LAKE
- CULTIVATED

Map grid with alphanumeric coordinates (01-18 on the left, 01-18 on the bottom, and letters P-Z on the top and right).

Settlements and locations:

- EISENBACH
- BIRGHOFF
- KLIPPEBRÜCK
- LANSAMEN
- RUMWALD

Terrain features include forests, fields, and buildings.