Headquarters Capabilities Chart

Nation:

HQ/ Training Level						
Troop Quality						

HQ Capability Points	N D B C / / /	N D B C / / /	N D B C / / /	N D B C / / /	N D B C / / /	N D B C / / /

Turn (Air Strikes)

Turn							
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

No cost

In Command (Radius)						
HQ Detection (Radius)						
Air Defense Artillery						
ATBM						
Battle Recovery Aerial Resupply						
Jamming Jammed						
SRBM Strike / Cruise Missile						
Tank Transporters Transport Helicopters						

HQ Capability Replacement Points	increment: max:	Special Munitions	

Detection (Radius), Air Defense Modifier, Air Strike Availability

Air Superiority Track		Israel /NATO	Arab /WP	Counter-battery	Israel /NATO	Arab /WP	Israel	USA	Syria	Iraq/ Jordan	USSR	WP	NATO
	Israel 3				+2	0	2	2	0	0	0	0.25	3
	Israel 2	30 hexes	3 hexes				2	1	0	0	0	0.5	2
	Israel 1				+1	0	1	1	0.5	0	0.5	1	2
	Neutral	15 hexes	7 hexes	7 hexes	0	0	1	1	0.5	0.25	0.5	1	1.5
	Arab 1				0	+1	0.5	0.5	1	0.5	1	1.5	1.5
	Arab 2	5 hexes	15 hexes				0.5	0.5	1	0.5	1	1.5	1
	Arab 3				0	+2	0.5	0.5	2	0.5	2	2	0.5

Terrain Effects Chart

http://gold.natsu.gs/WG

Terrain	ZOC	Supply	In Command	Detection [4, 5]				Road:		
									May not enter EZOC.	
Clear Desert	○	○	○	○		1	2		0.5	1
Rough / Salt Marsh	○	○	○	○	3	4	2		1.5	2	1
Hill / Tel	⊠ • Block[1] / ○	○	○	Block (4) thru (4)	2	4	3		1	2	1.5
Mountain / Impassable	Block	Block[3] / Block	Block[3]	Block (8)	P	4			2	
City	Block	○	○	-[6]		1			1	

Terrain	ZOC	Supply	In Command	Detection						
Town	-	-	-	-	-	-	-		**Highway:**	
Wadi / AT Ditch	thru					+2	-		0.25 (0.2*)	1 (0.5*)
Hill Hexside	⊠ • Block[1]	thru	thru	Block	+1	+2	+1		* Strategic travel	
Escp. / Mt. Hexside	Block[2] / Block	Block[3] / Block[3]	Block[3] / Block[3]	Block (6) / Block	P	P	+2 / Block	
Stream	thru					+1		
Minor River	thru					+4	+3	
Enemy ZOC	-	Block	Block[7]	thru				
Enemy Unit	-	Block	Block	-				
Breakthrou (5 hexes)	Negate EZOC	thru	thru	Block				

Highway: Must be in Command. Must begin and end its entire move on a highway. May not enter EZOC. May not switch to the other movment mode.

1. Leg extend ZOC into Hill and Hill hexsides. Mech. and Mot. do through roads.
2. ZOC extend across the downhill side of Escarpments.
3. Can be traced when a road crosses.
4. Detected in any hexes when using Road or highway rate.
5. Jamming, Herlicopter Transport, HQ Detection can through any kind of terrain or E-ZOC. (7.3)
6. A unit that moving into a City hex from an adjcent hex of the same City can neve be detected. (11.1)
7. The presence of a friendly unit negates the effect of the enemy ZOC.

Detection Blocking:

Mountain Hexside

Impassable

Mountain

Hill / Escarpment
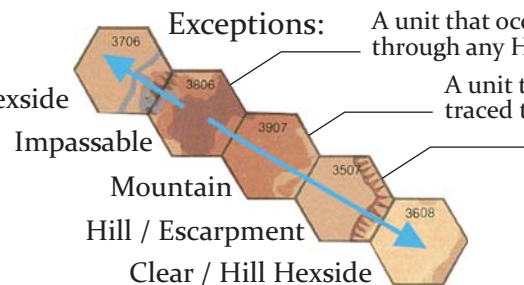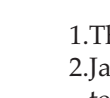
Clear / Hill Hexside

Exceptions:

A unit that occupies an Impassable hex has a detection range of 8 hexes. This range can be traced through any Hill, Hill Hexside, Mountain, Mountain Ridge or Escarpement.

A unit that occupies an Mountain hex has a detection range of 8 hexes. This range can be traced through any Hill, Hill Hexside or Escarpement.

A unit that occupies the upper side of an Escarpment has a detection range of 6 hexes so long as the range is traced across the Escarpment's lower side.

A unit that occupies a Hill or Tel hex has a detection range of 4 hexes. Note: Tels are not blocking terrain.

Terrain Effects Chart

Terrain	ZOC	Supply	In Command	Detection²	Units (group 1)		Units (group 2)
Flat (Clear)	○	○	○	○	1		2
Broken (Rough)	○	○	○	○	2	3	2
Rough (Hill/Tel)	○ (Mech/Mot along roads)	○	○	Block⁵	4	5	3
Marsh (Hill/Tel)	○ (Mech/Mot along roads)	○	○	Block	3	4	2
City (City)	Block	○	○	(4)	1 2 (NATO WP)		2 3 (NATO WP)

Terrain	ZOC	Supply	In Command	Detection²
Town (Town)			-	+0
Woods			-	+1
River (River)			-	+3 +2 (NATO WP) +4 +3 (NATO WP)
Access Hexside			-	1 (through)
Enemy ZOC		Block	Block(1)	○
Enemy Unit		Block	Block	○
Breakthrou (5 hexes)	Negate EZOC			Block

Road and Autobahn³

Road

Terrain	Units (group 1)		Highway col
Flat	0.5		1
Broken	1	1.5	1
Rough	2	2.5	1.5
Marsh	1.5	2	1
City	0.5 1 (NATO WP)		1 1.5 (NATO WP)
Woods (road)	1		1.5
Town	1.5	2	1.5
Woods	2.5	3	2
River	0		

Autobahn (highway)

May not enter EZOC.

Must be in Command.
Must begin and end its entire move on a highway.
May not enter EZOC.
May not switch to the other movment mode.

0.25 (0.2*) | 1 (0.5*)

* Strategic travel

1. The presence of a friendly unit may negate the effect of the enemy ZOC.
2. Jamming, Herlicopter Transport, HQ Detection can through any kind of terrain or E-ZOC. (7.3)
3. Detected when using Road or highway rate.
4. A unit that moving into a City hex from an adjcent hex of the same City can neve be detected. (11.1)
5. Mech and Mot do not extend their ZOC into Hill or across hill hexsides, except along roads.

Headquarters Support Chart

| Capability	# of units	Take place in	EZOC	Time	Description	
Aerial Resupply	1 Brigade	∞	OK	R & R Phase Movement Phase Exploitation Phase	Out of Command units may be resupplied.	
Battlefield Recovery	1 Brigade	Command Radius	N/A	After combat	Non retrated defending units. If retreated, non Pursuit attacking units or the unit not beyond Breakthru may be.	
Tank Transporter [1]	3 Brigade	Command Radius	Block	When activated. (Movement Phase only)	Units utilize Strategic Travel Rate (9.1) are expempt from the morale check.	
Helicopter Transport [2]	1 Brigade	Command Radius or Transp. Range	3	When activated. (Movement Phase only)	3. EZOC → non EZOC only non EZOC → non EZOC or EZOC In Command → Any hexes within Transport Range not In Command but within Range → non EZOC and In Command	
Ammo Repl.	1 battalion	Command Radius	Block	R & R Phase Movement Phase Exploitation Phase		
Fortifications	Any unit	Activated Unit in Command	Block	When activated.	Consume all Operation Points.	Hasty = 1 HQ pt. Deliv. = 2 HQ pt.
Minefield Emplacement [4]	Empty hex	Command Radius	Block	When activated.	On any terrain No units of either attacker or defender in the emplacement hex.	Hasty = 1 HQ pt. Barrier = 2 HQ pt.
Minefield Breach [5]	Any unit	Activated Unit in Command	Block	When activated.	An activated units must exert ZOC.	Hasty = 2 HQ pt. Barrier = 3 HQ pt.
Bridge Construction	-		Block	When activated.	Both side of the hex must be free from E-ZOC.	
Bridge demolition [6]	-	Command Radius	OK	When activated.	The result of roll 0-7 may destroy the bridge. +2 for E-ZOC, +4 for occupied by enemy	

Blue = Reactive player may also perfrom.

Unit Size

XX	X III	II
1	3	9
	1	3
• ⊙ 1		• ⊙ 2*

III	X III	II
1	2/3	2
3	2	6 **

Stacking

If the hex contains Hill, Mountain or Impassable, only 4 of 6 battalions may consist of Mech or Mot.

* Stacking purpose only.
** Stacking limit.

1. Any unit may be transported.
2. Special Forces, Airborne (but not mech or mot Airborne), Leg Infantry (but not Dismounted), and Marine Leg units may be transported.
4. In a single turn, a player can constrcut / pugrade no more fortifications than he has HQ's in play.
5. Each HQ can place only one minefield in one of the movement phase.
6. Within 4 hexes to Road from Supply Source.

HQ Capabitlies & Reaction Diagram

A. Initiative & Political Events Phase

B. Air Superiority Phase

C. Jamming Phase

Action | Reaction

Jamming[1]

Blue = HQ Capability

✱ = No cost

D. Reinforcement Phase

E. Replenishment & Reorganization Phase

Ammo Replenishment[2]

Aerial Resupply[3] ── ADA[4]✱

Reorganizing units

Reorganizing HQ

1. Jamming range: HQ jamming capability (HQ chart)
   On a roll of "6" or less, a Jamming succeeds.

2. HQ command radius

3. Aerial Resupply range: ∞

4. ADA range: ADA capability (HQ chart)
   Detection automatic if within range.

5. Including Air, Artillery, SRBM, Attack Helicopter Strikes.
   May attack non adjacent enemy units.
   Be subject to all kinds of Detection.

6. Range: SRBM capability (HQ chart)

7. Range: ATBM capability (HQ chart)
   Detection automatic if within range.

F. Activation Segments

Movement Phase

1. Adjacent enemy units

a.

Ammo Replenishment[2]

Aerial Resupply[3] ── ADA[4]✱

Engieeners[2]

Withdraw

Hold

Set-Piece Battle
- Reserve Movement
- Combat Support
  Artillery (∞)
  Attack Helicopter (∞)
  Air (2/2) ── ADA[4]✱
- Combat
- Battlefield Recovery[2]
- Retreat / Pursuit

Set-Piece Strike[5]

2. Not in enemy ZOC 6 OP

b.

Ammo Replenishment[2]

Aerial Resupply[3] ── ADA[4]✱

Engieeners[2]

Movement

Tank Transporters[2]

Helicopter Transport[2] ── ADA[4]✱

Meeting Engagement
- Combat Support
  Artillery (0/1)
  Attack Helicopter (2/1) ── ADA[4]✱
- Combat
- Battlefield Recovery
- Retreat

3. Reactive Player's HQ Capability[11]

Exploitation Movement Phase

1. Adjacent enemy units (same as of a.
   Tank, Heli Transport are not available)

2. Breakthru (repeat b with 3 OP)

3. Reactive Player's HQ Capability[11]

Artillery Detection[8]✱ ── Counterbattery Fire✱

Naval Gun Fire

Ammo Replenishment[2]

Detection[9]✱
(by movement)

Artillery Strike ✱

Air Strike

Helicopter Strike ── ADA[4]✱

Naval Gun Fire

HQ Detection[10]✱

Artillery Strike ✱

Air Strike

Helicopter Strike ── ADA[4]✱

Naval Gun Fire

Cruise Missile

SRBM Strike[6]

ATBM[7]✱

8. Detection range: 7 hexes

9. Detection range may be varied by Air Superiority
   Level. See Detection Table.

10. HQ Detection Radius (HQ Chart)
    The result of roll + Air Defense Fire Modifier > 8

11. Available HQ Capabilities are including Ammo Repl. and
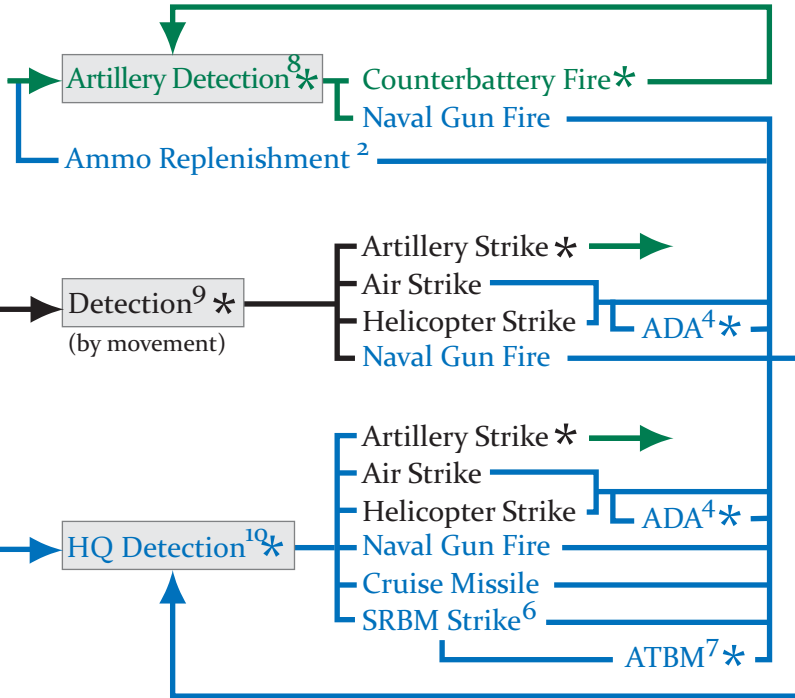   Aerial Resupply (Engineers are not).

G. End Cycle

Remove Breakthru, Distrupt, Reorganize, Ops Comp, Struck markers.

Adjust the morale levels. Rebuild HQs (by the expenditures of HQ Replacement Points).