Terrain	Mobility Classes		
	Mechanized	Motorized	Leg
Flat	1	1	2
Woods	+1	+1	+1
Broken	2	3	2
Rough	4	5	3
Marsh	3	4	2
High Water/Dry	1	1	2
High Water/Wet	4	4	3
Town	other	other	other
City NATO	1	1	2
City WP	2	2	3
River NATO	+3	+3	+4
River WP	+2	+2	+3
Access Hexside	1	1	1
Road	1/2	1/2	1
Autobahn	1/4-1/5*	1/4-1/5*	1-1/2*

* use lower rate if using strategic road travel.
＊ 戦略道路移動の場合、低い方の数値を用いる。

Starting Morale

CA/UK Divisions	Elite
US/WG/FR Divisions	1st Line
NL/BE Divisions	Reserve
EG/SU Armies**	1st Line
**SU 5GTA, 7TA, & 11GA Armies	Reserve
PO/CZ Armies	Reserve

Troop Quality Table

Die	Elite	1st Line	Reserve	Militia
0	6	5	3	2
1	6	5	4	2
2	6	5	4	3
3	6	6	4	3
4	7	6	4	3
5	7	6	5	3
6	7	6	5	3
7	7	7	5	3
8	8	7	5	4
9	8	7	6	4

CA/UK Independent Units	8
US/WG/EG Independent Units	7
FR/SU Independent Units	6
PO/CZ/NL/BE Independent Units	5

Air Strike Aircraft Type Tables

North Maps (North German Plain, BAOR)				South Maps (Fifth Corps, Hof Gap, Donau Front)			

North Maps (North German Plain, BAOR)

NATO		WP	
0-2	US	0-3	SU
3	BE	4-5	EG
4-5	WG	6-9	PO
6	NL		
7-9	UK		

South Maps (Fifth Corps, Hof Gap, Donau Front)

NATO		WP	
0-1	US	0-5	SU
2	CA	6-9	CZ
3-4	WG		
5-9	FR		

US		UK	
0-1	A-10	0-4	Tornado
2-4	F-111	5-6	Harrier
5-7	F-16	7	Jaguar
8	F-4	8	F-4
9	F-15	9	Buccaneer

BE		NL	
0-4	F-16	0-3	NF-5
5-9	Mir V	4-9	F-16

CZ		EG	
0-3	MiG-21	0-5	MiG-21
4	MiG-23	6	MiG-29
5-7	MiG-27	7	MiG-23
8	Su-20	8	MiG-27
9	Su-25	9	Su-20

WG		FR	
0-3	Tornado	0-1	Mir III
4-6	F-4	2	Mir V
7-8	Alpha Jet	3	Mir 2000
9	F-104	4-6	Mir F-1
		7-9	Jaguar

SU		CA	
0	MiG-21	0-9	CF-18
1-2	MiG-23	PO	
3-5	Su-24	0-4	MiG-21
6	MiG-27	5	MiG-23
7	MiG-29	6-8	Su-20
8	Su-17	9	MiG-17
9	Su-25		

Air Strike Availability Chart

Level	Soviet	WP other	USA	WG	BR	FR	BE	NE	CA
WP level 3	2	1.5	.5	.5	.5	.5	0	0	0
WP level 2	1.5	1.25	1	1	.5	.5	0	0	0
WP level 1	1.5	1	1.5	1	.5	1	.25	.25	0
Neutral	1	.5	1.5	1.5	.5	1	.25	.25	0
NATO lvl 1	1	.5	2	1.5	1	1.5	.5	.5	0
NATO lvl 2	.5	.25	2	2	1	1.5	.5	.5	.25
NATO lvl 3	.25	0	3	3	1	2	1	1	.25

Directions for use: Basically, each turn each side rolls for their air units. You only roll for air units if that countries land units are on the board. So, on the BAOR map there are no USA aircraft. *Obviously I understand that air units from various countries would assist where ever necessary but I could not think of an easy way to do it.* All scenarios start at WP level 3. From there on, if the amount of NATO air strikes is greater than the number of WP air strikes, the level moves one level toward the NATO end of the chart. In the original game the air battle was out of the hands of the players so I kept it that way.

使い方: 基本的に、各ターンに各プレイヤーはダイスを振ってAir unitsの数を決めます。

マップに登場している国籍と同じ国籍のカラム(表)を参照します。たとえばBAORを対戦している場合、USAのAir Unitは登場しません。すべてのシナリオにおいて「WP level 3」から開始します。NATOのAir Stike PointがWPのそれを上回る場合、次のターンでレベルがひとつ下がり「WP level 2」になります。(この判定を毎ターン繰り返します)

CRT Terrain exchanges:

Flashpoint: Golan Terrain	Central Front Terrain
Clear	Flat
Rough	*Broken, Flat/woods*
Hill/ Tel	Rough, Marsh, Broken/Woods
Town	*Town*
Rough/woods	Mountain/ Impassable
City	*City*

I looked at both tables and tried to mesh them to the FP:G tables. I have no idea how to make a CRT for a game like FP:G so I kept the CRT the same and made the terrain from the Central Front Series fit the CRT. What I did was compare the different terrain values for each game and then fit it to the FP:G CRT. If someone can make a better one please do and I will use it.

Air Drop Table:

Die	0-3	4-6	7-9
Morale Loss	none	1 level	2 levels

Modifiers:
+1 broken terrain, +1 wooded hex, +1 unit received ADA fire (whether it lost morale or not). Airborne units may not land in City hex, rough hex, or enemy occupied/controlled hex.

+1 broken、+1 wooded、+1 ADA攻撃を受けた空挺ユニット(moraleが減少したか否かにかかわらず).
空挺ユニットは、City、Roughヘクスに降下できない。敵ユニットが占めるヘクス、敵ユニットのコントロール下にあるヘクスにも降下できない。

Detection Table
Detecting HQ's/ Helicopters/ Strikes
Detecting Asset = Headquarters

Target	HQ Capabilities		
Unit/ Strike	EW	Air Defense	ATBM
HQ using Capability	R	--	--
Air Strike/ moving Helo	--	R	--
SRBM Strike	--	--	R

Detecting Ground Units
Detecting Asset = All Ground units including HQ's

	Air Superiority Level		
Target Unit	WP 1-3	Neutral	NATO 1-3
NATO unit	15 hexes	7 hexes	3 hexes
WP Unit	5 hexes	15 hexes	30 hexes
Firing Artillery	7 hexes (a)	7 hexes (a)	7 hexes (a)

(a) means only artillery units can detect firing artillery units
(b) The ranges apply only to moving units. If detecting stationary units, use ½ listed

ranges rounded down.

Reaction Chart

Action	Reaction
Movement	Strike (all varieties)
Reserve Movement	Strike (all varieties)
Artillery Strike/Combat Support	Counter Battery Strike (Artillery only)
Air Strike/ Helo Movement	Air Defense Fire
SRBM Strike	ATBM Fire
HQ using capability	HQ Detection

Size of Battle Chart

Size of Battle	Size of Losing force
Small	Less than 2 brigades Set-Piece Battle, or any battle where attacker is Out of Supply, all Meeting Engagements
Medium	2 brigades (or equivalent) Set-Piece Battle
Large	More than 2 brigades (or equivalent) Set-Piece Battle

Momentum Point Table

Size of Battle	Terrain Types	
	Town/City	All Other
Small	1	1
Medium	4	2
Large	9	4

HQ Capability Chart:

Nationality:	*USA*			*WG*		*BR*		*BE*	
	Corps	Divs	ACR	Corps	Divs	Corps	Divs	Corps	Divs
Aerial Resupply	Y	Y		Y	Y	Y	Y	Y	Y
ADA	R36S3	R10S2	R3S0	R25S3	R10S2	R25S3	R10S2	R25S2	R10S2
Anti-tac Missile	R36S3			R36S3		R36S3			
Arty Ammo Replenish	Y	Y	Y	Y	Y	Y	Y	Y	Y
Battlefield Recovery	Y	Y		Y	Y	Y	Y	Y	Y
Combat Engineers	Y	Y	Y	Y	Y	Y	Y	Y	Y
HQ Detection	R25	R12		R25	R12	R25	R12	R25	R12
Jamming	R25			R25		R25		R25	
Short Range Missile	R25SB			R25SB		R25SB			
Tanks Transporters	Y			Y		Y		Y	
Transport Helos	R32			R32		R32		R32	
HQ Point Allowance	9/6/3/1	8/4/2/1	4/2/1/0	9/6/3/1	8/4/2/1	8/4/2/1	6/3/1/0	8/4/2/1	6/3/1/0

Nationality:	*NE*		*FR*		*CA*		*Cost*
	Corps	Divs	Corps	Divs	11th Par	4th Brigade	
Aerial Resupply	Y		Y	Y	Y		*1 per Bgd*
ADA	R25S3	R10S2	R30S3	R10S2	R10S1	R5S1	*0*
Anti-tac Missile			R30S3				*0*
Arty Ammo Replenish	Y	Y	Y	Y	Y	Y	*1 per Bn*
Battlefield Recovery	Y	Y	Y	Y		Y	*1 per Bgd*
Combat Engineers	Y	Y	Y	Y	Y	Y	*1*
HQ Detection	R25	R12	R25	R12		R10	*0*
Jamming	R25		R25				*1*
Short Range Missile	R25SB		R25SB				*1*

	Front	Army	Divs	Airborne	Army	Divs	Cost
Tank Transporters	Y		Y				1 per Div
Transport Helos	R32	R32	R32				1 per Bgd
HQ Point Allowance	8/4/2/1	6/3/1/0	9/6/3/1	6/3/1/0	6/3/1/0	4/2/1/0	

Nationality:	Soviet				Other WP		
	Front	Army	Divs	Airborne	Army	Divs	Cost
Aerial Resupply	Y	Y		Y	Y		1 per Bgd
ADA	R36S3	R36S2	R12S2	R10S2	R36S2	R12S2	0
Anti-tac Missile	R36S3	R36S2			R36S2		0
Arty Ammo Replenish	Y	Y	Y	Y	Y	Y	1 per Bn
Battlefield Recovery	Y	Y			Y		1 per Bgd
Combat Engineers	Y	Y	Y	Y	Y	Y	1
HQ Detection	R25	R25	R12	R12	R25		0
Jamming	R25	R25	R12	R12	R12		1
Short Range Missile	R40SB	R25SB			R25SB		1
Tank Transporters	Y						1 per Div
Transport Helos	R40	R40		R40	R40		1 per Bgd
HQ Point Allowance	9/6/3/1	8/4/2/1	6/3/1/0	6/3/1/0	6/3/1/0	5/2/1/0	

Miscellaneous Rules:

Set-up: The units are set up as per the original game rules. The HQ of each division can be set up with in 2 hexes of any unit of that division since HQ units were not included in the original Central Front games. When reinforcements enter the map, the HQ arrives with the first units of the division. Army and Front level HQ's arrive when the Army/Front level units arrive on the map.

West German Brigades: Several West German brigades are set up without their parent HQ's on the map. In the original games they are attached to certain divisions (see BAOR set up). These West German brigades can be activated in one of two ways, but only once per GT. They can be activated by the division they are attached to or by the overall HQ in the game. They are thus treated as either a regular part of a division or as an independent unit. Also, if a West German brigade is out of command from its division it may be activated like an independent unit. *Note:* I don't know how well this will play but in one of the games I tried with the new rules, the 7th Panzer Brigade would have been out of command most of the game if I didn't do this. It's my understanding that the West German brigades were almost like independent units and were expected to operate without a lot of overall control. This is to simulate that independence.

Soviet Surprise Phase: During "Surprise" games, the Soviets get a pre-GT1 activation. During this pre-GT1 activation, all units scheduled to enter the map on GT1 get to perform an operations cycle with no NATO operations cycle. The Soviets perform operations one division after another until they are done with all the units that would enter the map on GT1. NATO may not perform normal reaction during this pre-GT1 activation. Soviet Airborne unit may be airdropped during this pre-GT1 activation. The units are flown onto the map and can receive ADA fire from in range HQ units (also see below). After this pre-GT1 activation, GT1 starts with all the activation chits placed into the "opaque" cup and the Soviet player having a chit out for activation.

Soviet and NATO Airborne Units: Any turn that the Soviets or NATO has Air Superiority

they may airdrop any of their airborne units onto the map. The airborne units are flown onto the map and are subject to ADA fire from any enemy units in range. Up to two air strikes can be allocated to each enemy unit firing ADA to lower the strength of the ADA unit. The air strikes that are allocated to suppress the NATO HQ's are NOT subject to ADA fire. The air strikes are considered to be causing the NATO ADA units to shut down radar's, disperse to different locations, etc. This reduction in ADA strength stays in effect until all airborne units have landed in that activation. Each air unit lowers the ADA strength by one. A 0 or 1 is always a hit for an ADA unit attacking an inbound airborne unit. As the airborne units are landed, roll on the airborne landing table to determine if there is any additional morale loss to the airborne unit. The airborne units are in supply for the GT they land and the following GT, and then they must be supplied per the game rules.

Engineer Units: the original Central Front games had engineer units while Flashpoint Golan had the engineer abilities built into the HQ units. Since the new pieces have the engineer units included I figure there are two ways to use them. One, ignore them. Leave them out of the game and play that their abilities are in the HQ units. Two, use them as additional combat engineer units. Basically, the engineer units can be used to perform one combat engineer function for free each game turn. This can be added to HQ engineer functions to make deliberate fortifications or barrier minefields. The range of these abilities is 5 hexes.

Major Training Areas: If you wish to use the Major Training Areas rule from the Hof Gap game then just roll on the table and move that unit to the proper area and play from there. The brigade that is moved will activate when its parent HQ chit is pulled. It must then use it movement allowance to move toward its HQ so it can become "In Command". This may take more than 1 turn to complete. If the unit is attacked it defends normally.

U.S and British Paralysis: I never understood this rule in the original three games. I could not find a similar rule in Donau Front and NGP. If you wish to play with it then just follow the rule as written. If not then ignore it.

NATO Corps Artillery Units: Any NATO Corps Artillery unit can be used to support any NATO unit in range. It can only be supplied by the same nationality HQ.

Soviet Artillery Divisions: Soviet Artillery Divisions can be used to support any Warsaw Pact units in range.

Non Surprise Scenario: If there is a non surprise scenario developed then NATO will be allowed to move its units up to 4 Ops points prior to the start of the game. This simulates the 12 hours notice to war situation.

Soviet Follow on Armies: In several of the games the same Soviet Armies are used (5GTA for example). If playing only a one map game then the Army comes on as normal. If playing a two or more map game then the Army is considered a Theater level reinforcement and can enter any normal Soviet entry area.

SAM Belt: I was tempted to add in a SAM belt area for West Germany but was unsure how to do it or if it was necessary. As I play I will see if it is needed.

セットアップ: ユニットは、**SPI**のシナリオの通りに配置する。**HQ**ユニットは隷下のユニットのいずれかから**2**ヘクス以内に置く。増援でマップに登場する場合、**HQ**ユニットは先頭に位置しなければならない。軍団級**HQ**は、その軍団に属するユニットがマップに登場する時に登場する。

西ドイツ旅団: 西ドイツ旅団の中には、それに該当する**HQ**がないものがある。**SPI**のゲームでは(**BAOR**参照)、これらのユニットはいずれかの師団に所属していた。西ドイツ旅団は、それが属する師団が活性化された時に活性化されるか、より上位の(軍団など)司令部が活性化された時に活性化される。しかしながら、西ドイツ旅団は**1**ターン中に二度活性化されることはない。また、西ドイツ旅団が、それが属する師団から**Out of command**になった場合、**independent unit**として活性化される。ノート: こうしない場合、**7ᵗʰ Panzer Brigade**はほとんどの場合、**Out of Control**になる。私の理解では、西ドイツ旅団は**independent unit**として動くことを期待されている。

ソビエト奇襲フェーズ: 奇襲ゲームでは、ソビエト軍は第一ターンより前のターン「**pre-GT1**」が与えられている。「**pre-GT1**」では、第一ターンで登場するすべてのソビエト軍ユニットが作戦サイクルを行うことができ、この間、**NATO**軍は作戦サイクルを行なうことができない。ソビエト軍プレイヤーはすべての師団を順番に活性化させる。「**pre-GT1**」では、**NATO**は通常の「リアクション」を行なうことができない。ソビエト空挺ユニットは「**pre-GT1**」で、マップに降下できるが、**NATO**の**HQ**レンジを飛行で通過すると**ADA**攻撃を受ける。「**pre-GT1**」が終わるとすべてのチットをカップに戻し、通常の手順で第一ターンを開始する。

ソビエトと**NATO**の空挺ユニット: Air Superiorityを持つ側のプレイヤーは、空挺ユニットをマップに降下させることができる。空挺ユニットはマップ上を飛来し、敵ユニットによる**ADA**攻撃の対象となる。Air Superiorityを持つ側は**2**回まで、**ADA**攻撃を行なう敵ユニットを**Air Strike**でき、その結果、敵ユニットの**ADA**レベルは減少する。この**Air Strike**自体は、敵の**ADA**攻撃の対象とならない。この**Air Strike**による**ADA**レベルの減少は、すべての空挺ユニットの降下が終了するまで有効である。一回の**Air Strike**で敵ユニットの**ADA**レベルは**1**下がる。**A 0 or 1 is always a hit for an ADA unit attacking an inbound airborne unit.** 降下した空挺ユニットは、本ルールの「**Air Drop Table**」を参照し、**Morale**の減少をチェックする。降下した空挺ユニットは、降下したターンとその次のターンは補給状態にある。それ以降のターンは通常の方法で補給されなければならない。

工兵ユニット: **SPI**版には工兵ユニットは付属しているが、**Flashpoint: Golan**では**HQ**の機能としてルール化されている。**Flashpoint: Central Front**のユニットには工兵が付属しているので、次のいずれかを選択する。**1.**工兵ユニットを使わない。**HQ**の機能を使用

する。2.工兵ユニットを使う。その場合、工兵ユニットは1ターンで1 combat engineer functionをコストフリーで使用できる。HQの工兵機能は通常通り使用できる。工兵ユニットのfunctionのレンジは5ヘクスである。

Hof Gapの「Major Training Areas」ルールを使う場合、テーブルを参照してダイスを振り、該当するユニットを該当するエリアに移動、そこからプレイに参加させる。これによって移動された旅団は、上位HQが活性化された時に活性化される。活性化されたユニットは、「In Command」になるために上位HQに向かって移動しなければならない。移動は1ターン以上かかるかもしれない。攻撃を受けた場合、通常のルールに従う。

「U.S and British Paralysis」：SPIのルールのこの部分を私は理解できない。Donau FrontやNGPには類似のルールは存在しない。このルールを使いたいならその通りにするべきだ。そうでない場合、単純に無視する。

NATO軍団級砲兵：レンジ内にあるすべてのNATOユニットをサポートできる。補給は同じ国籍のHQでなければならない。

Soviet Artillery Divisions：ソビエト砲兵師団はレンジ内にあるすべてのWarsawユニットをsupportする。

非奇襲シナリオ：第一ターン開始以前に、NATO軍は4作成ポイントを使って移動できる。これは12時間前予告をシュミレートする。

ソビエト軍の流れ：いくつかのゲームには同じソビエト軍が登場する(例：5GTA)。マップ一枚のみでプレイする場合は問題ないが、複数のマップを連結する場合、これらのユニットは方面軍レベルの増援と考え、通常のソビエトエントリーヘクスから登場する。

I am trying to design some scenarios for the system. As they are done I will post them here. Other than that I believe the rules for Flashpoint Golan should cover everything else. Any questions let me know.

Good Gaming,
Dan Stueber