NATO (Victory Games) Rules Guide

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The hope is that every rule is mentioned here, somewhere. Cross-references abound.
[Brackets] refer to other areas of this guide or the NATO rules/charts.
"Turn 4/3/1" refers to the 3 scenarios Strategic Surprise / Tactical Surprise / Extended Build-up.
Bold usually means "I was overlooking it before"; ?question marks? show my rules interpretation.

Useful Definitions

Unit is in **friendly airspace** when:
In home country: the unit right now can trace supply by itself
Outside home country: the unit right now can trace supply through a valid HQ

Zone of Control, **Zone of Delay** created by:
ZOC: in combat-unit-occupied hex; adjacent to 3+ combat steps; **in major/key city w/o Control marker**
ZOD: adjacent to 2 combat steps; during Turn 2 in West German hexes adjacent to Iron Curtain
(HQs, entrained units create no Zones)

Movement

Stacking maximum 6 steps (end of each phase); rare NATO recombination [see Rules 90]

Road Movement Costs
All terrain 1 MP except non-access mountain 3 MP; across Major River +1MP
1-hex minimum move allowed [see Rules 107n]; rare weird terrain [see sheet 3]

	Eligible units	Territory	Terrain	Inter-diction	Enemy Zones	Air-space	Inter-ception
Tactical Road	combat/HQ; can use if unsupplied (MP halved round down, "A"=1)	either; can enter (displace) lone HQs	any; can enter enemy city or over-run Rs/Rf/57	+MP each exit	+1MP each enter, exit; stop in ZOC; ZOC-to-ZOC rare [see Rules 107n]	either	none
Strategic Road	combat	all friendly	any, double printed MPs	cannot enter, exit	cannot enter, exit	either	none
Rail "entrained"	combat/HQ(=4) + Rail Capacity	all friendly	any, 20 hexes	cannot enter, exit	cannot enter, exit	either	none
Sea Ferry	combat	both controlled ports	coastal, [see sheet 3] Major River	no effect	+1 Interception begin, end	end friendly	Friendly
Air Ferry	airborne/mobile	begin friendly	no mountain	no effect	cannot begin, end	end friendly	Friendly
Amphibious Transport	marine (HQ) + MT point	either	coastal, begin [see sheet 3] Major River	no effect	+1 Interception begin, end	either	Friendly (both) or Enemy
Airborne Transport	airborne + AT point	either	no mountain, no end rough	no effect	cannot begin, +1 Interception end	end enemy	Enemy
Helicopter Transport	airborne/mobile X/III + HT point	either	any, 10 hexes	no effect	flak each move Zone-to-Zone	either	flak (die roll 1)

Supply

Tracing Supply
>Generally from unit to supply source, length unlimited
>Cannot be traced into/through all-sea hex, non-access mountain/blocked hexside
>Cannot be traced through non-friendly-occupied enemy Zone hex (tracing into enemy Zone OK)

Supply Sources
>WP: All friendly-controlled cities in friendly territory
>U.S./Canadian (treated as one nation), British: All friendly-controlled **ports** in friendly territory
>Italian: Hexes 5706, 5711, 5713, 5718 (if friendly-controlled and not overrun)
>Other NATO: All friendly-controlled cities in home country
>All: Copenhagen (if friendly-controlled)

>Supply determined (and can only change) 3 phases per turn:

"Movement Supply"
>WP/NATO Supply Determination Phase, officially
>Determined by side soon moving only
>Combat units in friendly territory, all HQs may trace by themselves
>Combat units in enemy territory must trace to valid HQ

"Combat Supply"
>Joint Supply Determination Phase, officially
>Determined by both sides (even though supply rarely affects defense)
>WP: Combat units in friendly territory, all HQs may trace by themselves
>NATO: Combat units in home country, all HQs may trace by themselves
>All other combat units must trace to valid HQ

Valid HQs (HQ itself must trace supply normally)
>From combat unit to supplied valid non-entrained HQ, maximum length is HQ's support range
>WP: Supplied HQ of same army (independent can use any non-marine HQ)
>NATO: Supplied HQ of same nationality (ignore corps designations)

Unsupplied Effects
>Movement by Tactical Road only (MP halved rounded down; P=1); remove entrained marker
>Attack strength halved
>HQ flipped; cannot supply other units; Offensive Support is suppressed

Supply Exceptions
>(Turns 1-3/4/5 depending on scenario) WP non-airborne/airmobile/marine units automatically supplied
>All reinforcements supplied before entering map
>All airborne/airmobile/marine "combat supplied" immediately following transport [see Rules 102n]
>WP Marine HQ automatically "movement supplied" on coastal hex on/east of 0215

Headquarters (HQ) Units

Tactical Road, Rail (capacity = 4) movement only; displaced (must retreat) when lone HQ hex entered
Always trace supply by themselves; can supply, support combat units of same formation/independent
Cannot attack; unaffected by Airstrike missions
Ignored, last eliminated when defending in stack; strength 1, no terrain benefits when defending alone
WP Marine HQ: coastal supply; can supply only independent airborne/airmobile units; no Offensive Support

Offensive Support
>Placed/removed (cannot be reassigned) in friendly Offensive Support Phase
>Doubles attack strength of all supported combat units (if HQ non-entrained)
>Suppressed if HQ unsupplied/retreated or Support Suppression mission; unsuppressed at end of turn

Ground Combat
Voluntary; only 1 hex defends; only 1 formation (WP army, NATO nationality) per **hex** (not battle) may attack

Attacker Strength Modifiers
>   Cannot attack if entrained or HQ
>   Halved when ("combat") unsupplied
>   Halved attacking across Major River (also prohibits exploitation)
>   Doubled when defender has no adjacent units and is surrounded by ZOCs/impassable hexes
>   Doubled with unsuppressed Offensive Support from supporting HQ

Defender Strength Modifiers
>   Strength 1 (and no terrain benefits) if entrained unit or lone HQ
>   Doubled when soft ("no swimming pool") unit defends in any city, mountain, rough

Determine odds ratio (rounding in favor of Defender)

WP Chemical Warfare (CW)
>   Declared at **beginning** of turn (place Chem First Use marker)
>   Halves (rounding up) all NATO current and future air; awards NATO VP for each CW turn
>   Requires 1 supplied attacking unit, CW marker and CW point per CW attack; prohibits exploitation
>   Shifts resolution right 4/3/2 columns, depending on 0/1/2+ number of turns after CW declared

Roll one die, applying the appropriate...

Combat Die Roll Modifications (apply also to Airstrike missions, nuclear strikes unless noted)
>   -3: major/key city defending terrain
>   -2: mountain, minor city + rough, minor city + forest defending terrain
>   -1: rough, forest, minor city defending terrain
>   0: marsh, clear defending terrain
>   (Ground Attacks only) Additional -1 if all attacks cross Minor (or both Minor, Major) River hexsides
>   (Ground Attacks only) 0, ignoring above, for entrained units or lone HQ
>   (Airstrikes only) +1, ignoring above, for entrained combat units (HQs, non-entrained unaffected)

  Results A/D: Attacker selects D step losses (overkill reduces A losses); defender selects A step losses

Retreating
>   May choose to not retreat, taking 1 step loss (selected by defender); entrained cannot retreat
>   All-sea hex, neutral country hex, blocked hexside retreat not allowed
>   Enemy ZOC hex retreat not allowed unless friendly-occupied
>   Suppresses Offensive Support; negates Defense Strength for rest of phase

Retreat Priorities
>   First, not into enemy ZOD or (friendly-occupied) ZOC
>   Toward friendly supply source
>   Farthest possible from attacking units
>   Not into mountain hex or across Major River
>   Not into friendly-occupied hex (retreat one more hex if stacked over 6 steps)

Advance After Combat
>   Defender retreat/elimination allows advance of any/all attackers

Exploitation
>   1 hex; hard ("swimming pool") units that didn't advance across Major River
>   Prohibited into/out of major/key city, mountain, rough, marsh, Chemical Warfare or Interdiction marker
>   Prohibited out of enemy Zone

Air Attacks

Air Attack points awarded beginning of each turn (on map)
NATO, then WP spend (or lose) before WP combat
1 mission per type per hex per phase

Chemical Warfare halves (rounding up) all NATO current and future air
Surrender of two allies reduces all future NATO Tactical air by 1
Tactical Nuclear Warfare eliminates all current and future air

<u>Operational</u>: Usable anywhere, for all 4 missions below

Support Suppression mission
     1-2 points; no die roll modifiers on (Airstrike) table
     Suppressed Offensive Support markers unsuppressed at end of turn

Rail Interdiction mission
     1-3 points; no die roll modifiers on table
     Rail Capacity increases 1 box after WP movement

     <u>Tactical</u>: Usable for 2 missions below; usable in friendly territory or within 3 hexes of friendly
  supplied unit in friendly airspace (WP early-turn auto-supplied units must be able to trace normally)

Airstrike mission
     1-2 points; Combat Die Roll Modifications apply [see Combat]
     Either entrained (+1) or non-entrained units attacked (others unaffected)
     Step losses selected by attacker (HQs unaffected)

Road Interdiction mission
     1-2 points; no die roll modifiers on table
     Interdiction markers slow/prohibit non-transport movement; removed after WP movement

Tactical Nuclear Warfare (TNW)

Declared at **beginning** of friendly half-turn (50% chance immediate decisive loss; +1 all strikes first phase)
Used in Offensive (before friendly movement), Defensive (before enemy attack) Nuclear Strike Phases
WP 6/8, NATO 4/12 Fixed/Mobile nuclear points (restocked after each **phase** until destroyed)
Eliminates all air, entraining, transports, movement except Tactical Road

Future Reinforcement Effects
     Eliminates <u>A</u>, <u>Rf</u>, <u>N</u>; no effect on <u>Rs</u>; delays <u>Rd</u> 2 Turns
     Transforms <u>RR</u> into Rd entering in specific sectors, delayed 3 Turns and at risk [see Rules 187.6]

Striking Enemy Units
     Cannot strike city in friendly territory (in Defensive phase, must strike adjacent to friendly unit as well)
     Requires 1 nuclear point; maximum 2 strikes per hex per phase
     Roll for each **step** in hex (including HQs), applying Combat Die Roll Modifications [above]

Striking Enemy Nuclear Points
     Requires 1 nuclear point; last Mobile nuclear point can never be destroyed

Reinforcements
Can often be voluntarily delayed [see Rules 223]
Affected by Tactical Nuclear Warfare, exited enemy units [see Rules 145]

Enter at beginning of half-turn:

Rd: placed on mapedge hex in indicated sector
RR: placed (entrained if within Rail Capacity) on mapedge hex (not in enemy Zone) in any friendly sector
Rs: placed on indicated ("dotted") hex if not enemy-controlled or overrun (no delaying)

Enter during friendly movement:

N: moved using Sea Ferry or Amphibious Transport
A: moved using Air Ferry or Airborne Transport
Rf: moved to indicated ("tanked") hex using Air Ferry if not enemy-controlled or
overrun (?delayed if in enemy Zone hex?)

NATO Reinforcement Site Analysis
All 5 Reforger Sites, most valuable first
- Krefeld minor city (3626):   two U.S. - HQ support range 4[1] Turn 4/3/1 and 546[3] Turn 5/4/2
- Near Karlsruhe (4722):   two U.S. - 343[1] Turn 3/2/1 and 344[2] Turn 4/3/1
- Near Saarbrucken (4725):   one U.S. - 546[3] Turn 6/5/3
- Near Kaiserslautern (4624): one U.S. - 546[3] Turn 7/6/4
- Near Bielefeld (3321):   one British - 142[1] Turn 3/2/1

Noteworthy NATO Reserve Sites, earliest first   (all these T reinforcements cannot leave home country)
- All 6 W. Germany non-major/key city sites: each one 242[1] Turn 3/2/1
- All 7 Denmark sites: each one 031[1] Turn 4/3/2
- Arnhem (3228):   three Dutch - 344[1] Turn 5/4/3, 141[1] Turn 6/5/4 and below
- All 6 W. Germany major/key city sites: each one 131[1] Turn 6/5/3
- All 3 Netherlands sites: each one 131[1] Turn 7/6/4

Nation Notes
NATO occupation (not airborne/airmobile/marine) of any WP city in nation below at end of turn causes:
East Germany (closest cities Rostock, Schwerin, Magdeburg, Erfurt, Zwicken):
WP enters 6 militia units next turn; NATO 9 VP
Czechoslovakia (closest cities Plzen, Ceske-Budejovice):
WP enters 3 militia units next turn; NATO 6 VP

WP-friendly **airspace** and WP control of NATO cities in nation below at end of turn causes surrender (all
nation's units eliminated; all non-occupied cities become WP-controlled; nation enemy territory for both sides):
Belgium (tan/yellow; 9 city VP): 1 major/key city
Denmark (tan/red; 6 city VP): Copenhagen or 2 minor cities
Netherlands (tan/white; 18 city VP): 1 key city or any 3 cities
(Any two or these surrenders reduces all future NATO Tactical air by 1)

Austria (ivory/blue; 3 city VP): NATO moves Austrian units; border impassable. WP invasion causes:
Austria joins NATO; 5 Italian reinforcements arrive [see Rules 234]

West Germany (all black; 73 city VP), France (blue/blue; 13 city VP), Luxembourg (1 city VP): no surrender
Switzerland: always impassable
U.S. (green/yellow), Canada (green/white), Britain (tan/blue), Italy (ivory/yellow): no territory on map

Sequence of Play
Asymmetrical; first WP then NATO each turn (8 or 15 turns)

Perform only in WP half-turn **Perform in both half-turns** **Perform only in NATO half-turn**

JPRPhase: Both get new air, CW, transport points [see map]

Friendly R/A/D Phase: place reinforcements; activation; declare CW/TNW
Friendly Detraining Phase
Friendly "movement supply"
Friendly TNW
Friendly movement

JIRPhase: Remove Interdiction markers; increase both Rail Capacity

Friendly Offensive Support place/remove
Enemy TNW

NATO Air Attack Phase
WP Air Attack Phase

Both "combat supply"
Friendly Ground Attack Phase

JSRPhase: Unsuppress all Offensive Support markers
VP Record Phase [see see Turn 2+ Special Rules]

Turn 1 Special Rules
Not all units activated; no attacks; no Zones; no Chemical Warfare; no Tactical Nuclear Warfare
Only restricted movement (including reinforcements); may not enter non-friendly territory
WP non-airborne/airmobile/marine units automatically supplied
NATO road, rail may not move away from Iron Curtain; may not enter/exit West Berlin

Turn 2+ Special Rules
All West German hexes adjacent to Iron Curtain have a ZOD (Turn 2)
WP possible Airstrike bonus (Turn 2 / None / None, depending on scenario)
No NATO strategic road movement in West Germany, Denmark (Turns 2-4)
Not all units activated (Turns 2-5, depending on scenario)
WP non-airborne/airmobile/marine units automatically supplied (Turns 2-3/4/5, depending on scenario)
NATO 5 VP for control of all West German cities at end of turn (Turns 2+)
NATO 1 VP for West Berlin survival at end of turn (Turns 2+)

Victory Points

<u>WP</u>: 3/2/1 VP per key/major/minor NATO city **that can trace supply** at end of game

<u>NATO</u>: 6/3 VP per major/minor WP city **that can trace supply** at end of game
9/6 VP for East German/Czech militia, once each [see Nation Notes]
Per turn VP for total West German control, West Berlin survival [see Turn 2+ Special Rules]
Per turn VPs for WP Chemical Warfare, depending on scenario 2/1/1

West Germany City Roster

73 VP total; divided into six geographical areas (using map spellings); ports *italicized*

"East of the Weser" (River, and north of 33xx hexrow)   17 VP

    Flensburg 1___   Kiel 1___   *Lubeck* 1___   3

    Hamburg East 3___   *Hamburg West* 3___   *Bremerhaven* 1___   *Bremen* 3___   10

    Luneburg 1___   Braunschweig 1___   Hannover 2___   4

"West of the Weser" (River, and north of 33xx hexrow)   5 VP

    Oldenburg 1___   Minden 1___   Bielefeld 1___   3

    Osnabruck 1___   Munster 1___   2

"Road to the Ruhr" (between 33xx and 42xx hexrows, and east of Rhine River)   17 VP

    Kassel 1___   Gelsenkirchen 1___   Dortmund 3___   Wuppertal 1___   Solingen 1___   7

    Bottrop 1___   Essen 3___   Dusseldorf 3___   Duisburg 3___   10

"Beyond the Rhine" (all west of Rhine River)   12 VP

    Krefeld 1___   **Aachen?(3827)** 1___   Koln 3___   Bonn 3___   Koblenz 1___   9

    Mainz 1___   Kaiserslautern 1___   Saarbrucken 1___   3

"Swiss Holiday" (south, west of clear border hex 4215)   13 VP

    Wurzburg 1___   Frankfurt 3___   **Wiesbaden** 1___   Darmstadt 1___   Mannheim 2___   8

    Ulm 1___   Stuttgart 2___   **Karlsruhe** 1___   **Freiburg** 1___   5

"Austrian Holiday" (east of xx15 hexrow)   9 VP

    Nurnburg 2___   Regensburg 1___   3

    Munich East 2___   Munich West 2___   Augsburg 2___   6