

I. Operational Maneuver Chart:

The campaign consist of a series of Combat Columns containing 1-5 Engagement Areas. The Engagement Areas are made up of 2-3 Assault maps (any scale map may be used). Players assign units and fight battles in the Engagement Areas. Results in Engagement Areas may affect the combat disposition in the next Combat Column as players maneuver to the final Engagement Area. Play begins as follows:

1. U. S. and Soviet players commit units to Engagement Areas in Column 3 as desired.
2. U. S. must commit reserve forces to Engagement Areas in Column 2 and Column 1.
 - a. All U. S. units must be committed to at least 1 Engagement Area in Columns 1, 2 and 3; but not all Engagement Areas need have units committed to it, just each column.
3. Artillery units may be designated as off map by either player. Such units are considered 20 hexes off the respective map edges (east and west), deployed, under-cover in the open and may be subject to Counter-battery fire.

II. Combat

A. Combat Column 3

1. Soviet player announces which Engagement Area in Column 3 he wishes to attack first. If the U. S. player has committed forces to the Engagement Area, then proceed to step 2; otherwise proceed to step 6.
2. Soviet player plots Pre-Plot fire and Target List for any Artillery units that are committed as either Direct Support or General Support Artillery to the Engagement Area. U. S. player may record Target list and Pre-Plot fire for artillery units committed as Direct Support or General Support for the Engagement Area.
3. The U. S. player moves first entering from the western edge of the Western Engagement Area Map. The Soviet Player moves first from the east edge of the Eastern Engagement Area Map.
4. Record the game turn in which the first Soviet ground unit exits the west edge of the Western Engagement Area Map.

5. Combat continues until only 1 side has units remaining in the Engagement Area.

a. Record or track all units that exit the west edge of the Western Engagement Area Map. These units will be available for combat in Combat Column 2.

b. U. S. player may recover units from an engagement area only if a Log Base (with recovery vehicles) or Recovery vehicles have been assigned to the area. U. S. recovery vehicles may exit the map with recovered units in tow but may not re-enter the map to recover more units.

6. After all combat has been conducted in contested Combat Column 3 Engagement Areas; each player may move units from uncontested Engagement Areas to the appropriate Engagement Areas in Combat Column 2.

B. Combat Column 2

1. Soviet player announces which Engagement Area in Column 2 he wishes to attack first. If the U. S. player has committed forces to the Engagement Area, then proceed to step 2; otherwise proceed to step 10.

2. Both players determine if units from Combat Column 3 are available in addition to any Assigned units and may conduct re-supply operations if a log base is available for the Engagement Area. (See Step 4)

3. Soviet player plots pre-game (un-observed) Artillery Prep fire, Pre-Plot fire and Target List for any Artillery units that are committed as either Direct Support or General Support Artillery to the Engagement Area. U. S. player may record Target list and Pre-Plot fire for artillery units committed as Direct Support or General Support for the Engagement Area.

4. Divide the turn number recorded in Section A. Step 4 by 12. U. S. player rolls one die, divide value by 2, round down. Add these two values to determine the the number of hours of engineer prep time available to U. S. player if Engineering assets are assigned to the current Engagement Area.

a. U. S. player conducts engineering construction and obstacle emplacement and places units on the map.

b. U. S. units available from a contested Engagement Area in Combat Column 3 may conduct pre-game movement by entering anywhere along the east edge of the Eastern Engagement Area Map until all Combat Column 3 units have entered the Eastern Engagement Area Map.

c. U. S. units available from an un-contested Engagement Area in Combat Column 3 may be placed on the Western Engagement Area map but may not be placed in entrenchments, bunkers or hull down fighting positions.

5. Soviet player conducts pre-game (un-observed) Artillery Prep fire.

6. Soviet player moves first.

7. Record the game turn in which the first Soviet ground unit exits the west edge of Western Engagement Area map.

8. Combat continues until only 1 side has units remaining on the map.

9. Record all losses and conduct Logistic recovery operations for ARV/WRV units on map.

a. Recovery of damaged-destroyed vehicles

1. U. S. player may recover units from an engagement area only if a Log Base (with recovery vehicles) or Recovery vehicles have been assigned to the area. U. S. recovery vehicles may exit the map with recovered units in tow but may not re-enter the map to recover more units.

2. At the end of combat in the Engagement Area, the remaining player automatically recovers damaged-destroyed vehicle units at the appropriate national rate (see Rule 22.B).

3. The player that has no units remaining on the map only recovers those units that were either towed off map during the game or recovered during the game.

10. Repeat for next Engagement Area.

C. Combat Column 1

1. Both players determine if units from Combat Column 2 are available in addition to any Assigned units and may conduct re-supply operations if a log base is available for the Engagement Area. (See Step 3)

2. Soviet player plots pre-game (un-observed) Artillery Prep fire, Pre-Plot fire and Target List for any Artillery units that are committed as either Direct Support or General Support Artillery to the Engagement Area. U. S. player may record Target list and Pre-Plot fire for artillery units committed as Direct Support or General Support for the Engagement Area.

3. Divide the turn number recorded in Section B Step 6 by 12. The U. S. player rolls one die, divide value by 2, round down. Add these two values to determine the number of hours of engineer prep time available to U. S. player if Engineering assets are assigned to the current Engagement Area.

a. U. S. player conducts engineering construction and obstacle emplacement and places units on the map.

b. U. S. units available from a contested Engagement Area in Combat Column 2 may conduct pre-game movement by entering anywhere along the east edge of the Eastern Engagement Area Map until all Combat Column 2 units have entered the Eastern Engagement Area Map.

c. U. S. units available from an un-contested Engagement Area in Combat Column 2 may be placed on the Western Engagement Area map but may not be placed in entrenchments, bunkers or hull down fighting positions.

5. Soviet player conducts pre-game (un-observed) Artillery Prep fire.

6. Soviet player moves first.

III. Victory Conditions

Soviet

TYPE	POINTS
AFV	4
AIFV	2
WV	1
W-CLASS	3
P-CLASS	3
HELICOPTER	8
CAS	15

U.S.

TYPE	POINTS
AFV	3
AIFV	2
WV	1
W-CLASS	2
P-CLASS	2
HELICOPTER	6
CAS	10

Victory Points are cumulative from each Engagement Area.

Additionally, the Soviet Player receives 5 points for each ground unit exited off the west edge of the Western Engagement Area Map in Combat Column 1.