

Cold War Operations Manual

“ I know not with what weapons World War III will be fought, but World War IV will be fought with sticks and stones”- Albert Einstein

Strategic Vocabulary

Conventional Forces

These forces are **non-nuclear forces** such as armored vehicles, tanks, fighter planes, bombers and so on.

Armored Division

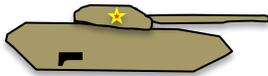
Movement: Armored Divisions can be moved across the sea- one zone per turn.

NATO Tanks



NATO Armored Divisions are represented by tanks.
NATO Armored Divisions attack at a **rating** of 8.
Movement: One zone/country per turn.

Warsaw Pact Tanks



Warsaw Pact Armored Divisions are represented by tanks.
Warsaw Pact Armored Divisions attack at a **rating** of 8.
Movement: One zone/country per turn.

Nuclear Forces

ICBM- (Intercontinental Ballistic Missile)

ICBM' s are rockets launched from one continent to another continent that have nuclear warheads (Bombs). Some ICBM's have multiple warheads to shower a target and create multiple explosions. It takes approximately **30 minutes** for an ICBM from launch to reach its target half way around the world. ICBM's are usually stored in missile silos under ground, around the country.



Tactical Nuclear Weapons

Definition: Smaller, short-range nuclear weapons used for destroying smaller targets like armored divisions. **Range:** adjacent country.

Objective: To Eliminate An Imminent Conventional Offensive Threat

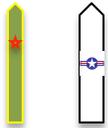
Targets: Offensive Conventional Forces (Armored Divisions)

Weapons Deployed: Medium Range Ballistic Missiles, Medium Range Bombers With Nuclear Payload.

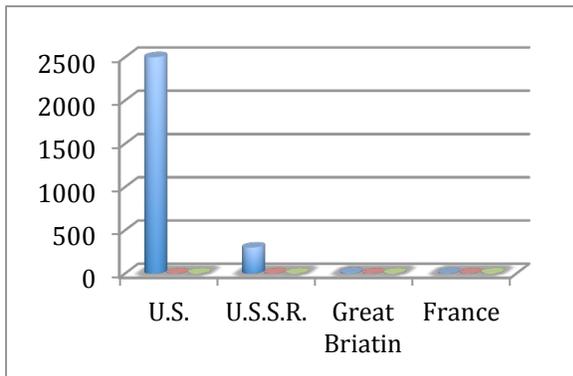
Use: You may launch a Tactical Strike using your nuclear weapons on a particular area or against an armored division.



Ballistic Missile Bases



Each Missile shown on the map represents one ballistic missile base. Each base could have between 10 and hundreds of missiles spread out over the base or packed tightly together.



Nuclear Missiles

1. United States	2,500
2. Soviet Union	375
3. Great Britain	10
4. France	10

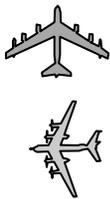
Nuclear Submarines- (Carries SLBM's)



Nuclear submarines carry sea-launched ballistic missiles (SLBM). These missiles can be fired under water and have roughly the same range as a land based ICBM. The tactical advantage of nuclear submarines is that they can go virtually undetected around the world for months without surfacing or giving away their locations. Nuclear Submarines also insure that **if a countries land based missiles are destroyed- a counter strike is still possible**. Only a small part of your fleet is at sea at Defcon 5. In other words, if all your land based missiles and your country is destroyed, you can still destroy your opponent's country. Depending on location, it can take anywhere from **5 to 30 minutes for these missiles to reach their targets**.



Long Range Bombers



These represent bomber bases. These planes can fly thousands of miles and are capable of carrying a nuclear payload. They can stay in the air for a very long period of time due to refueling by air tankers. They can be used for surgical strikes as well as massive nuclear attacks.

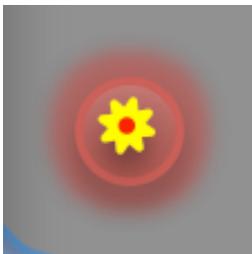
DEW Line (Distant Early Warning Line)



The DEW Line is a radar early warning system designed to give NATO some advanced warning if a nuclear launch has been initiated.

Nuclear Detonation

Pink Ring: 25% casualties, light damage to small commercial buildings, Severe Damage to residential houses.



Red Dot/Yellow Star: Less than 1% survival, bodies vaporized or burned beyond recognition. All structures completely decimated.

Red Circle: 25% Survival rate for those in shelters under ground. Less than 1% survival rate within 2-4 weeks.

Pink Shade: Lethal Fallout Radiation. Soil and water contaminated. Most people will die in this region within 4-8 weeks.

Other Areas Affected: Fallout Radiation will probably follow the winds and contaminate other regions within 100-200 miles of detonation. The Jet Stream will push the radiation over longer distances. Food and water contamination can occur thousands of miles away.

Radiation Sickness: Nausea, vomiting, diarrhea, loss of appetite, tiredness. Eventually, organs begin to bleed on the inside as well as uncontrollable bleeding under the skin. Hair falls out. Immune system is slowly destroyed.

Electromagnetic Pulse: When a high altitude nuclear device is detonated- All electronic devices are rendered useless: phones, vehicles, tablets, computers, radios, tv's.....



Red Countries- Lethal Radiation Contamination: When a region is hit by nuclear weapons in addition to massive physical destruction, the area also becomes contaminated with lethal doses of radiation from fallout.

Soviet Leader: Nakita Khrushchev: "Survivors would envy the dead"

Procedure For Launching a Nuclear Strike

(This is only necessary the first time you use Nuclear Weapons)

Step 1: To the Teacher: I'd like to initiate **"Launch Sequence"**

Teacher: "Begin the code sequence on my mark..... ("Mark")

Step 2: The President Reads the Code Sequence: Pink Boxes:
(Example: Tango,Delta.....)

Charlie

Teacher: I have Code Sequence Confirmation, Target Information:

Step 3:

1. **"Strike Package Bravo"** This is a limited, surgical nuclear strike on a particular region or target. You must also **identify the target(s)** you wish to attack.
2. **"Let The Four Horsemen Ride"** This is an all out nuclear launch.

All-Out Nuclear Strike

Objective: To Severely Cripple If Not Eliminate the Ability of the Opposing Force To Make War or Recover Quickly – If At All.

Targets: Missile Bases, Industrial Centers (Manufacturing), Population Centers, Natural Resources Industries: Oil, Coal, Iron Ore....

Weapons Deployed: Long Range Bombers, Multiple ICBM's & SLBM's

Probable Effects

NATO: Immediate Deaths: 70% to 80% of the population.

Warsaw Pact: Immediate Deaths: 40% to 50% of the population.

The difference is probably the NATO populations are closer together (more dense)

80-90% of Industry destroyed.

Recovery and relief services: Non-existent.

Launch On Warning

If Launch on warning is authorized by your government, it will automatically launch a full retaliatory strike in the event the other side launches its missiles. **There is no way to stop the sequence once it is initiated.**



Leaderless Countries:

NATO countries that are leaderless shall have their forces controlled by the group as a whole. Warsaw Pact Countries will have their forces controlled by the Soviet Union directly.

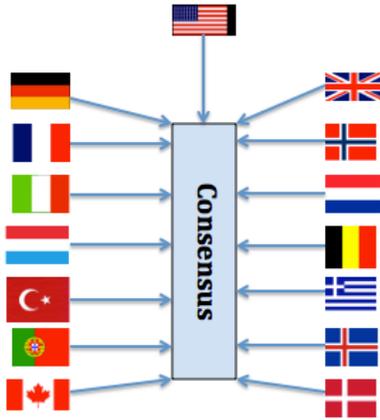
Turns

Turns will be divided into two parts: 1. War 2. Movement. The order of turns will be: 1. Warsaw Pact, 2. NATO 3. Independents.

Retaliation: Each time one side uses nuclear weapons or takes over territory, the opposing side is allowed a retaliation strike- no matter whose turn it is.

Decision Making Processes

NATO Process



Warsaw Pact Process

