

5.5 Operation Point Chart

Terrain Type	Operation Point to Enter or Cross
Flat	1
Woods	+ 2 (see note 1)
Broken	2
Rough	4
Marsh	7
Town	Other Terrain (see note 2)
City	NATO Player: +5 WP Player: +3 (see note 3)
River	NATO Player: +5 WP Player: +3 (see note 4)
Access Hexside	1 (see note 5)
Road	1/2 (see note 6)
Autobahn	1/2
Other Activity or Status	
Unit on FP side	+1 per hex entered if attack declared (see 5.12)
Units with 5 FP's	No operation allowed
Prepared Attack	6
Hasty Attack	3
March Attack	2
Leave ZOC	+6 (see 6.2)

- Notes:
1. The Operation Point cost for entering a hex containing wood is in addition to the other terrain the hex (flat, broken or rough).
 2. If a unit defending in combat occupies a town hex, a one column shift to the left is applied to CRT.
 3. The Soviet Operation Point cost is for entering a city hex in West Germany and is not negated by the presence of a road, access hexside or Autobahn. When moving into a city hex in a Warsaw Pact country, the Warsaw Pact Player pays the NATO Operation Point cost (which may be negated by the presence of a road or Autobahn).
 4. This cost is not applied if the river hexside is traversed by a bridge. The Operation Point cost to cross an unbridged river hexside is in addition to the cost of the terrain in the hex entered. A unit attacked through a river hexside receives a variable number of column shift in its favour (see the CRT).
 5. A unit entering a hex through an access hexside pays one Operation Point only, regardless of terrain in the hex entered. This bonus may not be used if the hex being moved into is occupied by another Friendly unit.
 6. A unit moving along a road ignores other terrain, paying only 1/2 Operation Point for each hex entered. However, see 5.32

[7.4] FRICTION POINT AVERAGE TABLE

FP Level of unit in hex	FP Level of Unit Being Moved					
	0	1	2	3	4	5
0	0	1	1	2	2	3
1	1	1	2	2	3	3
2	1	2	2	3	3	4
3	2	2	3	3	4	4
4	2	3	3	4	4	5
5	3	3	4	4	5	5

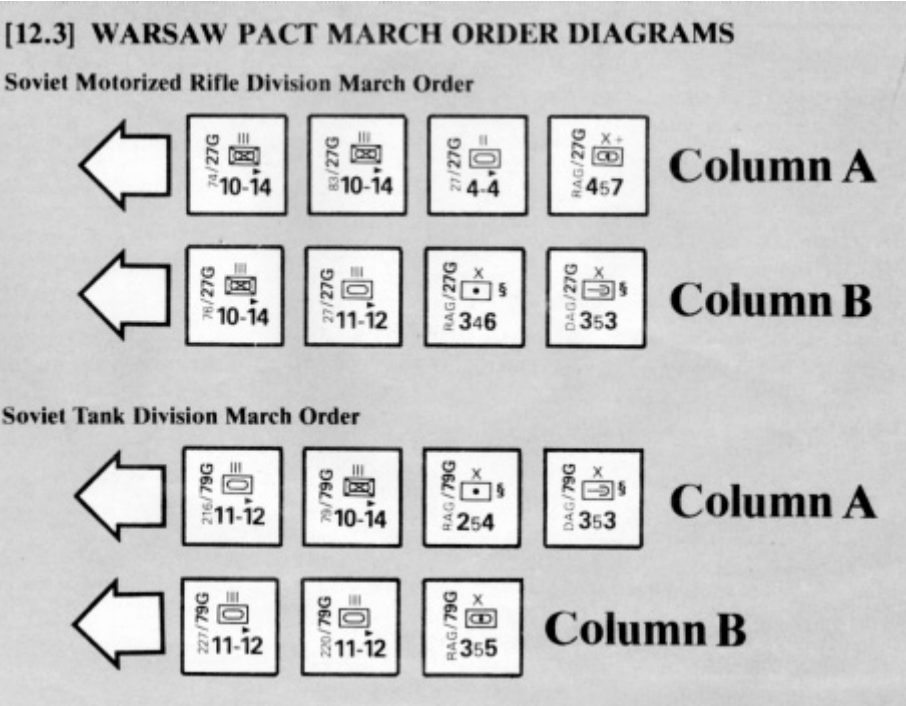
Procedure: The FP level of the unit(s) that has just been moved, or has just been retreated or advanced after combat is cross-referenced with the FP level of the unit(s) in the hex the moving unit has entered, to yield a new FP level for all the units. This Table is not used for artillery units and attack helicopter units.

[10.7] AIRPOWER TABLE

Die	Result
0	Warsaw Pact Superiority
1	NATO Superiority
2	No Superiority
3	Warsaw Pact Superiority
4	Warsaw Pact Superiority
5	NATO Superiority
6	Ground Fog; NATO Superiority*
7	Ground Fog; No Superiority

Procedure: During the Airpower Segment, the NATO Player rolls the die and refers to this Table. If an A.M. Game-Turn is in effect, one is *added* to the die result; if a P.M. Game-Turn is in effect, one is *subtracted* from the die result. The modified die result will indicate which Player (if any) has air superiority this Game-Turn. If an A.M. Game-Turn is in effect, an additional result of ground fog is possible (see 10.66).

* = The NATO Player has air superiority, but only receives one third the number of Air Points normally assigned to him by the scenario instructions.



[17.5] AIRDROP TABLE

DIE	1	2	3	4	5	6	7
FP's Gained	0	1	1	1	2	2	3

Modifiers to the die result:

- + 1 if drop hex contains broken terrain
- + 3 if drop hex contains rough terrain
- + 1 if drop hex contains a town
- + 2 if drop hex contains woods
- + 1 if drop hex has a river hexside
- + 1 if neither Player has air superiority (see 17.33)

All modifiers are cumulative. Treat modified die results higher than „7“ as „7.“ See 17.3 for explanation of use.