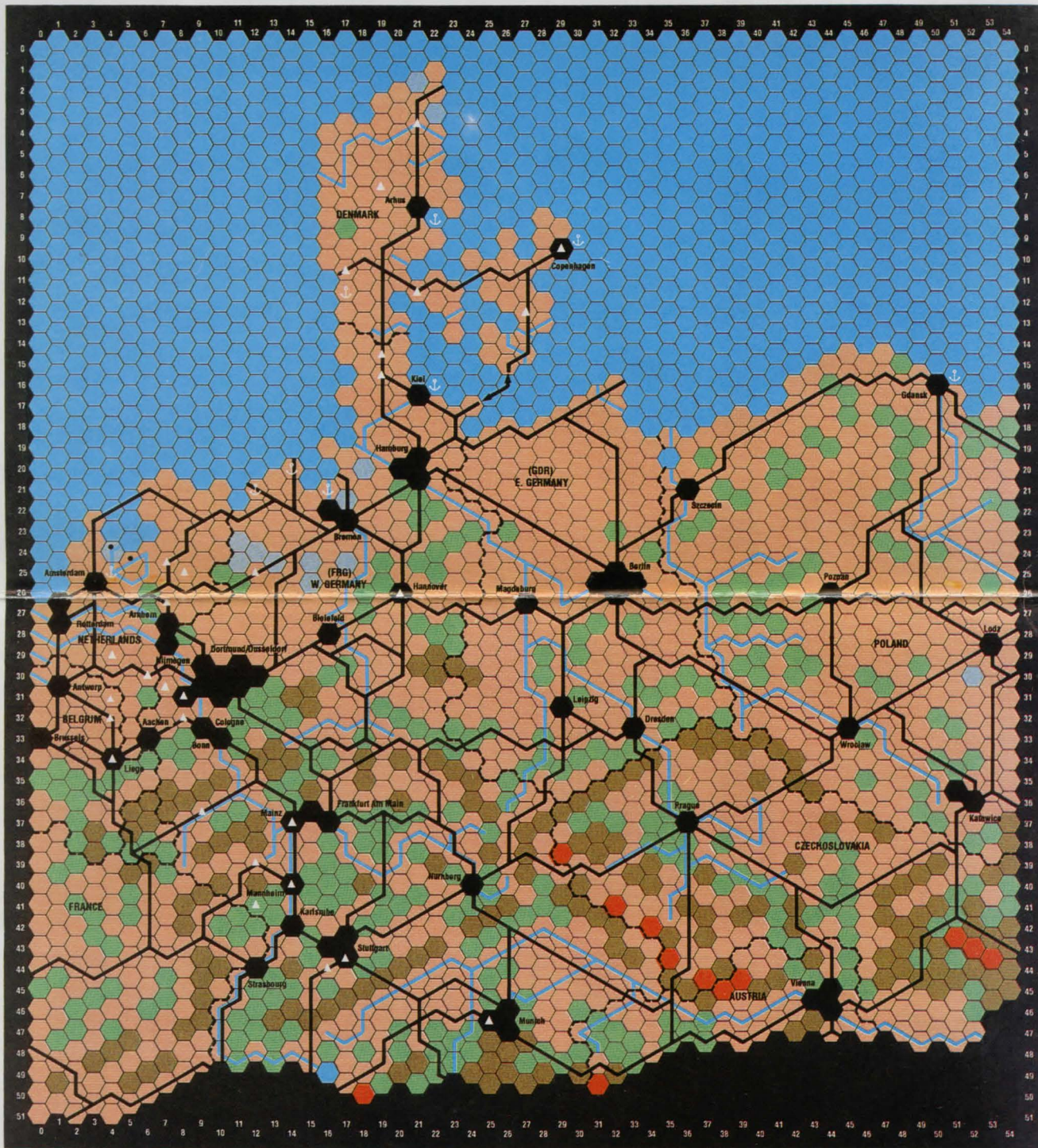


# RED LIGHTNING™



- |          |        |       |       |                   |               |                          |      |
|----------|--------|-------|-------|-------------------|---------------|--------------------------|------|
| Mountain | Forest | Urban | Sea   | Road              | Dutch Highway | POMCUS/Mobilization Site | Port |
| Rough    | Open   | Marsh | River | National Boundary | Ferry         | Sea Approach             |      |

## AIRCRAFT

### Warsaw Pact Aircraft

TYPE	SR	DR	TR	AS	STR.	CAS	AVION.	SURV.
Su-17/20/22	0	0	0	2	3	3	3	3
Su-24	0	0	0	1	4	3	4	3
Su-25	0	0	0	1	3	3	2	3
MiG-21	0	0	0	2	1	1	2	3
MiG-23	0	0	0	4	1	1	3	4
MiG-25/31	0	0	0	3	0	0	4	4
MiG-27	0	0	0	3	3	3	3	3
MiG-29	0	0	0	5	1	1	4	4
Su-17(recce)	2	3	3	0	0	0	3	4
MiG-21(recce)	1	2	3	0	0	0	3	4
MiG-25(recce)	3	3	3	0	0	0	3	5

### NATO Aircraft

TYPE	SR	DR	TR	AS	STR.	CAS	AVION.	SURV.
Alpha, Mirage V	0	0	0	1	2	2	2	3
A-10	0	0	0	1	3	4	2	3
F-111, B-52	0	0	0	0	5	0	5	3
Mirage III, Draken, F-104	0	0	0	2	1	1	2	3
F-4, Tornado	0	0	0	3	3	3	3	4
F-15, Mirage 2000	0	0	0	5	3	2	5	4
F-16, F-18, Mirage F1	0	0	0	4	3	3	3	4
Jaguar, A-7, Harrier	0	0	0	1	3	2	3	3
F-117	0	0	0	0	5	0	5	5
SR-71, TR-1(recce)	3	3	3	0	0	0	4	5
Jaguar, Draken, Mirage (recce)	1	2	3	0	0	0	3	4
F-4, F-16, Mirage F1 (recce)	2	3	3	0	0	0	4	4

SR = Strategic Recce  
DR = Deep Recce

TR = Tactical Recce  
AS = Air Superiority

STR. = Strike  
CAS = Close Air Support

AVION. = Avionics  
SURV. = Survivability

## UNIT ICONS

Tank Division  
or "Unified Corps" division  
Armored Division  
Armoured Division  
Panzer Division  
Division Blindée  
or Division Blindée Légère

Tank Brigade  
Armored Brigade

Motorized Rifle Division  
Infantry Division  
Gebirgsjäger Division  
Panzergranadier Division  
Division d'Infanterie

Motorized Rifle Brigade  
Infantry Brigade  
Mechanized  
or Motorized Brigade  
Heimatschützbrigade

Airborne Division  
Division Aéro mobile

Airborne Brigade  
Air Assault Brigade  
Fallschirmjäger Brigade  
Para-Commando Regiment

Marine Brigade  
Naval Infantry Brigade  
Marine Regiment

Artillery Division, Brigade  
or Regiment

Armored Cavalry Regiment

Corps or Army Headquarters

## TRAVEL MODE MOVEMENT COSTS (Cost to enter hex unless otherwise specified)

TERRAIN	COST (IN MOVEMENT POINTS)
Open	3
Road(all terrain except rough)	1
Road(rough terrain)	2
Urban	2
Marsh	4
Forest	3
Rough	4
Mountain	N/A
Sea/Lake	N/A
Ferry	10-12
Dutch Highway	10-12
Exit River hex to a non friendly, non road hex	+3
Entering friendly hex which already contains another unit†	+1
Entering non friendly hex†	+1
PM turn (per hex)	+1
Exiting from a hex adjacent to an enemy unit	+4
Road (non rough) hex on cold/storm turn	+1
Road (non rough) hex (NATO only):	+1

Red Lightning scenario (turns 1-6)  
"Lions & Tigers & Bears..." scenario (turns 1-5)

(†)Units may not enter hexes occupied by: enemy units, or friendly units belonging to another corps (NATO) or army (Warsaw Pact). (Exception: Units entering the map as reinforcements may enter in hexes occupied by one friendly unit of any command.) Theater reserve units are considered to be part of the same corps/army for movement and combat purposes. All movement costs are cumulative. No unit of either alliance may enter Austria unless it is first "invaded" by the Warsaw Pact.

## POMCUS/MOBILIZATION SITE LISTING

The POMCUS/MOBILIZATION hexes are listed below under each scenario. The listed turns represent the turn that the last reinforcement unit comes in at that hex (and therefore the POMCUS/MOBILIZATION site becomes empty). The sites are as follows:

### Red Lightning:

4,32 (until turn 3) 21,4 (until turn 4) 4,29 (until turn 7)  
7,27 (until turn 3) 21,12 (until turn 4) 7,31 (until turn 7)  
9,37 (until turn 3) 14,37 (until turn 5) 12,39 (until turn 7)  
12,25 (until turn 3) 20,26 (until turn 5) 17,11 (until turn 7)  
16,44 (until turn 3) 21,17 (until turn 5) 8,25 (until turn 8)  
19,7 (until turn 3) 25,47 (until turn 5) 6,30 (until turn 11)  
19,15 (until turn 3) 27,13 (until turn 5) 12,41 (until turn 13)  
4,34 (until turn 4) 8,31 (until turn 6) 4,31 (until turn 15)  
7,25 (until turn 4) 17,44 (until turn 6) 14,40 (until turn 15)  
8,32 (until turn 4) 29,10 (until turn 6)

### "Lions and Tigers and Bears...":

6,30 (until turn 2) 4,31 (until turn 6)  
12,41 (until turn 4) 14,40 (until turn 6)

### A Gathering of Hosts:

none

## TERRAIN EFFECTS ON UNIT COMBAT STRENGTHS

TERRAIN TYPE	LETHALITY	LIGHT UNITS	SURVIVABILITY
Open	1.0	1.0	1.0
Forest	1.0	2.0	1.5
Rough	1.0	2.0	1.5
Marsh	1.0	2.0	1.0
Urban	1.0	3.0	2.0
River	0.75	1.0	1.0

The light units modifier applies only to units listed as having a survivability of one or two in Appendix B. Survivability modifiers are cumulative, thus increasing the survivability of light units in urban terrain six-fold.

## WEATHER EFFECTS ON CHEMICAL WEAPONS

WEATHER	ARTILLERY MOD	ADDITIONAL READINESS LOSS
fair/warm	1.1	4
fair/mild	1.2	2
fair/cold	1.2	2
cloudy/warm	1.2	4
cloudy/mild	1.3	2
cloudy/cold	1.3	2
storms	1.0	(no effect)

Thus, all artillery factors are multiplied by 1.1 on a fair/warm day and all combats result in an additional 4 points of readiness being lost.



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