Situation Briefing:

A missile launch officer blanched as he realized what had just appeared from nowhere onto his scopes, and salvaged his three missiles in return. The incoming aircraft had to be hostile, and had just separated three smaller objects...

His first SAM struck and exploded on the high-tension lines that spanned the river just south of the bridges. The entire valley was strobelighted as the power lines fell sparking into the river. The other two SAMs raced past the surreal explosion and locked onto the second F-111.

The first Paveway impacted precisely in the center of the northern span. It was a delayed-action bomb, and penetrated the thick concrete before exploding a few yards from a battalion commander's tank. The north span was strong—it had been in use for over fifty years—but the 945 pounds of high explosive ripped it apart. In an instant the graceful concrete arch was cut in two, a ragged twenty-foot gap appearing between the two unsecured flying buttresses. They were not designed to stand alone, particularly with armored vehicles rumbling over them. The bomb released by the second Aardvark struck closer to shore, and the eastern side of the span failed entirely, taking eight tanks into the Elbe with it.

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Game Design © copyright 1989 TSR Inc. All rights reserved. Printed in the U.S.A.
The RED STORM RISING Advanced Game adds more detail to the game. Unless you have prior experience with wargames, you should learn and play the Basic Rules first.

Unless otherwise specified, all of the Basic Game rules still apply in the Advanced Game. Most Advanced Game rules add things to the game; only rarely do they change or eliminate something you have already learned.

The Advanced Rules are divided into two sections: the Land Game and the Air/Land Game. If you want to ease your way into these rules, read the Land Game rules and then play the game a few times before adding the Air/Land Game rules.

**New Pieces**

Those playing pieces labelled "Advanced Game Pieces" are needed to use these rules. Pieces bearing airborne or airmobile symbols are used only in the Air/Land Game; the others (including assets) are used in the Land Game.

**Diagram 1: PARATROOP AND AIRMObILE SYMBOLS, AND ASSETS**

- ![Paratroop](image)
- ![Airmobile](image)

In addition, the aircraft counters are used in the Air/Land Game.

**Part I: The Land Game**

The following rules can be used with the four-turn, variable ending, or long game.

**Breakthrough Support**

In the Advanced Game, a support marker allows one piece to roll two dice when it attacks. It does not entitle an armor piece making a breakthrough attack to roll two dice (as it does in the Basic Game). If you place two support markers in a space and an armor piece that starts in that space gets to make a breakthrough attack, then the second marker allows the armor piece to roll two dice. If the armor piece does not get to advance and attack, the support marker is still used up.

**Terrain Effects**

The forest, city, and rough terrain spaces have an effect on combat in the Advanced Game. Rivers, in addition to their combat effect, impede movement in the Advanced Game.

**Forest and Rough Spaces**

When a piece that occupies a forest or rough terrain space is attacked, the attacker suffers a -1 penalty to its attack rating, the same as if it attacked across a minor river. If the space contains both forest and rough terrain, the attacker's penalty is -2. This penalty is cumulative with the river penalty, so a piece attacking a forest space across a major river suffers a -3 penalty.

**City Spaces**

An armor piece attacking an enemy piece in a city space suffers a -1 penalty to its attack rating. This penalty is also cumulative with all others, though an attack rating can never be reduced below one.

**River Movement Effects**

Crossing a river costs an extra space of movement in the Advanced Game. If a piece could normally move two spaces, but it crosses a river, it can only move one space that turn. If it could move four spaces, but crosses a river, it can only move three spaces that turn.

An armor piece performing breakthrough cannot cross a major river when it moves. Minor rivers have no effect on breakthroughs, however.

A piece carrying an Engineer Asset (see Corps and Army Assets, below) ignores all river penalties to movement and combat.

**Corps and Army Assets**

The pieces in the Basic Game represent the divisions, brigades, and regiments actually fighting the battle. Each of these units is controlled by a higher-level headquarters (HQ). These HQs also command other units (called assets) which can attach to its combat units to give those units special capabilities or extra punch. Three types of assets are included in the Advanced Game: engineers, artillery, and armor (only the Warsaw Pact has armor assets; both sides have artillery and engineers).

An optional rule, explained later, allows a fourth type of asset: chemical munitions.

Assets are displayed on strips of cardboard similar to damage markers.

**Diagram 2: ARTILLERY, ARMOR, ENGINEER, CHEMICAL ASSET MARKERS**

- ![Artillery](image)
- ![Armor](image)
- ![Engineer](image)
- ![Chemical](image)
Using Assets

At the start of the game, all of the assets are placed in their respective boxes printed on the map board. Unless the optional rules are being used, set aside the Chemical Warfare and other optional assets.

At the start of your Attack step during any turn, you can take assets from your box and place them in your pieces. You can also take other assets from your pieces and place them in the box. You cannot take an asset from one piece and transfer it directly to another piece during the same turn.

An undamaged piece can have two assets attached to it. A piece marked with one or two hits can have only one asset. If a piece carrying two assets is hit, you must take one of those assets and return it immediately to the asset box.

NATO assets must be assigned to army pieces with matching nationalities. American assets can be assigned only to American units, Belgian assets to Belgian units, etc. Similarly, Warsaw Pact assets must be assigned to pieces of the correct army, with this exception: stripped assets can be assigned to any Warsaw Pact army pieces.

Effects of Assets

An armor or artillery asset increases the attack rating of the piece carrying it by one. This effect is cumulative; so a piece with an attack rating of 5 carrying both an armor and an artillery asset is treated as an attack rating of 7.

An engineer asset allows the unit carrying it to ignore rivers, both when attacking across them and when moving across them.

Losing Assets

Any time a piece carrying an asset is destroyed, and the die roll is a 1, the asset is destroyed, regardless of whether the piece is destroyed. If the piece has two assets, the player who controls that piece chooses which of the assets is destroyed.

If a piece carrying an asset is destroyed but the attacker's die roll was not a 1, then the asset is returned to the player's Asset Box.

Replacements

Units that have suffered casualties (hits) in combat may receive replacements as the battle rages on, particularly on the NATO side. The Warsaw Pact tends to replace entire units with fresh units.

This rule allows players to repair units that have suffered hits.

(Replacement units are soldiers and equipment that are assigned to replace losses in units which are already involved in fighting. Reinforcements are whole units which are brought in to join the fight.)

Eligibility For Replacements

A damaged piece is eligible to receive replacements if, during the Reinforcement step, it is not adjacent to any enemy pieces and it is within two spaces of a friendly city that has never been held by the enemy.

(You can keep track of which cities have never been captured with the city control markers. A city with no marker has never been captured. A city with an enemy marker has been captured. A city with a friendly marker has been recaptured.)

Replacement Procedure

If you have a piece meeting the two requirements explained above, you can remove a hit marker from that piece. If the piece has suffered two hits, you can mark it down to one hit.

Replacement Restriction

Neither player can provide replacements for more than three pieces per turn. No piece can remove more than one hit per turn.

Breakdown Pieces

Each player receives 12 Breakdown Pieces in the Advanced Game. There are four groups of three pieces, numbered 1, 2, 3, and 4. Each group of pieces represents the component of a division (4 or 5 point piece). The NATO breakdown pieces are further grouped into two American groups and two West German groups.

Breaking Down a Division

At the start of your move, you can remove an undamaged piece with an attack rating of 4 or 5 and replace it with the three breakdown pieces of one group. This does not negate the rule on crowding: by the end of your move you must have two or fewer pieces in every space. If three pieces remain in a space after your move, you must eliminate one of them.

Any Infantry (attack rating 4) piece must break down into a Breakdown set with a total attack rating of 4 (a 2 and two 1s). An Armor (attack rating 5) piece can break down into any set of Breakdown pieces.

If a division has suffered one hit, you can break it down by using any two of the Breakdown Pieces from a group, instead of three. If the division has suffered two hits, it cannot be broken down.

Any Warsaw Pact division can be broken down into any of the four groups available. A NATO division must be broken down into a group of the same nationality. Thus, a maximum of four, two American, and two West German divisions can be broken down.

If ALL the breakdown pieces of one group are eliminated in combat, another division can break down using the pieces of that group.

Breakdown pieces cannot recombine into a division.

Division Breakdowns

At some point in the game, you may want to exchange a strong piece (attack rating = 4 or 5) for several weaker ones (when you need to extend the NATO line to prevent a Breakthrough, for example, or when the Warsaw Pact needs to spread out to grab more territory).
Part II: The Air/Land Game

The Air/Land Game rules allow players to explore the full scope of the modern battlefield, as supersonic fighters, thundering ground attack bombers, and fast anti-tank helicopters dash across the line to score their deadly blows against each other and the forces on the ground. The Air/Land Game also adds rules for paratroop and airmobile formations that greatly increase each player's mobility.

Units
The term "army pieces," or just "pieces," was applied to the playing pieces in the Basic and Advanced Games. The term "air pieces" or "air units" describes the counters representing aircraft squadrons in the Air/Land Game. "Land pieces," "army pieces," or "army units" still refers to the stand-up pieces representing the divisions, regiments, and brigades of troops that fight on the ground. (This includes paratroops and airmobile units, which are land units even though they can move via air transport.)

Air/Land Game Turn Sequence

The Air/Land Game uses a more detailed sequence of play for each game turn. This is summarized on the back of this rulebook. When using the Air/Land Game rules, ignore the Basic Game turn sequence and use this one instead.

Each turn follows these seven steps, in order:

STEP 1: Air Deployment. Both players place their aircraft pieces on the air board simultaneously, in this order:
- Northern Sector:
  - Command Missions
  - Air Superiority Missions
  - Tactical Missions
- Southern Sector:
  - Command Missions
  - Air Superiority Missions
  - Tactical Missions

STEP 2: Air to Air Combat. Air superiority combat is fought in the Northern Sector and then in the Southern Sector of the air board.

STEP 3: Warsaw Pact Attacks. The Warsaw Pact player moves his ground attack aircraft...
from the air board to the map board. He then places any support and asset markers he plans to use this turn and resolves his attacks. Remove and set aside Warsaw Pact ground attack air units.

STEP 5: Warsaw Pact Movement. The NATO player moves intercepting aircraft from the air board to the map board. Then the Warsaw Pact player moves his pieces. Remove and set aside NATO intercepting air units.

STEP 6: NATO Movement. The Warsaw Pact player moves intercepting aircraft from the air board to the map board. Then the NATO player moves his pieces. Remove and set aside Warsaw Pact intercepting air units.

STEP 7: NATO Attacks. The NATO player moves his ground attack aircraft from the air board to the map board. He then plays his attack markers he wants to (and is allowed to), assigns assets, and resolves his attacks. Remove and set aside NATO Ground Attack air units.

STEP 8: Turn Conclusion. Remove all aircraft from the air board and set the counters aside. Determine reinforcements for each player and place those reinforcements on the map board. Finally, remove hits from damaged units that are eligible for replacements.

About the Air Units

Each air unit is marked with a picture and the name of the type of aircraft in the unit, and either a single number (its attack rating) or the letters AWACS (for Airborne Warning and Command System). Most air units have a lower number on the back side of the counter, representing the unit at reduced strength. You do not mark a hit on an air unit like you do with a land unit.

Instead, if an air unit suffers a hit, it is flipped to its reduced strength side. If a unit with a blank back is already flipped to its reduced strength side suffers another hit, it is eliminated and returned to the game box.

Color Coded Attack Ratings

The color of the attack rating on an air unit determines what type of target it is most effective against.

A yellow attack rating means that the air unit is very effective against enemy air units. When it attacks enemy air units, a piece with a yellow attack rating gets two dice. When it attacks a land unit, an air unit with a yellow attack rating gets only one die and its attack rating is reduced to one.

A green attack rating means that the air unit is effective against enemy land units. When it attacks land units, the piece allows the player to roll two dice. When it attacks enemy air units, the counter with the green attack rating gets only one die and its attack rating is reduced to one.

A black attack rating indicates an air unit that can attack both land and air units effectively. It never gets to roll two dice, but its attack rating is never reduced to one for attacking the wrong kind of target.

Moving (Deploying) Air Units

A player's air units are kept off the board at the start of the game and are removed from the board at the end of every turn. Be sure to keep these air units separate from air units that have been eliminated. Place eliminated units in the game box; please units that are off the map but still in the game in a convenient place next to the map board.

The Air Board

Every turn, air units are committed to either the northern half or the southern half of the map board by placing them in the appropriate portion of the air board.

Diagram 4:

AIR BOARD, SOUTH AND NORTH

These sectors correspond to the division between NATO's 2 ATAF (Allied Tactical Air Force) in the north and 4 ATAF in the south. To streamline play, the Warsaw Pact deployment is made with the same boundary. Also, the limited area of AIRBALTIC (Air Forces Baltic Approaches) has been included in the Northern Sector for game purposes.

At the same time, air units are committed to a type of mission for that turn, again by locating them in a particular part of the air board. Three types of missions are represented in the game:
M1 Abrams Tank
Crew: 4
Main Gun: 105 mm
Armor: Composite
Road Speed: 45 mph or more
Height: 9’ 6”

Named in honor of General Creighton Abrams, a US armor commander in WWII, the Abrams tank is the most advanced AFV (Armored Fighting Vehicle) in the United States’ combat inventory.

The M1 is the first tank to use a gas turbine engine. Many problems initially cropped up with the engine, including a tendency for dust to foul the turbine and paralyze the vehicle. Most of these problems have been successfully addressed, and the Abrams can now be considered one of the best tanks in the world.

The turbine provides very quiet operation, as well as a great power-to-weight ratio. The Abrams is a very fast tank. Its computerized fire control system and laser rangefinder give the vehicle the ability to hit a target even when the Abrams and its target are moving.

The more recent version of the Abrams (the M1A1) is armed with a 120mm Rheinmetall smoothbore high-velocity gun—the same weapon arming the Leopard 2. This gun greatly increases the tank-killing power of the Abrams, especially in light of recent Soviet advances in armor and tank design.

The Abrams is the frontline tank of the US Army and National Guard. Nearly all American armored units slated for the defense of West Germany have received them.

---

Diagram 5:
PLACEMENT OF NATO AND PACT COMMAND MISSION AIRCRAFT

Command Missions: The E-3 Sentry (NATO) and Mainstay (Warsaw Pact) aircraft do not participate in combat. These aircraft, and only these, can perform command missions.

Diagram 6:
PLACEMENT OF AIR SUPERIORITY AIRCRAFT

Air Superiority Missions: This is the classic air battle—the struggle of plane versus plane that will determine so much about the course of the war. Air units with yellow attack ratings are best at this mission. Those with black attack ratings can perform the mission reasonably well. Assigning air units with green attack ratings to this mission is usually a waste of airpower.

Players commit their air units, one sector at a time, to the air superiority mission by placing them in this portion of the air board during Step 1 of each turn.
Tactical Missions: This mission allows one of two separate types of attack: ground attack or interdiction. Any aircraft not assigned to a previous mission can be placed in the tactical mission portion of the air board, where it remains available for use later in the turn.

The sector these units are placed in (north or south) determines what spaces on the game board the tactical mission air unit can attack.

Putting Air Units on the Air Board

The turn sequence explains the order in which air units are placed on the air board. All air units that will be assigned to the northern sector are placed before any units are assigned to the southern sector.

Sort out, secretly, the air units you plan to deploy during this step, and hold these units in your hand. Don't let your opponent see them. When you have both selected the aircraft you will deploy, reveal your selections simultaneously and then place them in the appropriate part of the air board.

Example: The step begins with the deployment of command mission air units in the northern sector. The NATO player secretly selects two AWACS units while the Warsaw Pact player selects two Mainstay units. Both players then reveal their choices and place the units in the command mission portion of the northern sector of the air board.

Next, each player chooses air superiority units for the northern sector. Here, the NATO player selects 12 fighter units, not knowing that the Warsaw Pact player has simultaneously picked 19 units for the same mission. Both players reveal their selections, the NATO player waits loudly, and the process is repeated for the tactical mission in the northern sector.

Then the players repeat these three deployments for the southern sector (where the NATO player comes out ahead, since he saved many of his fighters for that sector). The air deployment step is now concluded.

If you have two or more air units assigned to a particular type of mission on a turn, you must assign air units to both the northern and southern sectors. At least one-quarter of those units must be assigned to the weaker sector.

Example: If the NATO player assigns a total of seven air units to tactical missions, he can place four in one sector and three in the other, or five in one sector and two in the other. He cannot split them up any other way. (One-fourth of seven, rounded up, is two. The weaker sector must receive at least two air units.)

Air-to-Air Combat

All air-to-air combat is fought during Step 2 of each turn. Air-to-air combat is first resolved between all air units assigned to the air superiority mission in the northern sector, and then between those assigned to air superiority in the southern sector.

Each air unit attacks only once during air-to-air combat (units with yellow attack ratings get to roll two dice). When every air unit assigned to air superiority has attacked, Step 2 is over.

Air-to-Air Combat Procedure

Each piece in an air battle must attack a specific enemy piece. Each piece can attack once during an air battle.

Take all of your air superiority units from the air board and line them up while your opponent does the same.

The Warsaw Pact player now places each of his air superiority units opposite the NATO air unit it will attack. Air units must be distributed as evenly as possible. You must assign one air piece to attack every enemy air piece before you can assign two air pieces to attack any enemy air piece; you must assign two attackers to every enemy before you can assign three to any enemy, etc.

If you have fewer air units in this sector than your opponent, your air units with yellow attack ratings can attack two different enemy units (one die against each). If you have equal forces, or you outnumber the enemy, units with yellow attack ratings must use both dice to attack the same target.

Once the units are lined up, start at one end of the line and roll one die for each attack.

Air-to-air combat is simultaneous: a NATO air unit that is shot down by Warsaw Pact fighters still gets its chance to attack. It is placed in the
Diagram 8: AIR-TO-AIR COMBAT

<table>
<thead>
<tr>
<th>Damaged and Aborted: Aborted</th>
<th>Destroyed</th>
<th>Unscathed</th>
</tr>
</thead>
<tbody>
<tr>
<td>SU 27 4</td>
<td>SU 27</td>
<td>SU 27</td>
</tr>
<tr>
<td>SU 27 4</td>
<td>SU 27</td>
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<tr>
<td>SU 27 4</td>
<td>SU 27</td>
<td>SU 27</td>
</tr>
<tr>
<td>SU 27 4</td>
<td>SU 27</td>
<td>SU 27</td>
</tr>
</tbody>
</table>

appropriate Air Combat Results box: Aborted, Hit and Aborted, or Eliminated.

After all Warsaw Pact attacks are resolved, the NATO player rearranges Warsaw Pact air units opposite his own and attacks.

When all attacks are finished, damage (indicated by the Air Combat Results boxes) takes effect.

Effect of the Command Mission on Air-to-Air Combat

If a command mission aircraft is assigned to a sector, add 1 to the attack rating of all friendly air units in that sector.

Air-to-Air Combat Effects

If your roll is exactly equal to your attacking air unit’s attack rating, the target unit is aborted. It can attack in air-to-air combat if that was its mission and it has not done so. At the end of air-to-air combat it is removed from the board, undamaged.

If your roll is less than the attacking air unit’s attack rating, then the target unit is both damaged and aborted. It can attack in air-to-air combat if that was its mission; at the end of the round, flip the air unit to its damaged side and remove it from the board. If the air unit is blank on back or was already damaged, then a hit eliminates it from the game. It can attack in air-to-air combat if that was its mission. At the end of air superiority combat, remove the piece from the game (put it in the box so you won’t accidentally mix it up with damaged or aborted units).

Example: Four Warsaw Pact fighters (all with attack ratings of 4) are attacking three NATO fighters (with attack ratings of 3, 4, and 5). All seven units have yellow attack ratings, so they get to roll two dice per attack. NATO has two command aircraft in the sector, the Warsaw Pact has one.

The Warsaw Pact player lines up his pieces first, as shown. His command mission aircraft increases each piece’s attack rating by one. Rolls of 2, 7, 5, and 10 damage and abort the first NATO unit (it is actually aborted twice but the second result has no additional effect). Double 6 eliminate the second NATO unit with two hits. The fourth Warsaw Pact unit misses its target completely with rolls of 6 and 9. NATO pieces are moved to the appropriate Air Combat Results boxes as each attack is resolved.

AH-64 Apache Helicopter

Rotor Diameter: 48\text{'}
Weight (loaded): 14,700 pounds
Speed: 185 mph
Range: 428 miles

The US Army designed a helicopter designed specifically for tank-killing throughout the 1960s. Funding was finally approved during the early 1970s.

Finally, in 1982, Apaches began to roll off the assembly line in Mesa, Arizona. A total of 675 are planned for the army, though a naval version has also been proposed.

The Apache is not particularly fast when compared to earlier helicopters, but the improvements come mainly in weaponry, armor, and redundancy. The Apache, for example, has two engines instead of the single engine commonly employed on single-rotor helicopters.

The main integral armament of the Apache is a 30 mm chain gun, a single-barreled weapon that fires 625 rounds per minute and carries a load of 1,200 rounds.

The Apache is also designed to carry a total of 16 Hellfire anti-tank missiles. These missiles home in on a laser-designated target. A laser operator on the ground or in another helicopter, for example, spots his designator on a target, and the Hellfire is launched from the Apache. The missile homes on the laser spot, allowing the Apache pilot to evade return fire or move to seek a new target.
The NATO player decides that his air units will attack the Warsaw Pact units that attacked them. All of his attack ratings are increased by one because of his one command aircraft. His strongest unit attacks two enemy units (allowed because NATO is outnumbered). It hits and aborts one and aborts the other. His second unit (attack rating 5) destroys its target with two hits. The third NATO unit misses its target with rolls of 7 and 10.

Players now put the two eliminated units in the game box. Those that were hit are flipped to their reduced strength sides. All units that were aborted are removed from the air board and set aside; they'll come back into play next turn. Each player has one fighter left, so air superiority in this sector is contested (see Air Superiority).

Attacking Command Mission Aircraft

You can use fighters on an air superiority mission to attack your opponent's aircraft on command mission. Such attacks are very risky. They use this special procedure.

You must announce attacks against command mission aircraft before any other air-to-air combat is resolved. You can designate one air unit in each sector to attack your opponent's command aircraft. Your opponent, of course, can do the same to you.

If an attack is declared against your command aircraft, you can designate any number of air units that were assigned to the air superiority mission in that sector to defend the command aircraft. Units you designate forfeit their normal air-to-air attacks, but they can all attack the enemy air unit before it gets to attack your command mission aircraft. The enemy air unit can only attack if it survives this gauntlet of fire without being aborted or destroyed.

A command mission air unit improves the attack ratings of friendly air units until it is shot down.

You must designate all air units that will defend the command aircraft before you resolve any attacks. All of these units are committed to defending the command air unit and cannot attack any enemy air units except the one that is attacking the command aircraft.

Air units that attack or defend a command mission air unit are removed from the air board and set aside after the attack. They do not count toward air superiority in their sector.

Tactical missions must take place in the same sector of the map board as the air unit's sector of the air board.

Airstrike Loss Tables

Every time an air unit is moved to the map board to perform a tactical mission, it must be placed in a specific space on the board. After all air units are placed on the map board, the opposing player rolls one die for each air unit to determine whether the unit gets to perform its mission.

The die roll is compared to one of the three Airstrike loss tables printed on the map board. The table to use is determined by which player has air superiority in that sector. If the player performing the tactical air mission has air superiority in that sector, use the Friendly Air Superiority table. If air superiority is contested in that sector, use the Contested Air Superiority table. The Enemy Air Superiority table is used, of course, for those times when a tactical air mission is sent into a sector where the enemy has air superiority.

Modify the die roll for these factors:
If there is no enemy piece in the space you move to, your opponent adds one to his roll on the Airstrike Loss table.
If the piece you put on the board is a helicopter unit, your opponent subtracts one from his die roll.
If the space you move to contains one of your army pieces, your opponent adds one to his roll. (This is most likely during airborne and airmobile movement.)

Results on the Airstrike Loss Tables
If the result is "Mission Performed," then the tactical air mission unit is placed in the chosen space on the map board.
If the result is "Air Squadron Aborted," then the squadron is removed from the board and set aside; it can be used again next turn.
If the result is "Air Squadron Hit, Mission Performed," the unit is flipped to its damaged side but is still placed in the target space on the map board. If the unit was already damaged or has a
blank back, it is eliminated from the game by this result.

If the result is "Air Squadron Hit and Aborted," the air unit is flipped to its damaged side and removed from the board. It can be used again next turn if it is not eliminated by the hit.

**Terrain Effects on Tactical Missions**

If an air unit attacks a ground unit in a space containing a city or forest, the air unit's attack rating is lowered by one for that attack.

**Performing Ground Attacks**

When it is your attack step, you can move any air units in the tactical missions box of the air board to spaces on the game map (in that same sector) containing enemy units. You can move up to three air units to any one space. After all of your air units are placed, your opponent rolls one die for each and checks the Airstrike Loss table.

Then, as your land units attack, each of your air units on the map can attack also, in any order you want. Air-to-ground attacks are different from regular ground attacks:

- Air units attack a piece in the space they occupy.
- Unlike land units, an air unit that eliminates one piece in a space does not get to attack the second piece in that space.
- An attack by an air unit never forces an army piece to retreat. A successful attack always causes a hit, but there is no further effect.
- There is no special effect for rolling a one in air-to-ground combat. You cannot eliminate a piece or an asset simply because a one was rolled.
- Air units with green attack ratings roll two dice in air-to-ground attacks. If there are two pieces in the space, the unit can attack each once, or it can attack the same piece twice. If both rolls succeed, two hits are scored.
- Air-to-ground attacks do not have to be directed against the front army piece when there are two pieces in the space. The attacker can declare either unit (or both, if his air unit has a green attack rating) as his target. As in air-to-air combat, the target for each of the two dice must be declared before the first die is rolled.

After their attacks are resolved, ground attack air units are removed from the map board and set aside for use during the next turn.

**Attacking Assets**

A ground attack aircraft can attack an asset carried by an army piece, instead of the army piece itself. When making this attack, place a piece on the air unit in the same space as your ground attack aircraft and announce that you are attacking the asset. If your attack hits, the asset is destroyed. If two assets are mounted on the opponent's piece, you can select which of them is destroyed (your opponent must tell you what they are before you choose).

If the air unit has a green attack rating, you can roll two dice against that asset. If both hit, the second hit has no additional effect. Or you can use one die to attack the asset and the one die to attack the land unit, or another land unit, or another asset in the same space. As always, targets for each die must be declared before you roll.

**Performing Interdiction**

At the beginning of your opponent's Movement step you can take air units from the tactical missions box on the air board and place them in spaces on the map. These units can then try to interdict enemy pieces as they move.

Only one or two air units can be assigned to interdict a given space. After the units are placed, your opponent rolls one die for each and checks the Airstrike Loss table.

When your opponent moves an army piece into the space you have interdicted, you can attack that piece with every interdicting air unit you have in the space. Pieces with green attack ratings get two dice per attack. Your air units can attack every piece your opponent moves into that space.

An interdicting air unit that scores a hit by rolling its attack rating exactly prevents that land unit from moving any farther that turn. If the die roll is less than
than the air unit’s attack rating, the land unit can move no farther than turn and it suffers a hit.

An enemy piece that starts its move in the interdicted space can leave without being interdicted.

If a space is being interdicted by an enemy air unit and it already contains two army pieces, no other army pieces can move into or through that space. If one of the two pieces in the space gets out, another can move in (and be interdicted).

After your opponent concludes his movement, remove all of your interdicting air units and set them aside for use during the next turn.

**Stealth Fighters**

**The Frisbees**

The two F-19 fighter units possessed by NATO have special capabilities.

- When one of these air units performs a tactical mission, the Warsaw Pact player must add two to his die roll on the Airstrike Loss table. This applies only against the F-19s.
- If an F-19 is used in air-to-air combat, the Warsaw Pact air unit(s) attacking it must subtract two from their attack ratings for that attack (to a minimum attack rating of one).

**The Frisbees of Dreamland**

In addition, the frisbees get a chance to make an attack on the first turn of the game (and no other turn) that allows them to avoid certain hazards:

On the first turn, an F-19 unit assigned to the air superiority mission can attack the Warsaw Pact’s command mission aircraft in that sector and no Warsaw Pact air units can attack the F-19s at all. Both frisbees can attack in the same sector or they can attack in different sectors.

**Aircraft Reinforcements**

At the start of the game, each player must sort out some of his air units and place them in a coffee cup or similar container. These are drawn during the Reinforcement step of each turn and added to the player’s pool of available aircraft for use during all subsequent turns.

The NATO player places the following aircraft in his cup:

- 1 US E-3 Sentry (AWACS)
- 1 US A-10
- 3 US F-4
- 1 US Cobra
- 1 UK Tornado
- 1 French Jaguar
- 1 Belgian Alphajet

The Warsaw Pact player places the following aircraft in his cup:

- 1 Mainstay (AWACS)
- 4 MiG-23
- 3 MiG-21
- 2 Su-17
- 2 Su-24

Each player draws randomly three reinforcing aircraft units each turn until all aircraft reinforcements have entered the game or the game ends.

**Airborne Land Units**

Both players have paratroop and airborne units in the Air/Land Game. These are collectively called airborne troops. Airborne pieces can move across the map by air transfer; there is no limit to how far they can move. They are distinguished by these symbols.

![Diagram 9: PARATROOP AND AIRMOBILE SYMBOLS](image)

Each player can move up to three paratroop or airborne pieces by air transport each turn (any combination of three airborne and paratroop units is all right). Each of these moves might be aborted by a roll on the Airstrike Loss table, but even an aborted move counts as one of the three allowed.

An air move counts as an airborne unit’s entire move for that turn; the unit cannot move by air and then move again by land. Airborne pieces can retreat, however, if forced to by combat.

At the start of the game, you can keep your airborne units off the map board. This means that they are eligible to be moved by air. You can also place them on the map, or bring them on with your reinforcements on any turn. Once an airborne unit is on the board, however, it can no longer be moved by air. Instead, it moves just like a normal land unit.

Paratroop and airborne troops can take control of enemy cities. However, a city that was captured by airborne troops and never subsequently occupied by a regular land unit cannot be counted toward victory unless the player who captured it can trace a path of spaces, no more than four spaces long, from the city to a friendly army piece. This path must not pass through any spaces that are occupied by enemy pieces or that contain enemy-held cities.

**Paratroops**

When it is your turn to move, you can pick up a paratroop piece that is off the map board and move it to any clear space on the map board that is not occupied by an enemy army piece. A clear space is one that does not contain a forest, rough, or city symbol.

Paratroop movement is subject to a roll on the Airstrike Loss table (determined by who has air superiority over the space the paratroops are landing in). If the drop is aborted, the paratroops are held off the map until a future turn. If the paratroops are damaged, a hit is marked on the unit. If the paratroops have an attack rating of two, the unit is destroyed.

Normal modifiers on the Airstrike Loss table apply, including a +1 if there are no enemy units in the space and a +1 if the space already contains a friendly land unit (except another paratroop unit that also dropped this turn).
Airmobile Units
An airmobile unit can be brought onto the map by air and placed in any type of space. That space does not have to be clear but it must be occupied by a friendly land unit.
Airmobile unit air movement is also subject to a roll on the Airstrike Loss table. If aborted, the unit is removed from the map board and can be used on a future turn. If the unit is damaged, mark it with a hit or eliminate it, whichever is appropriate.
A legitimate tactic is to move a para-troop unit to an empty, clear space, and then move an airmobile unit there (the space is now occupied by a friendly unit—the paratroops).

Part III: Optional Rules

The Optional Rules are a miscellaneous collection of modifications you can make to the Air/Land game to add variety or increase its realism.

Chemical Munitions
In the novel Red Storm Rising, the Warsaw Pact decides not to employ its vast stockpiles of chemical weapons because of pressure from the East Germans. What if the Soviets had not yielded to that pressure?

Chemical Assets
The assets for chemical munitions should be placed in each player's asset box at the start of the game. The Warsaw Pact player receives five chemical assets and the NATO player two.
NATO chemical assets can only be used by American pieces.

The NATO player cannot use his chemical assets until the Warsaw Pact player has used his.

Chemical Munitions Effects
Using a chemical munitions asset increases the army piece's attack rating by two.
In order to simulate the political effect of chemical weapons use as predicted in the novel, if the Warsaw Pact player uses a chemical asset he must immediately remove all East German units from play. If he draws an East German unit as a reinforcement, it counts as a reinforcement for that turn but is immediately removed from play.

Variable Turn Sequence
The standard sequence of play reflects the operational doctrines of NATO and the Warsaw Pact. This variant gives each player more control over the tempo of his game, allowing a more methodical Warsaw Pact advance and a more aggressive NATO defense.

All of the steps of the turn are still played, but each player gets to choose whether he wants to move first or attack first. The procedure within each step remains unchanged.
The Warsaw Pact player, for example, could decide that he doesn't have enough good attacks set up when it is normally time for him to perform his attacks (Step 3). Therefore, he decides to move his pieces first (Step 4) and then attack. This way, he can attack more NATO pieces, but he gives up the advantage of being able to move through the holes he might open up with those attacks.

Correspondingly, the NATO player might find himself in contact with Pact units in many places, when it would normally be his time to move his pieces (Step 5). So he decides to attack first (Step 6), hoping to punch a few holes in the enemy position. Then he can exploit those holes as he performs Step 5 after all of his combat is completed.

Of course, players are still free to perform the steps in the standard order; this rule allows you to change that sequence only if you want to do so.

Air-to-Ground Combat Limitation
An air unit cannot eliminate an army piece that has an attack rating of three or more. An air unit can inflict hits on such a piece but cannot destroy it. For example, an army piece with an attack rating of four and that has suffered two hits already cannot be damaged any

T-80 Tank
Crew: 3
Main Gun: 125mm
Armor: Probably Composite
Speed: 45 mph
Height: 7' 3"
The design of the T-80 tank apparently has its roots in both the T-64 and T-72, for it combines features of both tanks. It is an entirely new AFV, however, and certainly the most modern in the Soviet inventory.
The T-80 has remained a closely guarded secret throughout its development and initial deployment. None have been exported to Soviet allies. It is suspected that more than 8,000 have been manufactured and deployed.
The massive 125 mm gun gives the tank a powerful punch with conventional ammunition, but also adds great versatility. The automatic loader combines separate charges and projectiles for each shot. The gun can also be used to fire the AT-4 Sagger anti-tank missile and even anti-helicopter missiles.
The T-80 is powered by a gas turbine engine, unlike the diesels that power all other Soviet tanks. A drawback is that it requires far more field support than any other Soviet tank.
Recent reports have indicated the these and other Soviet frontline tanks have been equipped with "reactive armor." This is essentially a lining of explosive boxes around the outside of the tank, designed to distort the shaped-charge attacks of low-velocity anti-tank missiles. If it is as effective as some reports indicate, it could make Soviet tanks virtually invulnerable to nearly all NATO anti-tank missiles.
further by an air unit. An interdicting air unit can still prevent any army piece from moving. An air unit can destroy a ground unit with an attack rating of one or two.

**Emplacing Bridges**

An army piece that uses an Engineer asset to cross a river can leave that asset piece on the map board, "bridging" the river between the two spaces the piece moved through. Any other friendly army pieces can use that bridge as if they carried the asset, but only between those two spaces.

The bridge is destroyed (and removed from play) automatically if an enemy army piece ever moves into either of the two spaces connected by the bridge. An enemy air unit can attack the bridge in air-to-ground combat from either space.

Once placed as a bridge, an Engineer asset can never be picked up and used elsewhere as an asset again.

**Reduced Strength from Damage**

It is unrealistic to allow a division that has suffered two hits in combat to attack as effectively as a division that has suffered no damage. This rule corrects that.

Each hit against an army piece reduces its attack rating by one. For example, a three-point unit that has suffered one hit has an attack rating of two.

**Secret Aircraft Deployment**

Players may wish to screen the air board from each other's view. (The cover of a double record album, unfolded, works well for this.) Then each player deploys all his air units on the air board. The screen is removed and players see all mission assignments simultaneously, instead of one mission at a time.

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### World War III

**Combining the Red Storm Rising and Hunt for Red October Games**

The full scope of air, land, and sea warfare as described in Tom Clancy’s novel can be recreated by setting up and playing two games simultaneously: *The Hunt For Red October* game and the *Red Storm Rising* game.

This option works best with four players: two players command the naval and air combat in the North Atlantic while two others fight the land war in Germany.

It can also be played by two people, who alternate playing turns on the *Red October* and *Red Storm Rising* map boards. This will probably take longer than a single evening to complete, however.

More than four players can participate by dividing into two teams and arranging amicable command responsibilities among the two games.

When the two games are combined, use Scenario B from the *Hunt For Red October* Game: War in the Atlantic.

**Game Length**

The combined game works most effectively when the long game version of *Red Storm Rising* is used. In this case, the game ends when the *Red Storm Rising* game normally ends. The combined games can also be played with the short (four-turn) game, if players wish.

**Turn Sequence**

If only two people are playing, follow this sequence:

1. **Steps 1 and 2 of Red Storm Rising**
   - One full turn of *The Hunt For Red October*
2. **Steps 3-6 of Red Storm Rising**
   - One full turn of *The Hunt For Red October*
3. **Step 7 of Red Storm Rising**
   - If you have a separate group of players for each game, then those playing the *Hunt For Red October* game should finish two turns while the *Red Storm Rising* players play one turn. Step 7 of the *Red Storm Rising* turn should not be played until both of the *Hunt For Red October* turns have been completed.

**Reinforcements**

The naval war determines the rate at which American reinforcements and supplies are delivered to Germany. The following rules reflect this.

At the start of the game, set aside the six US reinforcements with an attack rating of 4 or 5, and all NATO optional assets. These pieces do not enter the game the usual way. Instead, they arrive with convoys from the US.

Each convoy can carry two of these reinforcement divisions and two optional assets. The divisions are placed in the Le Havre space in France (on the *Hunt For Red October* board) when the convoy enters that port. (The pieces do not have to be physically moved across the map board with the convoy—simply designate them when the convoy leaves the US.) During Step 7 of the *Red Storm Rising* game turn, any US reinforcement in Le Havre can be placed on the *Red Storm Rising* map board like a normal reinforcement.

Optional assets can be assigned to arriving reinforcements or placed in the NATO assets box. Optional assets can be assigned to NATO pieces of any nationality.

**There is risk in the crossing, however:**

- If 27 or more of the 30 ships in the convoy get through, both divisions land at full strength.
- If 23 to 26 ships get through, each of the divisions is marked with a hit as it reaches Le Havre.
- If 17 to 22 ships get through, each division is marked with two hits as it reaches Le Havre.
- If 13 to 16 ships get through, one division is eliminated and the other is marked with two hits at Le Havre.
- If 8 to 12 ships get through, both divisions are eliminated.
- If 7 or fewer ships get through, all assets and divisions are destroyed.
The NATO player can choose to destroy an asset instead of marking a hit on a division.

Note that this altered reinforcement schedule does not change the variable ending of the long game—it still lasts 9 to 11 turns. However, the last automatic NATO reinforcements will be placed on turn 7, not turn 9. Players must make a note or otherwise record the passage of turns 8, 9, and 10.

Support Markers
The number of NATO support markers available is also affected by the arrival of convoys, as follows:

During Step 7, alter the arrival of a NATO convoy, modify the number of support markers received by the NATO player.

- If the convoy was unscathed (30 ships got through), the NATO player receives two extra support markers (beyond the one he is normally entitled to).
- If 27-29 ships got through, he gets one extra support marker.
- If 20-26 ships got through, he receives no support marker that turn—not even the one he is normally entitled to.
- If 19 or fewer ships get through, he receives no support markers that turn.

Transfers of Air Units
Players can replace eliminated air units by transferring aircraft of the same type from one game to the other. Only air units that have been eliminated can be replaced; players cannot increase the number of air units of a given type beyond the number supplied on each game's playing pieces.

Types of aircraft that are not represented in both games (such as the B-52, Backfire, or F-14) cannot be transferred.

An aircraft counter in the Hunt For Red October game represents one squadron of aircraft; the same counter in Red Storm Rising represents several squadrons. Therefore, two counters must be removed from the Hunt for Red Octo-

ber game to allow one counter to be replaced in the Red Storm Rising game. Conversely, the elimination of one Red Storm Rising counter allows you to put two units of that type of aircraft on the Hunt For Red October map board.

Example: During Step 7 of the Red Storm Rising turn, you can pick up two F-15s from the Hunt For Red October board and place them with your eliminated units. You can then take one F-15 from your eliminated Red Storm Rising units and return it to that game.

Replacements added to the Red Storm Rising game are placed with your pool of air units awaiting to be used. Replacements to the Hunt For Red October game are placed on any airbase except those in Iceland, Greenland, or North America.

Operation Polar Glory
The capture of Iceland is a key to the naval campaigns in the Red Storm Rising scenario. Without it, the Warsaw Pact has a much more difficult job challenging NATO for control of the Atlantic.

Therefore, at the start of the combined game, Iceland becomes a Soviet territory. No Warsaw Pact air units can start the game there, but they can be based there at the end of the first turn if the player desires. No NATO aircraft can base there until the NATO player recaptures Iceland with an amphibious assault.

The Fall of Denmark
If, after Step 7 of any Red Storm Rising turn, there are no NATO army pieces northeast of the Elbe River in West Germany, the Soviets have captured Denmark.

The Soviet player places a captured airfield marker on the Denmark space on the Hunt for Red October map board. He can begin using the airbase there. Also, the NATO patrol symbol directly north of Denmark is ignored for the rest of the game.

NATO cannot recapture Denmark.
F-15 Eagle Fighter Aircraft

Speed: 1,650 mph +
(Mach 2.5)
Range: 1,200 miles (on internal fuel)

The Eagle is the finest pure air superiority fighter in the world. It is manufactured by
McDonnell-Douglas in St.
Louis. Though it has been in service for nearly 15
years, no other aircraft has
yet been designed that can
match it in dog-fighting and
air-to-air combat capability.
The Eagle could possibly be
armed for a ground attack
role, but currently its crews
do not train for this mission.
The Eagle can be fitted
with a specially formed
FAST (fuel and sensor, tacti-
cal) pack that nearly triples
the aircraft's range.

Because of the high
thrust developed by the
Eagle's twin Pratt and Whit-
ney turbofan engines (thrust
to weight is nearly equal),
the Eagle can climb faster
than any other aircraft. The
engines also allow the
Eagle to make tight turns,
as in a dogfight, without
loss of speed. It can outper-
form nearly all other US
aircraft without using after-
burners.

The Eagle is a large fight-
er, which (together with its
cost) is its major drawback.
It is armed with a multi-
barreled cannon and gen-
erally carries four Sparrow
and four Sidewinder mis-
iles. The Sparrows are
long-range missiles which
require a pilot to keep his
radar locked onto the tar-
goal, while the Sidewinders
are short-range heat-
seeking missiles which
work best when fired at the
rear of an enemy aircraft.