

TAC AIR Rules Summary

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Basic Game Sequence of Play

- Disruption removal (roll on table for g/h only to remove 1 D level)
- depletion/fired change (flip air defense units <D2 to moving side)
- air allocation step (refuel->ready,recovery->refuel,combine half units,mission assignment)
- ground/helicopter check (flip >=D2 disrupted units)
- maneuver phase (first side all g/h units then second side all g/h units)
- air phase (10 rounds of 1st side movement-then-combat, 2nd side m-t-c)

First side: determined by scenario

ZOC: G/H units with ZOC dot exert ZOC in adjacent hexes (other G/H units only in their own hex).

Stacking: Max. 1 G/H unit and/or 2 air units after every movement. Moving through friendly units is allowed. Air units can stack w/friendly and enemy g/h units and can pass through enemy air units.

Air units ending movement in the same hex *must* be stacked. Air unit stacks cannot be broken up. Air stacks must be air units of same speed.

LOS: intervening elevations higher than at least one end hex of LOS (unless the hexes are adjacent).

Air units enter map at enter hexes (counts as 1). If exiting from designated exit hex, place into recovery box. Otherwise remove from play. If still on board after 10th round, eliminate.

PREPARATION PHASE

Disruption removal

Depletion change

Air allocation step: refuel->ready,recovery->refuel,combine half units,mission assignment. Slow air only CAS mission.

G/H check step: G/H units with D2-3 must be flipped to non-moving side.

MOVEMENT

Air units: must move every air round.

Units moved individually except stacked air units.

Movement allowance: see chart (- tracked 6, : wheeled 4, / none) 1 hex minimum is guaranteed. Only units on moving side may move.

Hexside costs (for GROUND units only): +1 for upslope on road, urban +1 for river at bridge *2 at river no bridge

Roads/adjacent urban ignore all terrain features except above.

1MP for flipping a g/h unit in the maneuver phase. Pink movement symbol units must be flipped after movement.

ZOC costs for G/H +1MP for entering +1MP for leaving +1MP for flipping flip arty/air def to non-moving side when moving into.

Helicopters cannot end move in Lake hexes.

AIR UNIT MOVEMENT

Info side up only in combat or when aborting.

Move by entering front hex, then turn 1 hexside (fast) or as many as desired (slow air units).

Entering map can be done during any round (must not be round 1). Exiting must happen by round 10.

Air units/stacks must expend all available movement every round.

COMBAT

Check combat chart, follow instructions.

BG entries on terrain chart mean "Basic Game"

Combat is differential-based.

COMBAT RESULTS

DISRUPTION: markers placed under unit show D level. Choice of affected unit made by owning player.

D for G/H

D1: units cannot attack. D2/3: units lose ZOC, cannot move. D4+: elim

D for air

D1: half-flight lost D2: elim

full-flight lost: affects only 1 unit in stack even if it's lost half flight.

Choice is players except if escort present (then the escort is hit).

ABORT: Aborted air units may not attack, must leave map in the fewest possible round. Stack aborts when 1 aborts.

AIR DEFENSE COMBAT

Undepleted/disrupted AD unit against moving A/H in range and LOS. Combat at owner's choice. AD unit may not be in ZOC except if only by H moving adjacent. AD units can combine. One attack per hex entered.

Depletion die roll against B rating of AD unit after combat.

MANEUVER COMBAT

G/H units only. After movement is complete. Units that exert ZOC must be attacked if possible. Combats with 2+ units on BOTH sides are impossible.

Elimination of units allows immediate advance of one unit.

AIR COMBAT

To attack: non-aborted air control mission enters hex such that front faces defender. Only one attack per unit per Phase, afterwards treated like abort.

differential, add values in stacks. +1 mod for attacking

AIR SUPPORT COMBAT

CAS units against G/H when entering that hex. AC units against H with moving side up when entering that hex. Friendly non-disrupted adjacent spotter needed. After attack treated like abort. Multiple attacks against one G/H possible during different air rounds. Friendly adjacent movable G/H can enter hex immediately if target eliminated.

ADVANCED RULES

LOS

Use line of sight chart in case of intermediate intervening elevations. (Basically, intermediate level terrain blocks according to distance/height ratio).

Adjacent woods or urban hexes block LOS for AD.

Air units cannot see nonmoving g/h units in urban/ woods hexes. A FAC is needed to see these.

HQs

Overall HQs: triple symbol, Divisional HQs: double symbol, Brigade HQs: single symbol

maneuver HQs (black symbol) arty HQs (white symbol) AD HQs (white background)

Commanding HQ: upwards in chain of command

Overall HQ: NATO VII Corps, Sov Central Group

Separate Assets: black symbol

Organized assets: colored symbol, limited attachments. Read special rules.

Divisional assets: limited to all HQs in a division. Read special rules.

Command span: may be traced into but not through ZOCs up limit of HQs command range (given in hexes, not MPs).

SUPPLY

All HQs, supply units, and all units with integral supply symbol NEVER require a separate supply unit. Apart from these units:

- Each Artillery unit has its own supply unit. - Each AD/maneuver formation is assigned supply units which are usable for all supply units in that formation (read special rules)

Units are supplied if within the supply span of a supply unit (defined as command span for HQs).

Units are supplied on the turn they enter the map.

Units need to be in supply to recover from disruption, artillery units need to be in supply to remove F markers, and AD units need to be in supply to recover from depletion.

ENGINEERS

Move across rivers like at bridges; convey the same advantage to friendly units approaching from the same direction.

Can demolish bridges by ending movement adjacent to a bridge non-moving side up. 1-5: bridge destroyed.

If non-moving side up, double their own and any adjacent non-moving side up unit's in urban terrain. These units also need not attack units in their own phase.

WILD WEASEL

1 ARM and 1 ordinary SEAD attack each Air Phase if with SEAD orders. Abort only after both attacks have been made (or if abort is forced by combat results).

Reacting ARM combat: against any radar AD unit that attacks any air unit within 10 hexes (+4 for the WW).

Normal ARM combat: Like an ordinary air support attack, at any radar AD unit or AD HQ within 10 hexes straight in front of the air unit. No +4 modifier.

Multiple WW units in a stack may combine ARM attack strengths. Multiple WW units in different hexes may still attack different attacking AD units in Reacting ARM combat.

DISRUPTION REMOVAL

1 level automatically removed from any g/h unit within 1 hex of one of its commanding HQ's BEFORE rolling the disruption removal die (also goes for the HQ itself).

To roll for removal, units must be in supply.

+1 to the removal die roll if within enemy ZOC.

DEPLETION/FIRED CHANGE

AD units are only flipped to moving side if at less than 2 disruption, and in supply to a supply unit at less than 3 disruption.

AD units which are not in command range of an undisrupted commanding AD HQ are marked as suppressed and suffer an adverse combat modifier. (This can never occur for AD units with integral supply.)

Artillery units on their non-moving side are only flipped to moving side if at less than 2 disruption, and either possessing integral supply or if not then in supply to a supply unit at less than 3 disruption.

If its own supply unit has been eliminated, any other arty supply unit within range will do.

FIRED markers on arty units are removed only on turn 1 of a day, although flipping them to their moving side is possible.

AIR ALLOCATION

Air missions are written down.

Air support in two categories:

DAS: Direct Air Support, a specific maneuver HQ/heli/recon/cavalry unit is allocated as FAC. Air support can

only be flown against hexes within sight of the designated FAC.

AI: Air Interdiction. A specific hex is given, air support can be flown against hexes that can be seen and are within 6 of the AI hex (3 hexes at night).

SEAD: Air support against any AD and AD HQ units in line of sight during the move.

G/H CHECK STEP

All units must be flipped to their nonmoving side unless they have <2 disruption and are within command range of a commanding HQ that has NO disruption.

AIR COMBAT

+1 air combat from the rear

+1 against moving ground unit on road/urban if helicopter involved in attack; NO TERRAIN EFFECT modifiers

+1 gun armed AD attack against helicopter (gun armed=ZOC dot) -1 suppressed AD unit (also range halved)

+1 each attacking helicopter in air support if no enemy heli involved

+4 WW units in Reacting ARM combat

+X radar homing missile air combat modifier (depending on relative positions; see diagram).

Rear modifier (see above) does not apply. Firing unit must have radar homing missiles (underlined A factor). Minimum range 2 hexes, defender must be seen by attacker. Radar homing missile attack is made instead of the "normal" attack.

INDIRECT FIRE

Eligible: unflipped artillery units that are not in enemy ZOC or disrupted. Can fight against any enemy g/h unit involved in maneuver combat in range.

Sequence: Phasing player announces artillery, nonphasing player announces artillery and counterbattery. Indirect fire is resolved before ordinary maneuver combat.

Multiple artillery indirect firing on one enemy unit must be within command range of the same commanding artillery or maneuver HQ. Units attacked by counterbattery do not fire indirect fire.

Adverse combat results are ignored by artillery except in counterbattery combat, where the attacker (i.e., nonphasing units firing counterbattery) must be out of range of all defending units to ignore adverse results.

Maneuver combat may be cancelled if all attackers disrupted or eliminated. If defending hex empty, advance is allowed.

Artillery which has fired is flipped (and marked FIRED if it has a ringed F on its back).

Helicopters on nonmoving side can choose to retreat 1 hex into a ZOC-free hex before combat, at cost of 1 disruption level.

INTERESTING OPTIONAL RULES

REPLACEMENTS

HQs: Replaced after 2 turns. Supply units: Replaced after 3 turns.

NIGHT/WEATHER

ECM/JAMMING

WRITTEN AIR INTERDICTION FLIGHT PLANS

BOMBING BRIDGES

JOINT AIR ATTACK TACTICS

INTEGRAL AIR DEFENSE

IFF

OPTIONAL AIRCRAFT:

Tornado ECR (WW or RF) PACT WW units

RECON AIR MISSIONS

STANDOFF AIR WEAPONS

LONG-RANGE ATGM UNITS

TRIVIAL HOUSE RULES

Minimum air unit defense factor against SAMs:
2

Minimum air unit defense factor against SAMs: 2

AD units attacking stacked aircraft attack one of the aircraft (AD unit's choice, but before aircraft are flipped to visible side).

Tornadoes should have rating 2-5

All AD units depleted by DR 1-3