

WAR DEPARTMENT
HEADQUARTERS OF EUROPEAN THEATRE

<<SECRET>>

TO: ALL THEATRE COMMAND

SUBJECT: STANDARD OPERATING PROCEDURES

INTENT: Provide a clear understanding of the overall mechanics of this wargame. This document is provided to both factions and does not contain any objectives or other sensitive information. It is intended merely to state the situation and rules of the wargame.

GENERAL RULES

- Warsaw cannot move their MRPs or FOB past the border until they control [REDACTED] as [REDACTED] serves as the Main Supply Route (MSR) into the AO. A logistics route is required to redeploy the MRPs or FOB into West Germany.
- Each faction must pre-select up to 4 Landing Zones (LZs) that their airborne units may be deployed to (aka, airdropped). These will be the only locations that ‘airplane’ trucks may deliver airborne units to throughout the course of play. If an LZ falls within the opposing factions Anti-Aircraft Site coverage zone, that LZ will be unusable until the AAS is destroyed. No more LZs may be selected or moved throughout the course of play. This is to both simulate pathfinder and intelligence units preplanning/locating suitable drop zones prior to conflict, as well as to simplify event logistics to avoid undue confusion.
- Airdrops have a 60 minute cool down period after each set of 2 chucks. In practical terms, this means that the deuce and a half truck will deliver two truckloads of airborne infantry, and then cannot make another delivery for 60 minutes. The two truckloads do not have to be back to back nor do they have to go to the same LZ, but once each drop is completed, a wait of 60 minutes will be required until another pair of deliveries may be made.
- Players may only load up into the airdrop trucks at their respective airfields (NATO – Feucht Airfield, Warsaw – Karlovy Vary), OR at their faction’s FOB. Airdrop trucks may only leave for an airdrop from these locations.
- Neither faction may send units across the Czechoslovakian/West German border until Warsaw initiates hostilities at Checkpoint Charlie
- Resource Cards:
 - Logistic Cards help repair disabled or destroyed vehicles on the field, as well as are used to relocate MRPs and the FOB.
 - One card is used to repair a vehicle in the field before their wait timer runs out. Or one card may be used to relocate one MRP or the FOB.
 - Warsaw starts with 30 Logistics Cards at game on.
 - NATO starts the game with only 4 Logistics Cards, but will gain 1 Logistics Card for controlling a small Depot at [REDACTED] and 2 Logistics Cards for controlling the main depot at [REDACTED] at the end of every hour beginning at 1000. (At 1100, NATO would gain 3 cards if they maintain both the [REDACTED] and [REDACTED] depots, and so on).
 - If Warsaw takes control of a Depot from NATO, they are awarded a onetime bonus of 2 Cards for [REDACTED] Depot and 4 Cards for [REDACTED] Depot. NATO may still recapture the Depot and continue to gain hourly cards thereafter.
 - Either Depot may be destroyed by either faction, so long as they currently possess the Depot. Once a Depot is destroyed, no more Logistics Cards may be awarded for controlling/capturing it, and it may not be repaired. This effectively denies both factions the possible resources.
- Anti-Aircraft Sites:

- The ‘no-fly’ zone of an AAS remains in effect for the entirety of the event unless the site is destroyed. AAS sites will be represented by a prop that is to be located in the center of a 5x5 grid zone. While that AAS is active that 5x5 grid zone may not be used for deployment of any air assets such as airborne drops or airstrikes.
- Chemical Weapons:
 - Warsaw has access to chemical weapons launched by SCUD missile launchers. The SCUD launcher is deployed in the region to [REDACTED].
 - Chemical weapons can be requested by Warsaw command to ‘high command’ (event staff) via radioing in target coordinates and the launch codes given on one of [REDACTED] Launch Cards.
 - Event staff will then deploy a buoy smoke at the target location, the orange smoke representing the chemical weapon gas cloud.
 - Any players caught in the gas cloud (smoke) without a respirator or gas mask are immediately eliminated, and a medic cannot revive them.
 - Respirators, gas masks, and dust/particle masks can be worn to simulate protective gear and allow players to enter the gas cloud (smoke) areas.
 - Each use of one chemical weapon will start a 30 minute cool down timer required to reload the SCUD launcher.
- Airstrikes:
 - Both factions will have access to Close Air Support from their respective airbases, and are requested by radioing back to ‘high command’ with target coordinates.
 - An airstrike is a one-time per request ‘bomb’ that instantly eliminates or destroys all players and vehicles within a 25ft radius.
 - An airstrike will be represented by 3 honks of an air horn at the center of the blast radius by event staff.
 - Airstrikes have a 20 minute cool down timer before another one may be requested.
 - NATO must have an operations Airfield Control Tower (not destroyed) and control of the airfield area to request an airstrike, followed by a 20 minute cool down timer. If NATO loses control of part of the airfield but maintains the Airfield Control Tower, the cool down timer will be extended to a 40 minute cool down.
 - Warsaw has a limit of 18 airstrikes, each with a 20 minute cool down period before the next one may be requested. Their airfield is considered ‘off-site’ and cannot be disrupted.
- Destroying Objectives:
 - In order to ‘destroy’ an objective or site (AAS, Depot, etc), players must take an ‘Engineers Bag’ prop given to their faction by Event staff to the objective they want to ‘destroy’. Inside the bag are a few rolls of red flagging. To properly destroy an objective, the red flagging must be wrapped/tied around the entirety of the objective and/or its components. The more flagging, the more destroyed it is.
 - Destroying an objective or site denies its benefits to either faction.

- List of destroyable objectives & sites:
 - Anti-Aircraft Site
 - Logistic Depots
 - Bridges
 - Airfield Control Towers
- Repairing Objectives:
 - Objectives that have been previously destroyed by the method mentioned above may be repaired.
 - Players must take their ‘Engineers Bag’ to the objective and use the baby scissors located inside to remove the previously applied red flagging. No other objects or hands may be used to remove the flagging. The more flagging applied to destroy it, the more you have to remove to repair it.
 - The objective is fully repaired once all flagging has been removed and collected.

DEPLOYABLES

- Forward Operating Base (FOB):
 - FOB is each faction’s primary respawn point, as well as Headquarters location. A FOB is represented by a standard 10x10 canopy or otherwise covered in either a tan based camo netting for WARSAW or a green for NATO. The FOB is to have a counter that respawning players must click in order to track overall casualties.
- Mobile Rally Point (MRP):
 - MRP is each faction’s secondary respawn points. Each side will have at least one MRP. MRP’s may only be deployed or moved by designated persons known as engineers or combat sappers. MRP’s are touch and go and are represented by a barrel with a faction flag and base painted in the color of the faction. The MRP is to have a counter that respawning players must click in order to track casualties.
- Anti-Aircraft Site (AAS):
 - Faction Commanders may choose where to deploy an Anti-Aircraft Site during the planning phase leading up to the event. Only that faction and event staff will be privy to its location. Its physical location will be marked with a prop. At game on, the zone will be revealed to the opposing team. The size of the zone is a square 5 grid squares by 5 grid squares.

DEPLOYMENT PHASE RULES (9:00AM-10:00AM)

After concluding the pre-game safety/rules brief between 9:00-9:30 players and units may preposition on the field. NATO units will be trucked to their starting points first, as they are farthest from field entrance/camp. The following details define deployment rules:

- The 82nd Airborne and 1st Lancers of the NATO army must begin play in the Airfield.
- WARSAW may not deploy any forces on the NATO side of the Czechoslovakian/West German border defined by “Indian Rd.”
- A NATO officer must define their unit’s starting locations to a referee so that they can be escorted onto the field.
- A WARSAW officer must define their unit’s starting locations to a referee so they can be escorted onto the field.
- NATO and WARSAW High Command must define to the head referees where they wish to deploy their Anti-Aircraft Radar Sites during or preferably prior to the deployment phase.
- Prior to 10:00AM personal vehicles may be used to ferry troops and equipment onto the field, but after 10:00AM personal vehicles must be off the field.
- Each faction will station a small detachment of troops (No more than 10) on the DMZ at Checkpoint Charlie to “guard the border”. After a short amount of time, both faction commanders will be notified of a simulated exchange of missiles. At this point, the WARSAW commander decides when to send their troops “across the border”. This opening of hostilities signifies “game on”, and players are free to move about the field.
- It is the prerogative of the WARSAW High Command as to when to begin hostilities during this event. Unless a delay occurs hostilities can begin anytime between 10:00AM and 10:45AM.

OPENING ACTION PHASE RULES (10:00AM-11:00AM)

Once hostilities begin referees will blast whistles to signal to the players that the wargame has begun. It is during this phase that the following rules apply.

- NATO may deploy airborne unit “chalks” to areas of the field that are not under the envelope of WARSAW AAS coverage. Each “chalk” is approximately 2 squads of 10 ferried to their LZ via deuce and a half army truck. While the truck is mobile it is not to be engaged by BB or AT fire as it is simulating a high flying transport aircraft. Initial LZ’s must be defined to the staff
- Warsaw airborne units may be loaded in their airdrop truck and waiting near the border for hostilities to start, but cannot cross beforehand.

OBJECTIVES, SCORING & GAME PROGRESS

- The overall objective of both factions is to control the area between the Czechoslovakian/West German border and the Rhine River (represented by the

north end of the field) by the end of the event, with NATO defending and Warsaw attacking. More detailed information and objectives will be delivered to each faction commander separately.

- Wargame Oklahoma won't have objective points or scoring tables in the traditional sense of many other games. This is a wargame and as such, event staff will be working as both high command for each faction, giving confirmation reports of objectives and relaying information on new objectives or progress on other fronts, as well as wargame monitors, evaluating each faction's progress and effectiveness.
- Success will be determined by 'de facto' control of established areas or sites, as well as use of resources and personnel to capture or maintain control of those areas or sites.
- For example, [REDACTED] are vital to the flow of supplies in the region. Just controlling a flag in the middle of the [AREA] flipped to one color or another wouldn't really represent the ability to have an open supply route. A faction must control the immediate area around the [AREA] in order for that supply route to be open. In effect, they must have troops in position on [ALL] sides of the [AREA], or have pushed the front far enough away that no opposing troops occupy the area. A member of event staff will be present at all such vital sites and objectives in order to relay the change of possession back along the chain of command.
- Success will be documented by the use of Situation Reports (SITREPs) filed by event staff at the top of every hour (1100, 1200, 1300, etc). These SITREPs will document changes of possession, use of resources, major troop deployments, casualties, field possession and other such events that occurred during that hour. Event staff will relay relevant information to faction command as it affects their ability to use deployables or move troops and equipment across the field. The full SITREPs will be declassified after the event as an overall Combat Report.
- There are no real winners or losers in combat. Combat doesn't come with some easy to read point counter like a video game. There is such a thing as a costly victory in the battle, but an overall loss in the war, and vice versa. Wargames are meant to act as a test of each faction, and their effectiveness and skills as command, units, and individuals.