WHEN SUPERPOWERS COLLIDE
Germany 1985 ™

REINFORCEMENT SCHEDULE

ADVANCE TO CONTACT SCENARIO		INVASION SCENARIO	
USA	**USSR**	**USA**	**USSR**

ADVANCE TO CONTACT SCENARIO

USA

AT START
2 TANK
2(1) APC
2 SPG
2 AIRCV
2 HQ

TURN 3
R1   1(1) TANK
R2   1 TANK
     (1) APC
     1 SPG
R3   3 APC
     1 SPG
R4   2 TANK

TURN 5
R1   2 TANK
R2   1 APC
     1 SPG
     1 ENGIN
R3   1 TANK
     1 APC
     (1) SPG
R4   1 TANK
     2 APC
     1 ENGIN

TURN 7
R1   1 TANK
R2   1 TANK
R4   (1) APC

TURN 12
R2   1 TANK
     1 APC
R3   1 TANK

TURN 13
R2   1 TANK
     1 RECON
R3   (1) TANK
     (1) SPG
     1 HQ

TURN 14
R2   1 TANK
     1 APC
     1 SPG
R3   1 TANK
     (1) APC

USSR

AT START
3(1) TANK
3(1) BMP
3 ARTLY
2 HQ

TURN 3
R5   2 TANK
     1 BMP
     1 ARTLY
R6   (1) TANK
     2 BMP
     1 ENGIN
R7   2(1) TANK
     1 BMP
     1 ARTLY
     1 ENGIN

TURN 5
R5   1 TANK
     2 BMP
     1 KATSH
R6   1 TANK
     (1) KATSH
     1 BMP
R7   3 TANK
     1 BMP
     1(1) KATSH

TURN 11
R6   1 TANK
     1 BMP
     1 ARTLY
R7   1 TANK
     1 BMP

TURN 12
R6   1 TANK
     (1) BMP
     1 HQ
R7   (1) TANK
     1 BMP
     1 ARTLY
     1 KATSH

TURN 13
R6   2 TANK
     1 BMP
     1 KATSH
R7   1 TANK
     1 BMP
     (1) ARTLY

INVASION SCENARIO

USA

AT START
5 TANK
3 APC
2 SPG
1 ENGIN
1 HQ

TURN 3
R10   1 AIRCV

TURN 4
R1   1(1) TANK
     2(1) APC
     1 SPG
R2   2 TANK
     2 APC

TURN 5
R9   1 AIRCV

TURN 6
R7   (1) TANK
     (1) APC
R8   2 TANK

TURN 9
R7   1 TANK
     3 APC
     (1) SPG
     1 HQ
R8   1 TANK
     1(1) APC
     1 RECON
     1 ENGIN

TURN 11
R7   1 TANK
     1 APC
R8   1 TANK
     2 APC
     2 SPG

USSR

AT START
8 INF
2 ARTLY
2 HQ

TURN 3
R3   2(1) TANK
     2 BMP
R4   3 TANK
     1 BMP

TURN 4
R3   1 TANK
     2(1) BMP
     2 ARTLY
R4   1(1) TANK
     1 KATSH
     (1) ARTLY
     1 ENGIN
     1 HQ

TURN 7
R5   1 TANK
     2(1) BMP
     1 ARTLY
     1 ENGIN
     1 HQ
R6   1 TANK
     2(1) BMP

TURN 9
R5   1 TANK
     1 BMP
     1(1) ARTLY
     1 KATSH
R6   1 TANK
     2 BMP

( ) =   reinforcements which only arrive
when side is given Reinforced Divisions.

VICTORY CONDITIONS

In both scenarios victory is attained by occupying the greater number of town, village and airfield hexes. If each player occupies an equal number of hexes the result is a draw. A decisive victory occurs if the winning player occupies at least 10 more hexes than the opposing player.

The Victory Display

The victory display will indicate the result of the game as well as unit and occupied hex data and will display options to continue. Eliminated units include units which exited the map and were eliminated, parachute units which failed to arrive in the INVASION scenario and unwanted units if the reinforcement option is not in effect. A player may continue the game, although the system is only designed to handle 240 turns. A player may decide to examine the map in which case all hidden units will be exposed but no further movement will be possible.

GLOBAL KEYS
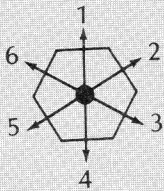**(may be used anytime a cursor or unit is flashing)**

D: Causes units in division to change color and HQ unit to flash
F: Switch to full screen map/text
P: Draw strategic map
T: Clear units and smoke from screen
c/M: Turn automatic move on/off
c/L: Global leave (cycle round all units)
c/D: Divisional leave (cycle round division until all division units are moved)

c/S : Turn sound on/off
c/P: Turn combat pause on/off
ESC: Turn on auto move and enter the movement phase or turn off auto move and exit the movement phase
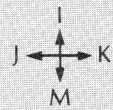**◄ :** Speeds up computer movement
➔ : Slows down computer movement

NORMAL KEYS
(use when a flashing cursor is showing and not in the movement phase [normal phase])

0: Center screen on cursor
1-6: Move cursor in indicated direction

```
        1
   6  /‾‾‾\  2
     |     |
   5  \___/  3
        4
```

E: Examine units in cursor's hex
M: Enter movement phase for unit in cursor's hex (or if in auto move mode, enter movement phase for closest unit to cursor's hex).

S: Scroll map
```
    I
 J ←+→ K
    M
```
0: Center screen on cursor
1-9, A-C: Move to indicated map section
I, J, K, M: Scroll map in indicated direction

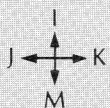**Space bar:** Stop scrolling   **S:** Pause scrolling

c/A: Activate air power phase
  A: Allocate air superiority points
  T: Allocate air strikes
    c/F: Place airstrike
    c/X: Exit phase
    1-6: Move cursor
c/B: Activate save game option
c/E: End current player turn
c/V: Display victory status

MOVEMENT KEYS
(used during the movement phase)

0: Center screen on unit being moved
1-6: Move unit in indicated direction
C: Change mode to:
  N: Normal **T:** Transport **R:** River **S:** Support
  E: Reorganize **A:** Attack **F:** Fire
  Space bar: No change **D:** Defense
L: Leave unit/exit unit's movement phase (unit may be moved later in turn)
M: Move second unit in stack
Q: End movement without combat
S: Scroll map
```
    I
 J ←+→ K
    M
```
0: Center screen on unit being moved
I, J, K, M: Scroll map in indicated direction but leave moving unit on screen
S: Pause scrolling   **Space bar:** Stop scrolling

c/C: Engage in combat but do not end unit's movement phase (if possible)
O: Enter order phase
  D: Set for delayed move/fire
  X: Exit map
  SPC: Return without order
  V: Move to capture nearby villages
  F: Fire at best enemy target
  R: Withdraw and reorganize
  S: Call in supporting fire
  M: Move toward enemy and fire at enemy target
  N: Move toward enemy and attack
c/H: Enter/exit hidden mode
c/F: Enter fire phase
  1-6: Move cursor in indicated direction
  c/F: Execute fire
  c/X: Return control to firing unit
  c/S: Execute smoke fire
SPC: Return to a flashing cursor/unit

SSi

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