

RED STORM RISING

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TERRAIN EFFECTS CHART

	<u>MOVEMENT</u>	<u>COMBAT</u>	<u>TAC AIR</u>
CLEAR	No Effect	No Effect	No Effect
ROUGH	No Effect	-1 Attack	No Effect
WOODS	No Effect	-1 Attack	-1 Ground Attack
WOODS/ROUGH	No Effect	-2 Attack	-1 Ground Attack
CITY	No Effect	-1 Attack	-1 Ground Attack
MAJOR CITY	No Effect	-1 Attack	-1 Ground Attack
MAJOR RIVER	-1 Space	-2 Attack	No Effect
MINOR RIVER	-1 Space	-1 Attack	No Effect

All terrain effects are cumulative

GAME SEQUENCE OF PLAY

Step 1: Air Deployment

Northern Sector

- Command Missions
- Air Superiority Missions
- Tactical Missions

Southern Sector

- Command Missions
- Air Superiority Missions
- Tactical Missions

Step 2: Air-to-Air Combat

Step 3: Warsaw Pact Attacks

Step 4: Warsaw Pact Movement

Step 5: NATO Movement

Step 6: NATO Attacks

Step 7: Place Reinforcements/
Turn Conclusion

Of Hits Needed to Eliminate

<u>Attack Rating</u>	<u>Hits</u>
1	1
2	1
3	2
4	3
5	3