

WHEN SUPERPOWERS COLLIDE

*Baltic 1985*TM

CORRIDOR TO BERLIN

The third scenario of the Superpowers series

RULE BOOK SUPPLEMENT

These rules adapt the GERMANY 1985* system to the special conditions of warfare in the Berlin corridor. If you have not yet played GERMANY 1985, look at that booklet for the basic rules as you play your first game.



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TABLE OF CONTENTS

	PAGE
INTRODUCTION	1
1.0 PLAYING THE FIRST GAME	1
The Map • Moving the Cursor • Unit Identification	
Moving Units • The Soviet Move	
2.0 MOVEMENT	2
Movement Display • Air Cavalry • Transport Mode • Rivers	
Bridging • Terrain Effects • Special Movement Keys • Smoke	
3.0 MODES	2
4.0 THE ORDER PHASE	2
5.0 ARTILLERY	2
6.0 AIR POWER	2
9.0 REORGANIZATION	2
10.0 HIDDEN UNITS	2
11.0 MINES AND NUCLEAR CONTAMINATION	2
12.0 REINFORCEMENTS	2
13.0 VICTORY	3
Victory Points • Victory Display • End of the Game	
16.0 TACTICS	3
FREQUENTLY USED COMMANDS	3
APPENDIX	4
Terrain Effects Table • Maximum Movement Allowance	
Type vs. Type Table	

INTRODUCTION TO BALTIC 1985

The Soviet Offensive into southern Germany has been halted at the Rhine after bitter fighting. In the Persian Gulf, the battle for the oilfields has passed, as both sides resupply.

Satellite and other intelligence reports show widespread civil disobedience in Warsaw, Gdansk, and other Polish cities. Some Eastern European units have been classified as unreliable by their Soviet Allies, and Soviet reserves have been sent to suppress the rebellions.

Radio reports from Berlin, breaking through intense Soviet jamming, show that American infantry units, bypassed by the Soviet blitzkrieg into southern Germany, are still holding out in the suburbs of West Berlin.

In the NATO battlefield headquarters, the NATO commander reviews the intelligence reports, meets with his staff, and issues these orders:

NATO units are to drive southeast, seize and hold a corridor to Berlin, linking up with the NATO units holding out there, before the Soviets can bring in their reserves.

At 0400 the next morning, tactical air support fighters and fighter-bombers take off from their airfields. Airborne units drop strategically along the corridor to seize key objectives. NATO main battle tanks and armored personnel carriers roll through the checkpoints and wire fences along the East German border, on the road to Berlin. Operation Baltic has begun.

BALTIC 1985," the third of the "WHEN SUPERPOWERS COLLIDE" scenarios, is a battalion-level simulation of the battle for the Berlin corridor.

The basic rules are given in the GERMANY 1985" rulebook. This supplement gives you the additional rules and changes in effect for this battle only.

If you have not played GERMANY 1985 or RDF 1985", use the GERMANY 1985 rulebook as you play your first game, and note the additions and changes in this supplement.

The rule numbers in this supplement refer to the rule numbers in the GERMANY 1985 booklet.

- | | |
|------------------|--------------------|
| 1. TWO PLAYER | SOLITAIRE |
| 2. SIDE | NATO RUSSIA |
| 3. LEVEL | 1 2 3 |
| 4. HIDDEN | EXPOSED |
| 5. RESTART GAME | |
| 6. DEMONSTRATION | |
| 7. REINFORCED | NATO |
| 8. DIVISIONS | RUSSIA |

1.0 PLAYING THE FIRST GAME

Follow the game loading procedure described in GERMANY 1985.

When the game starts, you will be presented with the options shown at the bottom of this page (the highlighted option is in effect).

To change any option, type the number until the option you want is highlighted. When you are ready, press the space bar. The game will begin with the NATO move.

1.1 The Map Scale

Each hexagon on the 39 by 28 hex map represents 3 miles (compared with one mile in GERMANY 1985.) Weapons ranges, sighting distances and movements are reduced accordingly from those given in GERMANY 1985.

On the screen, you see one sector, or 1/12th of the total map. Sector numbers and letters (1 to 9; A, B, and C) appear on the map.

Terrain

The north German terrain is similar to that in GERMANY 1985, with these additions:



LAKE (Only Air Cavalry can cross)



NATO-HELD OBJECTIVE (See 13.0)

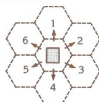


SOVIET-HELD OBJECTIVE (See 13.0)

Urban and town replace town and village, respectively.

1.2 Moving the Cursor

To move the blinking cursor around the map, use the COMMAND keys shown in the diagram at right:



1.3 Unit Identification

In BALTIC 1985 the NATO player has one additional unit type:

NATO & PARATROOP INFANTRY

Play against the computer
The computer takes the Russian side
The hardest level of play
Enemy units not sighted by your units will not be visible on the map. Computer operated units will remain visible at all times.
The Soviet side will receive additional reinforcements. If this is your first game, you may want to type 8 to reduce the Soviet strength, and type 7 to increase your own. When the level is set a player may decide to change the reinforcement status by hitting '7' or '8'.

1.4 Moving Units

Press ESCAPE (C-64: **f1**) to find your first unit, and to enter its MOVEMENT PHASE. Move the unit with the COMMAND keys, shown at right:



When you have moved your last unit, the cursor on the screen will blink. Type c/E (CONTROL and E), and then type E to end your move.

1.5 The Soviet Move

The computer will move all the Soviet units one by one. During the Soviet move, you can stop the computer by typing ESCAPE (C-64: **f1**). Start movement again with the SPACE BAR.

When the cursor blinks again, the Soviet move is finished. Type ESCAPE (C-64: **f1**) to start your second move.

2.0 MOVEMENT

2.1 Movement Display

The movement display in BALTIC 1985 shows the word SMOKE: if it is highlighted, the unit is in a smoke-filled hex. MN (Mine) and NC (Nuclear Contamination) do not appear, because they play no part in this scenario.

2.5 Air Cavalry

AIR CAVALRY units cannot enter enemy-owned town, urban or objective hexes.

2.6 Transport Mode

- INFANTRY UNITS cannot change to TRANSPORT mode.
- Units in TRANSPORT mode cannot enter enemy-owned urban, town or objective hexes.

2.8 Rivers

Regular units can cross a river in RIVER mode. AIR CAVALRY can cross a river in any mode.

2.9 Bridging

No bridging is needed in this scenario. ENGINEER units can change to RIVER mode more easily than other units, but otherwise have no special functions.

2.10 Terrain Effects

See the Terrain Effects Table in the Appendix.

2.11 Special Movement Keys

c/L does not function in this scenario.

2.12 Smoke

SMOKE FILLED hexes cost an extra movement point to enter.

3.0 MODES

- INFANTRY units cannot change to TRANSPORT mode
- ENGINEER units can change to REORGANIZE mode
- Changing to RIVER mode costs regular units twice the movement points it did in GERMANY 1985. ENGINEER units can change to RIVER mode at a cost half that of regular units, giving them the ability to cross rivers more rapidly than other units.

4.0 THE ORDER PHASE

Orders are given exactly as in GERMANY 1985.

5.0 ARTILLERY

Artillery ranges in hexes have been reduced from GERMANY 1985, since the map scale is greater.

6.0 AIR POWER

Air Power rules are the same as in GERMANY 1985.

- The side with air superiority has a possible maximum of five air strikes per turn.
- The NATO player has air superiority for the first two turns.

9.0 REORGANIZATION

ENGINEER units may reorganize.

10.0 HIDDEN UNITS

All units are EXPOSED when they first appear on the map. Hide each of your units by typing c/H during its movement phase. If you are playing SOLITAIRE, and you have chosen the HIDDEN option, the computer will automatically hide enemy units when they move.

11.0 MINES AND NUCLEAR CONTAMINATION

Mines and nuclear contamination play no part in this scenario.

12.0 REINFORCEMENTS

Reinforcements arrive at the times and places shown on the REINFORCEMENT SCHEDULE.

13.0 VICTORY

13.1 Victory Points

The NATO PLAYER receives:

- ½ point per turn for each objective held
- ½ point for each Soviet unit eliminated

The SOVIET PLAYER receives:

- 1 point per turn for each objective held
- 1 point for each NATO unit eliminated

Note: An objective hex is held by the side whose unit last entered the hex. (Or originally was held by the player.)

13.2 The Victory Display

To see the display of Victory Points earned by each side, type c/V (control and V) at any time during your turn. (Players can also see the VICTORY DISPLAY during SOLITAIRE games when the computer is moving enemy units.)

13.3 End of the Game

BALTIC 1985 ends automatically after turn 15, 16 or 17, at the option of the computer. The computer will compare victory points and declare a winner.

16.0 TACTICS

- The NATO player must move quickly to take advantage of his initial air superiority and numbers. The Russian player starts with no spare air superiority points and it will be several turns before the NATO player can be challenged in the air.
- Keep divisions together. Protect, and, whenever possible, hide headquarters units in the rear. Use the D key frequently to check the location of divisional units.
- Withdraw, hide and reorganize weakened units. They will be needed later in the scenario, when Soviet reinforcements arrive, and their loss costs victory points.
- Hide units whenever possible. The computer can't see you, and ambushes are an effective tactic.
- Take and hold onto objectives. You receive Victory Points each turn they are held.
- Prepare attacks carefully. Use a few selected units to attack and defend, with numerous supporting units and headquarters nearby.

- Air Superiority is crucial, not just for supporting air strikes, but because enemy air superiority hinders your movement. Use c/A each turn to check your air power status, and allot points for future superiority.

FREQUENTLY USED COMMANDS

Movement Phase Commands

- O Give orders to unit
- C Change mode of unit
- L Look at other unmoved units in that division
- Q Leave unit where it is
- D Highlight & blink all units of a division
- P (APPLE only)

Show entire map, with these symbols:

NATO Unit □

Soviet Unit ■

(Enemy HIDDEN units will not appear. Friendly HIDDEN units do appear on the strategic screen. Moving unit blinks.)

- c/H Hide unit
- c/C Attack adjacent unit
- c/A Show air power display
- c/V Show victory points

ESCAPE (C-64: f1) Exit movement phase

Commands when cursor is blinking

S (Followed by map sector number or letter) Show that sector of map

SPACE
BAR Return to game play

c/E End turn

Commands during computer move (Solitaire game)

c/P Turn combat pause on/off (See 14.0)

c/V Show victory display

← (C-64: f5) Speed up computer move

→ (C-64: f7) Slow down computer move

SPACE
BAR Resume paused computer move

(See 2.11 and 14.0 in GERMANY 1985 for other commands.)

APPENDIX

TERRAIN EFFECTS TABLE				MAXIMUM MOVEMENT ALLOWANCES			
TERRAIN	MOVEMENT	SIGHTING	COMBAT	NATO		SOVIET	
OPEN	2	4	0	TANK	18	TANK	18
L. ROUGH	3	3	2	SPG	14	BMP	18
ROUGH	4	2	3	APC	18	ARTY	12
FOREST	3	2	2	AIRCAV	22	KATSH	12
TOWN	3	3	2	INFAN	12	INFAN	12
URBAN	4	2	4	ENG	14	ENG	14
OBJECT.	3	2	3				
LAKE	3	4	0				

SECTOR NUMBERS				NOTE: SECTOR NUMBERS 1-B are treated as OPEN hexes for all purposes; SECTOR NUMBER C is treated as an URBAN hex.			
1-B	2	4	0				
C	4	2	4				

TYPE VS. TYPE TABLE

SOVIET UNITS VS. NATO INFANTRY

TANK	- 3
BMP	- 2
ARTLY	- 10
KATSH	- 10
INF.	- 2
ENG	- 2



	SOVIET TANK	BMP	ARTLY	KATSH	INF	ENG
NATO INFANTRY VS.	2	2	4	4	1	1

NATO UNITS VS. SOVIET INFANTRY

TANK	- 1
SPG	- 5
APC	1
AIRCAV	- 5
INFAN	1
ENG	1



	NATO TANK	SPG	APC	AIRCAV	INFAN	ENG
SOVIET INFANTRY VS.	0	3	0	3	- 2	- 1

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