

# NATO AND THE WARSAW PACT EXERCISES

David Bright  
*(from Footnotes, Moves issue 16)*

One possible scenario for European war should keep NATO planners up nights and will provide an interesting variant for your game.

Early each autumn, the Warsaw Pact holds annual maneuvers with most of each of the Warsaw Pact armies involved. These maneuvers are frequently held in East Germany, near the West German border. But, despite the fact that up to fifty divisions are involved, NATO units have been lulled to the point that they rarely go on high alert.

A surprise, Pact attack out of these maneuvers could seriously upset NATO defense plans. If the attack is accompanied by nuclear blackmail to keep Belgium, the Netherlands, Luxemburg, France and Italy out of the war for even a few days, the Pact may prove overwhelming. Denmark is such a rich prize for an "incident" that it will probably fight from the start. Promised the nuclear destruction of their countries and not believing in a U.S. willingness to start a strategic nuclear war over a limited nuclear

attack against one small ally, the other West European countries will probably mobilize and guard their frontiers, but not join the major fighting.

The Pact attack must be accompanied by one

other item - a declaration that they are only out to settle the German question and will not cross the western West German border unless a nation along that border involves itself in the fighting. The questions this declaration and the blackmail raise in the blackmailed countries may eventually be answered in NATO's favor, but every day a country's participation is delayed brings the Warsaw Pact closer to achieving its objectives.

The following rules are based on the premise that the Warsaw Pact will achieve air superiority in the first 48 hours because of the surprise attack, the defection of allies' air forces, and the confusion caused by the massive attack.

1. The Warsaw Pact starts with all the M + 1 troops and all divisions shown as reinforcements through turn 3, except the Soviet airborne divisions. The airborne units and the supply units come in as scheduled. The Pact receives two additional supply units to start with. All units on the board should be divided between two forces in invader- defender postures anywhere east of the Start Line.

2. Because of stockpiling for the maneuvers, Pact divisions do not consume supply units for normal attacks until the start of turn 4.

3. NATO airborne units may move freely on turns 1 and 2; thereafter, roll prior to each flight - a "6" results in interception and destruction in the air.

4. NATO units may not move into a neutral country except as a result of an extreme emergency. Once in a neutral country, they are removed from the board, but do not provide Pact victory points.

5. NATO reinforcements come in to the Ruhr cities if Amsterdam is neutral and the appropriate reinforcement center has been rendered useless. There is a two turn penalty in appearance when using the Ruhr cities.

6. Belgium, the Netherlands, Luxemburg, France and Italy start as neutrals. At the start of each turn from turn 2 through turn 14, each country may roll for the "6" required to enter the war. A country rolling a "6" need not enter the war that turn, but it must roll a "6" at the start of the turn in which it does enter. Neutral country units located in Germany in turn 1 may not move that turn and must return to their country as soon as possible thereafter, unless their country loses its neutrality before their return.

-David Bright