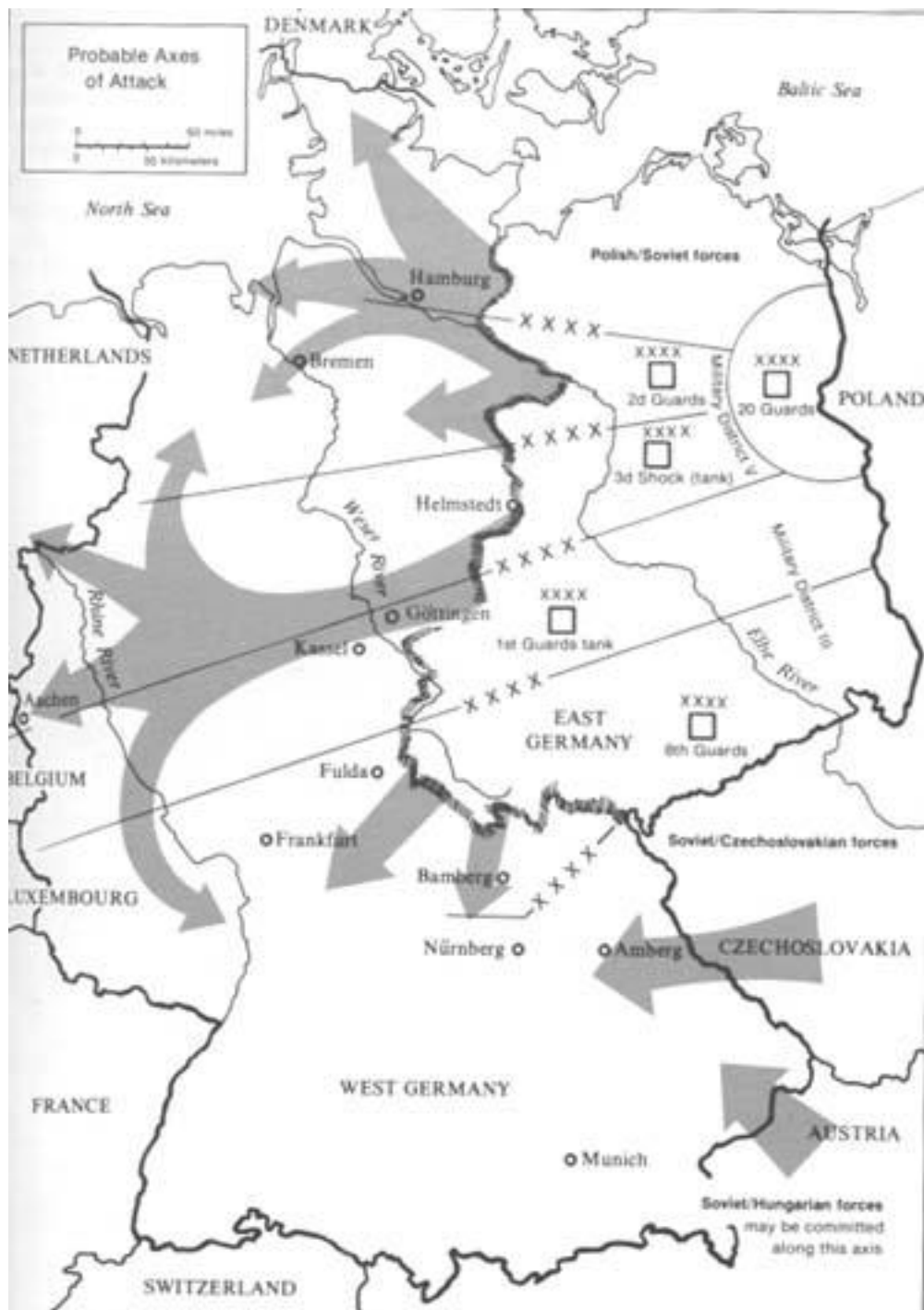


Red Thunder II 1988 Modifications to Erik Rutin's *Red Thunder 1988*



Significant modification in Red Thunder II 1988

1. The length of the scenario has been half from 60 half-day turns to 30 full-day turns. After a month both scenarios appear to have comparable conclusions.
2. **NATO Order of Battle** OB were generally quite accurate.
NATO Order of Battle v.8.6, by Andy Johnson and updated by Pat Callahan: 25 October 2012.
Warsaw Pact Order of Battle I used the OB for 1989 published by Andy Johnson. Very few changes.
3. **TOE.** Markedly reduced the number of Assault Squads on both sides - it seems the original used the TOE number of APCs as number for assault squads. This inflated the number of squads. (A Soviet Mot Rifle Rgt in the original *Red Thunder* had 130 Assault Squads vs. 81 in the actual TOE). I moved the US M109A 155mm to their respective maneuver brigades, as in all other armies.
4. **MBT and APC** How many Soviet MBT? "There were 2256 T-80 and 3990 T-64A in GSVG in 1986-87." By 1988 probably 4200 T-80B and 4000 T-64B deployed. In the original scenario version there were 9000+ T-80. This mod has 4300 T-80B. (which my Cold War Forum consultants tells me is the T80 model of 1988. I also used more recent data on the type and number of NATO tanks and APC.
5. **Deployment:** I stayed with the original Red Thunder unit locations.
6. **Objective Paths.** The original used the back and forth zig-zag patterns; I recall reading was the recommended pattern for earlier versions of TOAW. I believe TOAW III recommends straight lines of objectives to take advantage of Elmer's revised flank awareness.

Robert Kunz

INTRODUCTION (from original *Red Thunder* 1988)

1988: Two of the most fearsome armies in history face each other across a divided Germany. The slightest spark here can cause a conflagration. This time, the line is crossed and now there is no going back. NATO and the Warsaw Pact are locked together in a life and death struggle. Only one side can emerge the victor, the other will be annihilated. Conflicting strategies, ideologies and technologies make for a diverse and unpredictable panorama.

Make your choice and assume control over the destiny of the world.

DESIGNER'S NOTES

The goal of this project was always to recreate the experience that Red Lightning allowed us to enjoy in 1989. Red Lightning was based on the NATO / Warsaw Pact cold war situation of that time and the deployments, doctrine and order of battle are from that era.

Foremost in my mind during the design of "Red Thunder" was that I desired to keep the balance and feel of the original game. As a result, I decided to follow the order of battle in the original closely, adding in only what I felt necessary to make the best use of TOAW's new features.

The end result is something I'm proud of: the 'new' version plays a lot like the original. The relative feel of the different armies and their equipment, the strategic terrain features and the air battle all combine to give as close an approximation of Red Lightning as I think can be had.

FEATURES AND EVENTS

Red Lightning had specific features such as Reforger sites that could be overrun, political morale tracking that could result in the disintegration of NATO and/or the Warsaw Pact, and Special Forces operations in theater and out of theater. The battle for the Atlantic and the invasion of Norway and Iceland were both modeled. Unfortunately, some of these specialized functions are impossible to create in TOAW. Those that I could figure out how to do, I did. The list is as follows:

- Reforger Sites -

*Marked by a * on the map, these can be overrun, causing the US units scheduled to receive their pre-positioned equipment from that site to cancel their arrival. These sites must be protected by NATO as they represent the most significant source of reinforcements the western alliance can expect. Meanwhile, the Warsaw Pact must attempt (most likely through airborne and amphibious operations) to secure and destroy the equipment on these sites before it gets into the hands of trained troops. Warsaw Pact player please note: You must occupy a Reforger site for an entire turn (your part and NATO's) in order for the equipment to be destroyed.*

- Reinforcement Sites -

Marked by a + on the map, these sites cannot be 'overrun' but as long as they are under enemy control, the reinforcements are delayed (unless the site is on a map edge). This represents marshaling sites for mobilizing reserve forces. Occupation will disrupt their efforts to mobilize, but not destroy them.

- Iceland, Norway and the Atlantic -

These battles begin at the start of the scenario and will most likely be concluded at some point before it ends. Iceland and Norway are toss-ups in terms of victory chance for each side. The battle for the Atlantic is skewed in favor of NATO, but if the Warsaw Pact does not lose in the first 40 turns or so, their chances improve dramatically (they must be doing something right to survive so long!). Winning each of these garners victory points and may affect supply and replacements for the loser. A Norway victory may result in additional reserves for the victor being released to the Central European theater from Norway.

- Capitals and Political Morale -

Capitals are marked on the map in CAPITAL letters. Occupation of a capital is a serious blow to the country to which it belongs. Lodz is considered the Polish capital for the purposes of morale in this scenario as the map does not extend to Warsaw. As the scenario progresses, countries will become vulnerable to low morale. At first, only Denmark is vulnerable and the Warsaw Pact should exploit this with an early airborne and marine occupation of Copenhagen (if you can spare the assets from your attack on the US Reforger sites). As time goes on, all countries become vulnerable, though to widely varying degrees. If a country is vulnerable, shortly after occupation of its capital a message will appear in the news stating "ALERT: Country X's resolve wavers...". The result may be a decision to stay with the fight, or to make a separate peace (or rebellion in the case of Warsaw Pact members). Once the decision is made, the event will not occur again. A separate peace or rebellion decision means victory points for the other side, a loss of supply and replacements and a loss of use of the armies of that country. Be warned, protect your capitals, particularly after turns 20-30 when governments will begin to grow weary of the conflict.

- Austria -

As in Red Lightning, Austria starts the war Neutral.

Here this is represented by an exclusion zone. If the Warsaw Pact player wishes to invade Austria, he must click on the "Invade Austria Next Turn" Theater Option. On the next turn, the exclusion zone will drop and NATO will gain control over the Austrian units. Soviet forces will now be able to move through and attack Austria. Unlike Red Lightning, an invasion of Austria may trigger the entry of Italian reinforcements from the south map edge.

- Engineers -

Red Lightning had no engineers, but since TOAW allows you to blow bridges and damage railroads, their inclusion here was necessary.

- Nuclear and Chemical Weapons -

Red Lightning had Chemical Weapons but no provision for nuclear release (and in its setting of 1989, there's an excellent argument for ending the game once it goes nuclear). In this new setting, however, I felt that TOAW's ability to model nuclear weapons should be explored. There is a strong probability that you will see Chemical and Nuclear weapons during this scenario. NATO will not release these weapons unless the Pact initiates their use or possibly if NATO is losing badly. Nuclear release will significantly decrease supply for both sides.

- Off-Map Airfields -

These should be considered off-limits for airborne attacks, but air strikes to destroy enemy planes are perfectly 'legal'.

- Rail Movement -

Railroads have been removed. They were initially included to help boost unit movement to Red Lightning levels despite the fact that railroad movement would not normally play a role this close to the front lines of WWII. With the addition of the movement percentage for forces in TOAW CW, the railroads were no longer necessary. Unit movement is now just one movement point shy of Red Lightning's 12MPs.

Acknowledgements

A Tribute to Norm Koger's "Red Lightning"

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Happy Wargaming!