

1988 Global War Game Western and Southwestern Theaters Scenario Briefing



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Scenario Briefing

This scenario attempts to recreate the NATO-Warsaw Pact conflict in late 1988 in the Western and Southwestern Theater of Military Operations (TVD) shortly after the end of the Iran-Iraq war but before the collapse of the Warsaw Pact ca. 1988. The Pacific and Middle East (Southern TVD) Theaters will be represented in separate scenarios that can be played in conjunction with this scenario. The scenario starts with a ceasefire. The ceasefire will be lifted between turns 2 to 6.

House Rule for Neutral Countries

The combatants (NATO and Warsaw Pact and their allies) may not enter a neutral country's territory until they selected an appropriate theater option and/or the other player has had a chance to deploy and move that country's units in his turn. Important: For this rule to work effectively the New Turn Rules must be set to ON under the Game Play options.

House Rule on Airborne Assaults

Since TOAW does not allow the players to choose a path for airborne assaults, the players are allowed to fly over the airspace of neutral countries when performing airborne assaults, provided there is an existing, contiguous path through friendly or enemy hexes that connects the embarkation and destination hexes. This exception does not apply to the redeployment of air and helicopter units or heliborne assaults by airmobile or air assault units. Air and helicopter units changing bases, cannot violate the airspace of neutral countries.

Exclusion Zones

There are two exclusion zones. Zone 1 is removed when the Warsaw Pact attacks Finland or Sweden. Zone 2 is removed when the Warsaw Pact attacks Austria.

Surrender of Countries

There is a significant probability that some countries will surrender if their capital or another significant objective is captured. In most cases the surrender is reversible, i.e., the opposing force will have time to prevent the surrender if they recapture the capital or the significant objective within a specified amount of time (usually a few turns). In other cases, countries surrender almost immediately, with no chance to recapture the capital. Table 1 shows the surrender conditions for all countries.

Replacements

Locations with the factory symbol (mapOptional1.png) will result in loss of replacements. The amount of replacements loss is indicated by a number on the hex. For example: Bremerhaven 2%.

NATO (US) POMCUS

There are several POMCUS locations, indicated by the mapOptional1.png icon, where US POMCUS reinforcements are supposed to arrive. Occupation of the POMCUS hexes by the Warsaw Pact will result in delayed deployment of the US POMCUS ground units (per TOAW manual).

Warsaw Pact supply

The Warsaw Pact will experience loss of supply if hexes with the manpower symbol (mapOptional3.png) are captured. The amount of supply loss is indicated by a number in each hex. For example: Jena -2.

High-Level HQ units

In addition to regular HQ units attached to formations, high-level NATO and Warsaw Pact HQ units are used to simulate higher-level command and control structure. Destruction of these units by the opposing force will result in victory point costs.

Theater Reconnaissance

Theater recon may also be reduced by attacking specific hexes that represent early warning and radar sites. These are indicated by a yellow diamond (or optional bitmap 7).

Capital Ships and Submarines

Destruction of capital ships (aircraft carriers etc.) will result in additional victory point costs. Submarines use the naval task force icon. They are generally more potent than naval surface units.

Reconstitution

Since the length of the scenario is 45 days only a few units will reconstitute. The replacement priorities vary by country and unit.

Nuclear & Chemical Weapons

Chemical weapons become available to both players shortly after the outbreak of hostilities using a theater option. Use of chemical weapons carries a victory point penalty.

Nuclear weapons become available to both players shortly after the outbreak of hostilities using a theater option. Use of nuclear weapons carries a significant victory point penalty.

After nuclear weapons use is available the deployment and activation of strategic and theater nuclear forces is modeled two ways:

1. Land based systems, i.e., fixed ICBMs sites and mobile ICBMs (e.g., SS-20s and Pershing Intermediate Range Ballistic Missiles), are modeled as fixed or mobile missile units deployed in the US, the USSR, and Europe. Their location is
2. Ballistic missile submarines (SSBN's) are modeled as missile artillery units in special sea hexes with a small road network to represent patrol areas of SSBN's (bastions). Attacking and guarding the ballistic missile bastions can become a primary objective of the opposing navies.

Theater Options and Significant Events

Theater Options to attack or activate countries are available after the start of hostilities. Only the Warsaw Pact player has the option to attack Finland and Sweden and there is only a 50% NATO will have the option to activate Switzerland.

Theater Options to use chemical and/or nuclear weapons and deploy nuclear forces (ICBMs and SSBNs) in several regions are available after the start of hostilities.

Yugoslavia may break apart if the country surrenders or if the NATO player exercises the Activate Yugoslavia Theater Option.

Finnish and Yugoslav guerillas may become active if Finland or Yugoslavia surrender.

Sweden may join NATO if the Warsaw Pact player invades Finland and attacks Helsinki.

Switzerland may join NATO if the Warsaw Pact player invades Austria and attacks Innsbruck.

Ireland may join NATO if the Warsaw Pact player attacks Northern Ireland.

An Egyptian air force unit and naval unit may deploy if Libya is activated.

An event variable is adjusted by several events (mostly surrender of countries). If the event variable reaches a specific threshold the Warsaw Pact player may suffer Air Shock and Shock for a few turns.

If Paris or Brussels are occupied, the NATO player may suffer Air Shock and Shock for a few turns.

There are a few Theater Options that should only be used in conjunction with the 1988 Global War Game Southern TVD (Middle East) companion scenario. These Theater Options involve the redeployment of several NATO units from Europe to the Middle East and vice versa. Players must activate the appropriate options in **both** scenarios and the same units cannot be deployed simultaneously in both theaters.

Table 1 Country Surrender

Country	Surrender Probability	Cancel Surrender Probability
Albania	90%	0%
Austria	75%	90%
Belgium	35%	80%
Bulgaria	65%	50%
Canada	0%	0%
Croatia/Slovenia	0%	0%
Czechoslovakia	70%	40%
Denmark	75%	80%
Finland	90%	80%
France	0%	0%
GDR	0%	0%
Germany (West)	0%	0%
Greece	65%	90%
Hungary	75%	40%
Iceland	0%	0%
Ireland	0%	0%
Italy	10%	90%
Italy (Carabinieri)	0%	0%
Libya	0%	0%
Netherlands	50%	80%
Norway	50%	90%
Poland**	20%	0%
Portugal	0%	0%
Romania Security	0%	0%
Romania**	30%	0%
Serbia/Montenegro	0%	0%
Spain	0%	0%
Sweden	80%	90%
Switzerland	0%	0%
Turkey*	30%	90%
UK	0%	0%
USA	0%	0%
USSR	0%	0%
Yugoslavia	80%	0%

*Only the 1st Turkish Army, 15 Army Corps, and northern naval command surrender.

**Romania and Poland surrender only when NATO is winning not by the capture of their capital.