

RED STORM RISING

REPLACEMENTS & REINFORCEMENTS CHART (per turn)

	<u>NATO</u>	<u>WARSAW PACT</u>
LAND	3	1-2= 1d6, 3-6= ½ d6 (round down)
AIR	3	3
SUPPORT	1 (0 at start)	1 (15 at start)
REPLACEMENTS	3	3

Replacement eligibility: during the reinforcement step, a unit must be within two spaces of a friendly city and not adjacent to an enemy unit.

SOME HELPFUL REMINDERS:

- Air units with **yellow** numbers get two dice when attacking air units, one die (and attack rating is reduced to one) when attacking land units.
- Air units with **green** numbers get two dice when attacking land units, one die (and attack rating is reduced to one) when attacking air units.
- Air units with **black** numbers get one die when attacking air or land units.
- An air unit cannot completely eliminate an army unit that has an attack rating of Three or more.
- Each hit against an army unit reduces its attack rating by one.
- Undamaged army units can have two assets attached to them. A damaged unit can have only one. One asset is destroyed when an attack die roll of one is made against the parent army unit.
- Armour units performing breakthroughs cannot cross major rivers unless an engineer asset is attached to them.