

CHECKPOINT CHARLIE ALLIED SUPPORT MATRIX

Who can ally with whom in *World War III: Checkpoint Charlie*? That is a good question, so to lay out what allies can be taken with each Force in *Checkpoint Charlie* we have put together this handy Matrix of how allies work in *World War III: Checkpoint Charlie*.

NATO OR WARSAW PACT

There are the obvious allies like NATO Forces can ally with other NATO Forces and Warsaw Pact Forces can ally with other Warsaw Pact Forces.

Currently NATO Nations are: American, British, and West German.

Currently Warsaw Nations are: Soviet and East German.

As we add more Forces to *World War III: Checkpoint Charlie*, more nation's Forces will become available to NATO and Warsaw Pact.

WHAT ABOUT 'NAM AND FATE OF A NATION?

With the Forces available through *'Nam 1965-1972*, *The Vietnam War Miniatures Game* and *Fate of a Nation*, *The Arab-Israeli War Miniatures Game* you also have Forces that fall out side these two Alliances. Some, like the ANZAC Australian and New Zealand Force in *'Nam*, are allied with both Britain and America so are counted much to same a NATO Forces, while American allied ARVN (Army of the Republic of Vietnam, or South Vietnam) would fall on western allied side.

During the Arab-Israeli War the Israelis received materiel support from many western nations such as Britain, America, and France, whether through financial transactions for weapons and equipment, or actual military aid. While the members of the alliance against Israeli drew support from a variety of nations with France selling equipment to Syria and the Soviet Union supplying weapons to both Syria and Egypt. Jordan continued to have a close relationship with Britain and used British and American equipment.

We have made some judgement calls on allies for *Fate of a Nation*, with allowed Allies based on these relationships featured in the Other Allied Formations column.

ALLIED SUPPORT RULES

You may take one Allied Formation as part of your Force. Check the Checkpoint Charlie Allied Support Matrix to see which Allies are available to your Force.

An Allied Formation obeys all the rules for its own nationality.

An Allied Formation Commander can only join Units in its own Formation (see page 57 *World War III: Team Yankee*) and those

Units can benefit from its Command Leadership (see pages 47, 50, and 62 of *World War III: Team Yankee*).

As they are Support, do not count Allied Formations when determining whether you have any Formations left or if you have lost the game (see page 65 of *World War III: Team Yankee*).

CROSS FORCE FORMATIONS

You can take Formations from other Forces for the same nationality. The Americans have Formations available in *'Nam 1965-1972*, *The Vietnam War Miniatures Game* as well as in *World War III: Checkpoint Charlie*. You can take these Formations with either Force and take also take Units a Formation Support (see page 79 of *World War III: Team Yankee*) from one with the other. As *World War III: Checkpoint Charlie* expands this may become available for other nations.

Formation Support represents a higher commander reinforcing your Formations with additional Units from other Formations. You can take any compulsory Units (other than the HQ Unit) from other Formations in your Force. You may only have one of each type of Unit as Formation Support, and only if you don't have that same type of Unit in one of your Formations already.

| | | CHECKPOINT CHARLIE | | | | | 'NAM | | | | FATE OF A NATION | | | |
|--------------------|-------------|--------------------|------------|-------------|------------|-------------|-------------|------------|------------|------------|------------------|------------|------------|------------|
| | | AMERICAN | BRITISH | WEST GERMAN | SOVIET | EAST GERMAN | AMERICAN | ARVN | ANZAC | PAVN | ISRAELI | EGYPTIAN | SYRIAN | JORDANIAN |
| CHECKPOINT CHARLIE | AMERICAN | N/A | ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | SAME NATION | ALLIED | ALLIED | NOT ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED |
| | BRITISH | ALLIED | N/A | ALLIED | NOT ALLIED | NOT ALLIED | ALLIED | ALLIED | ALLIED | NOT ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | ALLIED |
| | WEST GERMAN | ALLIED | ALLIED | N/A | NOT ALLIED | NOT ALLIED | ALLIED | ALLIED | ALLIED | NOT ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED |
| | SOVIET | NOT ALLIED | NOT ALLIED | NOT ALLIED | N/A | ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED | ALLIED | NOT ALLIED | ALLIED | ALLIED | NOT ALLIED |
| | EAST GERMAN | NOT ALLIED | NOT ALLIED | NOT ALLIED | ALLIED | N/A | NOT ALLIED | NOT ALLIED | NOT ALLIED | ALLIED | NOT ALLIED | ALLIED | ALLIED | NOT ALLIED |
| 'NAM | AMERICAN | SAME NATION | ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | N/A | ALLIED | ALLIED | NOT ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED |
| | ARVN | ALLIED | ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | ALLIED | N/A | ALLIED | NOT ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED |
| | ANZAC | ALLIED | ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | ALLIED | ALLIED | N/A | NOT ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED |
| | PAVN | NOT ALLIED | NOT ALLIED | NOT ALLIED | ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED | N/A | NOT ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED |
| FATE OF A NATION | ISRAELI | ALLIED | ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | ALLIED | ALLIED | ALLIED | NOT ALLIED | N/A | NOT ALLIED | NOT ALLIED | NOT ALLIED |
| | EGYPTIAN | NOT ALLIED | NOT ALLIED | NOT ALLIED | ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED | N/A | ALLIED | ALLIED |
| | SYRIAN | NOT ALLIED | NOT ALLIED | NOT ALLIED | ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED | ALLIED | N/A | ALLIED |
| | JORDANIAN | NOT ALLIED | ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED | NOT ALLIED | ALLIED | ALLIED | N/A |