

vehicles to neutralize that MX shell-game basing system) and "overt breakout" (i.e. the Soviets developing their own shell-game basing system which permits rapid expansion of their strategic force by filling up empty shelters if SALT II is abrogated). It is important that procedures for counting units prevent acquisition of reentry vehicles in excess of the numbers permitted and in excess of those counted in deciding how large the shell-game system should be. Shell game basing will create some unique breakout problems but their seriousness has been greatly exaggerated. Several hedges against both covert/overt breakout are discussed.