

Iron Curtain Quick Start Rules

SCS Rules v 1.8



2.0 Zones of Control

Units with "0" attack have no ZOC (2.0a)

Cost to move into EZOC +2 in addition to terrain (2.1a)

Units starting in EZOC cannot move or overrun in Exploitation Phase (2.1b)

Retreats through EZOC cost one step lost per stack, per hex (2.1d)

3.0 Movement

Units can always perform one-hex movement (but cannot overrun) (3.1e)

4.0 Stacking

A retreat that causes an over stack not counted until after next movement phase (4.0a)

Top unit must be one with an attack strength if available in a stack (fog of war rule) (4.0c)

5.0 Reinforcements

Cannot be delayed (5.0)

6.0 Overrun

Costs +2 MPs to perform, and only in terrain that costs 2 MPs or less to enter (6.0)

Overrun ends the movement after combat results (6.2a)

Only one overrun per phase, per stack and per hex (6.1b)

Retreated units (now in a new hex) can be overrun again by other units (6.1b)

Road rate used leading up to an overrun, but not in the overrun hex (6.1d)

7.0 Combat

Units with zero attack strength can participate in combat with other units and take losses (7.2e)

Rounding principle: .01 to .49 round down; .50 to .99 round up (7.4) Retain fractions after adjustments and add everything up. Have fun with the calculator.

Example: an attack of 7 to 9 = 1:1 (not 1:2); an attack of 15 to 4 = 4:1 (not 3:1)

Add all factors first, then round.

Attacks at less than the lowest column: no die roll- attacker loses one step; defender no effect

8.0 Step Losses

First from strongest printed attack or printed defense strength (attacker/defender) first (8.0a)

All units in a stack absorb one step loss before any unit takes a second step loss (8.0b)

9.0 Retreats

Retreat hexes can be converted in part or whole (mix and match) to step losses (9.2)

10.0 Advance After Combat

First empty hex, then additionally off the retreat path if desired for # of retreat hexes. Ignore EZOCs. Units unable to exploit only enter the defender's hex (10.0)

Can also advance all retreat # hexes if enemy destroyed or takes step losses (10.0a)

11.0 Exploitation

Units in EZOC cannot exploit or overrun (11.0b)