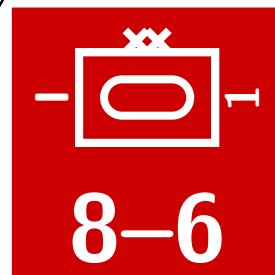


KRIEGSPIEL



The Avalon Hill Games Co.

Designer: Thomas N. Shaw

Resources:

- Board game geek [webpage](#)

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Preface

This is a revamp of *Avalon Hill's* classic wargame *Kriegspiel* first published in 1970 as a way of introducing wargaming to a wider audience. The game has since gone out of print.

In this revamp, I try to stay as close to the original game as possible, though some things have been changed. In particular

- Cards have been replaced by *chits* to make the production of the game easier.
- The maps have been shrunk by one hex in the longitudinal direction so that the maps will fit in a single A4 paper.

The game is intended to be played at at least two different levels of complexity. Game **I** is rather simple and can serve as an introduction to wargaming. The more complex Game **II** consist of various optional rules which complicates and makes the game more realistic. An example of using the game to play out specific scenarios is given in Game **30**.

Due to the games rather modular nature, a lot of additional optional rules have been proposed in the past. Here, *some* of these optional rules are included.

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Game I

Rules

Introduction

Kriegspiel (litt. *wargame*) is a small simulation of a hypothetical conflict between two hypothetical nations (or *factions*). The objective of the game is for either faction to gain dominance over the other faction by inflicting casualties.

The two sides of the conflict are the *Red* and *Blue* factions, **R** and **B** for short.

The game can be played at an introductory level, or, by means of *optional* rules, at a more advanced level. The optional rules can be found in Game II of this document.

§1 Components

The game consist of

- Two half-maps that can be combined in a variety of ways to form one big map. One half-map represent the **R** nation, and the other the **B** nation. The **R** nation is delimited by a — and coordinates are printed in the same colour. Likewise, the **B** nation is delimited by a — and coordinates are printed in the same colour.
- A number of chits representing ground and auxiliary units as well as installation for either faction.
- A number of counters and markers used in the game dynamics.
- A number of charts with tables that summarise the game dynamics.
- A game mat to track factions reinforcements, and the like.

In addition, some optional rules *may* require a six-sided die.

§1.1 The maps

Each half-map, and full map when combined, consists of hexagonal fields (*hexes*) which serve to capture terrain and troop movements in the game. The various kinds of terrain represented are

- ⬡ **Clear** Clear hexes represent open terrain, such as fields and sparse vegetation. Troops can move relatively freely there.
- ⬢ **Woods** Woods hexes represent denser growth and troop movement is more limited.
- ⬤ **Mountains** These hexes represent mountainous or very hilly regions of the map. Troop movement is very limited in these areas.
- ⬢ **Cities** A hex, or combination of hexes, that represent densely populated areas on the map. Cities provide supply for troops as well as various other capabilities for the factions. They are therefore in and

Terrain		Units restrictions	MF cost#	Defender CF
	Clear		1	×1
	City		1*	×2
	Coastal city		1*	×2
	Beach		1	×1
	Woods	not  	2†	×2
	Mountains	only   	2	×2
	River		3†	×2
	Sea†	only   	n/a	×1
	Road		1/3*	×1
*Use lowest movement cost †Use highest movement cost ‡Retreats are eliminations #Logistic units <i>always</i> pay 1 MF				

Table 1: Terrain effects.

of themselves (sub-)objectives of the game.

- ⬢ **Seas** Larger bodies of water which are only accessible to specialised troops.
- ⬢ **Rivers** Bodies of water that provide natural obstacles to troop movement.
- ⬢ **Roads** Travelling along a road is much easier than travelling over open terrain, even for tracked units such as armoured units.

Terrain have different influences on the movement of troops and how easily a position is to defend against an attacker. These are summarised in Table 1.

§1.2 The units

Ground troops are represented by *chits* or counters in the game. Each unit is a single chit. An example of a unit is shown in Figure 1. Various parts of the unit chit gives information about the unit.

Parent identifier This identifies the parent organisation unit (the corps). Units with the same parent identifier belong to the same organisational unit.

Identifier Identifies the unit uniquely.

Size The size (called echelon) of the unit. In *Kriegspiel* there are *divisions* () and, for some optional rules,

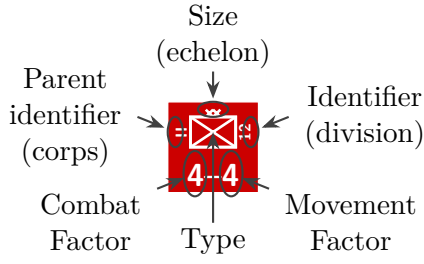


Figure 1: A ground unit

Symbol	Type & Abbreviation	
	Infantry	IN
	Combined arms	CAR
	Armoured	AR
	Airborne infantry	ABI
	Special Operations Forces	SOF
	Reconnaissance*	REC
	Mountaineer*	MTN
	Field artillery*	FA
	Amphibious*	AM
	Air assault*	AA
Symbol	Echelon & Abbreviation	
	Corps	-
	Division	D
*Optional		

Table 2: Ground unit types

brigades ().

Type The NATO symbology (App6(D)) symbol for the unit type. The various unit types are shown in Table 2.

Combat Factor (CF) The fighting strength of a unit, both offensive and defensive. The higher the number the stronger the unit.

Movement Factor (MF) The manoeuvrability of the unit. The higher the number the faster and further the unit can move. One MF corresponds to moving through one clear hex, but different terrain may impose higher or lower costs.

*Typically a unit will be identified by its identifier, followed by a slash, then the parent unit identifier, a space and then the unit type and echelon abbreviation. Thus the unit shown in Figure 1 will be designated **R** 12/II IND for the 12th infantry division of the II Corps.*

In addition to ground units there are a number of other auxiliary units for each faction. These are used in various optional rules. See §A for a full *Order of Battle* summary of the available ground and auxiliary units.

Game I Auxiliary units are *not* used and only **R** I, II, and III corps, and **B** A, B, and C corps are used.

Game II Which auxiliary and additional units are used

depends on the employed optional rules.

§2 Starting the game

The two factions (players) must agree upon which optional rules to use in the game (if any).

Read the various optional rules carefully to determine any possible bias towards one faction or another, and then try to strike a balance.

The factions then agree how the two half-maps should be put together. *Either* join half-maps along the longer or shorter edges.

The different configurations have different challenges for the factions (individually and overall). Joining a long edge with a short edge does not make for good game play, and should not be done.

*The configuration where the nation names and game logo faces the factions, i.e., where the **B** map is up-side-down and to the right of the **R** map (**B** hex column **AA** joined with **R** hex column **K**) is a good candidate.*

The **R** chooses *any* 14 units from the I, II, and III corps, and **B** chooses *any* 13 units from A, B, and C corps. These are the *starting units*. Remaining units are kept in *reserve*.

Both faction now place all their initial units on their respective half-maps. A temporary divider should be placed between the half-maps so that the specific deployment is secret. Units *may not* be deployed on hexes on the border (i.e., half-hexes).

Any remaining *reserve* units are placed in the respective *reserve* box on the game mat.

Finally, place the clear weather marker on the starting month of the turn track.

This finishes the initial set-up part of the game. The game now progresses in *turns* (§4) until the *victory conditions* (§3) have been achieved.

§3 Victory conditions

If, at the end of a full turn,

- either** one faction has less than a total of 20 CF on the map, then the faction with the most CF wins
- or** a faction has captured and *occupies* all enemy cities, then that faction wins.

To determine the total CF on the map, add up all units' CFs.

A city is *occupied* by the enemy if that faction has *at least* one unit in *any* of the consecutive city hexes.

Note that it is not enough for victory to be the last unit in an enemy city. The faction must have unit in the city.

§4 Turn sequence

The exact steps in a turn (the turn sequence) is very much influenced by the optional rules used in the game. Please refer to the optional rules for more details.

At the start of each turn, the first thing is to determine which faction goes first. Decide this randomly (flip of a coin, roll of a die). The first faction then goes through the *full* turn sequence, and then the other faction does likewise.

The faction in turn is called the *attacker* and the other faction the *defender*. Once the attacking faction has gone through the full turn sequence, the roles are flipped and the *attacker* becomes the *defender* and vice versa.

The steps of the turn sequence are

1. Preparation phase. In this phase the following may happen, depending on the chosen optional rules.

Reinforcements Starting on the 4th turn, the attacker receives *one* reinforcement unit from its *reserve* pool. No reinforcement units are received once the reserve pool is empty. See also §7.1.

2. Movement phase. In this phase the attacking faction may, in *any* order,

Unit manoeuvres The faction may move as many or as few units as desired, up to the maximum movement allowance of a unit and constrained by terrain (§8).

Reinforcements Bring reinforcement units from the reserve pool in to the factions capital. If *any* capital hex is occupied by the opposing faction, then no reinforcements may be brought in (§7.1).

3. Combat phase. The attacking faction resolve *all* combats in *any* desired order. Each combat must be fully resolved, including retreats and advances, before going on to the next combat.

Once a faction has completed the above procedure, the turn moves over to the opposing faction. That faction then becomes the *attacker* and the other faction the *defender*. The new attacker then goes through the above procedure. When both factions have gone through the above three phases, then the turn is over and a new turn is started until the end of the game (see §3).

§5 Control, occupation, and capture

Three important concepts are *control*, *occupation*, and *capture* of hexes by a faction. These are *not* the same thing and the rules are explicit in which concept applies.

A faction *controls* a hex if it was the last faction to have a unit in that hex. At the start of the game, each faction control all hexes within its nation.

A faction *occupies* a hex if it has a unit in that hex at the end of its turn.

A faction has *captured* a hex if it has a unit in that hex

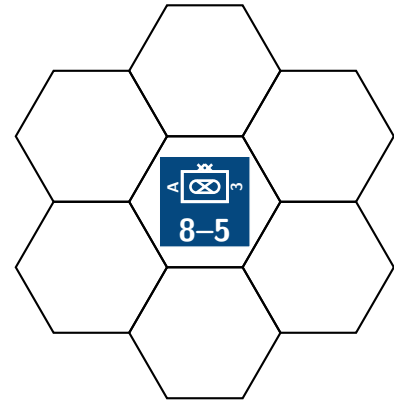


Figure 2: Zone of Control (ZOC)

at the end of the *opponents* combat phase. That is, if a unit ended its own turn in a hex, and has *not* been displaced by the enemy in the its following turn (the unit is still in the hex at the factions *preparation* phase) *then* (and only then) is the hex captured.

§6 Zone-of-Control (ZOC)

Every ground unit excerpts a *zone-of-control* in the hex it occupies *and* six neighbouring hexes (see Figure 2). This represents the area the unit can patrol and fire into.

Auxiliary units or counters (such as logistics or air support units, rocket or ICBM launch sites, or supply or POW camp sites) *do not* excerpt ZOC.

ZOC *does not* extend beyond the board edge or across seas (**D3** is considered a sea hex). ZOC *does* extend into any other terrain, *even* if that that terrain is prohibited for the unit excerpting ZOC.

A few key points regarding ZOC:

- A unit *must* stop upon entering enemy ZOC.
- A unit *cannot* move from one enemy ZOC into another enemy ZOC directly — *even* if the target hex contains a friendly unit. The unit must first *disengage completely* before it can *reengage*.
- Defender units in attackers ZOC *must* be attacked during the attackers combat phase. Attacker units that are in enemy ZOC *must* conduct combat in the attackers combat phase.

ZOC influences many aspects of the game, in particular movement and combat. The above three points makes it clear that proper observation of enemy ZOC and strategic use of own ZOC can be vital for success. For example, by placing units with one hex between them effectively blocks the opponent from advancing beyond that line, as long as the units in the line can hold the ground.

§7 Preparation phase

In the preparations phase the attacking faction receives new supplies, as summarised in Table 3. Precisely which supplies are received depends on the optional rules in use.

§7.1 Reinforcements

Starting from turn 4, the attacking faction receives one *reinforcement* ground unit per turn, as long as the faction has units in its *reserve* pool. The attacker can freely choose between available units.

Reinforcement units arrive in the capital of the attacking faction. If the opponent *occupies* a hex in the capital, then no reinforcements can arrive in that turn, and the reinforcement unit must wait until a later turn when the enemy does not occupy the capital.

No more reinforcement will arrive for a faction once the factions *reserve* pool is empty of ground units.

§8 Movement phase

The attacking faction may move as many or as few ground units as it wishes during its movement phase. Movement captures troop manoeuvres to put the attacker into a more advantageous position.

§8.1 Unit manoeuvres

A unit's *movement factor* (MF) determines how many hexes that unit may move during a single turn. A unit may move as many hexes as it has MF. Movement factors *cannot* be transferred between units nor can they be saved for later turns.

§8.1.1 Map edges

Half-hexes, that is hexes along the border of the map *cannot* be used by units, and units are *not* allowed to move off the map. The *combined* half-hexes where the two half-maps are joined *are* permissible hexes.

§8.1.2 Stacking

Only *one* ground unit may at any given point occupy a hex. Units *cannot* move through a hex occupied by another unit, whether it is friendly or not.

A friendly unit may *never* enter a hex occupied by an enemy unit.

This applies at *all times*, including initial deployment, arrival of *reinforcements*, *replacements*, and so on.

§8.1.3 Terrain

Armoured units (☐ and ☐) are *not permitted* to enter woods hexes. This applies *always* including for *advances* and *retreats*.

Only specialised units can enter mountains or sea hexes. Mountain hexes can *only* be entered by SOF unit (☒). Sea hexes can only be entered as part of an *invasion*

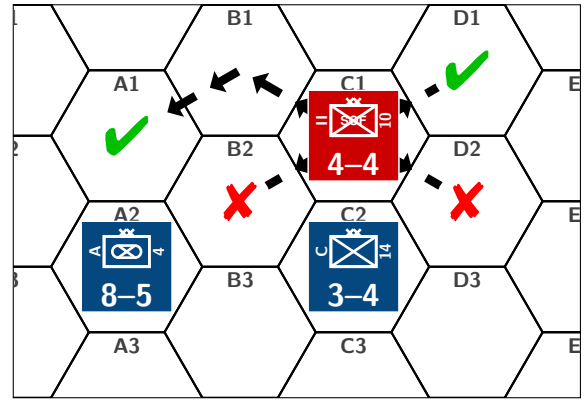


Figure 3: Engaging, disengaging, and reengaging the enemy. **R** 10/II SOFD is engaged with **B** 14/C IND. It cannot move into **B2** nor **D2**. It *can* disengage by moving into **B1** or **D1**. From **B1** it can reengage **B** 14/C IND at **B2**, or engage **B** 4/A CARD at **A1**. Note that other moves than those shown are possible too.

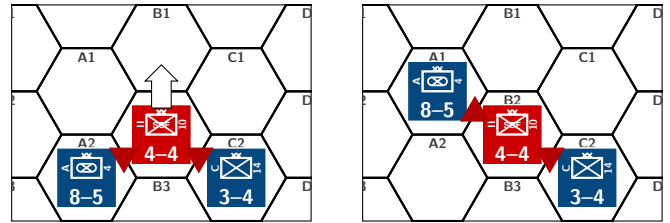


Figure 4: Use of ZOC in attacks. **B** 14/C IND and **B** 4/A CARD attack **R** 10/II SOFD. On the left hand side the **B** units are positioned so that **R** 10/II SOFD *can* retreated to **B2**. On the right hand side, all retreat paths for the **R** unit are blocked because of the **B** units' ZOC.

(§8.1.5) and only by SOF units (☒). Any other unit type is prohibited from entering these hexes, including on *retreats* and *advances*.

§8.1.4 Enemy ZOC

A unit *must* stop upon entering a ZOC of an enemy unit. The unit is said to have *engaged* the enemy unit.

A unit *cannot* directly move from one hex in enemy ZOC to another hex in enemy ZOC. It must first move *out* of *any* enemy ZOC (*disengage*) before it can move into another hex in enemy ZOC (*reengage*). An example of this is shown in Figure 3.

These rules allows a faction to set up an effective defensive line by placing units with one hex in between them. As long as the defending units can hold the ground, such a formation will block the attacker from further advances.

The rules can also be used offensively by surrounding a defending unit with attacking ZOC. This is illustrated in Figure 4.

Supply		# Received	Start Turn	Turn Freq.	Cost*	
	Reinforcements	1	4	1		Until <i>reserve</i> empty
	Replacements	1 CF/ 	1	1		Control <i>full</i> city
	Air support	3	3	1		Full control of capital
	Logistics	1/ 	1	1		
	Rockets	1	1	1	3	Control 
	ICBM	1	1	3	6	Control 
*In air support or replacement factors						

Table 3: Supply summary

☒ §8.1.5 Invasions

A special operations unit (☒) may, *if* it starts its turn in a coastal city hex () , *invade on any* beach hex () on the map (even beach hexes that are not directly linked by rivers or seas to the starting coastal city hex). The unit is transported to a sea hex () adjacent to the landing beach hex without limitations. That is, enemy ZOC, terrain, or the like, does not impede the unit in any way.

If the target beach hex is *not* occupied by an enemy unit, then the invading unit is moved on to the beach hex. The unit is then free to manoeuvre using its full MF afterwards. Of course, if the beach hex is in enemy ZOC, then the invading unit *must* stop its movement and perform combat against the enemy unit.

If the landing hex *is* occupied by the enemy, then the invading unit *must* attack the enemy in the following *combat* phase. Other ground units that can reach the enemy may participate in the attack.

If a hex adjacent to the landing hex is *also* occupied by the enemy, then the landing unit is *not* required to also attack that unit in the following *combat* phase. This is an exception to the *forced combat* rule (§9.1).

A unit can *never* end its turn on a sea hex. If it does, it is eliminated immediately.

An attacker can make as many invasions in a single turn as its coastal city hex available units allow. A SOF unit may invade as many times in a game as is possible, but only once per turn.

☒ §8.1.6 Paratroopers

An airborne unit (☒) may, *if* it starts its turn in a friendly city hex, perform an *airborne assault* or parachute drop on *any* allowed hex on the board.

The unit is transported by air immediately to the drop zone (DZ) hex. The drop zone hex *may not* be in enemy ZOC, and the hex *may not* be prohibited to the kind of unit being dropped (e.g., mountains). After the drop, the airborne unit may perform normal manoeu-

vres (movement and combat) that turn.

As many parachute drops as are possible may be performed in a single turn, and an airborne unit can be dropped as many times as possible during the game, though at most *once* per turn, and it *must start* its turn in a friendly city (including friendly cities in the opponents nation).

§9 Combat phase

§9.1 Forced combat

A hex which contains defending units which are in any of the attacking units ZOC *must* be attacked. That is, any enemy unit that is *engaged* must be attacked. *All* units in a hex *must* be attacked as a whole and only *once* per turn. An attacker *cannot* first attack some defending units in a hex, and then in a later battle the remaining units.

Likewise, any attacking unit that has any defending unit in its ZOC *must* attack into *at least* one hex. That is, a unit that has *engaged* the enemy *must* conduct combat.

An attacking unit *may* attack into multiple hexes as long as

- it is adjacent to *all* hexes, and
- *all* defending units are in adjacent hexes.

Sometimes attacks may be divided amongst the attacking units in such a way that some attacks are performed at sub-optimal odds (1:1 or worse), in order to obtain better odds in some other, strategically more important, battle. This is called *soaking off* and is illustrated in Figure 5.

§9.2 Offensive and defensive CFs

To calculate the offensive and defensive CFs sum the combat factors of all attacking and defending units, respectively. Combat factors *cannot* be divided between attacks, and an attacking unit may only attack *once* per combat.

If more than one unit attacks into more than one hex,

1:3			1:2			Offensive/ Defensive Tactic	1:1			2:1			3:1		
—	—	AE	—	—	AE		—	—	AE DE	—	—	A4 DE	—	—	DE
—	AE	AE	—	AE	—		—	AE DE	—	—	AE DE	DE	—	A4 DE	DE
AE	—	AE	AE	—	AE D4		DE	—	AE DE	A4 DE	DE	A4	DE	DE	A4
AE	AE	AE D4	AE D4	AE D4	AE		AE DE	AE DE	A4	A4 DE	DE	A4 DE	A4 DE	DE	A6 DE
AE All attacking units eliminated							DE All defending units eliminated								
A4 Attacker eliminate at least 4 or 6 CF							D4 Defender eliminate at least 4 CF								
A6															
Offensive							Defensive								
	Engage and hold		No advance					Abandon position		Retreat 4 MF					
	Escalating assault		Advance 2 MF					Fighting retreat		Retreat 2 MF					
	Blitzkrieg		Advance 4 MF					Standfast		No retreat					
								Hold-at-all-cost		No retreat					

Table 4: Combat resolution chart

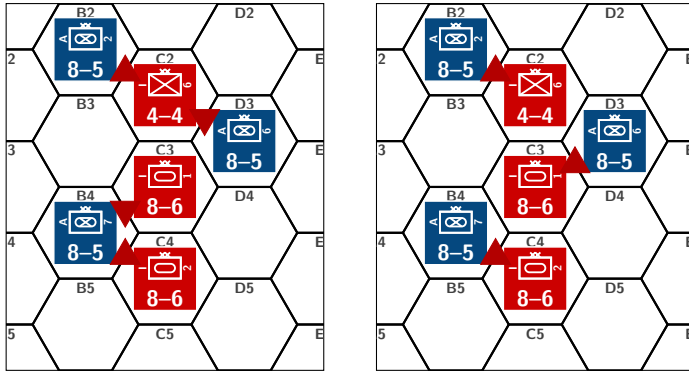


Figure 5: Soaking-off attack. **B** is the *attacker*. Since all three **R** units are in enemy ZOC, they *must* all be attacked. Likewise, all **B** units have enemy units in their ZOC and therefore *must* attack. However, **B** has a choice. To the left, **B** chooses to attack **R** 6/I IND with **B** 2/A CARD and 6/A CARD, and attack *both* of **R** 1/I ARD and 2/I ARD with only **B** 7/A CARD. The odds are 16:4 and 8:16, respectively. On the right, the attacks are evenly distributed with odds 8:4, 8:8, and 8:8, respectively. On the left, using a *soaking-off* tactic, **B** has a much better chance of eliminating **R** 6/I IND (4:1 versus 1:1) than on the right, at the cost of sub-optimal odds in the other battle (1:2). On the right, all battles are a bit up in the air, and **B** risks imposing no casualties on **R**.

then *all* attacking units *must* be adjacent to *all* attacked hexes.

Units *can* attack into hexes in which they are not allowed to move into. That is, for example, an armoured () or mechanised () unit *may* attack an enemy unit in a woods hex, and regular infantry () unit *may* attack into a mountain hex.

§9.3 Combat odds and resolution

The *combat odds* can be calculated once the total of the attackers CFs and defenders CFs have been determined. Calculate the ratio of the attackers total CF and defenders total CF and find the ratio on the *combat resolution chart* in Table 4 which is closest to the calculated ratio, *rounding down* to the defenders advantage.

An attacker with 20 CF which attack a defender with 8 CF is a 20:8, or 2.5 combat. Rounding down to the defenders advantage, we find the combat odds 2:1. Had the tables been turned then the odds would be 8:20 or 2/5. Rounding down to the defenders advantage we find the odds 1:3. Similarly odds 6:4 becomes 1:1, and 4:6 becomes 1:2.

Odds that are better than 3:1 are considered 3:1, and similarly odds worse than 1:3 are considered as 1:3.

The attacker new picks up the three offensive tactics counters and *secretly* selects which tactics to use. The tactics counter is put down face-down. The tactics are

 Engage and hold. The attacker engages the enemy but will not follow up on the attack.

 Escalating assault. The attacker keeps on pressing

on after the assault and *may* advance 2 MF after the combat.

 **Blitzkrieg.** The assault is swift and presses on long after the defender is been defeated. The attacker *can* advance 4 MF after the combat.

The defender picks up the four defensive tactics counters and *secretly* decides which defensive tactic to utilise. The tactics counter is put down face-down. The tactics are

 **Abandon position.** The defender flees the incoming assault as fast as possible, and *can* be retreat 4 MF after the combat.

 **Fighting retreat.** The defender tries to prevent the attacker from escalating the assault by fighting back while retreating. The defender *can* be retreat 2 MF after the combat.

 **Standfast.** The defender will try to hold the ground. The defender *cannot* voluntarily retreat after the combat.

 **Hold at all cost.** The defender will fight to the bitter end to hold the position. The defender *cannot* voluntarily retreat after the combat.

The attacker and defender then *simultaneously* reveal their chosen strategies and cross index in the *combat resolution chart* (Table 4) under the calculated odds, to find the result of the combat. The results are

— No casualties on either side

AE or DE All attacking or defending units, respectively, are eliminated.

A4 or D4 Attacker or defender, respectively, *must* eliminate units of *at least* 4 CF combined.

A6 Attacker *must* eliminate units corresponding to *at least* 6 CF.

Eliminated units are moved from the map into the own-factions *dead pool* on the game mat.

When asked to eliminate a specific number of CF the control faction must sacrifice at least that many CFs. That means that faction may sometimes take a hit. For example of a 6 CF and a 3 CF unit both attack the same hex and result contains 'A4'. The faction is forced to eliminate the 6 CF unit since the 3 CF unit does not satisfy the requirement.

§9.4 Retreats and advances

If the defender chose a tactics that dictated a *retreat*, then the *attacker may* retreat the none or all of defending units the specified MF(hexes). A retreated unit can be moved in *any* direction the attacker desires, subject to limitations. A unit *cannot* be retreated

- into an enemy ZOC,
- over the board edge,

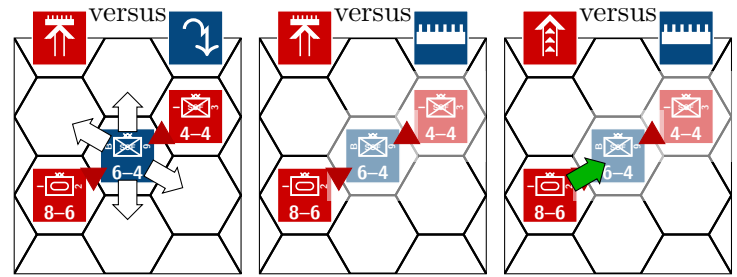


Figure 6: Examples of combat. Above are three examples of how the different tactics effect the outcome of the same battle (the tactics markers have been coloured to help identify the sides). **R** 2/I ARD and 3/I SOFD attack **B** B/9 SOFD at 12:6 or 2:1. On the left, the result is '—' meaning no casualties. However, **R** *can* retreat **B** B/9 SOFD 2 hexes in any desired direction. Since such a retreat would be through enemy ZOC, it would effectively eliminate the unit. In the middle the result is 'A4/DE'. The **B** unit is eliminated and to meet the 4 CF loss, **R** eliminates the SOF unit. On right, the result is the same as in the middle, but because **R** called 'blitzkrieg', it is now possible for the remaining armoured unit to advance 4 MF.

- into prohibited terrain (including sea), or
- in a way that would violate stacking limits.

The retreating unit is *eliminated* if no retreat route, of the specified length, that fulfils the above requirements, can be found.

Defence tactics that stipulates *no retreat* mean that the defending units *may not* be retreated, *even if* the attacker can advance.

Retreats are performed *before* advances, and thus an advancing unit cannot be positioned as to cut off a retreat.

If the attacker chose a tactic that involves the attacker to *advance*, then the attacker *may* advance *any* unit that participated in the combat the specified distance under the requirements that units *cannot*

- pass through enemy ZOC, and must stop upon reaching enemy ZOC,
- into prohibited terrain (including sea), or
- in a way that would violate stacking limits.

If an advance cannot be found that meets these requirements, it is not possible for the unit to advance.

Offensive tactics that stipulate *no advance* prohibits the attacking units from advancing after combat, *even if* the defending units are retreated.

Figure 6 shows some examples of combat.

 **Invasions** An attackers unit that during an invasion is forced to retreat is *eliminated* instead. If the attacking units *cannot* advance onto the beach hex after combat, it is eliminated. Thus, the offensive tactic *Engage and hold* is of limited use to an invading unit.

Game II

Optional rules

Introduction

In the following, all the optional rules are described one by one, and in full. The factions may choose any number of optional rules to employ in the game.

Optional rules *always* override the basic rules given in part I. Some optional rules may depend or work best with other optional rules, and some optional rules may be in conflict with one another. This will be noted in the description below as far as possible.

§10 Map configuration challenge

This optional rule modifies the rules in §2.

One faction, e.g., **R**, places its half-map and indicates which edge the other faction should join up at. The second faction then places its half-map. Which faction goes first can be decided at random (roll of a die or coin flip) or mutually agreed upon.

§11 Initial deployment

These optional rules modifies §2.

§11.1 Fixed deployment

R receives the I and II corps, and **B** receives A and B corps. The III and C corps are kept in reserve.

§11.2 Full deployment

This optional rule also modifies §7.1.

Both **R** and **B** receive *all* available units. In this case, *no* reinforcements are later received.

§11.3 Deployment challenge

One faction, e.g., **R**, deploys all initial units first and then the other faction deploys its units. Which faction goes first can be decided at random or mutually agreed upon.

☐ §11.4 Corps deployment

Units *must* be deployed no more than 4 (or 5) hexes away from other units of the same parent organisational unit (corps).

§11.5 Additional units

A number of additional units are provided. The factions can agree upon which of these should be used in the game and how they are deployed (initial, reinforcements, replacements).

Consider the game balance when introducing new units. As a rule of thumb, both factions should get the same

total CF during the course of the game and within a reasonable period. A scenario designer may, of course, designate unequal strength to the two factions, and then modify the victory conditions (§3) accordingly.

*Game I gives **R** 108 CF (21 units) and **B** 109 CF (18 units). If the factions enables the More armoured (see §A), then **R** gets 228 CF while **B** gets 264 CF which would favour the latter faction. The factions may therefore want to exclude **B** corps F for a total of 215 CF for **B**.*

*Using all available units from the OOB (§A) yields 324 CF (63 units) for **R** and 327 CF (56 units) for **B**.*

§12 Victory conditions

This is not rules *per se* but rather some considerations. The factions may decide upon other victory conditions, or limit the game to a certain number of turns. Examples could be

Turn limit The factions decide to play for at most 12 turns (a year in game time). If the above victory condition has not been met by either faction before the last turn, then the game is a tie.

Specific objectives Certain features are designated as objectives and assign some number of *victory points* (VP). For example, each city hex could be worth 2 VP, ICBM and rocket launch sites 1 VP, a enemy prisoner or eliminated unit 1 VP, and so on. At the end of a fixed number of turns, each faction tallies the number of victory points and the one with the most VP wins.

Specific territory A line is agreed upon by both factions, and the game is played for a specific number of turns. At the end of the turns, each faction count up how many units (in supply) it has on the opponents side of the line. The faction with the most units on the opposing side of the line wins. The line could for example be the initial border between the two countries.

There really is no limit to how victory can be determined. One can design a game where one faction is the aggressor and has overpowered the opponent. Victory for the aggressor could then be to capture every important feature of the map, while the other faction wins if it can deny the aggressor that situation. In this way, one can use Kriegspiel to play out a variety of scenarios.

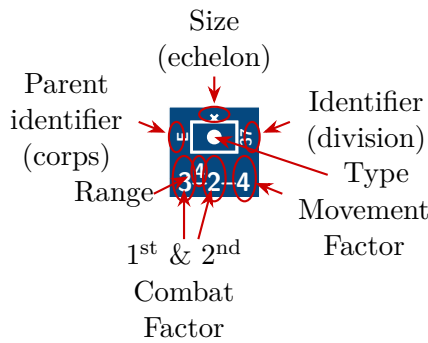


Figure 7: A field artillery unit

§13 Special units

These optional rules govern new unit types that can be introduced into the game, or modifies specific unit types. This will affect many different parts of the core rules.

▣ §13.1 Field artillery

Field artillery units (▣) are special ground units whose main task is to *support* other ground units in their attacks. Field artillery units are often positioned away from the front line since they have relatively poor defensive capabilities. Figure 7 shows an example of a field artillery unit.

Most of the elements of an field artillery unit are the same as for other ground units (§1.2 and Figure 1), with some additional information.

1st combat factor This combat factor (CF) is used only when the field artillery unit provides *remote fire* support to other ground units attacking the enemy.

2nd combat factor This combat factor is used when the field artillery unit performs *direct fire* against an adjacent enemy unit, or when defending from attacks from adjacent enemy units' attack.

Range This is the range in which the field artillery unit can provide *remote fire* support. The range includes the target hex but not the hex which the field artillery unit occupies. That is, with a range of 4 (as in Figure 7) there can *at most* be 3 intervening hexes between the field artillery unit and the target enemy unit.

§3 Victory conditions Use the first CF when evaluating for victory conditions.

§9 Combat phase An artillery unit can *either* support with remote fire *or* attack with close fire *once* per turn.

Field artillery units that are attacked by other ground units use their *second* CF for defence.

Remote fire support A field artillery unit *not* adjacent to an enemy unit may *support* other ground units (that are adjacent to enemy ground units) with remote fire. The defender in the combat supported must be

within the range (in hexes) of the artillery unit, and the unit *must* be attacked by friendly, adjacent ground units. That is, field artillery units *cannot* attack enemy units with remote fire on their own.

The range of the field artillery unit is the number raised between the two CFs of the artillery unit. The range is counted from the artillery unit up to and including the defenders hex. Thus, if an artillery unit has a range of 6, then there can be no more than 5 intervening hexes between the artillery unit and the defending unit.

The *first* CF of the field artillery unit is added to the total CF of the attacking units. Field artillery cannot use remote fire to support *defending* units.

Field artillery units providing remote fire are *not* retreated as a result of combat, and *cannot* be taken as casualties.

Direct fire A field artillery unit adjacent to an enemy unit cannot use remote fire, but can attack as a regular ground unit using *direct fire*. When attacking with direct fire the *second* CF is used as offensive CF. Field artillery units performing direct fire *can* be retreated or taken as casualties as a result of the combat.

▤ §13.2 Amphibious units

Amphibious units (▤) can perform invasions like special operations units as described in §8.1.5.

▥ §13.3 Armoured breakthrough

This modifies the movement rules (§8).

Armoured (▥) and mechanised (▧) units need not stop when entering an enemy ZOC, *unless* that ZOC is excerpted by an armoured (▥), mechanised (▧), or dug-in infantry (▨) enemy unit (§18.2).

▧▧▧ §14 Weather

This optional rule modifies the initial setup (§2), preparation phases (§7), as well as rules for movement (§8) and combat (§9).

§2 Starting the game If the factions decide to simulate different weather conditions, then the factions must decide the starting month of the game. It is suggested that the play is started in the game month of September, but the factions may decide on something else. Alternatively, roll two dice and the sum is then the starting month (meaning summer months are the most likely — a roll of 7 is six times more likely than 12 or 2).

§7 Preparation phase In the months of November through March, the first faction rolls on the weather chart (Table 5) to determine the weather of that turn. The weather continues *throughout* the turn. The appropriate weather counter is then placed in the month box on the turn track on the game mat.

Die	Nov	Dec	Jan	Feb	Mar
1					
2					
3					
4					
5					
6					
Clear		· No effects			
Mud		· -2 MF · enter prohibited · Units in eliminated			
Snow		· -2 MF · enter/leave prohibited · cost 1/2 MF · No · frozen, treat as Clear · R 's sea closest to frozen · No invasions			

Table 5: Weather table. In the months of the November through March, the first faction rolls a six-sided dice and consults the table above to determine the weather for that month. Effects of the weather are summarised in the bottom of the table.

§8 Movement The weather influences how well ground units may manoeuvre.

During mud months

- All units loose 2 MF.
- Mountain hexes () *cannot* be entered.

During snow months

- All units loose 2 MF.
- Mountain hexes () *cannot* be entered *nor* exited.
- River and sea hexes within a freeze border () are frozen over and are treated as *clear* hexes.

The sea in **R**'s nation closest to the freeze border () is also frozen and its hexes treated as *clear*.

- Movement along a road () costs ½ MF.
- *No invasions* are possible.

In clear () or mud () , if the previous month was a snow () month, then *any* unit on a previously frozen sea hex () are eliminated (they fall through the ice).

§9.2 Offensive CFs Invasions are not possible during snow months, nor can air support factors be used, if the *air support* optional rule is in play (§17). However, air support factors are typically *still* accrued during snow.

§9.2 Defensive CFs Hexes that are frozen () during snow months () are treated as *clear* for combat

purposes. This means that a defender receives no CF multiplier for occupying f.ex. a frozen river hex.

§15 Terrain effects

This optional rule introduces terrain effects on movement (§8) and combat (§9). It is highly recommended to use this optional rule. The effects introduced are summarised in column 3 and 4 of Table 1.

§8 Movement The terrain of a hex moved into determines the cost instead of a flat price of 1 MF per hex. The MF cost is summarised in the 3rd column of Table 1.

Clear hexes costs 1 MF to move into.

Beaches are like clear terrain and it costs 1 MF to enter.

City hexes costs 1 MF to move into. This cost overrides any other cost that would otherwise be imposed (e.g., rivers or the like).

It costs 2 MF to move into a woods hex. Armoured and mechanised units *cannot* move into a woods hex.

It costs 2 MF to move into a mountain hex. Note, only specific types (,) of units may enter mountain hexes.

It costs 3 MF to move into a river hex from a hex *not* connected directly to the via the same river. Once on the river, then movement along the river costs only 1 MF. Weather may affect these hexes.

Sea hex are only used as part of an *invasion* (§8.1.5). Logistic units may use these hexes as if clear. Weather may affect these hexes.

To move into a road hex from another hex directly *connected* via the same road only costs ⅓ MF. Movement along a road *always* costs ⅓ MF *regardless* which kind of terrain the road passes through. To move into a road hex from a hex *not* connected directly via the same road costs the normal MF for the hex. Weather may affect these hexes.

The optional *Weather* rule (§14) further modifies these rules.

§9.2 Defensive CFs A unit may have its *defensive* CF multiplied by a factor if it occupies advantageous terrain. Consult the fourth column of Table 1.

Note that the river and mountain multiplier *always* applies, even if the attacker occupies hexes on the same river or mountain range.

The optional *Weather* rule (§14) further modifies these rules.

§9.4 Retreat and advance When performing retreats or advances, treat *all* terrain as clear, though no unit may enter prohibited terrain. For example, an armoured unit *cannot* be retreated into a woods or mountain hex, nor can any unit be retreated into a sea hex (unless

frozen as described in the *weather* optional rule (§14). It also means that the low MF cost of moving along roads *does not* apply on retreats and advances.

§16 Replacements

A *replacement* unit is a previously eliminated unit that can enter the game again. There are two different optional rules for replacements and their are mutually exclusive.

If the *step loss* optional rule (§23) is in force, then replacement units *must always* be brought back in to the game at *full* force.

It is important to stress that replacements and reinforcements are not the same thing and should not be confused. Therefore rebuilt replacement units should be kept separate from reinforcement units in the reserve pool. Also, reinforcement units cannot be swapped for replacement points or units.

§16.1 Replacement factors

The factions receive *replacement factors* (RF) every turn, which may be spend to bring in replacements for previously eliminated units.

§2 Starting the game Each faction places a marker in the “0” field of the *replacement factors* track on the game mat.

§7 Preparation phase The attacker receives 1 RF per *controlled* city (in own and enemy nation). *No more* than 3 RF may be received in a single turn. The faction should use the RF track on the game mat to keep track of available replacements factors.

Replacement factors may be used to bring back units from the factions own *dead pile* (units that previously have been eliminated). To bring back a unit, as many RFs as the units *combat factors* (CF) must be spend. For example, for **R** to bring back the 1/I armoured division (an 8-4 unit), 8 RF must be spend. See also Table 3. Once a replacement unit has been built place it in a cornered off area in the reserve pool ready to be deployed during the factions movement phase. Replacement factors *cannot* be borrowed from the future but can be accumulated over turns.

If the *nuclear weapons* optional rule (§19) is in force, then RF, possibly combined with *air supply factors*, can be used to build new nuclear weapons.

§8 Movement phase Replacement units enter the game in *any* friendly city at any time in the movement phase. Note that replacement units *cannot* violate stacking limits (§8.1.2). If it is not possible for a faction to move other units out of city hexes to free up a replacement hex, then the replacement *cannot* enter the game that turn.

§16.2 Replacement units

§7 Preparation phase The attacker receives *one* replacement unit from its *dead* pool. If there are no units in the factions *dead* pool, then no replacements arrive this turn. The faction is free to choose *any one* of its units from the *dead* pool.

§8 Movement phase The replacement unit enter the game in *any* friendly city at any time in the movement phase. Note that the replacement unit *cannot* violate stacking limits (§8.1.2). If it is not possible for a faction to move other units out of city hexes to free up a replacement hex, then the replacement *cannot* enter the game that turn.

§17 Air support

These optional rules introduces an abstraction of air combat and ground support. There are two mutually exclusive optional rules: One that only simulates ground support (§17.1), and one that simulates *both* ground support and combat air patrol, or CAP (§17.2).

§17.1 Ground support only

This optional rule requires the use of the optional rule on *supply* (§20)

§9.3 Combat odds and resolution On each turn, the attacker may place an *air support* unit (A) on a defending unit in combat. The attacker may only assign *one* air support unit per combat, up to a total equal to the number of *supply centre* installation units (E) it currently has on the map.

An air support marker increases the combat odds (§9.3) by one column. Air support markers *cannot* be saved for later turns and are immediately discarded after the combat, to which it was attached, has been resolved.

§17.2 Ground support and CAP

This optional rule not only simulates air support to ground attacks, but also *combat air patrol* (CAP). It is more complicated than the previous optional rule, but provides more flexibility for the factions. The optional rule is based on *air support factors* (ASF) represented by *air support* units (A). There are two mutually exclusive optional rules for how ASF are earned: Unlimited (§17.2.1) and limited (§17.2.2). In both cases §17.2.3 governs the use of ASFs.

Air support or CAP missions *cannot* be flown during snow months if the *weather* optional rule (§14) is in effect. However ASF are accrued during snow months, even if they can not be deployed.

If the *nuclear weapons* optional rule (§19) is in force, then ASF, possibly combined with *replacement factors* (§16.1), can be used to build new nuclear weapons.

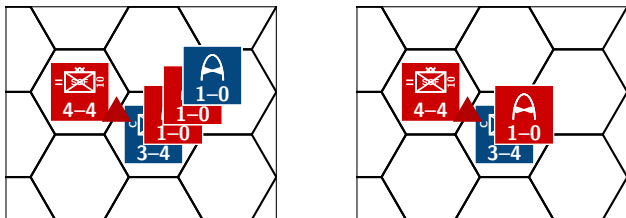


Figure 8: Example of air support and CAP. **R** 10/II SOFD (4-4) attacks **B** 16/C IND (3-4) and adds two ASF to bring the odds to 6:3, or 2:1. **B** chooses to use one ASF in CAP (left). The result is that one **R** ASF is removed from the combat so that the final odds are 5:3, or 1:1 (right). By judicious use of **B**'s air force, it stands a much better chance at getting out of the combat alive.

§17.2.1 Unlimited ASF

§7 Preparation phase From the 3rd turn and onward, the attacking faction receives three *air support factors* (A or ASF), as long as the faction capital is *fully* controlled by the faction.

Place the earned ASF in the factions *reserve* box to be deployed in the current or some later turn.

Note that the faction *does not* earn ASF if the enemy controls one or more hexes in the capital of the faction. If the faction recaptures the *full* capital, then accretion of ASF will resume on the following turn.

§17.2.2 Limited ASF

This method of earning ASF relies on the *supply* (§20) optional rule to be in effect.

§2 Starting the game The **B** and **R** factions starts the game with six and three air support factors, respectively.

§7 Preparation phase The attacker receives one air support factor per friendly supply installation (☐) currently on the map. Air support factors are placed in the factions *reserve* pool and are ready for use. *No more* than nine air support factors may be accumulated at any given time.

§17.2.3 Use of ASFs

§9.2 Offensive CFs The attacker may place as many ASF units (A) as available in the *reserve* pool on top of a defending hex before resolving a combat.

The *defender* then has the option to eliminate ASF units using its own available ASF units on a one-to-one basis. This simulates combat air patrol. The *attacker cannot* place any addition air support units at this or a later point.

Any remaining ASF units provides an additional +1 CF to the attackers total combat factor. See also Figure 8 for an example.

§17.3 Air lift

This optional rule requires the use of optional rule §17.2.

§8 Movement phase Units, that start their turn in a friendly city, can be air lifted to another friendly city on the map by using air supply factors (ASF or A).

- One air supply factor may air lift 2 CF. Thus, to air lift a 4 CF unit two air supply factors must be expended.
- Air supply factors used for air lift are *immediately* discarded and cannot be used later in the turn.
- Units can air lift into *any* friendly city captured on a previous turn.
- Units *cannot* be air lifted into a city in enemy ZOC.

☉ §18 Fortifications

There the two optional rules to simulate fortification of units. In one, the faction sacrifices a unit to build a fortified position (§18.1), while in the other an infantry unit can “dig-in” for an improved defensive stance (§18.2). The two rules are mutually exclusive.

Whether a unit occupies a fortified position or is dug-in, it has an improved defensive stance and get ×2 CF on defence. However, the fortification provides *no* offensive benefit and the unit uses its unmodified CF for attacks.

§2 Starting the game A unit may start the game as a fortified position or dug-in, depending which below rules are used.

§18.1 Fortified position

§8 Movement phase At any point during an attackers movement phase, can the faction sacrifice *any* ground unit to build a fortified position for other ground units to exploit. A ground unit may build a fortified position *if*

- it is *not* in enemy ZOC, *and*
- it does not move during that turn.

Place a *fortified position* marker (☉) *on top* of the ground unit building the fortified position.

A ground unit that is converted to a fortified position *cannot* move *nor* can it attack on its own.

A fortified position may be *un-fortified* if

- it is *not* in enemy ZOC, *and*
- the ground unit does not move during that turn.

The *fortified position* marker (☉) is removed from the ground unit. The ground unit *can not* move during that turn, but may operate as normal starting the opposing factions turn.

Other friendly ground units may move into the fortified position subject to normal movement rules.

§8.1.2 Stacking Fortified positions *do not* count towards stacking. Thus, if the *stacking* optional rule (§26.2)

is in force. That is, in that case, up to *two* friendly units may occupy the fortified position.

§8.1.4 Enemy ZOC If an attacking unit starts its movement phase *or* moves into a hex adjacent to an *empty* enemy fortified position, then that enemy unit is *immediately unfortified*, and the attacking unit *must* stop and conduct combat against that unit in the following *combat* phase.

That is, an empty fortified position excerpts ZOC, and an attacker that moves into that ZOC causes *immediate un-fortification*.

§9.2 Defensive CFs A regular ground unit that occupies a fortified position has its CF doubled for defensive purposes.

§9.4 Retreats and advances If the combat result calls for a unit in a fortified position to retreat, then that unit must retreat, but the fortified position *does not* and *can not* retreat.

If the combat result calls for the attacker to *advance after combat*, and the attacker chooses to do so, then the attacking unit *cannot* enter the hex of the fortified position. The attacking unit may ignore the ZOC excerpted by an *empty* fortified position.

If the attacking unit ends its combat phase in a hex adjacent to the fortified position, then the fortified position *is not* automatically un-fortified.

The defending faction *may* move other, friendly ground units into the fortified position in the following *movement phase*, and must conduct combat against the attacking unit in the adjacent hex. If the defending faction does not occupy the fortified position in its following movement phase, then the attacking unit will start its turn next to an *empty* fortified position which will automatically un-fortify the position.

§18.2 Dug-in infantry

The **B** faction is limited to 2 dug-in infantry units at any given point, while **R** may have up to 4 dug-in infantry units at any time.

§8 Movement phase Infantry units (☒) *only* may form fortified positions, and instead of providing a fortified position for *other* friendly units, it fortifies its own position — it “digs in”.

An infantry unit may dig in at any point during the movement phase, *if*

- it is not in enemy ZOC, *and*
- does not move during the turn.

Place a *Fortified position* marker *below* the infantry unit. Dug in infantry units may not move while it is dug in.

A dug in infantry unit may *un-fortify* if

- it is not in enemy ZOC, *and*
- does not move during the turn.

Faction		
R	5	1
B	2	2

Table 6: Starting nuclear stockpile

§8.1.2 Stacking A dug-in infantry unit counts as *two* ground units for stacking purposes. That is, other friendly units may not move through a hex with a dug-in unit, nor occupy that hex (dug-in or not).

§8.1.4 Enemy ZOC A dug in infantry unit excerpts normal ZOC, and an attacking unit that moves into the dug-in units ZOC *must* stop.

If the *armoured breakthrough* optional rule (§13.3) is used, then armoured and mechanised unit *must* stop when entering a dug-in infantry units ZOC.

§9.2 Defensive CFs A dug in infantry unit defends with a $\times 2$ CF, but takes casualties and attacks with its normal CF.

§9.4 Retreats and advances A dug-in infantry unit *does not* retreat under *any* circumstance. An attacker that can *advance* after combat may move through the dug-in ZOC as an exception to §8.1.4.

♣ §19 Nuclear weapons

These optional rules simulates the case where the factions have nuclear capabilities, both tactical and strategic. Tactical nuclear arms are smaller devices with a shorter range and limited force. This is captured by means of *rockets* in the game. Strategic nuclear arms have a very large range (the whole map) and causes much more devastation. These are simulated by *inter-continental ballistic missiles* (ICBMs) in the game.

The use of this optional rule requires the optional rule on *replacement factors* (RF, §16.1) or *air support factors* (ASF, §17.2) or both.

A faction may *voluntarily* destroy its nuclear arsenal (wholly or in part) at *any point* during its turn. This can deny the other faction from capturing the factions nuclear arsenal. The nuclear arms units are removed from the factions *reserve* pool.

§2 Starting the game Place the rocket and ICBM launcher installations as indicated on the markers and the OOB (§A).

Both factions begin the game with a stockpile of nuclear arms as shown in Table 6. Place these auxiliary counters in the respective *reserve* box on the game mat. Place a marker in the ICBM box next to the starting month on the turn track to indicate that new ICBMs cannot be built for another three turns.

§7 Preparation phase The attacker may choose to spend replacement or air support factors (or a combination of both) to acquire new nuclear weapons (rockets or ICBMs).

The factions can build new nuclear weapons during the game, starting from turn 2, with the following restrictions

- One rocket per turn.
- One ICBM *no more* frequent than every third turn. That is, if **B** build an ICBM on turn 3, then that faction can build a new ICBM at the *earliest* in turn 6.

To build a single rocket 3 RF factors or ASF factors, or a combination of those, *must* be spend. To build an ICBM 6 RF or ASF, or a combination, *must* be spend. See also Table 3.

Newly built nuclear weapons *must* be placed in the factions *reserve* pool.

To spend ASF remove the corresponding number of air support units (A) from the factions *reserve* pool. To spend RFs, move the marker on the RF track on the game mat correspondingly.

If a factions capital has a *nuclear strike* marker in it, then *no* air support factors (ASF) are produced that turn. If a supply installation (I) is in a hex with a *nuclear strike* marker in it, then no replacement factors (RF) are produced that turn by that installation, nor can logistic units (L) be produced or deployed from that installation.

§8 Movement phase Any hex with a *nuclear strike* marker (N) in it *can not* be entered by *any* unit during the movement phase.

All *nuclear strike* markers (N) are removed from the map at the end (i.e., after all manoeuvres) of the opponents movement phase.

An attacker may *capture* a rocket or ICBM launch site by *occupying* the hex where the enemies installation marker is placed. That is, the attacker *must* have a unit in the hex with the installation marker at the end of its turn to capture the site. The defender removes the installation marker from the map, and all corresponding nuclear arms of the appropriate type (rocket or ICBM) are transferred to the attackers *reserve pool*, and thus available to the attacking faction on its *next* turn.

§9 Combat phase As the first thing in the attackers combat phase, the attacking faction may declare one or more nuclear strikes limited only by nuclear weapons in the factions *reserve* box. To make a nuclear strike the following conditions *must* be met

Rocket (R)

- The *rocket launcher* installation marker *must* be on the map.

- There cannot be a *nuclear strike* marker on the same hex as the launcher marker.
- The target hex can be no more than 10 hexes (9 intervening hexes) away from the launch site.
- The attacker must have at least one rocket unit in its *reserve* pool.

ICBM (I)

- The *ICBM launcher* installation marker *must* be on the map.
- There cannot be a *nuclear strike* marker on the same hex as the launcher marker.
- The target hex can be *anywhere* on the map.
- The attacker must have at least one ICBM unit in its *reserve* pool.

The attacker secretly chooses the hex where the strike should happen, but states publicly which type of weapon is being used: Rocket or ICBM. The attacker then picks up the three *suspected strike* markers (§A) taking note of the marker that has the *actual strike* on the back side of it. The three markers are placed on the map

- with the *suspected strike* side up,
- in random order,
- so that the marker with the *actual strike* on the flip side is in the intended target hex,
- and no more than 3 hexes (two intervening hexes) away from one another.

The *defender* then flips over *one* of the *suspected strike* markers.

- If the marker have the *actual strike*, then defenders' anti-ballistic missile (ABM) system has caught the rocket or ICBM and the nuclear strike is a failure.
- If the marker is *not* the *actual strike* then the ABM failed and the nuclear strike was a success.

In all cases, the attacker *must* remove the rocket or ICBM employed from its *reserve* pool. An example is shown in Figure 9.

If the strike was a success, then the result depends on which type of weapon was used

Rocket (R) Place a single *nuclear strike* marker (N) in the target hex.

ICBM (I) Place a *nuclear strike* marker (N) in the targeted hex and in 2 adjacent hexes (chosen by the attacker).

Any unit in a hex with a *nuclear strike* marker (N) are immediately eliminated. If the struck hex contains a launcher installation, then the corresponding nuclear arms are *not* destroyed. No unit may enter a hex with a *nuclear strike* marker during the remainder of the attackers combat phase, nor during the defenders following movement phase. Nuclear strike markers are removed from the map at the end of the defenders following movement phase.

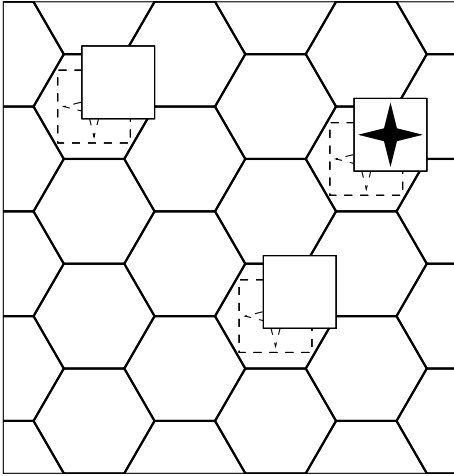


Figure 9: Example of a nuclear strike. The attacker has placed the three *suspected strike* markers. Above, we show the flipped side too for illustration purposes. If the defender chooses the top-right *suspected strike* marker and flips that, then the ABMs worked and the nuclear strike failed. If the defender chose any other of the *suspected strike* markers, then the nuclear strike was a success.

# times used	Rocket 		ICBM 	
	RF	Reinf.	RF	Reinf.
1	6	1	8	2
2	3	1	4	2
3	1	0	2	1
> 3	none			

Table 7: Nuclear pariah chart. If the replacement factor optional rule (§16.1) is in use, then the opponent receives RF according to the above. If it is *not* in use, then the opponent receives the *additional* reinforcement units on its next *preparation* phase. For the # times used, it does not matter *which* kind of weapons was used in before, only that the weapon was a nuclear weapon.

§19.1 Nuclear pariah

The use of nuclear weapons is frowned upon by the international community and the victim faction of a nuclear strike will immediately gain the sympathy of that community.

Therefore, a faction that uses a nuclear weapon early in the conflict suffers the adverse effect that the opponent will immediately gain some number of *replacement* factors (§16) or, if that optional rule is not in effect, may bring in *additional* reinforcements on the next turn. How many RFs or extra reinforcement units depend on how many times nuclear weapons have been used in the past and what type of weapon is being used. See Table 7.

§19.2 Alternative ABM

§7 Preparation phase The attacker receives four ABM points as long as the faction is in control of its capital.

ABMs used	Die roll					
	1	2	3	4	5	6
< 4						
4 – 6						
7 – 9						
10 – 12						
> 12						
 : Strike was successful						

Table 8: Anti-ballistic missile system result. A result of  means the strike was a success.

These are stored in the factions *reserve* pool and can later be used to deflect an opponents nuclear strikes. ABMs are accumulated and *does not* disappear if the factions capital is captured by the enemy.

§9 Combat phase All of the above rules apply, *except*

- The attacker places its nuclear arms unit on the map at the intended strike hex. That is, *no suspected strike* markers are placed, and the defender is aware of the strike site.
- The defender can then use 0 or more ABM points to try to deflect the attack. The defender can use as many ABM points as it has available in its *reserve* pool.

The defender then rolls a six-sided dice and consults the ABM result chart in Table 8. If the result is  then the strike was a success. Otherwise, the ABM deflected the strike.

- The defender discards the used ABM points.

§20 Supply

These optional rules simulate the importance of supply lines to troop manoeuvres and combat. This affects most parts of the game. For all the below rules, there are some common rules that must be established.

Supply line

A supply line is a consecutive set of hexes from a ground unit to a supply point (a supply centre  or logistic unit ) which does *not* pass through

- hexes occupied by enemy units or in enemy ZOC,
- pass through sea hexes,
- over the map edge, *nor*
- through mountain hexes in snow () months (14).

The line does not need to be a straight line and can be as long as needed.

Supply point

A *supply point* can be either a city with a supply centre installation marker () in it, or a logistic unit (), depending on the optional rules used.

Isolation

A unit in the opponents nation, that cannot trace a supply line to a supply point for two consecutive turns is said to be *isolated*. A unit *cannot* be isolated in its own nation.

The effect of isolation depends on the other optional rules used.

- If the *prisoner of war* (21) optional rule is in use, then the isolated unit surrenders and is taken prisoner of the opposing faction.
- If the *step loss* (23) optional rule is in force, then on each turn of isolation the unit loses one step. When the unit has no more steps to lose it is eliminated.
- The unit is eliminated if none of these optional rules are used.

§9 Combat phase Isolation is determined at the end of a factions turn after the movement and combat phases.

§20.1 Supply cities

The cities in the factions' nation are supply centres. This rule conflicts with the *logistic unit* optional rule (§20.2).

§2 Starting the game Place the supply centre installation markers in the cities as indicated on the counters and on the OOB (§A). Here **CAP** means any hex in the factions capital. The supply centre in the capital is not in a specific hex of the capital.

If the enemy captures a city with a supply centre in it, it loses its supply point status, and the supply installation marker is removed from the city. In the case of the capital, it is enough for an enemy unit to occupy a hex in the capital for the capital to lose its supply status. The supply status can be reestablished by the faction by recapturing the city. The supply installation marker is then again placed in the city.

☐ §20.2 Logistic units

This rule conflicts with the *supply cities* optional rule (§20.1).

This optional rule affects not only supply, but also the combat phase. It simulates how units that do not have logistic support are impeded in conducting combat.

A supply point is a logistic unit (☐). A logistic unit *does not* need to be able to trace a line of supply, but has a limited lifetime.

§2 Starting the game Place the supply installation markers (☐) *without* an asterisks “*” in their set-up hex on the map as indicated on the markers and on the OOB (§A). Logistic units are produced at these points.

As in the *supply city* optional rule (§20.1) a supply installation marker may be destroyed by the opponent

by capturing the city it is in. The supply installation marker may be restored by recapturing the city.

§6 ZOC A logistic unit *does not* excerpt a ZOC.

§7 Preparation phase In the attackers preparation phase the faction receives one logistic unit per supply installation marker currently on the map. Place the logistic unit in the factions *reserve* pool. If a faction captures *both* enemy supply centres, then that faction may place a *third* supply installation in a friendly city and can thus produce 3 logistic units per turn.

§8 Movement phase Any number of logistic units may be brought on to the map from the faction *reserve* pool at any point during the movement phase. The logistic units enter play at *any* friendly supply installation. Logistic units can be held in *reserve* as long as desired.

§8.1.2 Stacking A logistic unit *does not* count toward stacking.

§8.1.3 Terrain Logistic units ignore all terrain restrictions (including mountain and sea restrictions) and do not benefit from road movement. Thus, a logistic unit may move as many hexes as its MF per turn. It cannot, however, end its turn on a sea hex. Logistic units *cannot* enter enemy ZOC. If it does, it is immediately eliminated.

§8.1.4 Enemy ZOC Logistic units do not excerpt a ZOC. Thus, an attacking unit may freely move into a hex adjacent to one or more logistic units, or even into the hex itself, unless otherwise prohibited by terrain or other enemy ZOC.

If that happens, the logistic units are *immediately* captured. The attacking faction can then *either*

- choose to eliminate the logistic units, and the counters are returned to the defending faction in its *dead* pool and the attacking unit can keep on moving if its MF allows, *or*
- choose to convert the enemy logistic unit(s) into own logistics units by replacing one or more of the units with logistic units of its own. The converted logistic unit *cannot* sustain attacks in the turn captured, but *can* otherwise manoeuvre. The attacking unit *can not* move any further that turn.

If there is a defender combat unit in the same hex as the logistic unit, then the attacking unit must attack as per normal rules.

If an attacking faction moves one of its logistic units into enemy ZOC, then the logistic unit is immediately eliminated. The defending faction cannot in that case convert the logistic unit into one of its own. Thus, the suicide move can deny the other faction the opportunity to gain an extra logistic unit.

§8.1.5 Invasions An invading enemy unit may freely move into a beach hex occupied solely by logistic units as they do not excerpt ZOC. The logistic unit(s) are immediately captured as outlined above.

§8.1.6 Paratroopers Paratrooper units *may* be dropped directly on a hex containing only logistic units and thus capture them immediately.

§9 Combat phase A ground unit that *cannot* trace a supply line of up to 3 hexes (two intermittent hexes) to a friendly logistic unit *cannot* attack during the turn. If a faction finds that a unit is in that situation it *must* retreat that unit one hex away from the enemy unit it had otherwise engaged.

A logistic unit can support *any* number of battles within a 3 hex radius during a single turn. At the end of the combat phase, *any* logistic unit that sustained one or more attacks are removed from the map, and cannot provide supply for units.

Only *one* logistic unit is needed to sustain an attack. If multiple logistic units are in range, then the attacker can freely choose which logistic unit should be used.

Logistic units are *not* required for defence. A defending unit does *not* need to be within a three hex radius of a logistic unit to defend against an attacker. Logistic units in the same hex as a unit that is forced to retreat is retreated with it.

A logistic unit in the same hex as a defending ground unit is captured *only if* the defending unit(s) are eliminated in the combat. As described above, the attacker has the choice of eliminating the logistic unit or convert into one of its own. If it is converted, then the logistic unit *cannot* move during this turn.

§21 Prisoners of war

To simulate the capture of units, the factions may agree to use this optional rule on prisoners of war (POW).

§2 Starting the game Place the *prisoner-of-war* camp installations (POW) as indicated on the POW installation counters and the OOB (§A).

§8 Movement phase Any POWs that were freed on the last turn (i.e., in a cornered off section of the *reserve* pool) can be brought into play in the factions capital. The released POW units can be brought in at any time during the *movement* phase.

§9 Combat phase Before resolving a combat, the defender has the option to *surrender*. The defender does so by merely stating that the defending units surrender. *All* or *none* of the units *must* surrender; surrender *cannot* be partial.

If the defender surrender its units, then the units are removed from the map and placed in the *attackers* *dead* pool. These units are now POWs.

# POW	Die roll					
	1	2	3	4	5	6
1 – 2						
3 – 4						
5 – 6						
7 – 8						
> 8						
: Unsuccessful, eliminate one						

Table 9: Prison break. A result of means that the prison break attempt was a failure. Otherwise it was a success.

If an attacker captures (i.e., *occupies* the hex at end of the opponents next combat phase) the hex with the opponents POW camp installation (), then *all* POWs are released. Move the POW units from the opponents *dead* pool into a cornered off section of the *reserve* pool. These units are available as *replacements* at the start of the factions next *preparation* phase.

§21.1 Prison break

§8 Movement phase At the start of the movement phase, POW units *may* attempt a prison break, *if* the enemy has no unit occupying the POW installation (hex. The faction rolls on the *prison break* chart in Table 9. A result of means that the prison break attempt was a failure, and the faction *must* eliminate one POW unit (i.e., move it from the enemies *dead* pool to the factions *dead* pool).

If the prison break was a success, then the POW units are freed as described above.

§21.2 Alternate POW rules

The rules for POWs follow what is specified in §21, *except* for the below rules. This optional rules requires the use of the *step loss* optional rule (§23).

§2 Starting the game The POW installation () may be placed in *any* clear hex within the factions nation.

§8 Movement phase If a POW installation is captured, then the POW units appear at that hex in the following movement phase. They reenter the game at *half-strength*. Freed POW units are free to move their full MF at the turn they are liberated (i.e., the turn *after* the hex was occupied by the faction).

POW units that succeed in a prison break (§21.1) also reenter the game at that hex and also at *half-strength*. POWs that escape via a prison break are free to move that turn.

✦ §22 Peace negotiations

The use of this optional rule depends on optional rules on *replacements* (§16.1), *air support* (§17.2), *nuclear*

weapons (§19), supply (§20), and prisoners of war (§21). At any point during an attackers turn may the faction call for *peace negotiations*. The faction can *at most* call for peace negotiations as many times during a game as it has *peace tokens* (✂). However, the faction may do multiple calls during a *single* turn. One peace token (✂) is spend each time a peace negotiation is called.

§2 Starting the game The faction places the available (4) *peace token* (✂) in its *reserve* pool.

§22.1 The negotiations

How the negotiations are resolved depends on the current relative strengths of factions. Sum all current *combat factors* (CF) on the map.

- The faction with the *most* CF is the *stronger* faction (abbreviated **S**). If the factions are of equal strength, then attacker is designated the stronger faction.
- The faction with the *least* total CF is the *weaker* faction (abbreviated **W**).

The attacker then, in secret, selects a *peace offer* counter from the available offers. These are shown in the OOB (§A) and are

-  Nuclear ban
-  Prisoner exchange
-  De-escalation

The *defender*, in secret then select one of the four *counter offers* (**A** through **D**). Both factions then *simultaneously* reveal their picks and consults the *peace talk* chart in Table 10 for the result.

A withdraw The attacker *must* begin to withdraw its troops from defenders nation as expeditiously as possible — including using *air lift* (§17.3). Neither the attacker nor defender may conduct combat, including nuclear strikes, until the attacker is *fully* withdrawn.

X destroy ♠ The faction in question *immediately* removes its nuclear weapons (rockets and ICBMs) from its reserve pool.

♠ **cannot be produced** As long as the agreement is in effect, none of the factions can produce nuclear arms (rockets or ICBMs).

X create N  Faction *X* *immediately* create N logistic units () *even if* faction *X* has no supply installation markers () on the map. In that case, the logistic unit enters the game on *any* hex.

X:Y CF exchange Every time the weaker faction gives back Y CF in POWs, the stronger faction *must* return X CF in POWs. The POW exchange continues until a faction can not meet the exchange rate. For example, if the exchange ratio is 1:2, and the weaker and stronger factions have 50 CF and 20 CF, respectively in POWs. The weaker faction would then return 40 CF and the stronger 20 CF. If stronger faction instead had 30 CF, then the weaker faction would re-

turn all 50 CF and the stronger 25 CF.

W can do no landings nor drops for 2 turns The weaker faction is bared from using SOF () units to do invasions and cannot use airborne () units to do parachute drops.

A get 0 RF/0 ASF for three turns The attacker receives no *replacement* nor *air support* factors for three turns.

A get at least 1  per turn The attacking faction will receive *at least* 1 logistic unit () per turn, *even if* no friendly supply installation () is on the map.

D removes all RF The defending faction loses *all* accumulated *replacement* factors (RF) but will continue to accrue new RFs in the following turns.

A removes 1 unit/turn On every turn, in the *preparation* phase, the attacking faction *must* remove 1 unit from the map. The unit is placed in the factions' *reserve* pool. The faction can freely choose between the units on the map.

D get 0 RF and 0 ASF per turn The defending faction no longer accrues *replacement* nor *air support* factors.

Void all previous agreements All previous agreements reached as a result of peace negotiations are made void. That is, the factions may break the previous agreements without adverse effects. For example, a faction may start to produce nuclear weapons even though production was banned, or an attacker can stop withdrawing its troops, break a cease fire, and so on.

Both factions are *obliged* to adhere to the terms of the peace deal for *at least* two turns. From the third turn after the agreement, a faction *may* break the deal.

A faction that breaks a deal will become the pariah of the international community and will suffer the consequences in terms of unit defections. A faction that breaks a peace agreement *must* eliminate troops corresponding to *at least* 8 CF.

Violation of the deal by one faction essentially voids the deal, and the opposing faction will suffer no negative consequences if that faction later *also* violates the agreement.

If a peace deal is voided, then normal rules applies for building nuclear weapons, replacement units, air support, accretion of RF and ASF, and so on. If two or more peace deals are in effect, the deals that have *not* been voided *stay* in full effect.

♠ §22.2 Count nuclear arms

When determining which faction is the stronger, include the nuclear weapons available in each factions *reserve* pool. A *rocket* () counts as 1 CF, while an ICBM () counts as 3 CF.

			
A	• A withdraw • D destroy  • No combat until after A withdraw	• 1:2 CF exchange • A create 2 or 1  if S or W	Void all previous agreements
B	•  cannot be produced • S & W destroy  • A create 1  • D create 1  if S	• 1:1½ CF exchange	3 turn cease fire: • S cannot attack • W cannot attack nor manoeuvre
C	•  cannot be produced • Faction with least  destroys all • Opponent destroys like 	• 1:1 CF exchange • W can do no <i>landings</i> or <i>drops</i> for 2 turns.	• A get 0 RF for three turns • A get 0 ASF for three turns if W • A get <i>at least</i> 1  per turn • D removes all its RF
D	No deal	No deal	• A remove 1 unit/turn • D get 0 RF and 0 ASF per turn
A <i>Attacking</i> faction D <i>Defending</i> faction S <i>Stronger</i> faction W <i>Weaker</i> faction  Nuclear arms ( )  Logistic unit			

Table 10: Peace negotiation table

Full strength		
Half strength		

Figure 10: Steps of units. Above are shown two units at full- and half-strength. The CF and MF of a half-strength unit is half, rounded down, and one less, respectively, that of its full-strength.

§23 Step loss

All ground units have a full- and half-strength side. An example is shown in Figure 10. The units start the game on the full-strength side. A *step loss* consist of flipping a unit from its current side to a lower strength side. That is, a full-strength unit that suffers a step loss becomes a half-strength unit, while a half-strength unit that suffers a step loss is eliminated and placed in the factions *dead* pool.

Step-wise losses can be incorporated into the game via two mutually exclusive optional rules. One (§23.1) uses the combat resolution table of the basic game, while the other introduces a completely new table with explicit step losses.

§23.1 Step loss by factors

§9.3 Combat odds and resolution When the combat result calls for the loss of combat factors (CF), then these requirements may be met not only by eliminating units, but also by flipping a unit to its half-strength side. Of course, if the unit is already at half-strength, then another flip will eliminate the unit and thus freeing the half-strength CFs.

§23.2 New CRT

§9.3 Combat odds and resolution Rather than using the standard *combat resolution table* (CRT Table 4), a new CRT has been designed. Two new offensive tactics *Engage* and *Assault* which however are not available in at all odds. Odds lower than 1:4 and higher than 4:1 are resolved as 1:4 and 4:1, respectively. The new CRT is shown in Table 11.

Each result consist of either a two or three character alphanumeric code: *XYZ*. Except for the special result 'EX' (for *exchange*), the first character *X* specifies whether the following result is for the *attacker* (*X* = A) or *defender* (*X* = D). The next letter specifies the result type. If *Y* = A it means that the units can advance, and *Z* is the number of hexes it can advance. If *Y* = R then the unit may be retreated *Z* hexes. If *Y* = S it means that the side suffers one step loss, as explained in §23.1.

The special result 'EX' means *exchange*. The side with the fewest total CF loses *all* units, and the other side

1:4			1:3			1:2			Offensive/ Defensive Tactic	1:1					2:1				3:1			4:1		
— — —			— — — —			AA1 — AA2 AR2 DS — DR2 DR1		AR1 AS AA2 AS — DR4 DR3 DS DR2	AA1 — DS AA2 DR3 — DS DR3	— — AA2 DS	AA1 AA2 AA3 DR2 DR2 DE													
— AE AE DR1			— AS AE AE DR2 DR1			— AE EX AS DE DA1		— AS AA1 — AE DS DS DS					— AS AA1 EX DS DR1				— DE EX			DE DE AA2 DR3				
AS DR1 AS AE			AR1 DR1 AE — AE			AE AR2 AS AE DA1 DA1 DE		DE AA1 — AA1 AS DR1 DS DE					AS DS EX — AS DS DE				DS EX AA1 DS			AA2 AS DS DE DE				
AE AE AE DS			AE AR2 AS AE DA2 DS DS			AE EX AS AE DA2 DR1 DS		AE DS AE AA2 DR2 DE AS DS DR2					AR2 AE AS AE DS DS DE DE				DE AS AS DE DE			— — —				
XYZ			X = A: attacker X = D: defender			Y = A: advance Z hexes			Y = R: retreat Z hexes					YZ = S1: one step loss										
Y = E: eliminated			XY = EX: exchange — lower CF eliminates all, other matches (at least)																					

Table 11: Alternative combat resolution table

must match that loss in CFs. For example an EX result between 18 CF and 12 CF means that the side with 12 CF is *completely* eliminated and the other side must take losses to cover *at least* 12 CF.

§9.4 Retreats and advances Whether a unit can be retreated or advanced is dictated by the CRT, *not* the tactics employed in the combat. It is *always* the opposing faction that performs retreats, and the owning faction that perform advances. Thus a result of ‘AR2/DA2’ means that the current *defender* retreats the attacking units and advances its own units. Step losses are always managed by the owning faction.

§23.3 Hold ground

§9.4 Retreat and advances A unit that is required to retreat may opt to loss a step instead of retreating one hex. Thus, a full-strength unit required to retreat say two hexes can instead retreat one hex (as per normal rules) and *then* take a step loss instead of retreating the final hex.

§23.4 R’n’R

This optional rule requires the use of the *supply* optional rule (§20).

§7 Preparation phase A half-strength unit that

- is not in enemy ZOC,
- does not move nor attack during the turn, *and*
- can trace a supply line to a supply point (supply installation or logistic unit)

may be restored to its full-strength be expanded as many replacement factors (RF) as combat factors the unit is increased. So unit with full-strength 3 CF which is at half-strength 1 CF can recover to full-strength by being passive the full turn *and* by the controlling faction spending 2 RF. If the line of supply is traced to a logistic unit () , then that logistic unit is “spend” and immediately removed from the map. The faction may freely choose between tracing supply to a supply installation or a logistic unit.

§24 Paratroopers

Below are some optional rules for *paratroopers*

§24.1 Clear DZ

§8.1.6 Paratroopers Paratrooper units may *only* drop on a clear or road hex.

§24.2 Limited movement of paratroopers

§8.1.6 Paratroopers An airborne unit *may* be dropped into an enemy ZOC, but then *cannot* move on that turn. An airborne unit dropped *outside* enemy ZOC can move 1 hex (subject to normal restrictions) but not into enemy ZOC.

§25 Invasions

Below are some optional rules for *invasions*

§25.1 Blocked invasion

§8.1.5 Invasion If the landing hex is in enemy ZOC from more than one hex, and the attacker cannot fulfil the combat requirements of attacking *all* enemy units in its own ZOC, for example by other invading units or ground units, then the invasion fails and the invading unit is eliminated.

§25.2 Limited invasion

§8.1.5 Invasion If the landing beach hex is *not* occupied by the enemy, then the invading unit may move *one* hex beyond the landing hex, subject to normal movement restrictions, but may not engage the enemy (move into enemy ZOC). If the landing hex *is* occupied by the enemy and the invading unit successfully clears the landing hex, then it may *not* advance after combat (but *must* move into the beach hex).

§25.3 Strict invasion

§8.1.5 Invasion To invade on a beach hex, the invading unit *must* be able to trace a waterway (rivers and seas) from the landing hex back to the starting coastal

city hex. The invading unit may then move an unlimited number of hexes along that waterway to a sea hex adjacent to the landing hex, ignoring enemy ZOC restrictions.

§26 Miscellaneous

These optional rules do not fit well into an overall category and changes one or a few aspects for the game.

§26.1 (Semi) Fixed order

§4 Turn sequence The factions may decide that the order of the factions *within* stays the same throughout the game. Which faction goes first may be decided upon randomly, or, mutually agreed upon at the start of the game.

☐ §26.2 Stacking

§8.1.2 Stacking *At most* two friendly units may occupy a hex at any given point. A unit may move through a hex which contains a single friendly unit.

This applies at *all times*, including initial deployment, arrival of *reinforcements*, *replacements*, and so on.

§26.3 Strategic movement

§8 Movement phase A unit that

- start the turn *not* in enemy ZOC, *and*
- do not conduct combat this turn (i.e., does not move into enemy ZOC)

may add 2 MF to its movement factor.

☐ §26.4 Command and control

§8 Movement phase To reflect that command and control is best exercised when communication lines are short, any unit that begins in turn *more than 3* hexes away from other units of its parent organisational unit (corps) loses 1 MF. That is, for example, if **R** 1/I ARD and **R** 4/I IND are within 3 hexes of each other (2 intervening hexes), then they suffer no MF penalty. Were they further apart (and not close to other **R** I units) they would be limited to 5 MF and 3 MF, respectively.

§11 Initial deployment		
☐	§11.1 Fixed	-§11.2
☐	§11.2 Full	-§11.1
☐	§11.3 Challenge	
☐	§11.4 Corps (☐)	
§13 Special units		
☐	§13.1 Artillery (☐)	
☐	§13.2 Amphibious (☐)	
☐	§13.3 Armoured breakthrough (☐)	
§14 Weather (☐☐☐)		
§15 Terrain effects (☐)		
§16 Replacements (☐)		
☐	§16.1 Factors	-§16.2
☐	§16.2 Units	-§16.1
§17 Air support (☐)		
☐	§17.1 Ground support	+§20 -§17.2
☐	§17.2 Ground support & CAP	-§17.1
☐	§17.3 Air lift	+§17.2
§18 Fortifications (☐)		
☐	§18.1 Position	-§18.2
☐	§18.2 Dug-in infantry	-§18.1
☐	§19 Nuclear weapons (☐)	+§16.1§17.2
☐	§19.1 Pariah	
☐	§19.2 ABM points	
§20 Supply (☐)		
☐	§20.1 Cities	-§20.2
☐	§20.2 Logistics (☐)	-§20.1
§21 Prisoners of war (☐)		
☐	§21.1 Break	
☐	§21.2 Alternative	+§23
☐	§22 Peace negotiations (☐)	+§19§20§21
☐	§22.2 Include ☐	
§23 Step loss		
☐	§23.1 By factors	-§23.2
☐	§23.2 CRT	-§23.1
☐	§23.3 Hold ground	
☐	§23.4 R'n'R	+§16.1§20
§24 Paratroopers (☐)		
☐	§24.1 Clear DZ	
☐	§24.2 Limited movement	
§25 Invasions		
☐	§25.1 Blocked	
☐	§25.2 Limited	
☐	§25.3 Strict	
§26 Miscellaneous		
☐	§26.1 Fixed order	
☐	§26.2 Stacking (☐)	
☐	§26.3 Strategic movement	
☐	§26.4 Command & control (☐)	

Table 12: Optional rules check list. Check boxes can be used to select optional rules in effect. The right-most column indicates other required (+) or conflicting (-) optional rules.

Game III

Solitaire rules

Many aspects of *Kriegspiel* is centred around one faction making one choice and the other faction making another choice, both in secret to each other. This makes for exciting game play as factions tries to figure out what the other faction is up to.

However, many *grogards* like to play wargames in *solitaire* — that is, they play all factions against themselves. The kind of rules outlined above works rather poorly in those circumstances since the sole player has all the information available.

Below are rules to be used when playing *Kriegspiel* against one self. These rules should be considered *optional* and if someone has other ideas, by all means use those.

§27 Starting the game

The rules in §2 stipulates that the factions should set up in secret. To simulate something like that in a solitaire game, follow the following procedure:

1. Select the type of set-up wanted, and place each factions starting units on the table or on the OOB (§A).
2. (a) Select at random the next faction, e.g., by flipping a coin or rolling a die.
(b) Select a unit from that faction and place it on the map.
(c) Repeat until *all* units have been placed.

While it still allows the solitaire player to see how the set-up progresses, it does introduce an element of randomness and uncertainty.

§28 Combat resolution

The concept of combat resolution in *Kriegspiel* is that each faction appraises the situation and then selects a tactic not only based on what the situation looks like, but also how the faction believes the other faction sees the situation. This can not be done in a *solitaire* game. Instead, follow the following procedure.

1. First the game odds are calculated as per usual.
2. If the POW optional rule (§21) is in use, roll a die to see if the defender would surrender. Assign the outcome of the roll based on how a defender would likely see the situation. For example, if the combat odds are 3:1 and it seems likely that the defender would not survive the attack, then die rolls of 1 to 4 could mean surrender. On the other hand, if the risk is very low, only surrender on a die roll of 1.
3. Make a conscious choice of the *offensive* tactic to use. Alternatively, roll a die and cross index the combat odds in the bottom half of Table 13 to determine an

Die roll	Combat odds				
	1:3	1:2	1:1	2:1	3:1
1					
2					
3					
4					
5					
6					
1					
2					
3					
4					
5					
6					

Table 13: Defensive tactic choice for *solitaire*

Die roll					
1	2	3	4	5	6
A	B	C	D	D+	A+
D+: Best for defender, or re-roll					
A+: Best for attacker, or re-roll					

Table 14: Peace counter offer choice for *solitaire*

offensive tactic.

4. Roll a die and cross index the die roll with the combat odds in Table 13 to get a random (but weighted) defensive tactic.
5. Resolve the battle per usual rules.

§29 Anti-Ballistic Missile defence

With the nuclear weapons optional rule (§19) the defender is asked to make an educated guess as to where the nuclear weapon will strike. Instead roll a die, and if the result is 5 or 6, then the defender has guessed correctly and the nuclear attack fails.

§30 Peace negotiations

If the peace negotiations optional rule is in force (§22), then the defender is asked to assess the best counter offer given an unknown peace offer. To simulate this, roll a die and consult Table 14 to select the counter offer.

Game IV

Scenarios

§31 **B** aggression

This scenario simulates a conflict in which **B** is far superior to **R** but has some logistics challenges. The odds are stacked against **R** but with a bit of tactical thinking, it may just prevail.

§II Optional rules See Table 15

§2 **Starting the game** The **R** faction starts with I and II corps, with III in reserve. **B** start with A, B, and C corps within nothing in reserve. **R** has *no* nuclear weapons and *cannot* build any (do not place rocket and ICBM launch sites). Note, the nuclear pariah optional rule is in force, which means **B** will pay a price for using its nuclear weapons. **B** initially has *one* supply installation at DD17. **B** may gain a second supply installation if it captures *both* of **R** supply installations.

§4 **Turn sequence** The **B** faction goes first *every* turn, since **B** is the aggressor in this scenario.

§3 **Victory conditions** The game is played for a full year (12 turns) starting in the month of February. The game is won using the regular victory conditions, *except* **B** must have reduced **R** to less than 15 CF on the map to win. If, by the end of the 12th turn, **R** is not reduced below 15 CF, then **R** wins.

§7 **Preparation** As **B** only has one supply installation, it will only receive *one* logistic unit per turn.

§11	Initial deployment	
✗	§11.1	Fixed -§11.2
✗	§11.2	Full -§11.1
✗	§11.3	Challenge
✗	§11.4	Corps (☐)
§13	Special units	
✗	§13.1	Artillery (☐)
✗	§13.2	Amphibious (☐)
✗	§13.3	Armoured breakthrough (☐)
✓	§14	Weather (☐☐☐)
✓	§15	Terrain effects (☐)
§16	Replacements (☐)	
✓	§16.1	Factors -§16.2
✗	§16.2	Units -§16.1
§17	Air support (☐)	
✗	§17.1	Ground support +\$20 -§17.2
✓	§17.2	Ground support & CAP -§17.1
✗	§17.3	Air lift +\$17.2
§18	Fortifications (☐)	
✓	§18.1	Position -§18.2
✗	§18.2	Dug-in infantry -§18.1
✓	§19	Nuclear weapons (☐) +\$16.1§17.2
✗	§19.1	Pariah
✗	§19.2	ABM points
§20	Supply (☐)	
✗	§20.1	Cities -§20.2
✓	§20.2	Logistics (☐) -§20.1
§21	Prisoners of war (☐)	
✗	§21.1	Break
✗	§21.2	Alternative +\$23
✓	§22	Peace negotiations (☐) +\$19§20§21
✗	§22.2	Include ☐
§23	Step loss	
✓	§23.1	By factors -§23.2
✗	§23.2	CRT -§23.1
✗	§23.3	Hold ground
✗	§23.4	R'n'R +\$16.1§20
§24	Paratroopers (☐)	
✗	§24.1	Clear DZ
✗	§24.2	Limited movement
§25	Invasions	
✗	§25.1	Blocked
✗	§25.2	Limited
✗	§25.3	Strict
§26	Miscellaneous	
✗	§26.1	Fixed order
✓	§26.2	Stacking (☐)
✗	§26.3	Strategic movement
✓	§26.4	Command & control (☐)

Table 15: Optional rules for scenario §31

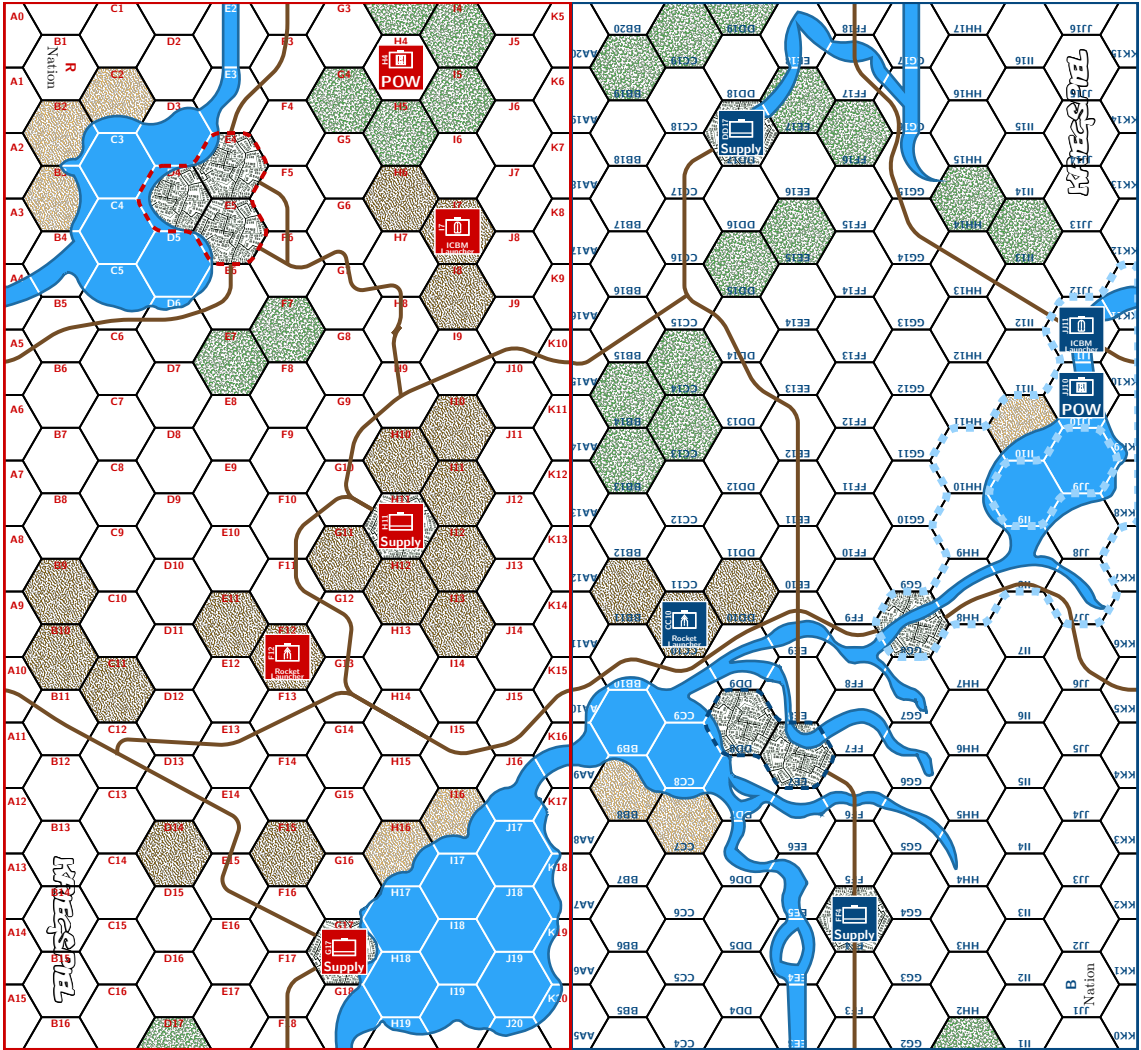
§A Order of Battle

Corps									
Amphibious & Mountaineer	Game I&II	I							
		II							
		III							
	More armoured	IV							
		V							
		VI							
More armoured	VII								
	VIII								
	IX								

Corps												
Amphibious & Mountaineer	Game I&II	A										
		B										
		C										
	More armoured	D										
		E										
		F										
Amphibious & Mountaineer	G											
	H											
	I											

Other units & markers		Offensive tactics	Defensive tactics
Air support		Engage and hold 	Abandon Position
Inter Continental Ballistic Missile		Engage 	Fighting Retreat
Rocket		Assault 	Stand fast
Logistic unit		Escalating Assault 	Hold-at-all-Costs
ICBM Launcher		Blitzkrieg 	
Rocket Launcher			
Supply Point			
POW Camp			
Fortified poision			
Peace talk			
General marker			
		Other	
		Peace offers 	
		Counter offers 	
		Nuclear strike 	
		Suspected impact 	
		Real impact 	

§B Example board configuration



Dead
Pool

Reserve
Pool

Replacement
factors

Last
replenished

00

10

20

30

40

50

60

70

80

90



Dec

Nov

Oct

Sep

Aug

Jul

Jun

May

Apr

Mar



Last
replenished

Replacement
factors

90

80

70

60

50

40

30

20

10

00

9

8

7

6

5

4

3

2

1

0

Dead
Pool

Reserve
Pool

Peace negotiations



A	A withdraw D destroy ☢ - No combat until after A withdraw	1:2 CF exchange A create 2 or 1 if S or W	Void all previous agreements
B	☢ cannot be produced S & W destroy ☢ A create 1 D create 1 if S	1:1½ CF exchange	3 turn cease fire: S cannot attack W cannot attack nor manoeuvre
C	☢ cannot be produced - Faction with least ☢ destroys all - Opponent destroys like ☢	1:1 CF exchange W can do no <i>landings</i> or <i>drops</i> for 2 turns.	A get 0 RF for three turns A get 0 ASF for three turns if W A get <i>at least</i> 1 per turn D removes all its RF
D	No deal	No deal	A remove 1 unit/turn D get 0 RF and 0 ASF per turn
A <i>Attacking</i> faction D <i>Defending</i> faction S <i>Stronger</i> faction W <i>Weaker</i> faction ☢ Nuclear arms () Logistic unit			

Solitaire counter offer

Die roll					
1	2	3	4	5	6
A	B	C	D	D+	A+
D+: Best for defender, or re-roll					
A+: Best for attacker, or re-roll					

Anti-Ballistic Missile

ABMs used	Die roll					
	1	2	3	4	5	6
< 4	☢	☢	☢	☢	☢	
4 – 6		☢	☢	☢	☢	
7 – 9			☢	☢	☢	
10 – 12				☢	☢	
> 12					☢	
☢: Strike was successful						

Prison break

# POW	Die roll					
	1	2	3	4	5	6
1 – 2						
3 – 4						
5 – 6						
7 – 8						
> 8						
: Unsuccessful, eliminate one						

Alternative combat resolution table

1:4			1:3				1:2				Offensive/ Defensive Tactic	1:1					2:1				3:1			4:1		
—	—	—	—	—	—	—	AA1 DS	—	AA2 DR2	AR2 DR1		AR1 DR4	AS DR3	AA2 DS	AS DR2	—	AA1 DR3	—	DS	AA2 DR3	—	—	AA2 DS	AA1 DR2	AA2 DR2	AA3 DE
—	AE DR1	AE	—	AS DR2	AE	AE DR1	—	AE DE	EX	AS DA1		—	AS DS	AA1 DS	—	AE DS	—	AS DS	AA1 DR1	EX	—	DE	EX	DE	DE	AA2 DR3
AS DR1	AS	AE	AR1 DR1	AE	—	AE	AE	AR2 DA1	AS DA1	DE		DE	AA1 DR1	—	AA1 DS	AS DE	AS DS	EX	—	AS DE	DS	EX	AA1 DS	AA2 DS	AS DE	DE
AE	AE	AE DS	AE	AR2 DA2	AS DS	AE DS	AE DA2	EX	AS DR1	AE DS		AE DR2	DS	AE DE	AS	AA2 DS DR2	AR2 DS	AE DS	AS DE	AE DE	DE	AS DE	AS DE	—	—	—
XYZ	X = A: attacker		X = D: defender		Y = A: advance Z hexes				Y = R: retreat Z hexes				YZ = S1: one step loss													
	Y = E: eliminated		XY = EX: exchange — lower CF eliminates all, other matches (<i>at least</i>)																							

Combat resolution table

Die roll	Odds				
	1:3	1:2	1:1	2:1	3:1
1	AE	AE	AE	A1	EX
2	AE	A1	A1	EX	EX
3	A1	A1	EX	EX	D1
4	A1	EX	EX	D1	D1
5	EX	EX	DR	D1	DE
6	EX	DR	D1	DE	DE
AY: attacker XE: eliminated			DY: defender XR: retreat 2		
X1: 1 eliminated & retreat 2					
EX: A&D: X1 & DR					

Kriegspiel

Combat resolution table

1:3			1:2			Offensive/ Defensive Tactic	1:1			2:1			3:1		
—	—	AE	—	—	AE		—	—	AE DE	—	—	A4 DE	—	—	DE
—	AE	AE	—	AE	—		—	AE DE	—	—	AE DE	DE	—	A4 DE	DE
AE	—	AE	AE	—	AE D4		DE	—	AE DE	A4 DE	DE	A4	DE	DE	A4
AE	AE	AE D4	AE D4	AE D4	AE		AE DE	AE DE	A4	A4 DE	DE	A4 DE	A4 DE	DE	A6 DE
AE All attacking units eliminated							DE All defending units eliminated								
A4 Attacker eliminate <i>at least</i> 4 or 6 CF							D4 Defender eliminate <i>at least</i> 4 CF								
Offensive							Defensive								
	Engage and hold		No advance					Abandon position		Retreat 4 MF					
	Escalating assault		Advance 2 MF					Fighting retreat		Retreat 2 MF					
	Blitzkrieg		Advance 4 MF					Standfast		No retreat					
								Hold-at-all-cost		No retreat					

Solitaire tactics

Die roll	Combat odds				
	1:3	1:2	1:1	2:1	3:1
1					
2					
3					
4					
5					
6					
1					
2					
3					
4					
5					
6					

Weather

Die	Nov	Dec	Jan	Feb	Mar
1					
2					
3					
4					
5					
6					
Clear		· No effects			
Mud		· -2 MF · enter prohibited · Units in eliminated			
Snow		· -2 MF · enter/leave prohibited · cost 1/2 MF · No · frozen, treat as Clear · R 's sea closest to frozen · No invasions			

FREEPEL

Terrain

Terrain		Units restrictions	MF cost#	Defender CF
	Clear		1	×1
	City		1*	×2
	Coastal city		1*	×2
	Beach		1	×1
	Woods	<i>not</i>	2†	×2
	Mountains	<i>only</i>	2	×2
	River		3†	×2
	Sea‡	<i>only</i>	n/a	×1
	Road		1/3*	×1
*Use lowest movement cost †Use highest movement cost ‡Retreats are eliminations #Logistic units <i>always</i> pay 1 MF				

Supplies

Supply		# Received	Start Turn	Turn Freq.	Cost*
	Reinforcements	1	4	1	Until <i>reserve</i> empty
	Replacements	1 CF/	1	1	Control <i>full</i> city
	Air support	3	3	1	Full control of capital
	Logistics	1/	1	1	
	Rockets	1	1	1	3 Control
	ICBM	1	1	3	6 Control
*In air support or replacement factors					

Starting ♠

Faction		
R	5	1
B	2	2

♠pariah

# times ♠ used	Rocket RF	Reinf. 	ICBM RF	Reinf.
1	6	1	8	2
2	3	1	4	2
3	1	0	2	1
> 3	none			

Dead
Pool

Reserve
Pool

Replacement
factors

Last
replenished

00

10

20

30

40

50

60

70

80

90



Dec

Nov

Oct

Sep

Aug

Jul

Jun

May

Apr

Mar

Feb

Jan



Last
replenished

Replacement
factors

90

80

70

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Dead
Pool

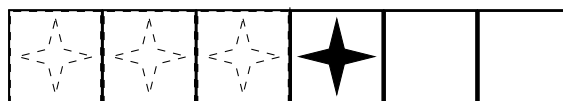
Reserve
Pool

 8-6	 8-6	 8-6	 4-4	 4-4	 4 ⁶ -3	 4 ⁴ -2-4	 2 ⁴ -2-3	 2 ⁴ -2	 2-3	 2-3	 4-5	 4-5	 4-5
 8-6	 8-6	 8-6	 4-4	 4-4	 4 ⁶ -3	 4 ⁴ -2-4	 2 ⁴ -2-3	 2 ⁴ -2	 2-3	 2-3	 4-5	 4-5	 4-5
 8-6	 8-6	 8-6	 4-4	 4-4	 4 ⁶ -3	 4 ⁴ -2-4	 2 ⁴ -2-3	 2 ⁴ -2	 2-3	 2-3	 4-5	 4-5	 4-5
 8-6	 4-4	 4-4	 4-3	 4-4	 4-4	 4 ⁴ -2-4	 2 ⁴ -2-3	 2-3	 2-3	 2-2	 2-3	 2-3	 4-5
 8-6	 4-4	 4-4	 4-3	 4-4	 4-4	 4-3	 2-2	 2-3	 2-3	 2-2	 2-3	 2-3	 4-5
 8-6	 4-4	 4-4	 4-3	 4-4	 4-4	 4-3	 2-2	 2-3	 2-3	 2-2	 2-3	 2-3	 4-5
 8-6	 8-6	 4-4	 4-3	 4-4	 4-4	 4-4	 2-3	 2-3	 2-3	 2-2	 2-3	 4-5	 4-5
 8-6	 8-6	 4-4	 4-3	 4-4	 4-4	 4-4	 2-3	 2-3	 2-3	 2-2	 2-3	 4-5	 4-5
 8-6	 8-6	 4-4	 4-3	 4-4	 4-4	 4-4	 2-3	 2-3	 2-3	 2-2	 2-3	 4-5	 4-5

Front → ← Back

 6-4	 6-4	 6-4	 6-4	 6-4	 6-4	 6-4	 3 ⁴ -2-4	 1 ⁴ -2-3	 3-3	 3-3	 3-3	 3-3	 3-3	 3-3	 3-3
 3-4	 3-4	 3 ⁴ -2-4	 3-3	 3-3	 3 ⁶ -3	 3 ⁶ -3	 6-4	 3-3	 1 ⁴ -2	 1 ⁴ -2	 1-2	 1-2	 2 ⁴ -2-3	 1-3	 1-3
 3-4	 3-4	 3 ⁴ -2-4	 8-5	 8-5	 8-5	 8-5	 8-5	 4-4	 4-4	 4-4	 4-4	 4-4	 2 ⁴ -2-3	 1-3	 1-3
 3-4	 3-4	 3 ⁴ -2-4	 8-5	 8-5	 8-5	 8-5	 8-5	 4-4	 4-4	 4-4	 4-4	 4-4	 2 ⁴ -2-3	 1-3	 1-3
 3-3	 3-3	 8-5	 8-5	 8-5	 8-5	 8-5	 8-5	 4-4	 4-4	 4-4	 4-4	 4-4	 4-4	 1-2	 1-2
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 8-5	 8-5	 8-5	 8-5	 8-5	 8-5	 8-5	 8-5	 4-4	 4-4	 4-4	 4-4	 4-4	 4-4	 4-4	 4-4

Front → ← Back

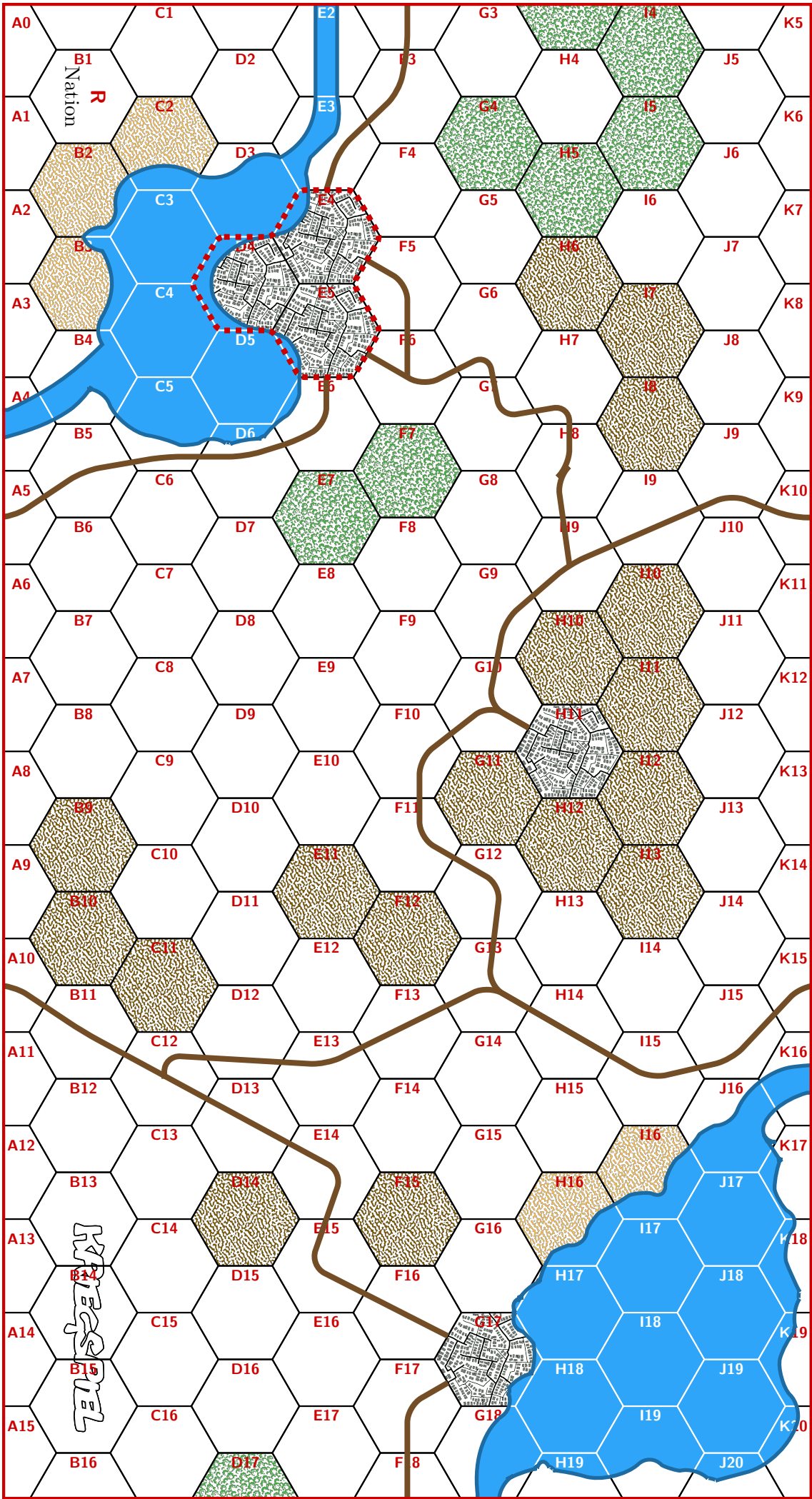


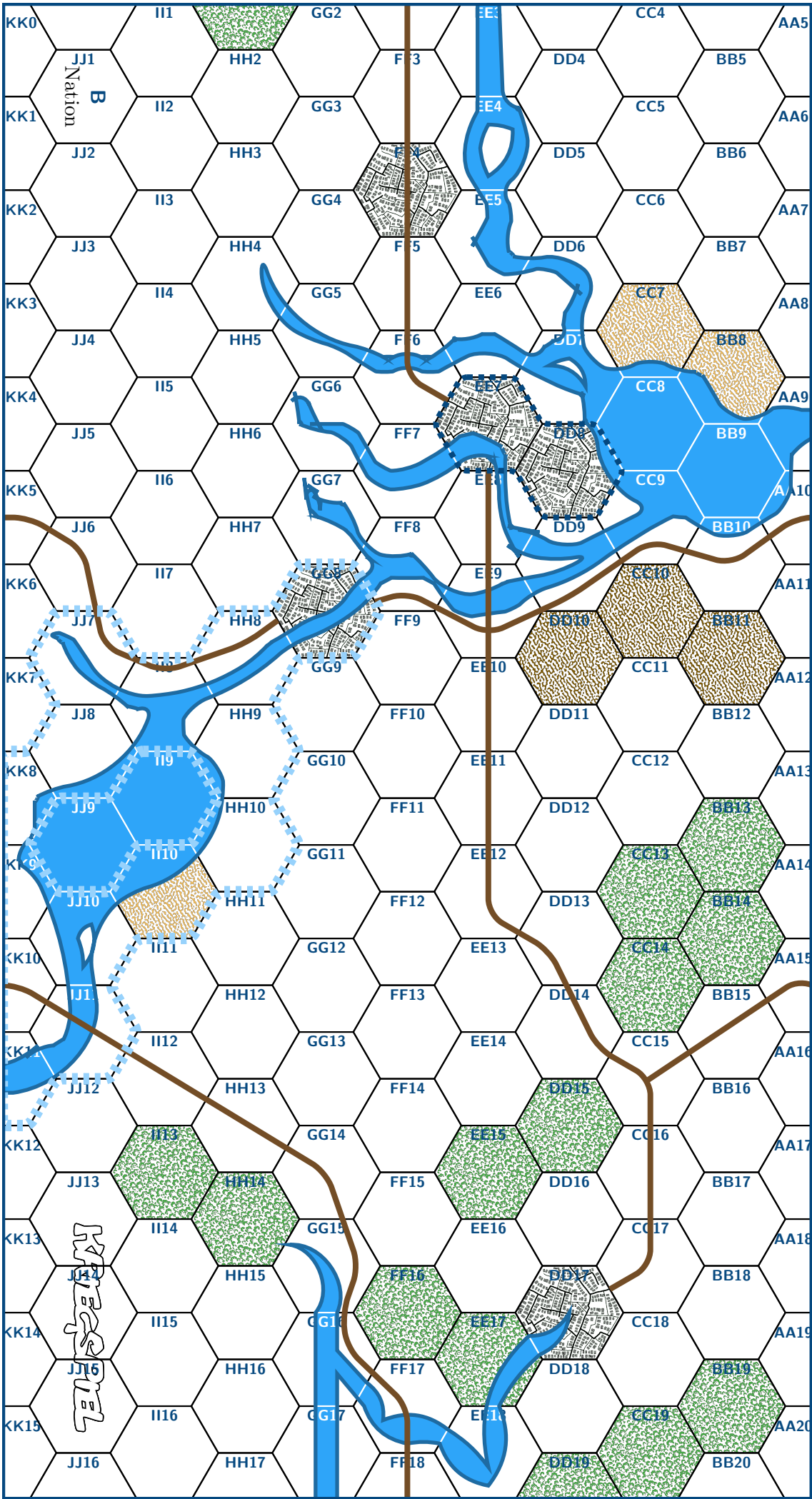
Front → ← Back

 1-0	 1-0	 1-0	 1-0	 1-0	 1-0	 1-0	 1-0	 1-0	 1-0	 H11 Supply		
 0-10	 0-10	 0-10	 0-10	 0-10	 0-10	 0-10	 0-10	 0-10	 0-10	 G17 Supply		
										 CAP* Supply		
 10	 10	 10	 10	 10	 10	 10	 10	 10	 10	 F12 Rocket Launcher		
 ICBM ∞	 ICBM ∞	 ICBM ∞	 ICBM ∞	 ICBM ∞	 ICBM ∞	 ICBM ∞	 ICBM ∞	 ICBM ∞	 ICBM ∞	 I7 ICBM Launcher	 H4 POW	

 1-0	 1-0	 1-0	 1-0	 1-0	 1-0	 1-0	 1-0	 1-0	 1-0	 DD17 Supply	 CC10 Rocket Launcher	
 0-10	 0-10	 0-10	 0-10	 0-10	 0-10	 0-10	 0-10	 0-10	 0-10	 FF4 Supply	 JJ11 ICBM Launcher	
										 GG8* Supply		
 10	 10	 10	 10	 10	 10	 10	 10	 10	 10	 CAP* Supply		
 ICBM ∞	 ICBM ∞	 ICBM ∞	 ICBM ∞	 ICBM ∞	 ICBM ∞	 ICBM ∞	 ICBM ∞	 ICBM ∞	 ICBM ∞	 JJ10 POW		

A	B	C	D						
									
									
									





Optional rules check list

Third column lists dependencies (+) and conflicts (-) between optional rules.

§11 Initial deployment		
☐	§11.1 Fixed	-§11.2
☐	§11.2 Full	-§11.1
☐	§11.3 Challenge	
☐	§11.4 Corps (🏢)	
§13 Special units		
☐	§13.1 Artillery (🔫)	
☐	§13.2 Amphibious (🚢)	
☐	§13.3 Armoured breakthrough (🛡️)	
§14 Weather (🌤️🌧️🌨️)		
§15 Terrain effects (🏞️)		
§16 Replacements (🔄)		
☐	§16.1 Factors	-§16.2
☐	§16.2 Units	-§16.1
§17 Air support (✈️)		
☐	§17.1 Ground support	+§20 -§17.2
☐	§17.2 Ground support & CAP	-§17.1
☐	§17.3 Air lift	+§17.2
§18 Fortifications (🏰)		
☐	§18.1 Position	-§18.2
☐	§18.2 Dug-in infantry	-§18.1
§19 Nuclear weapons (☢️)		
☐	§19.1 Pariah	+§16.1§17.2
☐	§19.2 ABM points	
§20 Supply (🚚)		
☐	§20.1 Cities	-§20.2
☐	§20.2 Logistics (🚚)	-§20.1
§21 Prisoners of war (👤)		
☐	§21.1 Break	
☐	§21.2 Alternative	+§23
§22 Peace negotiations (✌️)		
☐	§22.2 Include ☢️	+§19§20§21
§23 Step loss		
☐	§23.1 By factors	-§23.2
☐	§23.2 CRT	-§23.1
☐	§23.3 Hold ground	
☐	§23.4 R'n'R	+§16.1§20
§24 Paratroopers (📦)		
☐	§24.1 Clear DZ	
☐	§24.2 Limited movement	
§25 Invasions		
☐	§25.1 Blocked	
☐	§25.2 Limited	
☐	§25.3 Strict	
§26 Miscellaneous		
☐	§26.1 Fixed order	
☐	§26.2 Stacking (📦)	
☐	§26.3 Strategic movement	
☐	§26.4 Command & control (🏢)	