

The Plot to Assassinate Hitler 1940-45

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[1.0] INTRODUCTION

Plot to Assassinate Hitler is an SPI Power Politics Series game. It is a simulation of the attempts by various members of the German hierarchy to assassinate Hitler and seize the reins of government. The Playing pieces represent various historical personages who were involved (or might have been involved) in the plot, and who fought the plot. The map is an abstract representation of the areas of political importance to the plot. The game is for two players.

[2.0] PLAYER ORIENTATION

[2.1] GENERAL COURSE OF PLAY

Plot to Assassinate Hitler is a two-player game in which the Players vie for political control of "Greater Germany" during World War II. The Patriotic or Abwehr Player attempts to assassinate Hitler, and the main leadership of the Nazis and the SS, while the SS Player attempts to destroy the Patriotic underground and ensure Nazi control of Germany.

Before the Abwehr Player declares his Coup, play proceeds in Game-Turns, each representing six months, in which both Players maneuver their units, harass opposing units, and attempt to recruit non-aligned units to their cause. In addition, the SS Player attempts to Investigate and Interrogate members of the Plot.

After the Coup is declared, play proceeds in simultaneous phases during which both Players move and harass, until either the Coup fails or succeeds.

[2.2] DEFINITIONS OF TERMS

It is suggested that the Players familiarize themselves with the following terms before reading the rules.

Party Affiliation: Each of the units in the game belongs to one "Party" or another—the Party Affiliation of a given unit can readily be determined by its color. The various parties are: SS, Abwehr, OKW, Nazi, Civilian, and Allied.

Area: An Area is a group of hexes on the map which is tinted a distinct color. A border is the hexside at which the color changes. Each of the areas on the map is named.

Game-Turn Sequence: The Game-Turn Sequence is the Sequence of Play that the Players use before a Coup is declared.

Coup-Turn Sequence: This is the Sequence of Play that is used after a Coup has been successfully declared.

Recruited and Un-Recruited Sides: All Nazi, Civilian and OKW units (with the exception of Hitler) have two sides; the front or "Recruited" side, and the back or "Un-recruited" side. Such units are displayed Un-recruited side up until they are Recruited by one Player or the other, at which point they are flipped over to show their Recruited side.

Suspected and Unsuspected sides: All Abwehr units (and Goerdeler) have two sides; a Suspected side and an Unsuspected side. All Abwehr units are displayed Unsuspected side up until they come under suspicion.

Two-Letter Area Code: Each Area on the board is given a two-letter code in addition to its name. The two-letter code of an Area is printed in that Area on the map, and is used to identify areas at various times in the game.

German Units: This term is used in the rules to refer to all non-Allied units.

REMOVING THE RULES FROM THIS ISSUE:

Open the magazine to the center; bend open the staples with a penknife or screwdriver; lift out the rules and close the staples.

Effectiveness Rating: The first number on a unit counter. It represents the general effectiveness of a unit in terms of what the person represented could do in the plot.

Defensive Strength: The second number on the unit counter. It indicates the abstract ability of the person the unit represents to withstand pressure as well as the extent of his connections with the government (and thus his ability to pull strings when in a tight spot).

Movement Allowance: The third number on the unit counter. It represents the power of the person in terms of his ability to move around wartime Germany. Also the ability to "throw his weight around". It is the basic number of hexes a unit may move and/or the number of times it may harass in one turn.

Randomizer: A cup or other receptacle from which Randomizer chits are occasionally drawn. The Randomizer chits represent information about units in the game, and grant their possessors certain abilities.

[2.3] HOW TO PLAY THE GAME

Setting Up the Game

The SS Player sets up his units first. He places one SS unit in each "SS" marked hex, and one Nazi unit in each "Nazi" marked hex. He places all remaining SS and Nazi units in common set-up hexes.

Then the Abwehr Player sets up his units. He places one Abwehr unit in each "Abwehr" marked hex, one Civilian unit in each "Civilian" hex, and one OKW unit in each "OKW" hex. Then he places all remaining Abwehr, Civilian and OKW units in common set-up hexes that the SS Player didn't use.

The Players place all the Randomizer Chits into a cup, and each Player draws ten chits.

Assignment and Allied Placement

After the Players have set up their units, they begin the first turn. In the Game, turns are known as "Game-Turns," until a Coup (pron. koo) is declared, when they become "Coup-Turns". At the beginning of the turn, before either Player performs any functions with his units, a housekeeping interphase occurs during which Allied units are placed on the board, German units are sent on "Assignment", and the Players draw chits from the Randomizer.

The first thing the Players do is roll on the Assignment Table, using two dice. This will direct the Players to do two things—to send an Allied unit to some area (determined by the Table), and to send a certain number of German units to some area on the board.

The Abwehr Player takes a unit from the Allied Unit Holding Box, and places it in any hex in the area indicated by the Table. A German unit may not move out of an area that contains an Allied unit until the Allied unit is destroyed.

The Players then send SS or Abwehr units on Assignment from Berlin to some area outside Berlin. The Party affiliation of, the number of, and the area to which the units are sent are determined by the Assignment Table. The Enemy Player picks which units are sent. The Party Affiliation of the units sent may be changed by Randomizer chits.

The Abwehr Player Moves and Harasses

The Abwehr Player now moves any or all of his units. Movement is in strict sequence; he must finish moving one unit before he can begin moving another.

A unit can move as many hexes and/or harass as many times as its Movement Allowance allows; in other words, Harassment (which is something like

'combat') costs one Movement Point, and occurs during the Movement and Harassment Phase.

Harassment is resolved via a differential system; essentially this means that the Harassing Player subtracts the Defense Strength of the unit being Harassed from the Effectiveness Rating of the Harassing unit, and, keeping this number in mind, refers to the Harassment Table. The Table will give a result which is explained at its bottom; the Players immediately execute the result, then proceed with further movement.

The Abwehr Player Recruits Neutral Units

Now that he has completed his movement, the Abwehr Player may try to get neutral people (that is, units that have not yet declared for either Player) to join his cause. Recruitment is resolved in much the same way that Harassment is, using a differential system.

If a unit is successfully recruited, the recruiting Player henceforth has complete control over that unit; he may move and harass with it for the rest of the game.

The SS Player Moves and Harasses

The SS Player now moves and Harasses with his units, in the same way that the Abwehr Player did with his.

The SS Player Recruits Neutral Units

The SS can now recruit neutral units in the same way the Abwehr Player did.

The SS Player Investigates Abwehr-Controlled Units

At this point the SS Player may Investigate any Abwehr or Abwehr-controlled units. Investigating units must be adjacent to the units they are investigating. Investigation uses a strength ratio system; the Player divides the total effectiveness ratings of all investigating units by the Defense Strength of the unit being investigated, expressing the result as a ratio—2 to 1, 3 to 1, etc.

The SS Player announces which units are engaged in the Investigation; then, by revealing the Loyalty Chits to any of these units, the Abwehr Player can reduce the Investigation ratio. Then the Players refer to the Investigation Table, and follow the results given by it.

The SS Player Interrogates Units

During Investigation, some units may be sent to the Interrogation Cell. At this point in the Game-Turn, the SS Player must roll a die for each unit in the Interrogation Cell, and refer each die-roll to the Interrogation Table. He follows the directions given by that table for each unit.

In Summary

The Players will find it useful to refer to the Sequence of Play (4.2) during the game, in order to keep track of the flow of Play. The Sequence of Play is the core of the rules, as it informs the Players exactly what they must do, and when they must do it. Players can refer to the Rules Summary (19.0) at the back of the rules, which contains the highlights of the rules, and should answer most rules questions, given a general knowledge of the game.

The Game-Turn Sequence is followed for a maximum of nine Game-Turns. At some point, the Players switch to the Coup Sequence.

The Abwehr Player Declares a Coup

At almost any time in the game, the Abwehr Player can attempt to declare a Coup. If he fails, he can try again later. If he succeeds, Play immediately switches to a different sequence of play (4.3).

The Abwehr Player attempts to declare a Coup by rolling a die and referring to the Walkyrie Table (pron. vahlkera—in Norse mythology the Walkyrie chose those who would die in battle.) He can

increase his chance of successfully declaring a Coup by revealing Fuhrer Access chits.

If the Coup is successfully declared, the Abwehr Player moves a certain number of units—from two to five, determined by the Walkyrie Table. Once he has moved these units, the Coup is initiated.

Both Players Move and Harass

Both Players move and harass at this point. First the Abwehr Player goes; he moves and harasses with one unit, until that unit has completely finished. Then the SS Player moves and Harasses with one unit. Then the Abwehr Player can move one unit, and so on, back and forth. Each unit in the game can only be moved once per turn.

Once all units have been moved, the Players remove all Neutralized and Masked markers, and begin all over again. They go through this sequence six times (maximum).

Winning the Game

Essentially, the SS Player has to wipe out all of the Abwehr units to win, and vice versa. Additionally, the Abwehr Player usually has to kill Hitler in order to have a shot at winning; however, it is not strictly necessary. If either Player manages to wipe out the other before six Coup-Turns are played, he wins. If neither Player has won by the end of six turns, Germany is considered to collapse into confusion, and the Allies win.

Summary

Now that the Players know what the game is basically about, it is suggested that they proceed to read the rules. It may be helpful to lay out the counters and the map in an easily visible position, and to examine them and the charts as the rules are read.

[3.0] GAME EQUIPMENT

[3.1] THE MAP

The Game-Map is 22"x34", and depicts Berlin and most of Europe in an abstract political manner. A hexagonal grid is superimposed on the map to regularize movement and locate the playing pieces. There is no "Terrain" per se, but certain hexes have special properties. The scale of the map is abstract, and the size of the various Areas on the map is roughly equivalent to their political importance to the game.

[3.2] GAME CHARTS, TABLES, AND PLAYING AIDS


[3.21] The several Tables are used to facilitate various aspects of play. There are the Assignment Table, the Randomizer Table, the Harassment and Coup Harassment Tables, the Recruitment Table, the Investigation Table, the Interrogation Table, and the Walkyrie Table.

[3.22] In addition, there are several 'tracks.' These are the Game-Turn Record Track, the Coup-Turn Record Track and the Movement Point Record Track.


[3.23] Finally, there are several holding boxes on the map which the Players may find helpful while playing. These are the SS Player Chit Holding Box, the Abwehr Player Chit Holding Box, the SS General Retirement Box, the Abwehr General Retirement Box, the Allied Unit Holding Box and the Interrogation Cell.

[3.3] SAMPLE UNITS


FRONT/ABWEHR

Identity Nr. → 301 
 Name → Dohnanyi
 Effectiveness Rating → 8-7-8 → Movement Allowance
 Defense Strength


BACK/ABWEHR

Identity Nr. → 301 
 Name → Dohnanyi
 Effectiveness Rating → 8[7]8 → Movement Allowance
 Defense Strength

FRONT/OKW


Identity Nr. → 414 
 Name → Guderian
 Effectiveness Rating → 2-6-3 → Movement Allowance
 Defense Strength


BACK/OKW


Identity Nr. → 414 
 Name → Guderian
 [6] → Defense Strength


[3.31] Unit Summary


(Front) **SS UNITS**


000  Himmler 9-9-9
 Reichsfuehrer SS

001  Heydrich 8-7-8
 Chief of RSHA; Protector of Bohemia-Moravia, 1941-1942

002  Schellenbg 8-7-7
 SS Lieutenant-General; Chief of Foreign Intelligence section of the SD

003  H.Mueller 7-4-8
 SS General; Chief of the Gestapo


004  Kaltnbrnr 7-4-6
 SS General; succeeded Heydrich as Chief of RSHA

005  Sondreggr 6-4-7
 Gestapo Commissioner

(Back)

Recruited (Front)


100  HITLER 0-6-0


101  Bormann 8-7-6


102  Helldorf 6-4-6


103  Goering 4-3-5


104  Nebe 3-6-5


006  Skorzeny 6-4-7
 SS Major-General; under Schellenberg in Foreign Sec. of RSHA


007  Wolff 5-3-7
 SS General; military governor of north Italy


008  Roeder 5-3-7
 Army Investigator

009  Daluge 4-4-5
 SS General; succeeded Heydrich as Bohemia-Moravia Prot.


010  Dietrich 4-4-5
 SS Colonel-General; Commander of Waffen SS panzer division

011  Hanke 4-4-5
 SS Lieutenant-General; Gauleiter of L. Silesia; named Himmler's successor

012  Frank 4-4-5
 SS Lieutenant-General; deputy Protector of Bohemia-Moravia

013  Best 3-4-5
 SS Lieutenant-General; Reich Commissioner of Denmark

014  Ribbentrop 2-6-3
 SS General; Reich Minister of Foreign Affairs

015  Ohlendorf 2-6-3
 SS Lieutenant-General; Chief of Section III of RSHA

NAZI UNITS

Hitler, Adolf
 Chancellor and Fuehrer

Bormann, Martin
 Reichsleiter of the Nazi Party

Helldorf, Count
 Wolff-Heinrich von
 SS General; Police Pres. of Berlin

Goering, Hermann
 Reichsmarschall; Commander-in-Chief of Luftwaffe

Nebe, Artur
 Chief of Reich Criminal Police; SS General



105  Lammers 3-6-5
 Chief of Reich Chancellery

106  Schacht 3-4-5
 President of Reichsbank; Minister w/o Portfolio

107  Popitz 3-3-5
 Prussian State Minister and Finance Minister

108  Stroelin 2-6-3
 Mayor of Stuttgart

109  Wagner 2-6-3
 Gauleiter of Westphalia-South and Silesia

110  Speer 1-6-3
 Minister of Armaments and War Production

Recruited (Front)

200  Goerdeler 5-5-5
 ex-Mayor of Leipzig; Commissioner of Prices (suspected) (unsuspected)

201  Leber 3-3-5
 ex-Social Democratic member of Reichstag

202  Yorck 2-3-5
 Staff member, Dept. of Military Economics

203  Moltke 2-5-4
 Legal advisor in Foreign Section of Abwehr

204  Hassell 2-5-4
 former ambassador to Rome, 1933-1937

205  Wirmer 1-5-5
 Berlin lawyer

206  Delp 1-5-4
 Jesuit priest; writer

Suspected (Front)

300  Canaris 9-9-9
 Chief of Abwehr

301  Dohnanyi 8-7-8
 Sonderfuehrer OKW; Abwehr agent

Lammers, Hans Heinrich
 Chief of Reich Chancellery

Schacht, Hjalmar
 President of Reichsbank; Minister w/o Portfolio

Popitz, Johannes
 Prussian State Minister and Finance Minister

Stroelin, Karl
 Mayor of Stuttgart

Wagner, Joseph
 Gauleiter of Westphalia-South and Silesia

Speer, Albert
 Minister of Armaments and War Production

CIVILIAN UNITS

Goerdeler, Karl
 ex-Mayor of Leipzig; Commissioner of Prices (suspected) (unsuspected)

Leber, Julius
 ex-Social Democratic member of Reichstag

Yorck von Wartenburg, Peter
 Staff member, Dept. of Military Economics

Moltke, Helmuth von
 Legal advisor in Foreign Section of Abwehr

Hassell, Ulrich
 former ambassador to Rome, 1933-1937

Wirmer, Joseph
 Berlin lawyer

Delp, Alfred
 Jesuit priest; writer

ABWEHR UNITS

Canaris, Adm. Wilhelm
 Chief of Abwehr

Dohnanyi, Hans von
 Sonderfuehrer OKW; Abwehr agent

105  Lammers [6]

106  Schacht [4]

107  Popitz [3]

108  Stroelin [6]

109  Wagner [6]

110  Speer [6]

Unrecruited (Back)

200  Goerdeler 5 [5] 5

201  Leber [3]

202  Yorck [3]

203  Moltke [5]

204  Hassell [5]

205  Wirmer [5]


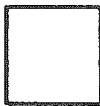








206  Delp [5]

Unsuspected (Back)

300  Canaris 9[9]9

301  Dohnanyi 8[7]8

| | | | | | | | | |
|---------------------------|--|---------------------------|---------------------------|--|-------------------------|------------------------|---|--------|
| 302 Gisevius 8-7-7 | Gisevius, Hans Abwehr agent | 302 Gisevius 8[7]7 | 407 Stuelpl 5-3-7 | Stuelpnagel, Col-Gen. Karl Heinrich von Military Governor of France | 407 Stuelpl [3] | 504 Century [5] | Century Operated 1942-1944; lo- cated on English Chan- nel Coast. | |
| 303 Oster 7-5-7 | Oster, Major-Gen. Hans ex-Abwehr Chief of Staff Chief of Central Section of Abwehr | 303 Oster 7[5]7 | 408 Fromm 4-4-5 | Fromm, Col-Gen. Fritz Commander-in-Chief of the Reserve Army | 408 Fromm [4] | 505 Chestnut [4] | Chestnut Directed partisans in preparation for D-Day. | |
| 304 Lornghv 6-3-7 | Freytag v. Loringhoven, Colonel Wessel Chief of Sabotage and Subversion in the Abwehr | 304 Lornghv 6[3]7 | 409 Olbricht 4-4-5 | Olbricht, Col-General Friedrich deputy commander of Reserve Army | 409 Olbricht [4] | 506 Intralle [4] | Interalie Operated 1940-1941; es- tablished in Paris by Brit. Mil. Intelligence. | |
| 305 Bonhoefer 5-3-7 | Bonhoeffer, Pastor Dietrich Abwehr agent | 305 Bonhoefer 5[3]7 | 410 Schlbnfr 4-4-5 | Schlabrendorf Major Fabian von aide-de-camp assigned to Army Group Center | 410 Schlbnfr [4] | | | |
| 306 J.Mueller 4-4-5 | Mueller, Dr. Joseph lawyer; Abwehr agent | 306 J.Mueller 4[4]5 | 411 Witzlebn 3-4-5 | Witzleben, Field Marshal Erwin von Cmdr, Army Gp. West; retired, 1942 | 411 Witzlebn [4] | | | |
| 307 Gehre 4-4-5 | Gehre, Captain Ludwig agent in Abwehr Counter-Espionage | 307 Gehre 4[4]5 | 412 Beck 3-4-5 | Beck, Col-Gen. Ludwig Chief of General Staff, 1933-1938 | 412 Beck [4] | (Front) | RANDOMIZER CHITS | (Back) |
| 308 John 3-4-5 | John, Otto lawyer; Abwehr agent | 308 John 3[4]5 | 413 Hofacker 3-4-5 | Hofacker, Lt-Colonel Caesar von Staff member to Governor in France | 413 Hofacker [4] | 004 Kaltbnbr | SS Loyalty Chit | |
| 309 Trott 2-6-3 | Trott zu Solz, Adam Foreign Office official; Abwehr agent | 309 Trott 2[6]3 | 414 Guderian 2-6-3 | Guderian, Gen. Heinz Inspector General of Armored Troops | 414 Guderian [6] | 103 Goering | Nazi Loyalty Chit | |
| 310 Hansen 1-6-3 | Hansen, Georg Chief of Espionage section of the Abwehr | 310 Hansen 1[6]3 | 415 Rundstedt 2-6-3 | Rundstedt, Field Marshal Gerd von Commander-in-Chief of Army Group West | 415 Rundstedt [6] | 202 Yorck | Civilian Loyalty Chit | |
| | | | 416 Manstein 1-6-3 | Manstein, Field Marshal Erich von Commander, Army Gp. South, 1943-1944 | 416 Manstein [6] | 303 Oster | Abwehr Loyalty Chit | |
| | | | | | | 403 Tresckow | OKW Loyalty Chit | |
| Recruited (Front) | OKW UNITS | Unrecruited (Back) | | | | | | |
| 401 Stauffnbg 8-7-8 | Stauffenberg, Colonel Claus Schenk, Graf von Chief of Staff of Reserve Army | 401 Stauffnbg [7] | 417 Qrnheim 1-6-3 | Quirnheim, Major Graf Mertz von deputy to Stauffenberg | 417 Qrnheim [6] | Fuhrer access | Fuhrer Access Chit (total: 8) | |
| 402 Haefen 7-7-6 | Haefen, Lt. Werner von Aide-de-Camp to Stauffenberg | 402 Haefen [7] | 418 Schulnbg 1-6-3 | Schulenberg, Lieutenant Fritz-Dietlof von der Staff member of Reserve Army | 418 Schulnbg [6] | Travel | Travel Chit (total: 6) | |
| 403 Tresckow 6-6-7 | Tresckow, General Henning von Chief of Staff Army Group Center | 403 Tresckow [6] | | | | Alibi Arrest | Alibi/Arrest Chit (total: 6) | |
| 404 Kluge 5-4-7 | Kluge, Field Marshal Guenther von Supreme Commander of Army in the West | 404 Kluge [4] | 501 JadeAmc [6] | Jade Amicol Operated 1943-44; lar- gest network in northern France (HQ in Paris). | | + | Double-Cross Chit (total: 6) | |
| 405 Fellgibl 5-3-7 | Fellgiebel, Gen. Erich Chief Signals Officer of the Wehrmacht | 405 Fellgibl [3] | 502 Prosper [6] | Prosper Operated 1942-43; cov- ering northern France. | | Frndly assign | Friendly Assgmnmt Chit (total: 6) | |
| 406 Rommel 5-3-7 | Rommel, Field Marshal Erwin Cmdr, Army Group B | 406 Rommel [3] | 503 Scientat [5] | Scientist Operated 1942-1943; in southern France. | | Enemy assign | Enemy Assignment Chit (total: 6) | |

| MARKERS | | |
|---|--|---|
| (Front) | | (Back) |
|  | Semi-Recruit Marker (total: 8) |  |
|  | Abwehr/SS Control Mkr (total: 12) |  |
|  | Mask/Neutralized Mkr (total: 11) |  |
|  | Game-Turn/Coup-Turn Marker (one) |  |
|  | Movement Point Record Marker (one) |  |

[3.4] GAME PARTS INVENTORY

A complete game should include the following parts:

- One Game-Map (22" x 34")
- One Set Die-Cut Counters (200 pieces)
- One Rules Folder
- One Die (not included with subscription edition)
- One Game Box (not included with subscription edition)

If any of these parts are damaged or missing, please write:

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Questions regarding any ambiguities in the rules will be answered if accompanied by a self-addressed, stamped envelope. Send rules questions to the above address and mark the envelope "Rules Questions: **The Plot to Assassinate Hitler**". Phrase your questions so they can be answered by a yes/no or one word answer.

[4.0] INITIAL SET-UP

[4.1] RANDOMIZER CHITS

All of the Randomizer Chits are placed in a receptacle (a cup is nice) and mixed. Each Player draws ten chits and places them in his Chit Holding Box. A Player may always examine his own chits, but may not examine those of the opposing Player. The remaining chits are left in the cup for further use during play. Alternatively, the Randomizer chits can be placed face down in the large holding box on the map.

[4.2] ALLIED UNITS

The Allied units are placed face-down in the Allied Unit Holding Box and mixed. No Allied units are placed on the map at the beginning of the game.

[4.3] GERMAN UNIT PLACEMENT

[4.31] Himmler, Hitler, Goerdeler and Canaris each has a specified set-up hex on the board, marked with his name. Each is placed in the appropriate hex.

[4.32] The SS Player then places one SS unit in each hex on the board marked with the SS runes, and one Nazi unit in each swastika-marked hex.

[4.33] Then the SS Player places all remaining SS and Nazi units on "X" marked hexes.

[4.34] After the SS Player has set-up, the Abwehr Player places one Civilian unit on each Civilian symbol hex, one Abwehr unit on each Abwehr-symbol hex, and one OKW unit on each OKW symbol hex. Note that there are six OKW-symbol hexes outside of Berlin.

[4.35] Then the Abwehr Player places all remaining abwehr, OKW and Civilian units on "X" marked hexes that were not used by the SS Player.

[4.36] All OKW, Civilian and Nazi units begin Unrecruited side up. All Abwehr units begin Unsuspected side up.

[4.37] At the beginning of the game, the SS Player controls all SS units and Hitler. The Abwehr Player controls all Abwehr units and Goerdeler.

[5.0] SEQUENCE OF PLAY

[5.1] THE TURNS

Plot to Assassinate Hitler is divided into Game-Turns and Coup-Turns. Normally play proceeds in Game-Turns until the Abwehr Player successfully declares a Coup, at which point play switches over to Coup-Turns. The Game is a maximum of nine Game-Turns and six Coup-Turns long, but it may be resolved long before all the turns are played out. In each Game-Turn, each Player will be given a chance to move, Harass, Recruit and perform other functions necessary to the continuance of play. In each Coup-Turn, each Player will be able to move and Harass, but will not be able to Recruit, Investigate, or Interrogate.

Each Game-Turn is divided into Player-Turns; the Abwehr Player always plays the first Player-Turn, and the SS Player, the second. Each Player-Turn is further divided into Phases.

Each Coup-Turn is divided into Phases, during which both Players perform functions simultaneously.

[5.2] THE GAME-TURN

A. THE ASSIGNMENT INTER-PHASE

During this Phase, the Players first refer to the Assignment Table, and then to the Randomizer Table. Units are sent on Assignment and Allied units are placed on the map.

B. THE ABWEHR PLAYER-TURN

1. **Movement and Harassment Phase:** During this Phase, the Player may move and engage in Harassment with any or all of his units. Each unit is moved individually, and must complete its movement before any other unit may be moved.

2. **Recruitment Phase:** During this Phase, the Player may attempt to Recruit un-Recruited OKW, Nazi and Civilian units.

3. **Status Adjustment Phase:** During this Phase, the Player may adjust the status of his units; he may remove Mask and Neutralized markers, and may attempt to bring units out of General Retirement.

C. THE SS PLAYER-TURN

1. **Movement and Harassment Phase:** The SS Player moves and Harasses as in Step B, 1 above.

2. **Recruitment Phase:** The SS Player recruits as in Step B, 2 above.

3. **Investigation Phase:** The SS Player may attempt to Investigate units he has friendly units adjacent to.

4. **Interrogation Phase:** During this Phase, the Player must Interrogate any units in the Interrogation Cell.

5. **Status Adjustment Phase:** The SS Player adjusts the Status of his units, as in Step B, 3 above.

D. GAME-TURN INDICATION INTER-PHASE

The Game-Turn marker is advanced one box to signal the end of one Game-Turn and the beginning of another.

[5.3] THE COUP-TURN

Almost surely, at some point in the game, the Abwehr Player will successfully call a Coup. At this point, regular play is suspended, and the Players begin the first Coup-Turn.

A. SIMULTANEOUS PLAYER-TURN

1. **Movement and Harassment Phase:** During this Phase, both Players move and Harass with their units. The Abwehr Player is the first Player to move a unit; once he has finished moving that unit, the SS Player moves a unit. This sequence is continued until all units have been moved.

2. **Status Adjustment Phase:** This is identical to the corresponding Phase in the Game-Turn Sequence, except that it applies to both Players, and that no units come out of General Retirement during the Coup-Turn.

B. COUP-TURN INDICATION INTER-PHASE

The Coup-Turn Marker is advanced one box on the Coup-Turn Track to signal the end of one Coup-Turn and the beginning of the new.

[6.0] THE RANDOMIZER

GENERAL RULE:

At the beginning of the game, a number of "Randomizer Chits" are placed in a cup and mixed (see Set-Up, 4.0). At various times in the game, Players are required to pick chits from the randomizer cup.

[6.1] CHIT TYPES

There are six types of Randomizer chits, each of which has a different function. These functions are described elsewhere in the rules. The chit types are: **Enemy** and **Friendly Assignment** chits, **Travel** chits, **Fuhrer access** chits, **Alibi/Arrest** chits, **Double-Cross** chits, and **Loyalty** chits.

[6.2] DRAWING CHITS

[6.21] At various times in the game, Players will be directed to draw a number of chits from the Randomizer cup. This is accomplished simply by picking the indicated number of chits at random from the Randomizer. After drawing, the Player may examine his chits, and then place the chits face down in his Chit Holding Box; A Player may always examine his own chits, but may not examine those of the opposing Player.

[6.22] Rather than placing his chits face down (and then having to search through his pile chit-by-chit when looking for a chit,) the Players may choose to leave the chits face up and place a piece of paper over the Chit Holding box. Thus, the Owning Player may peek under his sheet of paper and examine his own chits. When the Enemy Player must take a pick from the Chit Holding Box, the paper should be removed, and the Enemy Player should take the chits with his eyes closed.

[6.23] During the Assignment Inter-Phase, the Abwehr Player must roll a die and cross-reference the die-roll with the current Game-Turn on the Randomizer Table. (This occurs **after** Assignment.) This cross-referencing will yield a number.

[6.24] If the number is preceeded by an S, the SS Player draws that number of chits from the Randomizer. If it is preceeded by an A, the Abwehr Player draws that number of chits.

[6.25] If a "o" results, no chits are drawn.

[6.26] If at some point in the game a Player is directed to draw chits from the Randomizer and there are not enough chits remaining in the Randomizer, he instead picks the chits from the Chit Holding Box of the Enemy Player.

[6.27] The Randomizer Table (see the map)

[7.0] ASSIGNMENT

GENERAL RULE:

During the Assignment Inter-Phase, an Allied unit may be placed on the map, and one or more Abwehr or SS units may be forced to move to some Area outside of Berlin.

PROCEDURE:

The Abwehr Player rolls a die twice, and cross-references his two die-rolls on the Assignment Table. The first die-roll determines the row to be used, and the second determines the column. Two results are yielded; the first (top) result is known as the "Allied Placement Result", and the second (bottom) as the "German Assignment Result".

Example: The Abwehr Player rolls a two and a three. Cross-referencing these rolls on the Table results in an Allied Placement Result of "EE", and a German Assignment Result of "2/Ab/BR".



[7.1] ALLIED UNIT PLACEMENT

[7.11] The Abwehr Player picks a unit at random from the Allied Unit Holding Box (see set-up, 4.2), and places it in the Area indicated by the two-letter area code of the Allied Placement Result. The Abwehr Player may place the Allied unit in any unoccupied hex of the area.

[7.12] If the Abwehr Player is directed to place the Allied unit in an Area which has no unoccupied hexes, he must roll again on the Assignment Table for a different Allied Placement Result. He does not roll again for the German Assignment Result.

[7.13] If there are no Allied units in the Allied Unit Holding Box, the Abwehr Player ignores the Allied Placement Result and no Allied unit is placed that turn.

[7.14] If the Allied unit is to be placed in an Area made impassable by Military Advance (see 16.0), he ignores the Allied Placement Result, and no Allied unit is placed that turn.

[7.15] Zones of Control have no effect on Placement; Allied units may be placed in the Zone of Control of another unit.

[7.2] GERMAN UNIT ASSIGNMENT

[7.21] During the Assignment Inter-Phase, German units are sent on Assignment from Berlin to areas outside of Berlin. These units are simply picked up from the hex in which they are situated, and placed in their destination hex.

[7.22] The first number of the German Assignment Result is the number of German units that are sent on Assignment. The first two letters indicate the party affiliation of the unit sent; "SS" means SS, "Ab" means Abwehr. The last two letters are the area code for the Area to which the units are sent. For instance, in the Example under Procedure, "2/Ab/BR" means that two Abwehr units must be sent on Assignment to Berne.

[7.23] If Abwehr units are sent on Assignment, the SS Player picks and places the units sent; if SS units are sent on Assignment, the Abwehr player does so.

[7.24] The units to be sent on Assignment must be taken from the Berlin area; units may not be sent on Assignment if they are outside of Berlin during the Assignment Inter-Phase.

[7.25] Units sent on Assignment may be placed in any unoccupied hex in the destination area, the choice being made by the placing Player. Zones of control have no effect on placement, nor do Zones of Influence (see 11.0, 17.0). Units may be placed in such Zones. However, Zones of Influence do prevent German units from leaving the area in which they extend. See 17.0.

[7.26] Only Abwehr and SS units may be sent on Assignment; OKW, Civilian, and Nazi units may never be sent on Assignment, even if controlled by one Player or the other. Canaris and Himmler may be sent on Assignment.

[7.27] Masked and/or Neutralized units may never be sent on Assignment, nor may units in General Retirement.

[7.28] If there are no unoccupied hexes in the destination area, the Players roll again on the Assignment Table for a German Assignment Result only; the Allied Placement Result remains as it was.

[7.29] If the Players are directed to send units on Assignment to an Area made impassable by Military Advance (see 16.0), they instead ignore the result, and no units are sent on Assignment.

[7.3] ENEMY AND FRIENDLY ASSIGNMENT CHITS

[7.31] During the course of the game, Players may accumulate Assignment chits, which are labelled either "Friendly" or "Enemy" Assignment Chits. These chits allow the Players to alter the German Assignment Result.

[7.32] Players may only reveal and use Assignment chits during the Assignment Inter-Phase. After being revealed, Assignment chits are returned to the Randomizer.

[7.4] FRIENDLY ASSIGNMENT CHITS

[7.41] If a Player's units are about to be sent on Assignment, that Player can reveal a Friendly Assignment chit (if he's got one). This allows him to pick which of his units are going to be sent on Assignment, and to place them in the destination area as he wishes.

[7.42] **Example:** In the example under Procedure, the SS Player was directed to place two Abwehr units in Berne. If the Abwehr Player reveals a Friendly Assignment chit, he, rather than the SS Player, may choose which units are to be sent, and where in Berne they are to be placed.

[7.5] ENEMY ASSIGNMENT CHITS

[7.51] If a Player's units are about to be sent on Assignment, he can reveal an Enemy Assignment chit. This switches the Party Affiliation of the units which must be sent on Assignment. In essence, if the first two letters of the German Placement Result were formerly "Ab", they become "SS", and vice versa.

[7.52] **Example:** If, in the Example in 6.42, the Abwehr Player had revealed an Enemy Assignment Chit rather than a Friendly one, two SS units would have to be placed in Berne. The Abwehr picks and places the units sent.

[7.53] After one Player has revealed an Enemy Assignment Chit, the other may then reveal either type of Assignment Chit. If he reveals an Enemy Assignment chit, the units switch back to their original Party Affiliation. If he reveals a Friendly chit, the effects are as per 7.4, except that the effect of the first Enemy Assignment Chit still holds.

[7.54] Players may continue to reveal Enemy Assignment chits, switching the Party Affiliation of the units to be sent on Assignment back and forth, until 1) one Player runs out of such chits, 2) one Player decides not to reveal any more chits, or 3) a Friendly Assignment chit is revealed. No further chits can be revealed and the Assignment takes place.

[7.6] THE ASSIGNMENT TABLE (see the map)

[8.0] STACKING

GENERAL RULE:

No more than one unit may be present in one hex at the end of any Phase.

[8.1] MOVEMENT THROUGH UNITS

[8.11] Units may freely move through Friendly units during the Movement Phase, as long as they do not end their Movement and Harassment Phase stacked with any other unit.

[8.12] Units may not move through hexes containing non-neutralized Enemy units, unrecruited units, or semi-recruited units. However, units may freely move through Neutralized units of any party affiliation.

[8.13] Although certain units may move through hexes containing other units (see above), a unit may never pause in a hex containing any other unit in order to Harass a third unit. A unit must always Harass from a hex containing no other unit.

[9.0] MOVEMENT

GENERAL RULE:

During the Movement and Harassment Phase of his Player-Turn, the Phasing Player may move and engage in Harassment with some, all, or none of his units, as he sees fit. During the Movement and Harassment Phase of the Coup-Turn, both Players may move some, all or none of their units as they see fit, sequentially. Units may be moved in any direction or combination of directions, limited only by their Movement Allowance and the rules of Movement and of Zones of Control. The Movement Allowance of each unit is printed on the lower right-hand corner of that unit.

PROCEDURE:

Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it expends one Movement Point of its Movement Allowance, and every time it Harasses an enemy unit, it expends one Movement Point.

[9.1] RESTRICTIONS ON MOVEMENT

[9.11] Movement may never take place out of sequence. A Player's units may only be moved during his own Movement and Harassment Phase in the Game-Turn, or during the Simultaneous Movement and Harassment Phase of the Coup-Turn. During the Enemy Player's Movement and Harassment Phase, and during all other Phases of the Game-Turn and Coup-Turn, Friendly units may not be moved. (Exception: see Retreats, 10.6).

[9.12] A unit may never expend more Movement Points in a single Movement Phase than it is allowed by its Movement Allowance. Unused Movement Points may not be accumulated from turn to turn or transferred to other units.

[9.13] Movement through the hex grid must be consecutive hex after consecutive hex; units may not skip hexes (exception; see Travel, 9.5).

[9.14] Each unit is moved individually. A unit must complete its movement (and harassment) before any other unit may be moved. Only one unit may engage in movement and/or Harassment at any one time. Movement is strictly sequential, unit by unit.

[9.15] Units may freely move across Border hexsides (see definition of area, 2.2; exception: during Coup Sequence, 18.26). However, Zones of Control do not extend across Border hexsides.

[9.2] HEADQUARTERS

[9.21] There is no "terrain" per se on the map; however, Headquarters have important effects.

[9.22] For all purposes, Gestapo HQ, SS Garrison HQ, Fuhrer HQ and Rastenburg HQ are friendly to the SS and Hitler only; Foreign Office and Communications HQ are friendly to the Nazis and Civilians only; and Abwehr HQ, OKW HQ and OB-Heimat HQ are friendly to the Abwehr and OKW only.

[9.23] **Example:** Gestapo HQ is never friendly to a Nazi unit, even if that unit is controlled by the SS.

[9.24] Units may freely move through Friendly Headquarters hexes, but may never enter Unfriendly Headquarters, except as a result of Advance After Harassment (and then only under certain circumstances, see 10.6).

[9.25] Headquarters hexes do **not** have Zones of Control.

[9.3] EFFECTS OF UNIT STATUS

[9.31] Unrecruited and Semi-Recruited units may never be moved by either Player.

[9.32] Masked and Neutralized units may not be moved.

[9.33] Units which have zero as their Movement Allowance may not be moved (except when forced to retreat). Hitler is an exception (See 9.6).

[9.4] MOVEMENT AIDS

[9.41] To facilitate Movement and Harassment, a Movement Point Record Track is included on the board. While moving a single unit, the Phasing Player may find it helpful to advance the Movement Point Record marker one box along the track every time the unit expends one Movement Point. Thus the Players will not lose track of how many Movement Points the moving unit has expended.

[9.42] Players may find it difficult to remember which units have moved and which have not, especially during the Coup Sequence. It is suggested that they position all units in the hex grid (all facing north, say); then, once a unit is moved, its facing should be turned one hexside. Thus, the Players will be able to see which units have been moved and which have not simply by examining the facing of the units.

[9.5] TRAVEL

[9.51] "Travel" is a special kind of movement which allows units to transfer from one hex to another without passing through the intervening hexes. It mainly represents the proper authorization to travel to and within the hinterlands, via plane, train and so on. A Player may make his units Travel if he has one or more Travel chits.

[9.52] Once a Travel chit has been used and revealed, it is returned to the Randomizer. By revealing one Travel chit, a Player enables one of his units to Travel once. He can reveal any number of Travel chits in one Phase, and a unit may Travel every time a chit is revealed.

[9.54] Travel may occur between 1) any Friendly Headquarters hex and any unoccupied hex outside the Berlin area, or 2) any hex outside the Berlin area and a Friendly Headquarters hex. The Traveling unit is simply picked up and placed in its destination hex.

[9.55] Units can combine regular movement and Travel in the same Movement and Harassment Phase. A unit may move, engage in Travel, and move again if it likes; Travel requires no Movement Points to be expended from the Movement Allowance of a unit.

[9.56] A unit may engage in Travel any number of times in one Movement and Harassment Phase, as long as the Phasing Player reveals a Travel chit every time a unit does so.

[9.57] Zones of Control have no effect on Travel; units may Travel to and/or from controlled hexes.

[9.58] SS units may Travel from the Rastenburg HQ in Prussia to any Friendly HQ hex in Berlin (or vice versa), or to any unoccupied hex outside of Berlin and Prussia.

[9.59] Hitler may never Travel.



[9.6] MOVEMENT OF HITLER

[9.61] At the beginning of the SS Movement and Harassment Phase, the SS Player rolls a die: 1, 2, 3 = Hitler moves to (or stays at) the Fuhrer HQ (in Berlin); 4, 5, 6 = Hitler moves to (or stays at) the Rastenburg HQ (in Prussia).

[9.62] The SS Player may choose which hex in the appropriate HQ to place Hitler in. If all the hexes in the HQ Hitler is moving to are occupied, Hitler stays put.

[9.63] At the beginning of Game-Turn Eight, Hitler automatically moves to the Fuhrer HQ (or if there, remains there). For the remainder of the game, no rolls for Hitler Movement are made, as Prussia has been overrun by the Russians. If all hexes of Fuhrer HQ are occupied by units at that time, one occupying unit (the choice of the SS Player) is retreated one hex from the Fuhrer HQ, and Hitler is placed in the vacated hex.

[10.0] HARASSMENT

GENERAL RULE:

During the Movement and Harassment Phase, Friendly units may engage in Harassment. Essentially, a unit expends one Movement Point from its Movement Allowance every time it Harasses an enemy unit. Harassment represents actions taken by individuals in the game to bring other individuals into line.

PROCEDURE:

Subtract the adjusted Defense Strength of the unit being Harassed from the Effectiveness Rating of the Harassing unit to yield a single number. This number is known as the "Harassment Differential". Find the Differential on the top of the Harassment Table and roll a die, cross-referencing the differential with the die-roll to yield a single result.

[10.1] HARASSMENT AND MOVEMENT

[10.11] Harassment occurs During the Movement and Harassment Phase, and a unit expends one Movement Point every time it Harasses another unit. As units must be moved in strict sequence, only one unit will be Harassing at any one time, and thus there is no question of multiple-unit Harassment.

[10.12] A unit may move, Harass, and move again. A unit may move as many hexes and engage in Harassment as many times as the owning Player desires, as long as it does not exceed its Movement Allowance.

[10.2] WHICH UNIT MAY HARASS

[10.21] A unit may only Harass enemy units in its Zone of Control (see 11.0).

[10.22] Masked and Neutralized units may never engage in Harassment.

[10.23] A unit may continue to Harass until it has exhausted its Movement Allowance. A unit may not Harass an enemy unit if it has no further Movement Points to expend.

[10.24] Harassment is always voluntary; a unit is never forced to Harass another unit.

[10.25] Hitler, Allied units and unrecruited units may not engage in Harassment, as they neither have an effectiveness rating nor a Movement Allowance.

[10.3] WHICH UNITS MAY BE HARASSED

[10.31] Unrecruited units, semi-recruited units and unsuspected Abwehr units may never be Harassed. (Exception; Coup, 18.36).

[10.32] A unit may be Harassed any number of times in one Movement and Harassment Phase.

[10.33] Masked and Neutralized units **may** be Harassed.

[10.34] Units may not be Harassed at a differential of less than zero.

[10.4] EFFECTS OF HEADQUARTERS ON HARASSMENT

[10.41] Each HQ hex has an intrinsic Defense Strength of four which is added to the Defense Strength of a friendly unit present in that hex **for Harassment purposes only**.

[10.5] EFFECTS OF HARASSMENT

Only the **last** Harassment result that occurs to a unit is applied. For instance, if a unit is Neutralized in one Harassment and forced to retreat in a later one, the unit retreats and the Neutralization marker is removed. The unit is no longer Neutralized.

[10.6] RETREATS AND ADVANCES

[10.61] The Non-Harassing Player always retreats Harassed units.

[10.62] A unit may **never** retreat into an Enemy-controlled hex, or into an Unfriendly Headquarters, or off the map or into an area made Impassable by Military Advance (see 16.0).

[10.64] If there is no hex into which a unit may retreat, it is sent into General Retirement (**not** eliminated; it is placed in the Friendly General Retirement box, on the side of the map).

[10.65] If there is more than one hex to which a unit may retreat, the non-Harassing Player determines which hex it retreats to.

[10.66] Units **may** retreat across borders.

[10.67] If a hex is vacated as a result of Harassment (either because of retreat or because a unit is sent to General Retirement), the Harassing unit may advance into the vacated hex, at the owning Player's option. The advancing unit expends no Movement Points, and may ignore Zones of Control.

[10.68] If a unit Harasses an Enemy unit in the Enemy unit's Headquarters and retreats that unit, the Harassing unit may **not** advance into the vacated hex.

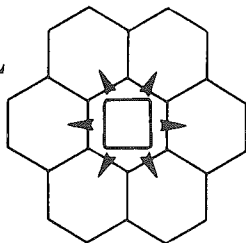
[10.69] Units **may** Harass vacant Unfriendly Headquarters hexes; Neutralized and Mask results are treated as no effect. If the Harassing unit gets a "Dr" result on the Headquarters, it may advance into the HQ hex.

[10.7] HARASSMENT TABLES

[10.71] The Harassment Table (see the map)

[10.72] The Coup Harassment Table (see the map)

[11.0] ZONES OF CONTROL



GENERAL RULE:

The six hexes immediately surrounding a single hex constitute the Zone of Control of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes, and inhibit the movement of Enemy units.

[11.1] WHICH UNITS HAVE ZONES

[11.11] Unrecruited and Semi-Recruited units do not have Zones of Control.

[11.12] Allied units do not have Zones of Control. (However, they do have Zones of Influence. See 17.2).

[11.13] Masked and Neutralized units do not have a Zone of Control.

[11.14] All other units exert a Zone of Control at all times.

[11.2] WHERE ZONES EXTEND

[11.21] Zones of Control do not extend across Border hexsides. Consequently, units may not Harass, Recruit or Investigate across Border hexsides.

[11.22] If both Enemy and Friendly Zones of Control are exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no additional effect from having more than one unit exerting a Zone of Control into a single hex.

[11.23] Neither Masked nor Neutralized units have a Zone of Control. In addition, units may freely pass through a hex containing a Neutralized unit, although they may never enter a hex containing a Masked unit.

[11.3] EFFECTS OF ZONES OF CONTROL ON MOVEMENT

[11.31] A unit may only move out of an Enemy-controlled hex on one of the following occasions:

- 1 If it is expending its first Movement Point by doing so; that is, at the beginning of its movement.
- 2 As a result of Advance or Retreat after Harassment (or Recruitment).
- 3 If the hex is no longer Enemy-controlled. A Friendly unit can bring this about by Masking or Neutralizing all Enemy units adjacent to its hex.

[11.32] A unit may never move from one enemy-controlled hex to another. (Exception: Advance after Harassment. See 10.5).

[11.4] EFFECTS OF ZONES OF CONTROL ON RETREAT

[11.41] Units may never retreat into or through Enemy units' Zones of Control.

[11.42] Units may advance as a result of Harassment into a vacated hex, regardless of Zones of Control. A unit may ignore Zones of Control for purposes of Advance after Harassment.

[11.5] OTHER EFFECTS

[11.51] The presence of a Zone of Control never mandates Harassment, Investigation, Interrogation or Recruitment. However, units may only Harass, Investigate and/or Recruit units in their Zones of Control.

[11.52] The presence of Zones of Control never affect Friendly units in any way.

[11.53] Friendly units never negate Enemy Zones of Control in any way.

[12.0] RECRUITMENT

GENERAL RULE

During the Recruitment Phase, a Player may attempt to Recruit unrecruited units to his cause.

PROCEDURE

Add the Effectiveness Ratings of all units attempting to Recruit a single un-Recruited unit, and subtract from this total the Defense Strength of the unit being Recruited. Find the column corresponding to this differential on the Recruitment Table, and roll a die. Cross-reference the die-roll with the differential column to yield a result.

[12.1] WHICH UNITS MAY BE RECRUITED

[12.11] Units which have already been recruited (i.e., are Recruited-side up) may not be recruited, except by the use of a Double-Cross chit (see 12.6).

[12.12] The SS Player may always attempt to Recruit un-Recruited Nazi units.

[12.13] The Abwehr Player may always attempt to Recruit un-Recruited OKW units.

[12.14] Either Player may attempt to Recruit Civilian units, if he has the Loyalty chit for the unit he is attempting to Recruit. The Player reveals the Loyalty chit, and rolls on the Recruitment Table. The Loyalty chit is returned to the Randomizer. If the Player successfully recruits the Civilian unit, he places a control marker of the appropriate side on the Civilian unit (i.e., the SS Player places an SS Control Marker on the unit, and the Abwehr Player places an Abwehr Control Marker). This helps the Players remember which Civilian units are controlled by which Players.

[12.15] The Abwehr Player may attempt to Recruit Nazi units, if he has the Loyalty chit for the unit he is attempting to Recruit. The same procedure is used as for 12.14. If he is successful, the Abwehr Player must place an Abwehr Control Marker on the Recruited unit. Note that the Abwehr Player never places control markers on Abwehr or OKW units.

[12.16] The SS Player may attempt to Recruit OKW units in the same manner. If he is successful, he must place an SS control marker on the Recruited unit. Note that the SS Player never places SS Control Markers on SS or Nazi units.

[12.2] RECRUITMENT MECHANICS

[12.21] A Player may attempt to Recruit any or all un-Recruited units that are present in Friendly-controlled hexes.

[12.22] A Player may only attempt to Recruit a given unit once in one Recruitment Phase, and each Friendly unit may only engage in Recruitment once per Recruitment Phase.

[12.23] A unit expends no Movement Points to engage in Recruitment. Recruitment does not cost Movement Points.

[12.24] The only activity permitted during the Recruitment Phase is Recruitment. No Movement, Harassment, Investigation or other action is allowed. Only the Phasing Player may attempt to Recruit units during his Recruitment Phase.

[12.25] More than one unit can combine strengths in an effort to recruit a single unit. Theoretically, as many as six different units may attempt to recruit a single unit—one from each hex surrounding that unit.

[12.26] A unit or group of units may not attempt to Recruit more than one un-Recruited unit in a single Recruitment resolution.

[12.27] If a unit is successfully Recruited in one Recruitment Phase, during that same Recruitment Phase, it may attempt to Recruit another un-Recruited neutral unit. This can lead to a kind of "snowballing" effect.

[12.28] Both Players may examine the reverse side of all units at all times.

[12.3] EFFECTS OF RECRUITMENT

[12.31] If a result of "R" is achieved on the recruitment Table, the Recruitment is successful, and the Recruited unit is flipped Recruited side-up, to signify its new status. It is now, to all intents and purposes, a "Friendly" unit, and is controlled by the Recruiting Player.

[12.32] If a result of "Ar" is obtained on the Table, all Recruiting units must retreat one hex. (See 10.6, Retreats).

[12.33] If a result of "Ep" is obtained on the Recruitment Table, the non-Phasing Player may pick one chit from the Randomizer cup.

[12.34] If a result of "Sr" is obtained on the Table by the SS Player, the Recruitment is successful, and the unit is flipped over. In other words, it is treated as an "R" result.

**Semi
Recr**

[12.35] If the Abwehr Player obtains a result of "Sr" on the Recruitment Table, the unit he is attempting to Recruit is "Semi-Recruited". It has a Semi-Recruitment marker placed on it, and remains un-Recruited side up.

[12.4] EFFECTS OF SEMI-RECRUITMENT

[12.41] Only the Abwehr Player may Semi-Recruit units.

[12.42] Once a unit has been Semi-Recruited, it may not be Recruited again.

[12.43] The Abwehr Player may not move, engage in Harassment with, or Recruit with Semi-Recruited units. The Semi-Recruited unit merely remains in the hex it was placed in until a Coup is declared.

[12.44] A Semi-Recruited unit has no Zone of Control.

[12.45] If and when Hitler is killed, all Semi-Recruited units immediately become Recruited to the Abwehr Player.

[12.5] RECRUITMENT LIMITATIONS

[12.51] A Player may only Recruit un-Recruited units that are in Friendly-controlled hexes. Thus a Player may not Recruit across Border hexsides.

[12.52] A Player may attempt to Recruit as many units as he likes in one Recruitment Phase, as long as all the rules of Recruitment are obeyed. However, no unit may engage in Recruitment more than once per Recruitment Phase.

[12.53] A Player may not attempt Recruitment at a differential of less than +1.

[12.54] Recruitments attempted at a differential of greater than +7 are resolved on the +7 column.

[12.6] DOUBLE-CROSS

[12.61] If the Phasing Player has a Double-Cross Chit and the Loyalty chit of a certain unit, he may attempt to recruit the unit corresponding to the Loyalty chit—even if the unit has previously been Recruited by the Enemy Player.

[12.62] The Recruiting Player returns both chits to the Randomizer cup, and calculates his Recruitment Differential in the normal manner. The Recruitment is resolved.

[12.63] If the Player succeeds in Recruiting the unit, he places a Control Marker of the appropriate type on top of the unit. The Phasing Player now controls the unit he has Recruited completely, and the Enemy Player no longer has any control over it.

[12.64] If the Phasing Player fails in Recruiting the unit, the Enemy Player retains control of it.

[12.65] An "Sr" result is considered to be a successful result, regardless of which Player is the Phasing Player in a Double-Cross; there is no such thing as a Semi-Recruitment in such circumstances.

[12.66] The SS Player may never recruit Abwehr units, and the Abwehr Player may never recruit SS units, even via Double-Cross.

[12.67] Masked and neutralized units may be recruited.

[12.7] ABWEHR UNIT SUSPICION

[12.71] Abwehr units, like all other units except SS and Allied units, have two sides. However, all Abwehr units are always controlled by the Abwehr Player; the sides merely delineate which Abwehr units have come under the suspicion of the SS and which have not.

[12.72] At the beginning of the game, all Abwehr units begin Unsuspected side up. Unsuspected-side up Abwehr units may not be Harassed or Investigated by the SS Player.

[12.73] Any unsuspected Abwehr unit that engages in Recruitment and achieves an "R" or "Sr" result on the unit it is Recruiting immediately falls under suspicion, and is flipped over to its Suspected side.

[12.74] Goerdeler is treated as an Abwehr unit for this purpose.

[12.75] At any point in the game, the SS Player may reveal the Loyalty chit of any Abwehr unit. This unit is flipped over to show its Suspected side (if unsuspected previously) and the Loyalty chit is returned to the Randomizer.

[12.8] OKW PANIC

[12.81] At the end of any SS Status Adjustment Phase of a Game-Turn that there is an SS, Nazi or Civilian unit controlled by the SS Player in an HQ friendly to OKW units, the SS Player rolls a die and cross-references the die-roll on the table below. The number indicated is the number of OKW units controlled by the Abwehr Player that "Panic" and become unrecruited.

[12.82] OKW PANIC TABLE

| Die Roll | Nr. of Panicked OKW Units |
|----------|---------------------------|
| 1 | 1 |
| 2 | 2 |
| 3 | 2 |
| 4 | 3 |
| 5 | 3 |
| 6 | 4 |

[12.83] The Abwehr Player may pick which OKW units become unrecruited. He may unrecruit either Recruited or Semi-Recruited units. Semi-Recruited units become unrecruited by having the semi-recruitment marker removed; Recruited units become unrecruited by being flipped over to show their Unrecruited side.

[12.84] The SS Player rolls a die once for each unit he has present in an OKW HQ hex at the end of every Status Adjustment Phase in the Game-Turn Sequence. OKW units do not panic once a Coup Sequence has been initiated.

[12.9] THE RECRUITMENT TABLE

(see the map)

[13.0] INVESTIGATION

GENERAL RULE:

During the Investigation Phase, the SS Player may attempt to Investigate enemy-controlled units, in an effort to gain information (Randomizer chits).

PROCEDURE:

Total the Effectiveness Ratings of the Investigating units, and compare the total of the Defense Strength of the unit being Investigated. State the comparison as a strength ratio of the Effectiveness total to the Defense Strength, rounding off in favor of the defender. **Example:** Units whose total Effectiveness Ratings equal 26 are attempting to Investigate a unit with a Defense Strength of 9. The Ratio is 26 to 9, rounded down to 2 to 1.

[13.1] WHICH UNITS MAY INVESTIGATE AND BE INVESTIGATED

[13.11] Only the SS Player may make Investigations; the Abwehr Player may never engage in investigation.

[13.12] The SS Player may only Investigate Abwehr controlled units that are suspected-side up.

[13.13] The SS Player may only Investigate Enemy units which are in the Zone of Control of friendly unit(s). A unit may never Investigate across a Border hexside, as its Zone does not extend across such a hexside.

[13.14] Masked and Neutralized units may never Investigate.

[13.15] The SS Player may only Investigate with Nazi and SS units; other SS-controlled units may not be involved in Investigation.

[13.16] The SS Player may never attempt to Investigate unrecruited or Allied units. He may Investigate Semi-Recruited units.

[13.17] After the SS Player has announced which of his units are involved in one Investigation, the Abwehr Player can reveal the Loyalty chits of any of the Investigating units. The chits are returned to the Randomizer; units whose chits have been revealed may not Investigate. The Investigation proceeds, but the Effectiveness Ratings of the units are not added to the Effectiveness total.

[13.18] If the Abwehr Player reveals any Loyalty chits, the SS Player can then reveal Alibi/Arrest chits. Each Alibi/Arrest chit nullifies the effect of one of the Loyalty chits, (SS Player's choice).

[13.19] **Example:** Himmler (Effectiveness Rating 9), Hanke (Effectiveness Rating 4) and Stroelin (Effectiveness Rating 2) are Investigating Bonheofr (Defense Strength 3). Before any chits are revealed, the ratio is 15 to 3, or 5 to 1. Himmler's chit cannot be revealed, as Leader units do not have Loyalty chits. The Abwehr Player reveals the chits for Hanke and Stroelin, but the SS Player reveals one Alibi/Arrest chit. The SS Player chooses to nullify Hanke's chit. Thus the resulting ratio is 13 to 3, rounded off to 4 to 1.

[13.2] INVESTIGATION LIMITATIONS

[13.21] Investigations may not be made at less than 2 to 1.

[13.22] If the ratio of an Investigation falls below 2 to 1 because of Loyalty chits revealed by the Abwehr Player, the Investigation is not carried out.

[13.23] Investigations carried out at a ratio of greater than 5 to 1 are resolved on the 5 to 1 column.

[13.24] No unit may attempt to Investigate more than once per Investigation Phase; no unit may be Investigated more than once per Investigation Phase.

[13.25] Units may combine their Effectiveness Ratings when Investigating units. However, one or more units may not Investigate more than one unit at one try.

[13.26] The SS Player may make any number of Investigations in one Investigation Phase, as long as he obeys the rules of Investigation.

[13.27] No investigation occurs during the Coup Sequence.

[13.3] INVESTIGATION EFFECTS

[13.31] If a Neutralized or Masked unit is being investigated, the Neutralizer or Masked marker is immediately removed.

[13.32] If the Investigation Table yields a result of "Ss", the SS Player may pick one chit at random from the Abwehr Holding Box, not from the Randomizer.

[13.33] If a result of "N" is obtained on the Investigation Table, the unit being Investigated is Neutralized.

[13.34] If a result of "Ic" is obtained on the Table, the unit being Investigated is immediately removed from the map and placed in the Interrogation Cell.

[13.35] If a hex is vacated as a result of Investigation, one of the Investigating units may advance into the vacated hex, according to the rules of Advance after Harassment (10.6).

[13.36] **The Investigation Table**
(see map)

[14.0] INTERROGATION

GENERAL RULE:

Interrogation may only occur when units are placed in the Interrogation Cell as a result of Investigation. Interrogation represents questioning, torture and so on by the SS in an attempt to gain information (represented by Randomizer chits).

PROCEDURE:

Roll a die for each unit in the Interrogation Cell, unit by unit. Find the Defense Strength of a particular unit at the top of the Interrogation Table, and cross-reference this with the die-roll for that unit to yield a result.

[14.1] INTERROGATION

[14.11] Only units in the Interrogation Cell may be Interrogated.

[14.12] All units in the Interrogation Cell must be Interrogated.

[14.13] Only the SS Player may engage in Interrogation; the Abwehr Player may never do so.

[14.14] Units controlled by the SS Player have no effect on Interrogation; the only factors relevant to Interrogation are the Defense Strength of the unit being Interrogated and the die-roll.

[14.15] No Interrogation occurs during the Coup Sequence.

**Alibi
Arrest**

[14.2] ALIBI/ARREST CHITS

[14.21] After the SS Player has announced that he is about to Interrogate a unit in the Interrogation Cell, the Abwehr Player may reveal any or all of the Alibi/Arrest chits that he owns. These chits are returned to the Randomizer.

[14.22] For every Alibi chit so revealed, "one" is added to the Interrogation die-roll. For example, if the Abwehr Player had revealed three chits, three would be added to the die-roll.

[14.23] A die-roll greater than eight is considered to be a die-roll of eight.

[14.24] An Alibi chit is applied to one Interrogation resolution.

[14.3] INTERROGATION RESULTS

[14.31] If the Interrogation Table yields a result of "Ss", the unit being Interrogated is eliminated (not sent to General Retirement) and the SS Player picks as many chits from the Abwehr Chit Holding Box (not the Randomizer) as the Defense Strength of the

eliminated unit. **Example:** a unit with a Defense Strength of 5 is eliminated; the SS Player draws five chits from the Abwehr Chit Holding Box.

[14.32] If the Interrogation Table yields a result of "Gr", the unit being Interrogated is sent to General Retirement.

[14.33] If the Interrogation Table yields a result of "Hq", the unit being Interrogated is returned to a friendly Headquarters. The Abwehr Player may choose the Headquarters hex in which to replace the returning unit; if all Headquarters hexes are occupied, he may return the unit to the nearest unoccupied hex.

[14.34] **The Interrogation Table**
(see the map)

[15.0] STATUS ADJUSTMENT

GENERAL RULE:

The Status Adjustment Phase is a housekeeping Phase in which a number of functions are performed.

[15.1] PROCEDURES

[15.11] During the Status Adjustment Phase, the Phasing Player may remove Neutralizer and Mask markers from friendly units.

[15.12] The Phasing Player rolls a die for each unit in the Friendly General Retirement Box. 1 or 2 = the unit is returned to the board at any unoccupied Friendly Headquarters hex; 3, 4, 5 or 6 = the unit remains in General Retirement. If all Friendly Headquarters hexes are occupied, returning units may be placed in the nearest unoccupied hex.

[15.13] No rolls are made for units in General Retirement during the Coup Sequence; such units are considered eliminated.

[15.14] A unit that returns from General Retirement is placed Unrecruited or Unsuspected side up. No Player controls OKW, Nazi or Civilian units that are returned until they are Recruited.

[15.2] EFFECTS OF NEUTRALIZATION AND MASK

[15.21] A Masked unit may not move, engage in Harassment, Recruit, or Investigate. It has no Zone of Control.

[15.22] A Neutralized unit may not perform any of the functions listed above, and it has no Zone of Control. In addition, it does not act as a barrier in the hex it occupies; units may freely move through hexes containing Neutralized units. (See 8.1).

[16.0] MILITARY ADVANCE

GENERAL RULE:

Starting Game-Turn Six, the Allies begin to advance on Germany, making it difficult for Germans to operate in certain areas without getting shot.

[16.1] EFFECTS OF MILITARY ADVANCE

[16.11] Printed on the map directly within those areas which are affected by Military Advance, is the turn in which they become occupied, next to their area name. These areas become occupied at the beginning of the turn indicated.

[16.12] Military Advance is 'frozen' during the Coup Sequence; that is, no areas become occupied during the Coup Sequence.

[16.13] Any unit present in an area on the Game-Turn in which that area becomes occupied is eliminated (not sent to General Retirement). Allied units present in such areas are returned to the Allied Unit Holding Box for further Allied Placement.

[16.14] Areas occupied by Military Advance are impassable to all units. Units may never retreat into impassable areas.

[17.0] ALLIED UNITS

GENERAL RULE:

Allied units have an effect on units present in the area in which they are placed.

[17.1] ALLIED UNIT PLACEMENT

[17.11] Allied Units are placed on the map in accordance with the rules of Assignment (see 6.0).

[17.2] ZONES OF INFLUENCE

[17.21] Although Allied units have no Zone of Control, they exert something known as a "Zone of Influence" throughout the area in which they are placed.

[17.22] No German unit may leave an area in which there is a Zone of Influence, except as a result of retreat, or by "Travel."

[17.23] German units may move freely into and within areas in which Allied units exert Zones of Influence, but may not leave such areas.

[17.24] German units may Harass Allied units, but may never Recruit, Investigate, or Interrogate them.

[17.25] If a German unit obtains a result of "Dr" when Harassing an Allied unit, the Allied unit is destroyed and returned to the Allied Unit Holding Box. Once all Allied units in an Area have been destroyed, that Area no longer contains a Zone of Influence, and thus German units may leave the area.

[17.26] If a German unit is forced to retreat when Harassing an Allied unit, it may retreat across a border hexside, and thus free itself of the Zone of Influence of the Allied unit.

[18.0] COUP SEQUENCE

GENERAL RULE:

At some point in the game, the Abwehr Player will declare a Coup. When he successfully declares a Coup, the Coup Sequence is initiated, and thenceforth play proceeds in Coup-Turns, rather than Game-Turns. (See Sequence of Play, 5.0). Six Coup-Turns are played, during which the winner of the game is determined.

Coup Turn

[18.1] DECLARING A COUP

[18.11] The Abwehr Player may attempt to declare a Coup at the end of any Phase of a Game-Turn. He may not attempt to declare the Coup during a Phase. If he fails to declare a Coup at the end of a Phase, he must wait until the next Phase is over before attempting to declare a Coup again.

[18.12] After the Abwehr Player has announced that he wishes to declare a Coup, he reveals as many Fuhrer Access chits as he wishes to commit to the Coup Attempt. The Fuhrer Access chits are counted and returned to the Randomizer.

[18.13] A die is rolled and the number of Fuhrer Access chits is added to the die-roll. The resulting number is cross-referenced on the Walkyrie Table to yield a result.

[18.14] Note that the Abwehr Player may attempt to declare a coup without any Fuhrer Access chits; however, his chance of successfully declaring it is slim.

[18.15] If the result yielded is in the form of three numbers separated by slashes, the Coup Attempt is successful.

[18.16] If the result yielded by the Walkyrie Table is "•", the Coup attempt has failed.

[18.17] The first number in a successful Coup result is the Movement Penalty for Harassment. For the remainder of the game, Harassment costs this number of Movement Points.

[18.18] The second number is the Coup Differential Bonus. This bonus is added to the Harassment Differential in all Harassments for the remainder of the game. **Example:** if the Coup Differential Bonus is "5" and a Harassment is to be resolved that would normally occur on the +3 column, it is instead resolved on the +8 column.

[18.2] ABWEHR MOVEMENT INTER-PHASE

[18.21] Between the last Game-Turn and the first Coup-Turn is something known as the Abwehr Movement InterPhase. During this Interphase, the Abwehr Player may move and Harass with a certain number of units.

[18.22] The third number of the Walkyrie Table result is the number of Abwehr units that may be moved in this Phase.

[18.23] The Harassment Differential Bonus and Movement Penalty for Harassment apply during this Interphase.

[18.24] Once the Abwehr Player has finished moving his units, the Coup-Sequence begins formally, and the first Coup-Turn is initiated.

[18.3] MOVEMENT EFFECTS DURING THE COUP

[18.31] During the Coup Sequence, movement is handled in a manner different from that of the Game-Turn Sequence. There is a single Simultaneous Movement and Harassment Phase, during which both Players move and engage in Harassment with their units.

[18.32] The Abwehr Player is always the first Player in the Coup Sequence. He may move one unit (and engage in Harassment with that unit) as far as he wishes, within the limits of his Movement Allowance. Once the Abwehr Player has finished moving his unit, the SS Player may move one unit as he wishes.

[18.33] The Players continue to alternate movement in this manner—first one Player moving a unit, then the other doing so—until one Player has moved all his units, or one Player announces that he does not wish to move any more units. At this point, the remaining Player may move all of his unmoved units.

[18.34] Players must conform to this sequence throughout the Coup Sequence. Once all units have been moved, that Simultaneous Movement and Harassment Phase is over, and the Players proceed to the Status Adjustment Phase.

[18.35] Players may not move Neutralized or Masked units, regardless of whether they were moved before they were Neutralized/Masked. However, units which have not been moved and become un-Neutralized/Masked during the Movement and Harassment Phase may then be moved.

[18.36] During the Coup Sequence, units outside of the Berlin area may not move into the Berlin area, except by Travel. They may not move across the Berlin area border. Units may freely move out (and retreat out) of the Berlin area, and units may freely move between areas outside of Berlin.

[18.4] OTHER EFFECTS

[18.41] The Coup Harassment Table is used during the Coup-Sequence, rather than the normal one.

[18.42] During the Coup Sequence, all units in General Retirement are considered Eliminated, and are not rolled for during the Status Adjustment Phase.

[18.43] Any unit forced to retreat when it cannot do so during the Coup Sequence is eliminated.

[18.44] There is no OKW Panic (12.8) during the Coup Sequence.

[18.45] All Abwehr units are flipped to their Suspected side as soon as the Coup is successfully declared.

[18.46] Unrecruited and Semi-recruited units may be Harassed during the Coup Sequence.

[18.5] DEATH OF HITLER

[18.51] Hitler may be eliminated in the same manner as any unit—by an elimination result, or by being forced to retreat when he cannot.

[18.52] The SS Player always has the benefit of the Coup Differential Bonus (see 18.18). However, if, at the end of any Coup-Turn, Hitler has not been killed, the Coup Differential Bonus is reduced by two points for the Abwehr.

[18.53] **Example:** The Coup Differential Bonus is 5. At the end of the first turn, Hitler is still alive. For the second turn, the Coup Differential Bonus is 5 for the SS, but 3 for the Abwehr. If the Abwehr does not kill Hitler on the second turn, the Bonus will drop to 1.

[18.54] The Coup Differential Bonus may never drop below 0.

[18.55] If the Abwehr Player eliminates Hitler at any point, his Differential Bonus is immediately changed to his original Coup Differential Bonus. Thus, in the example above, if the Abwehr Player killed Hitler on the second turn, his Bonus would have immediately gone back up to 5.

[18.56] The Movement Penalty for Harassment is always the same for all Players at all times; it does not change.

[18.57] As soon as Hitler is killed, all Semi-Recruited units immediately become Recruited to the Abwehr Player. They are flipped to their recruited side, and their Semi-Recruited markers are removed.

[18.6] EFFECTS OF LOYALTY CHITS DURING THE COUP

[18.61] At any time during the Coup Sequence, either Player may reveal the Loyalty chit of any Enemy unit. The chit is placed on top of the unit it corresponds to. For the remainder of the Coup-Turn, that unit may not engage in Harassment. It may move, but may not Harass. Chits may not be revealed in this manner during the Abwehr Movement Interphase.

[18.63] At the end of the Coup-Turn in which the chit was revealed, it is removed from the unit and returned to the Randomizer.

[18.64] At any time during the Coup Sequence, the SS Player may reveal the Loyalty chit of a Semi-Recruited unit that has not yet been activated by the death of Hitler. The unit immediately becomes Unrecruited. The chit is returned to the Randomizer.

[18.7] WINNING THE GAME

[18.71] The Abwehr Player immediately wins if, at any point in the Coup Sequence, there are no SS units in Berlin outside of Headquarters hexes. Note that this applies only to SS units—other SS-controlled units are irrelevant.

[18.72] The SS Player immediately wins if, at any point in the Coup Sequence, there are no Abwehr units in Berlin outside of Headquarters hexes. Note that OKW and other Abwehr-controlled units are irrelevant to this criterion.

[18.73] If neither Player has won by the end of six Coup-Turns, the Allies are considered to have won, and both Players to have lost. Germany has collapsed into chaos.

[18.74] If the Abwehr Player never successfully declares a Coup, the SS Player automatically wins.

[18.8] THE WALKYRIE TABLE

(See the map.)

[19.0] GAME NOTES

[19.1] PLAYERS' NOTES

The basic system of Plot rather resembles an armor system. Therefore, Players must consider basic tactics when playing the game. However, this is a political game; there are a number of factors which have an effect on play that are not present in a normal wargame. The Player who judiciously mixes good tactics with good use of chits will win more often than the player who is excellent in one area, but weak in the other.

GENERAL TACTICS:

The first and possibly the second move for both Players should be occupied with recruiting as many of the unrecruited units as possible. Remember when recruiting that getting fewer recruits at best odds (+7) is better than a lot of recruits at lower odds (+1 through +4). Go for the easiest recruits (OKW for the Abwehr, Nazis for the SS) and save the Loyalty and Double-Cross chits for middle game play. Always mass your units on the unrecruited units with the highest effectiveness ratings, as these are the most useful units. Before recruiting, make sure that there is a place for each unit to retreat; in many a play test game, Players have lost the initiative by losing strong units on retreats.

When placing the units during set-up, both Players should try to place the unrecruited units in such a way that a chain-reaction of recruitment can be set up; an Abwehr unit recruits an OKW unit, which recruits another OKW unit, and so on.

By the third turn, when conflict is inevitable, each Player should have solid lines of units in front of his HQ's. One hex-row within Berlin should be completely covered by Friendly Zones of Control. The first attacks should be directed at the center of Berlin, allowing friendly units control of the critical area between the Fuhrer HQ and the Abwehr HQ. Players should note that a Masked or Neutralized result is often more valuable than a retreat, as a Masked or Neutralized unit will not be able to damage friendly forces in the next enemy turn. However, if possible, Players should always try to send enemy units into General Retirement, putting them out of action for several turns.

Headquarters should be bypassed as much as possible, except when the SS Player can cause OKW panic. The Prussia-Berlin border is another important area of conflict during the turns Hitler may move to Rastenburg; the Abwehr Player may attempt to turn the SS left flank in order to get access to Prussia.

It is not always best to pull Assignment chits during Assignment—depending on the area to which your units are being sent, the availability of Travel chits and so on, it may be best to save the Assignment chits for later. If the Assignment involves going into an Allied unit's Zone of Influence or into an area blocked off from Berlin by Military Advance, by all means try and trump the other player.

Chit-play may at first be confusing. There can be such proliferation of chits that a player may be encouraged to give up in disgust. Unfortunately for that player, chits are one of the most important parts of the game. Loyalty chits are meant to be carefully husbanded until an opportunity to strike a strong blow presents itself. They are not meant to be thrown aimlessly into the fray, in fact, should a coup be imminent, they should be held off until it is declared. Travel chits are the second most important chits in the game (to Fuhrer Access, of course), allowing a player to leave Allied Zones of Influence, move into Berlin from far-off areas, and send reinforcements to Prussia (to get at Hitler in Rastenburg). Double-Cross chits allow such personages as Bormann and Stauffenberg to switch sides.

ABWEHR TACTICS

Set-up is a very simple process. Place all the 3-4-5's and 4-4-5's in the OKW set-up hexes outside Berlin, and cover your side of Berlin. It might be a good idea to set up a few 1-6-3 OKW units in HQ hexes, and then just leave them there, to protect those hexes. Try and make sure that +7 recruitments may be obtained on the most powerful OKW units. At the end of each turn, try to protect the OKW-Abwehr HQ hexes as much as possible.

Besides calling a Coup, one of the main goals of the Abwehr Player is to protect his headquarters. Should the SS Player gain entrance to an HQ hex, he sets off OKW panic. The SS Player can attack from any side (a common tactic is to Travel to a province close to an HQ, and then march on it with Himmler, Bormann, etc.), so all avenues of approach must be guarded. If the Abwehr loses its OKW units, it loses its advantage over the SS. Once the Coup is declared, HQ's do not matter, except as strategic positions.

The Abwehr Player may find it useful to keep a few Abwehr units Unsuspected side up, in positions where he wishes to hold the line. As they may not be Harassed, they will be able to hold position admirably. Canaris is especially useful Unsuspected side up, as he does not have a Loyalty chit, and may Harass with impunity.

When you call the Coup, make sure that you have a good shot at Hitler. If you don't get him by the end of the first turn, the game is probably over for you. If Hitler is in Rastenburg, the Abwehr has a tremendous advantage, as he is probably in an exposed position. But the Abwehr should also have enough Travel chits, so he can get his units back into Berlin. Go for the most effective SS units, if Hitler is killed. If you don't kill them, they will kill you.

SS TACTICS

In your set-up, you want to make sure you can recruit several Nazis. Your object is not to begin by wiping out Abwehr. That can be attended to later. It might be a good idea to place one or two powerful units near the Prussia-Berlin border. By the end of the second turn, you should be ready to attack the center of the Berlin area.

The importance of keeping the Fuhrer HQ area free of Abwehr units cannot be stressed too much. It might only decide the game. Another SS ploy which will lessen Abwehr chances of winning is to attack Abwehr-OKW headquarters as often as possible. Once the OKW begins to panic, the situation deteriorates for the Abwehr. Double-Cross chits used on key OKW units tend to break the Abwehr position. Remember that you have 16 units which are absolutely loyal, while the Abwehr only has 11. The Abwehr Player will generally have more chits than the SS player. The SS Player can rectify this sad state of affairs if he Interrogates enough Abwehr and OKW units. First, however, he must Investigate them. Otherwise the Abwehr Player with most of the chits will be a formidable opponent indeed.

When the Coup is called, all the SS can do is sit back and hope that Hitler is not killed. Should he survive, the SS Player's first priority is to defend him against further attack. As well, he should concentrate on eliminating Abwehr units and sending them out of Berlin.

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[19.2] DESIGNERS' NOTES

Conflict exists in an assassination plot. It is not, obviously, the same kind of conflict one would find in a more conventional wargame. There is usually only one "attack" on the part of the plotters. All of their other efforts are towards increasing their strength for the one, all important, attack. The victim's forces, on the other hand, are able to attack constantly. Their general knowledge (that a "plot" exists) is far superior to their specific knowledge of who is trying to do what (otherwise the plot would be unmasked and eliminated). Therefore, the plotters recruit (a form of attacking) while the victim's forces investigate and (not so gently) interrogate. Given the "recruit/investigate" forms of "combat" a game on an assassination plot appears less unlikely.

The map is most unusual, mainly because it really isn't a "map" of anything. The game map represents the "political environment" the plotters operated in. It can best be described as a mental map, a "map" on which to deploy the relative political strengths of the contending forces. These forces themselves are represented by the key individuals involved in the plot. The quantified strengths represent their ability to get their way.

The movement in the game is made relative to your own and the enemy's power centers. These included the people used in the game as well as their headquarters organizations. The hinterlands are depicted mainly because they were someplace you could be exiled (temporarily) to. The movement rates of the playing pieces shows their relative ability to get around. Movement, in this game, is very definitely an element of strength. The oft heard (outside combat situations) term "protect your flanks" takes on real significance here. The Hitler Movement represents the presence of Hitler in the two most likely areas for assassination. He actually spent a great deal of time in his Bavarian mountain estate (the Berghof). But this place was a tough nut to crack. It was easier to get a shot at Hitler during his frequent travels to Berlin, Rastenburg and other areas. Rather than create a complex "Hitler Movement" sub-game, we have used the two areas shown as the chief "killing grounds".

Harassment (or "overrun" if you wish) is the way people do each other in without weapons. Calling it "harassment" is not the perfect term. But it will do. We made harassment a function of movement because the ability to move around was part of a person's political power. It seems to work best this way. The plotters have their recruitment "attacks". These can be betrayed with proper use of loyalty chits. These chits represent compromising information, or any other physical or mental material that would sway a person's loyalties. Possession of these chits comes from political activity. Or whatever you want to call that activity which involves words instead of guns. Sometimes violence can produce the goods.

[20.0] RULES SUMMARY

If there is any conflict between the summary and the main body of the rules, the latter are to be considered the final authority.

[4.0] INITIAL SET-UP

Ten Randomizer chits are drawn by each Player. The SS Player places the SS and Nazi units in correspondingly marked hexes, one per hex; with extra SS and Nazi units in common hexes. The Abwehr Player does likewise with Abwehr, Civilian and OKW units. All Nazi, Civilian and OKW units begin Unrecruited side up; all Abwehr units begin Unsuspected side up.

[5.0] SEQUENCE OF PLAY

[5.2] THE GAME-TURN

A. THE ASSIGNMENT INTERPHASE

Roll on the Assignment Table and the Randomizer Table.

B. THE ABWEHR PLAYER-TURN

1. Movement and Harassment Phase

The Abwehr Player moves and Harasses with his units.

2. Recruitment Phase

The Abwehr Player attempts to recruit units.

3. Status Adjustment Phase

The Abwehr Player removes Neutralized and Masked markers from his units, and rolls for units in General Retirement.

C. THE SS PLAYER-TURN

1. Movement and Harassment Phase

2. Recruitment Phase

3. Investigation Phase

The SS Player attempts to investigate enemy units adjacent to friendly units.

4. Interrogation Phase

The SS Player must Interrogate all units in the Interrogation Cell.

5. Status Adjustment Phase

D. GAME-TURN INDICATION INTERPHASE

[5.3] THE COUP-TURN

A. SIMULTANEOUS PLAYER-TURN

1. Movement and Harassment Phase

Both Players move and Harass with their units.

2. Status Adjustment Phase

Both Players remove Neutralized and Masked markers from their units.

B. COUP-TURN INDICATION INTERPHASE

[6.0] THE RANDOMIZER

During the Assignment Interphase, the Randomizer Table tells who will draw how many chits from the Randomizer.

[7.0] ASSIGNMENT

The Player whose units are being sent can reveal Friendly and/or Enemy Assignment chits, which allows him to choose which of his own units are sent on Assignment. An Enemy Assignment chit causes the Party Affiliation of the units sent on Assignment to switch (from SS to Abwehr or vice versa).

[8.0] STACKING

A unit may pass through a hex containing a Friendly or Neutralized unit, but may not pause to Harass nor end any Phase in such a hex.

[9.0] MOVEMENT

A Player must finish moving one unit before he may begin moving another. Masked and Neutralized units can't move. By revealing a Travel chit, a Player can move one unit by Travel once. Travel occurs between Friendly Headquarters hexes and unoccupied hexes outside Berlin (in either direction). During his Movement and Harassment Phase, the SS Player rolls a die: 1, 2, 3 = Hitler moves to Fuhrer HQ; 4, 5, 6 = Hitler moves to Rastenburg.

[10.0] HARASSMENT

Harassment occurs during the Movement and Harassment Phase. A unit expends one movement point every time it harasses. Unrecruited, semi-recruited, and Unsuspected units may never be Harassed. Every HQ hex has an intrinsic defense strength of 4. Only the last Harassment result that occurs to a unit is applied. Units may only move into an Unfriendly HQ hex after Harassing the empty hex and getting a DR result.

[11.0] ZONES OF CONTROL

Unrecruited, Allied, Masked and Neutralized units do not have Zones of Control. Zones of Control do not extend across Border hexsides. Units may only move out of Enemy ZOC's at the beginning of their movement and as a result of Retreat.

[12.0] RECRUITMENT

The Abwehr Player needs Loyalty Chits to recruit Nazis and Civilians. The SS Player needs Loyalty chits to recruit OKW units and Civilians. Units can combine strengths when Recruiting. Semi-Recruited units do nothing until Hitler is killed, when they become Recruited to the Abwehr Player. Double-Cross chits allow the owner to attempt to recruit units that have already been recruited by the opposing player. The Double-Crossing Player must also have the Loyalty chit of the unit. Unsuspected units may not be Harassed or Investigated. Any Unsuspected unit that successfully Recruits (or Semi-Recruits) a unit becomes suspected. The SS Player can flip any Abwehr unit over to its Suspected side by revealing its Loyalty chit. If, during an SS Status Adjustment Phase there is an SS-controlled unit in any OKW-friendly HQ hex, the SS Player rolls a die. The result on the table (12.82) is the number of OKW units that become Unrecruited.

[13.0] INVESTIGATION

The Abwehr Player can reveal the Loyalty chit of any investigating unit. That unit may not Investigate. The SS Player may then reveal an Alibi/Arrest chit. This nullifies the effect of the Loyalty chit.

[14.0] INTERROGATION

All units in the Interrogation Cell must be Interrogated. For every Alibi/Arrest chit the Abwehr Player reveals during Interrogation, one is added to the Interrogation die-roll.

[15.0] STATUS ADJUSTMENT

During the Status Adjustment Phase, all Neutralized and Marked Masked markers on Friendly units are removed, and all units in General Retirement are rolled for.

[16.0] MILITARY ADVANCE

The turns on which an area become occupied by the Allies is shown next to its name. Units in areas that become occupied are eliminated. Occupied areas are impassable.

[17.0] ALLIED UNITS

Allied units exert a Zone of Influence throughout the area they are in. German units may only leave a Zone of Influence as a result of retreat, or by Travel. If an Allied unit is forced to retreat, it is eliminated.

[18.0] COUP SEQUENCE

Before the Coup Sequence actually begins, the Abwehr Player is allowed to move and Harass with a number of units specified in the Coup result. Then the first Coup-Turn begins. First the Abwehr Player moves one unit, then the SS Player does so, until all units have been moved. Units may not move into Berlin except via Travel during the Coup. The SS Player always has the Coup Differential Bonus. At the end of every turn that Hitler is still alive, the Coup Differential Bonus for the Abwehr Player is reduced by two. If the Abwehr Player kills Hitler at any time, his Coup Differential Bonus immediately rises back to what it was at the beginning of the Coup Sequence. At any point in the Coup Segment, a Player can reveal the Loyalty chit of an Enemy unit. That unit may not then Harass for the rest of the Coup-Turn. Either Enemy party (SS or Abwehr) Player immediately wins if there are no units left in Berlin outside of HQ hexes.

THE PLOT TO ASSASSINATE HITLER COUNTERS [Front]

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SS [Schutzstaffel]

OKW

Abwehr

| | | | | | | | | | |
|-----------------------|------------------------|------------------------|------------------------|------------------------|-----------------------|------------------------|------------------------|----------------------|---------------------|
| 000 Himmier 9-9-9 | 001 Heydrich 8-7-8 | 002 Schelnbg 8-7-7 | 003 H.Muller 7-4-8 | 004 Kaltbnbr 7-4-6 | 005 Sondreg 6-4-7 | 006 Skorzeny 6-4-7 | 007 Wolff 5-3-7 | 501 JadeAmc [6] | 502 Prosper [6] |
| 008 Roeder 5-3-7 | 009 Daluge 4-4-5 | 010 Dietrich 4-4-5 | 011 Hanke 4-4-5 | 012 Frank 4-4-5 | 013 Best 3-4-5 | 014 Ribbentp 2-6-3 | 015 Ohlndorf 2-6-3 | 503 Scientst [5] | 504 Century [5] |

| | | | | | | | | | |
|------------------------|------------------------|------------------------|------------------------|------------------------|------------------------|------------------------|-----------------------|------------------------|----------------------|
| 401 Staufnbg 8-7-8 | 402 Haefen 7-7-6 | 403 Tresckow 6-6-7 | 404 Kluge 5-4-7 | 405 Fellgibl 5-3-7 | 406 Rommel 5-3-7 | 407 Stuelpl 5-3-7 | 408 Fromm 4-4-5 | 409 Olbricht 4-4-5 | 505 Chestnut [4] |
| 410 Schlbnf 4-4-5 | 411 Witzlebn 3-4-5 | 412 Beck 3-4-5 | 413 Hofacker 3-4-5 | 414 Guderian 2-6-3 | 415 Rundstdt 2-6-3 | 416 Manstein 1-6-3 | 417 Qrnhelm 1-6-3 | 418 Schulnbg 1-6-3 | 506 Intralle [4] |

| | | | | | | | | | |
|-------------------------|------------------------|------------------------|---------------------|------------------------|-------------------------|------------|------------|------------|------------|
| 300 Canaris 9-9-9 | 301 Dohnanyi 8-7-8 | 302 Gisevius 8-7-7 | 303 Oster 7-5-7 | 304 Lornghvn 6-3-7 | 305 Bonhoefer 5-3-7 | Semi Recrt | Semi Recrt | Semi Recrt | Semi Recrt |
| 306 J.Mueller 4-4-5 | 307 Gehre 4-4-5 | 308 John 3-4-5 | 309 Trott 2-6-3 | 310 Hansen 1-6-3 | Semi Recrt | Semi Recrt | Semi Recrt | Semi Recrt | |

| | | | | | | | | | |
|-----------------------|------------------------|-----------------------|----------------------|--------------------|--|--|--|--|--|
| 100 HITLER 0-6-0 | 200 Goerdelr 5-5-5 | 201 Leber 3-3-5 | 202 Yorck 2-3-5 | | | | | | |
| 101 Bormann 8-7-6 | 203 Moltke 2-5-4 | 204 Hassell 2-5-4 | 205 Wlrner 1-5-5 | 206 Delp 1-5-4 | | | | | |

| | | | | | | | | | |
|------------------------|------------------------|----------------------|-----------------------|-----------------------|------|------|------|------|------|
| 102 Helldorf 6-4-6 | 103 Goering 4-3-5 | 104 Nebe 3-6-5 | 105 Lammers 3-6-5 | 106 Schacht 3-4-5 | Mask | Mask | Mask | Mask | Mask |
| 107 Popltz 3-3-5 | 108 Stroelin 2-6-3 | 109 Wagner 2-6-3 | 110 Speer 1-6-3 | Mask | Mask | Mask | Mask | Mask | Mask |

Allied Agents

Randomizer Chips

| | | | | | | | | | |
|---------------|---------------|--------------|---------------|----------------|----------------|-------------|---------------|-------------|-------------|
| 101 Bormann | 102 Helldorf | 103 Goering | 104 Nebe | 105 Lammers | 106 Schacht | 107 Popltz | 108 Stroelin | 109 Wagner | 110 Speer |
| 301 Dohnanyi | 302 Gisevius | 303 Oster | 304 Lornghvn | 305 Bonhoefer | 306 J.Mueller | 307 Gehre | 308 John | 309 Trott | 310 Hansen |

| | | | | | | | | | |
|------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|--------------|---------------|
| 201 Leber | 401 Staufnbg | 402 Haefen | 403 Tresckow | 404 Kluge | 405 Fellgibl | 406 Rommel | 407 Stuelpl | 408 Fromm | 409 Olbricht |
| 202 Yorck | 410 Schlbnf | 411 Witzlebn | 412 Beck | 413 Hofacker | 414 Guderian | 415 Rundstdt | 416 Manstein | 417 Qrnhelm | 418 Schulnbg |

| | | | | | | | | | |
|-------------|--------------|---------------|---------------|---------------|---------------|--------------|---------------|---------------|-------------|
| 203 Moltke | 204 Hassell | 001 Heydrich | 002 Schelnbg | 003 H.Muller | 004 Kaltbnbr | 005 Sondreg | 006 Skorzeny | 007 Wolff | 008 Roeder |
| 205 Wlrner | 206 Delp | 009 Daluge | 010 Dietrich | 011 Hanke | 012 Frank | 013 Best | 014 Ribbentp | 015 Ohlndorf | |

| | | | | | | | | | |
|---------------|---------------|---------------|---------------|--------|--------|--------|--------------|--------------|--------------|
| Fuhrer access | Fuhrer access | Fuhrer access | Fuhrer access | Travel | Travel | Travel | Alibi Arrest | Alibi Arrest | Alibi Arrest |
| Fuhrer access | Fuhrer access | Fuhrer access | Fuhrer access | Travel | Travel | Travel | Alibi Arrest | Alibi Arrest | Alibi Arrest |

| | | | | | | | | | |
|------------|---|---|---|---------------|---------------|---------------|--------------|--------------|--------------|
| Game Turn | + | + | + | Frndly assign | Frndly assign | Frndly assign | Enemy assign | Enemy assign | Enemy assign |
| Move Point | + | + | + | Frndly assign | Frndly assign | Frndly assign | Enemy assign | Enemy assign | Enemy assign |

Randomizer Chit Holding Box

All of the Randomizer Chits should be placed face-down in this box at the beginning of the game. These include: Enemy and Friendly Assignment Chits, Travel Chits, Fühler Access Chits, Abbi/Arrest Chits, Doublecross Chits, and all 59 Loyalty Chits, for a total of 97 Randomizer Chits.



The Plot to Assassinate Hitler

1940-45

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[12.82] OKW PANIC TABLE

| | | | | | | |
|-----------|---|---|---|---|---|---|
| Die Roll: | 1 | 2 | 3 | 4 | 5 | 6 |
| | 1 | 2 | 2 | 3 | 3 | 4 |

Nr. of Panicked OKW units

| Game-Turn Record Track | | | | | | | | | |
|------------------------|---|---|---|---|---|---|---|---|--|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

| Coups-Turn Record Track | | | | | | | | | |
|-------------------------|---|---|---|---|---|---|---|---|--|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

| Movement Point Record Track | | | | | | | | | |
|-----------------------------|---|---|---|---|---|---|---|---|--|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

MAP KEY

Civilian Set-Up
OKW Set-Up
Abwehr Set-Up

HEADQUARTERS

Civilian-Nazi HQ
SS & Hitler HQ
OKW-Abwehr HQ

AREA NAMES

Name of Area
Area Code
Turn Occupied by Military Advance

Prussia [PU] 8
Madrid [MD] n
never occupied

[7.6] ASSIGNMENT TABLE

| First Die Roll | 1 | 2 | 3 | 4 | 5 | 6 |
|----------------|---------|---------|---------|---------|---------|---------|
| 1 | 1/SS/CC | 2/Ab/RM | 1/SS/BR | 3/SS/EE | LS | PR |
| 2 | CC | AL | 1/Ab/VT | 2/Ab/BR | 1/Ab/EE | 1/Ab/AU |
| 3 | 1/Ab/PR | 1/SS/MD | 1/SS/CS | 2/SS/PR | 2/SS/RL | 2/SS/SL |
| 4 | IS | EE | PR | PR | LS | LS |
| 5 | 1/Ab/SF | 1/SS/LS | 1/SS/SF | 1/SS/IS | 2/SS/BV | 2/SS/PR |
| 6 | 2/SS/RM | 2/Ab/LS | 2/Ab/SK | 2/Ab/IS | 1/Ab/BV | 1/Ab/PR |

Two dice are rolled, and the die-rolls are cross referenced. The Top result is the Allied Placement result; one Allied unit is placed in the indicated area. The bottom result is the German Unit Assignment Result. Subject to modification, as many units as indicated of the Party affiliation indicated are sent to the area indicated.

[6.27] RANDOMIZER TABLE

| Die-Roll | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|----------|-----|-----|-----|-----|-----|-----|----|----|
| 1 | A12 | A10 | A11 | A10 | A12 | A13 | A8 | A8 |
| 2 | A11 | A9 | A10 | A10 | A11 | A12 | A8 | A7 |
| 3 | A10 | • | A9 | A9 | A10 | A11 | A6 | A5 |
| 4 | • | S9 | • | • | A11 | A4 | A3 | • |
| 5 | S11 | S10 | S10 | S10 | S10 | • | • | A2 |
| 6 | S13 | S12 | S12 | S11 | S12 | S8 | SS | • |

• = no result
S = number of chits picked from the Randomizer by the SS Player

[10.71] HARASSMENT TABLE

| Die-Roll | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
|----------|----|----|----|----|----|----|----|
| 1 | M | N | N | Dr | Dr | Dr | Dr |
| 2 | M | M | N | N | N | Dr | Dr |
| 3 | Ar | M | M | N | N | N | Dr |
| 4 | Ar | Ar | M | M | M | N | N |
| 5 | Ar | Ar | Ar | Ar | M | M | M |
| 6 | Ar | Ar | Ar | Ar | Ar | Ar | Ar |

M = Masked. A Masked marker is placed on the unit, and it may not be moved, engage in Harassment or engage in Investigation until the marker is removed. The unit has no Zone of Control when masked.
N = Neutralized. A Neutralized marker is placed on the unit, and it may not be moved or perform any other function until the Neutralized marker is removed. The unit has no Zone of Control, and does not block the movement of Enemy units.

[10.72] COUP HARASSMENT TABLE
(Used once a Coup has been successfully declared)

| Die-Roll | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
|----------|----|----|----|----|----|----|----|
| 1 | N | N | Dr | De | De | De | De |
| 2 | N | N | N | Dr | De | De | De |
| 3 | M | N | N | N | Dr | De | De |
| 4 | Ae | M | N | N | N | Dr | Dr |
| 5 | Ae | Ae | M | M | N | N | N |
| 6 | Ar | Ae | Ae | Ae | Ae | Ae | Ae |

Dr = Defender Retreat. The defending unit must retreat one hex in a direction determined by the owning Player. See Retreats, rule 10.5.
Ar = Attacker Retreat. As per Dr Above, except that it is the attacking unit that retreats.
De = Defender Eliminated. Present only on the Coup Harassment Table. The Defending unit is eliminated (not sent to General Retirement).
Ae = Attacker Eliminated. The Attacking unit is eliminated.

[12.9] RECRUITMENT TABLE

| Die-Roll | 1 | 2 | 3 | 4 | 5 | 6 |
|----------|----|----|----|----|----|----|
| 1 | R | R | R | R | R | R |
| 2 | Sr | R | R | R | R | R |
| 3 | Ar | Sr | R | R | R | R |
| 4 | Ar | Ar | Sr | R | R | R |
| 5 | Ep | Ar | Ar | Ar | Sr | R |
| 6 | Ep | Ep | Ar | Ar | Ar | Sr |

R = Recruited. The unit is recruited, and is placed to its Recruited side.
Sr = If the SS Player is the Phasing Player, this is the same as an "R" result. If the Abwehr Player is the Phasing Player, this is a Semi-Recruitment result. An "Sr" counter is placed on top of the unit. The unit comes over to the Abwehr when Hitler is killed.
Ar = Attacker Retreat. All Recruiting units must retreat one hex.
Ep = Enemy Pick. The non-Phasing Player takes one pick from the Randomizer.

[13.36] INVESTIGATION TABLE

| Die-Roll | 1 | 2 | 3 | 4 | 5 | 6 |
|----------|----|----|----|----|----|----|
| 1 | Ss | Ss | Ss | Ss | Ss | Ss |
| 2 | Ss | Ss | Ss | Ss | Ss | Ss |
| 3 | N | N | N | N | N | N |
| 4 | N | N | N | N | N | N |
| 5 | N | N | N | N | N | N |
| 6 | IC | IC | IC | IC | IC | IC |

S = The SS iPlayer may take one pick from the Abwehr Chit Holding Box.
N = Neutralized. The unit being investigated is Neutralized.
IC = Interrogation Cell. The unit is sent to the Interrogation Cell.

[14.34] INTERROGATION TABLE

| Die-Roll | 1 | 2 | 3 | 4 | 5 | 6 |
|----------|----|----|----|----|----|----|
| 1 | Ss | Ss | Ss | Ss | Ss | Ss |
| 2 | Ss | Ss | Ss | Ss | Ss | Ss |
| 3 | Ss | Ss | Ss | Ss | Ss | Ss |
| 4 | Ss | Gr | Gr | Gr | Gr | Gr |
| 5 | Gr | Gr | Hq | Hq | Hq | Hq |
| 6 | Gr | Hq | Hq | Hq | Hq | Hq |
| 7 | Hq | Hq | Hq | Hq | Hq | Hq |
| 8 | Hq | Hq | Hq | Hq | Hq | Hq |

Ss = The unit being interrogated is eliminated, and the SS Player may pick chits equal to the defense strength of the eliminated unit from the Abwehr Chit Holding Box.
Gr = The unit is sent into General Retirement.
Hq = The unit is returned to a Friendly Headquarters hex.

SEQUENCE OF PLAY

THE GAME-TURN

A. THE ASSIGNMENT INTERPHASE
B. THE ABWEHR PLAYER-TURN

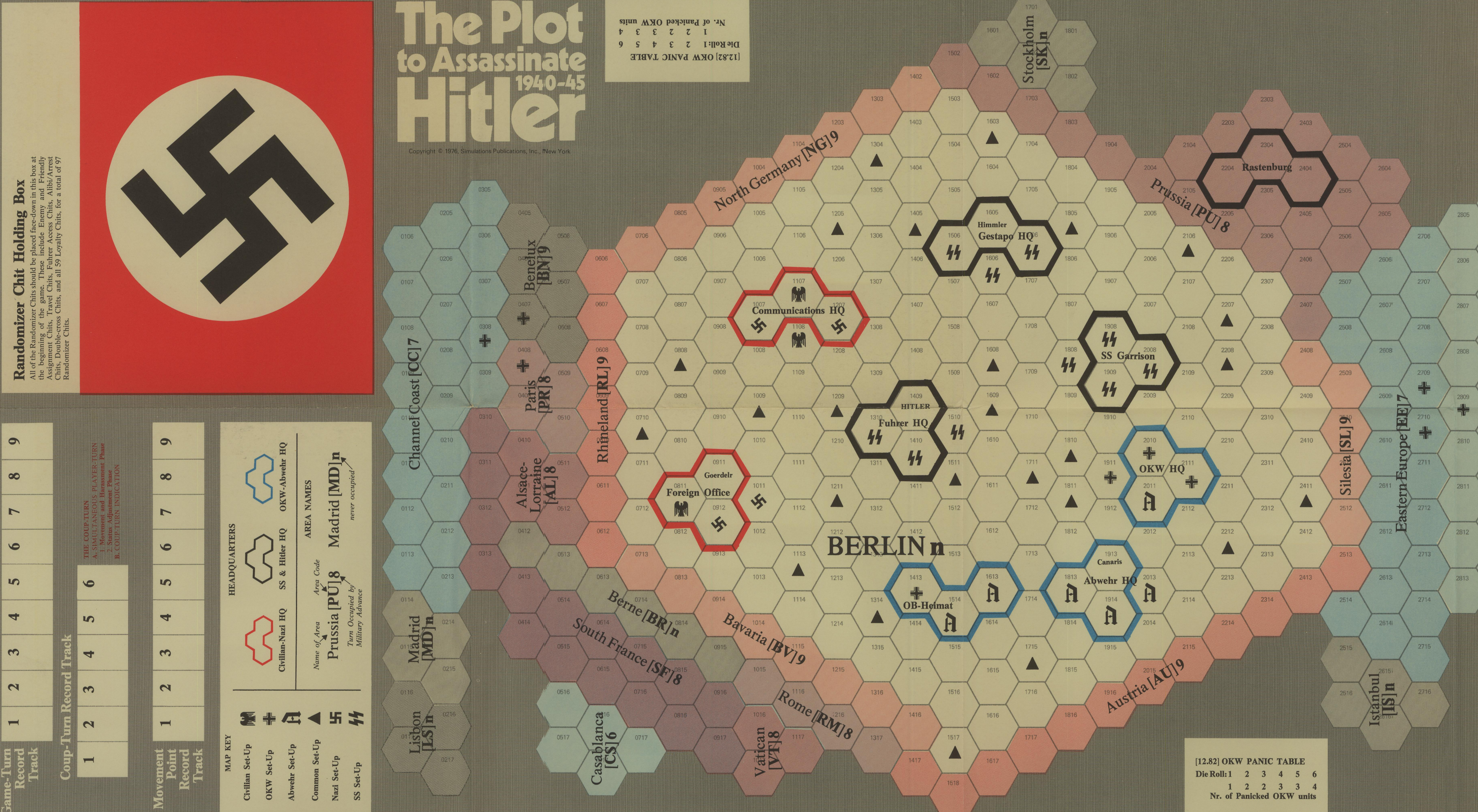
1. Movement and Harassment Phase
2. Recruitment Phase
3. Status Adjustment Phase
C. THE SS PLAYER-TURN

1. Movement and Harassment Phase
2. Recruitment Phase
3. Investigation Phase
4. Interrogation Phase
5. Status Adjustment Phase
D. GAME-TURN INDICATION INTERPHASE

[18.8] WALKYRIE TABLE

| Die Roll | 1-5 | 6 | 7 | 8-10 | 11 | 12-13 | 14 |
|----------|-----|-------|-------|-------|-------|-------|-------|
| Result | • | 3/5/2 | 2/5/2 | 2/5/3 | 3/7/3 | 3/7/4 | 3/7/5 |

• = No result; Coup fails.
Result = Coup Succeeds. First nr. is Movement Penalty for Harassment. Second nr. is Harassment Differential Bonus. Third nr. is Abwehr Movement Bonus.



SS Chit Holding Box

The Holding Player draws Randomizer Chits from the Randomizer and places them into this box as a result of the following actions:

1. As indicated by the Randomizer Table (6.27).
2. As a result of the Randomizer Table (6.27).
3. As indicated by the Randomizer Table (6.27).
4. As indicated by the Randomizer Table (6.27).
5. As indicated by the Randomizer Table (6.27).
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