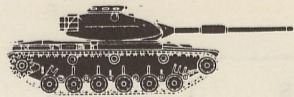# RED/WHITE STAR/STAR

TACTICAL COMBAT IN EUROPE IN THE 1970's

A Platoon—Company—Battalion level game of hypothetical combat in West Germany during the 1970's.
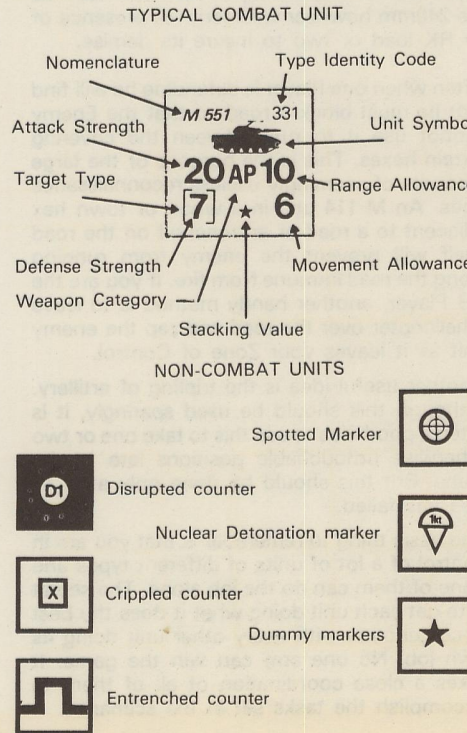
GENERAL COURSE OF PLAY

Red Star/White Star is basically a two-player game. One Player controls the United States and West German units. The other Player is the USSR Player who controls the Soviet units. The game is organized around several Scenarios depicting possible conflict situations.

GAME EQUIPMENT

The Game Map: The 34" by 22" Game Map shows a typical area of southern West Germany where any possible conflict between the US and Soviet units would be most likely to occur. A hexagonal grid has been superimposed over the map to enable the Players to determine movement, position, and firing ranges of their units. Significant terrain features which appear on the map are explained on the Terrain Effects Chart.

The Playing Pieces: The square, die-cut pieces (hereafter called units) represent platoon, battery, company, and battalion size military organizations of several different types (e.g., artillery, infantry, armor, helicopters, etc.). The numbers and symbols represent the unit's abilities with respect to combat and movement.

Weapons Category refers to the class of weapon(s) which the unit fires, either Light Gun weapons (LG), Armor-Piercing weapons (AP), High Explosive weapons (HE), or Mixed Weapons (MX). See the Weapons Effectiveness rules.

TYPICAL COMBAT UNIT

Nomenclature | Type Identity Code

M 551 331 — Unit Symbol

Attack Strength **20 AP 10** — Range Allowance

7 6 — Movement Allowance

Defense Strength | Weapon Category | Stacking Value

NON-COMBAT UNITS

⊕ on — Spotted Marker

⊕ — Disrupted counter

⊠ — Nuclear Detonation marker

⊠ — Crippled counter

▭ — Dummy markers

▭ — Entrenched counter

GAME SCALE

Each hex measures 300 meters from side to side. Each Game-Turn represents six minutes and forty seconds of real elapsed time.

PREPARING FOR PLAY

Take the Mapsheet and fold it back against itself along the machine folds in order to make it lie flat. Place it on a smooth table top. Players may wish to lightly tape the mapsheet to the table using pieces of masking tape to prevent the map from shifting during play. Familiarize yourself with the counters using the Unit Identification Table before punching out the die-cut squares. Keep the units separated in the box compartments when not in use. This greatly facilitates future game set-ups. Read through the rules quickly and then play a trial game, referring back to them as necessary. Do not try to memorize the rules before you play. Do not take any substantial differences in the play of Red Star/White Star as compared to that of other tactical games.

Players will discover game mechanics which may seem strange at first, especially when compared with other Simulations games. They should keep in mind two basic facts: that each unit does not represent an individual man, or single armored vehicle or gun, but rather groups of these types; also, each hex equals 300 meters.

SEQUENCE OF PLAY

Red Star/White Star is played in turns, called Game-Turns. Each Game-Turn is composed of two Player-Turns. Each Player-Turn is composed of five Phases, some of which are further divided into Segments, during which the specific game actions are performed. The Player whose Player-Turn is in progress is termed the Phasing Player. Players must strictly follow the Sequence of Play. A game section executed out of sequence constitutes a violation of the rules.

Outline of a complete Game-Turn:

1. FIRST PLAYER-TURN ("First Player" is indicated by the scenario).

A. OFFENSIVE FIRE/AIR STRIKE PHASE.

1. Initial Helicopter Movement Segment. The Phasing Player may move his helicopters six hexes during this segment.

2. "LG" and "AP" Fire Segment. The Phasing Player now specifies what offensive fire attacks are being made by his "LG," "MX," or "AP" Weapon Class units and whether they are being assisted by "HE" helicopter gunships or airstrikes. These attacks are then resolved in any order that the Phasing Player desires. Combat results are applied immediately as they occur, before the next combat is resolved.

3. "HE" Fire Allocation Segment. Next, the Phasing Player specifies what offensive fire attacks are being made by his "HE" Weapon Class units, and whether they are being assisted by "HE" helicopter gunships and/or airstrikes. Then, all units in hexes being attacked by "HE" Weapon Class units are broken down to one-Stacking-Point units.

4. "HE" Fire Resolution Segment. "HE" Weapon Class attacks are now resolved in any order that the Phasing Player desires. Combat results are applied immediately as they occur.

5. Final Helicopter Movement Segment. Any helicopters which did not participate in fire attacks in this Player-Turn may now move the remainder of their Movement Allowance, deducting the number of hexes they moved in Segment One.

B. MOVEMENT PHASE.

The Phasing Player may move all, some, or none of his units as he desires, in any direction, consistent with the rules of movement. Units which fired in the Offensive Fire/Air Strike Phase may not move in this Movement Phase.

C. CLOSE ASSAULT PHASE.

The Phasing Player executes any Close Assault attacks he is committed to making as a result of his movement in the Movement Phase. Combat Results are immediately applied after each Close Assault.

D. DISRUPTION RECORD PHASE.

The Phasing Player makes a one step reduction of each of his disrupted units which were not disrupted as a result of combat which occurred in the current Player-Turn (see Disruption Results explanation).

E. DEFENSIVE FIRE PHASE.

The Non-Phasing Player may specify what fire attacks are made against the Phasing Player's units at this point. "LG" and "AP" Weapon Class units attacks are resolved first, then "HE" Class. Combat results are applied immediately as they occur. Non-Phasing Player units that fired in Phase B of the current Player-Turn may not fire in this phase. Air Strikes may not be used; no units may be moved except as mandated by the Combat Results Table. In effect, the Non-Phasing Player repeats segments 2,3, and 4 of Phase A.

2. SECOND PLAYER-TURN.

The Second Player repeats Phases A through E using his own units to make Offensive Fire Attacks, move, execute Close Assaults, record his disruptions, and suffer Defensive Fire at the hands of the First Player's units. The Second Player becomes the Phasing Player.

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3. GAME-TURN INDICATION. Indicate the passage of one complete Game-Turn by moving the Game-Turn marker one space on the Time Record Scale. Notice that a Player's units which have fired in the Defensive Fire Phase may immediately fire again in the following Offensive Fire Phase of his own Player-Turn.

GAME LENGTH

The Game-Turn procedure is followed, turn by turn, for a total of ten Game-Turns in every Scenario. At the conclusion of the tenth Game-Turn the game ends and a winner is determined according to the victory conditions presented in the rules for the scenario being played.

MOVEMENT

GENERAL RULE:

During a Player's Movement Phase, the Player may move as many or as few of his units as he desires. Each unit may move as many hexes as desired within the limits of its Movement Allowance, the Terrain Effects Chart, and the Zone of Control Rules.

PROCEDURE:

Move each unit individually, tracing the path of its movement through the hexagonal grid.

CASES:

(A) Movement is calculated in terms of hexagons. Each unit expends one or more Movement Points of its total Movement (point) Allowance for each hex it entered. See the Movement section of the Terrain Effects Chart for a full list of these different "entry costs."

IMPORTANT NOTE: Regardless of terrain costs, any unit which has a Movement Allowance of "1" or greater may always move at least one hex per Friendly Movement Phase provided it has not fired its weapon in the immediately preceding Offensive Fire Phase.

(B) In any given Movement Phase of a Player-Turn, the Player may move all, some, or none of his units. Movement is never required; it is always voluntary. (Exception: see Combat Results explanation, Disruption Results.)

(C) Units are moved individually, in any direction or combination of directions. A unit may be moved as many or as few hexes as the owning Player desires, as long as Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points may not be accumulated from Phase to Phase or transferred from unit to unit. Each unit must finish movement before another unit is moved.

(D) No Enemy movement is permitted during a Player's Movement Phase.

(E) Any units which have fired in the preceding phase (the Offensive Fire Phase) may not be moved during the ensuing Movement Phase.

(F) In any given Movement Phase, Friendly units leave an Enemy unit's Zone of Control, they may be attacked (see Zone of Control).

(G) Enemy units and Friendly units may only occupy the same hex if a Close Assault is occurring.

(H) Friendly units may pass through or over Friendly units as long as the Stacking limit is never exceeded (see Stacking) by the combined Stacking Points of the stationary

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and moving units. One-Stacking-Point units may be combined into Non-Stacking-Point units, and two-Stacking-Point units may be broken down into one-Stacking-Point units, at any time during the Movement Phase (see Stacking and Unit Breakdown).

(J) ROAD MOVEMENT. Units moving on roads may do so at the Road Movement Rate (see the Terrain Effects Chart). Units may only use the Road Movement Rate if they are entering the Road hex through a Road hex-side. If entering a Road through a non-Road hex-side, the unit must pay the full entry cost of the other terrain in the hex being entered.

Only "Soft" target type units may cross river hex-sides on roads, with no additional Movement Point penalty. All others must expend three additional Movement Points each time they cross a river hex-side, bridged or unbridged.

Units may not enter Road hexes containing any other units and still be considered to be travelling at the Road Movement Rate. In effect, the presence of one other unit, whether Enemy or Friendly, negates the road, and such a hex may only be entered at the non-Road movement rate as dictated by the other terrain in the hex.

(K) If a Close Assault fails to retreat or eliminate all defending units, the Close Assaulting unit(s) must retreat to the hex from which it entered the Defender's hex.

(L) Units are moved individually, and each unit must be moved completely before another unit is moved. Thus a Player may not move a unit partially, move a second unit, and then finish the first unit's movement. This is very important, and, since stacking units are effective during movement, once a Player has finished moving a unit, it may not be moved again in the same Movement Phase.

COMBAT

GENERAL RULE:

There are two modes of Combat: Fire Combat and Close Assault Combat. Air Strike Combat is explained in a separate rule section, as it is not used in all scenarios.

PROCEDURE:

Determine type of attack, making adjustments to Attack Strength as necessary. Total up the adjusted Attack Strength(s) of the attacking unit(s), and compare the total Attack Strength to the total Defense Strength of the units under attack. State the comparison of the two Strengths as a probability ratio, simplified downward to the nearest whole number on the Combat Results Table. Example: 29-10 (or 2.9 to 1) would be simplified as 2:1 odds on the Combat Results Table. Roll the die, and read the result on the appropriate line, under the computed odds.

CASES:

(A) All attacking units attacking the same defending unit(s) using the same mode of attack, must combine their Attack Strengths into one combined Attack Strength before computing the odds comparison. You may not attack the same unit more than once per phase (exception: see Zones of Control).

(B) A unit may never divide its individual Attack Strength among different targets.

(C) All units of non-AP weapon category except helicopter gunships may triple their Attack Strength during any phase; after this tripled Attack Strength is used, the firing unit is removed from the Game-turn. (It has expended its ammunition.)

(D) During the course of a Friendly Player-Turn, a given Enemy unit could conceivably be attacked during the Offensive Fire Phase, and again during the Close Assault Phase. Friendly units may never participate in more than one attack during the entire Friendly Player-Turn.

(E) During an Enemy Player-Turn, a given Enemy unit could be attacked at two times: during Phase B (it could be attacked several times in succession during this phase; see Sequence of Play, Zones of Control, and Close Assault), and again during Phase E (Defensive Fire Phase). Friendly units may never participate in attacks in more than one Phase during the entire Enemy Player-Turn.

Fire Combat

(F) Fire Combat takes place during the Offensive Fire Phase, the Movement Phase, and the Defensive Fire Phase. The Phasing Player fires his weapons during the Offensive Fire Phase; any of his units which leave an Enemy-controlled hex may be fired at by the Enemy Player's units during the Phasing Player's Movement Phase. During the Defensive Fire Phase, the non-Phasing Player may fire his weapons.

(G) The following are the major items to be considered when executing a Fire Attack:

Range — the Range Allowance of the firing unit(s) and the distance to the target-hex.

Category of Weapon — there are four basic weapon categories. Do not confuse Weapon Category with Target Type. There are two types of targets.

Blocking Terrain — see Line of Sight, Case M.

Condition of Target — the terrain in the target hex.

Attack Strength vs. Defense Strength — the final adjusted Combat Odds in a given fire attack after Terrain Effects and Weapons Effectiveness have all been taken into consideration.

Target Type — there are two types of targets, Hard and Soft. Hard Target Units have brackets around their Defense Strength.

(H) There are two techniques of fire which can be used in Fire Combat: Direct fire and Indirect Fire. All units which have an Attack Strength may use direct fire, while only units with a Range Allowance of "7" or higher may use Indirect Fire. For an explanation of the Indirect Fire technique, see Case M.

(J) Direct Fire is flat-trajectory, line-of-sight fire against targets which are directly observed by the units firing at them. Units may use Direct fire against targets which are any number of hexes distant up to the limit of the firing unit's Range Allowance. Units may never use the Direct Fire technique at ranges of greater than ten hexes, even if the unit's Range Allowance is greater than ten hexes. Direct Fire may be applied onto Covering Terrain, but not through Blocking Terrain (see Case M). Direct Fire may always be applied to adjacent units, regardless of terrain.

(K) Range is determined by counting the shortest number of hexes from the firing unit into the target hex, as if one were moving the unit, but disregarding Movement Point costs.

(L) Line of Sight/Line of Fire. In order to fire at a given target hex, the Attacking unit must be able to trace a perfectly straight line unobstructed by terrain (see Case M) from the center of the hex containing his firing unit to the center of the target hex (example: see Case N). Players should use a straight edge (such as a ruler or stiff cardboard) in order to delineate the Line of Sight (since one can directly fire only against targets which one can "see," the terms "Line of Sight" and "Line of Fire" are identical and will be used interchangeably).

If a Line of Sight/Line of Fire bisects a given hexside lengthwise, it is only blocked if the hexside is adjacent to one or two blocking terrain hexes, or it passes through the corner of a hex in which one of the three intersecting hexsides is a blocked hexside. The Line of Sight is not blocked if the hexside has at least one contiguous non-blocking terrain hex.

EXAMPLES:

blocked ▪▪▪▪▪ unblocked ▭▭▭▭▭
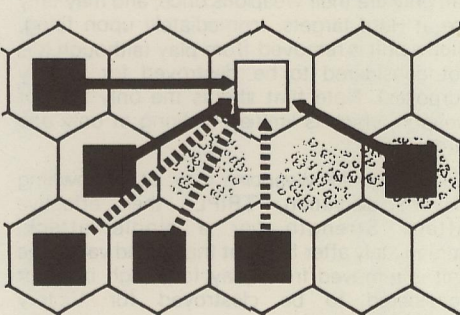
Judging the Line of Sight. Lay the straight-edge from the center of the firing hex to the center of the target hex. If any point along the line passes through obstructing terrain, then the Line of Sight is blocked and Direct Fire may not take place. All ambiguous cases should be decided in favor of the defending unit. Players should keep in mind the spirit of the rules, which are attempting to represent three-dimensional effects in a two-dimensional environment.

For Direct Fire purposes, a unit does not have a Line of Sight into a Covering Terrain hex, unless that hex has been spotted (see Case P).

(M) Blocking Terrain and Covering Terrain

There are three types of Blocking Terrain: Woods hexes, Town hexes, and Hill hexes. If any portion of a hex contains one of these terrain symbols, then the entire hex is considered to be Blocking Terrain.

Fire is never obstructed by the presence of any unit, Enemy or Friendly.

A unit that is obscured by fire must be able to trace a Line of Sight that is not obstructed by Blocking Terrain. If the Line of Sight at any point between (but not including) the hex of the firing unit and the target hex, passes through Blocking Terrain, the units may not engage in Direct Fire.

If the target unit is situated in a Woods or Town hex, the target unit is in "Covering Terrain." The Line of Sight only extends into the Covering Terrain hex if the unit in that hex has been Spotted (see Case P). Units may freely fire out of Covering Terrain, depending on the condition of the target unit.

(N) When a unit is on a hill hex, Line of Sight may be traced to or from it, regardless of any intervening terrain, unless there is another intervening hill hex.

(P) Spotting. Spotting is a necessary precondition for all Indirect Fire, and for Direct Fire against units in Covering Terrain. To use Indirect Fire Against any hex, or Direct Fire against a Covering Terrain hex, the target hex must be spotted by a Friendly unit at the instant of the Fire attack. Players are not required to attack Enemy units in spotted hexes.

Spotting is accomplished in either of two different manners:

1. An Enemy unit firing from any hex within ten hexes of a Friendly unit is automatically spotted in that hex; place a "spotted" marker in that hex until it is no longer spotted. All Blocking and Covering Terrain, and Range Allowances, are ignored for this spotting technique. That hex remains spotted as long as there is a Friendly unit within ten hexes of the spotted hex at the end of each Friendly Movement Phase, and the fired unit remains in the hex. If the "revealed" unit leaves the hex, or there is not a proper Friendly unit within ten hexes, that hex is no longer spotted. While the originally fired unit remains in the hex, other Enemy units in that hex are also vulnerable to fire directed into that hex. If the fired unit leaves the spotted hex, that hex is no longer spotted, even if the fired unit returns to the hex.

2. An Enemy unit is spotted for Indirect Fire, or for Direct Fire into Covering Terrain, if any Friendly unit can trace a Line of Sight to that Enemy occupied hex. The spotting Friendly unit may be thought of as a "weaponless" Direct Fire unit that has a range-for-spotting of ten hexes. The Spotting Line of Sight may not exceed ten hexes. Remember that units may always fire into adjacent hexes, and thus automatically spot any Friendly units in adjacent hexes. The spotting unit need not have an Attack Strength to spot.

Close Assault

(S) Close Assault Combat attacks are executed during the Close Assault Combat Phase of a Player-Turn. Infantry type units may always close assault, but no other type of unit may close assault unless there is a Friendly infantry unit in the same Phase, so close assaulting. All units entering an Enemy occupied hex must close assault.

(T) Procedure: Units participating in a Close Assault attack must be in the same hex as the Enemy unit being Close-Assaulted. The Close Assaulting units must have moved into that hex during their Movement Phase. This is the only instance in which units of both Players may occupy the same hex. Do not take Weapons Effectiveness into account, simply use the combined Attack Strength of the Close Assaulting units. If both Players attack each other's units, ignoring any effect of their target type.

(U) Close Assaults may be made in any type of terrain without regard to any Terrain Effects. Exception: units defending against a Close Assault in a Town hex have their Defense strength doubled.

(V) Non-infantry units have their basic Defense Strength reduced to one Strength Point if Close assaulting without Friendly infantry units in the same hex. Their Defense Strength as a defender is normal if at least one Friendly infantry type unit is defending in the same hex.

(W) An Enemy unit making a Close Assault upon a defending Friendly unit may be fired upon by the defending Friendly unit (and any other Friendly units within range, using either Direct or Indirect Fire) in the hex from which the close assaulting unit enters the defending Friendly units.

Direct and Indirect Fire may be concentrated upon the same hex in the same Phase, as long as the requirements for both types of fire are met for the respective firing units.

(R) Attacking Stacked Units. When defending units are stacked together in a given target hex, they may be singled out and attacked as individual units or they may be attacked as one or more groups of units, combining all of their Defense Strengths as one group, depending on the condition of the target unit.

Because of the Sequence of Play, this Defensive Fire actually occurs during the Enemy Movement Phase when the Phasing Player indicates his intent to enter the hex for Defending unit and Close Assault. Units which fire defensively against a Close Assault cannot fire in the subsequent Defensive Fire Phase of the same (Enemy) Player-Turn.

DEFINITION OF TERMS

Attack Strength is the basic offensive power of a unit (see Combat and Weapons Effectiveness); it is expressed in terms of Attack Strength Points. A unit with an Attack strength of "4" has four Attack Strength Points.

Defense Strength is the basic defensive power of a unit when attacked (see Combat); it is also expressed in Strength Points.

Range Allowance is the maximum number of hexagons through which a unit may project its Attack Strength, i.e., fire its weapons. Certain units have both a maximum and minimum Range Allowance indicated by two numbers in the case of these different "entry costs" type-size.

Movement Allowance is the basic maximum number of hexagons which a unit may traverse in one Movement Phase. A unit expends one or more Movement Points in moving one hex; see the Terrain Effects Chart.

Stacking Point Value/Size Symbol: The small stars located directly under a unit's Weapon Category indicate the size of the unit and the number of Stacking Points the unit comprises (a single star indicating one Stacking Point and two stars indicating two Stacking Points). A US company and a Russian battalion are always two Stacking Points each, while US platoons and Russian companies are one Stacking Point each.

Target Type is an indication of a unit's vulnerability to certain types of fire. There are two target types; "Hard" target (indicated by the brackets around the unit's Defense Strength) and "Soft" (indicated by the lack of brackets around the unit's Defense Strength).

Type Identity Code is a three-digit number used to identify specific counters for Play-by-Mail games as well as for general identification purposes. The first digit indicates the general type (tank, infantry, etc.) and the remaining two digits indicate the specific type and specific unit of that type. See the Unit Identification Chart.

ZONE OF CONTROL

GENERAL RULE:
The six hexagons surrounding a unit, and the hex that the unit occupies, constitutes that unit's Zone of Control. Hexes upon which a unit is exerting its Zone of Control are called *Controlled hexes*. Note that crippled units do not have a Zone of Control. Where a unit announces their intentions to leave an Enemy Controlled hexes during the Movement Phase, and they may be attacked each time before they move from a Controlled hex. They are attacked while in the hex they are about to leave, not the hex they move into. They may be attacked by *any* capable defending unit(s) within range which have a Clear Line of Fire or the ability for Indirect Fire.
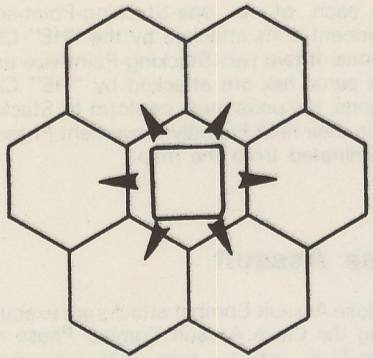
CASES:
(A) All rules of Combat apply in the Fire Combat during the Movement Phase; all Combat Results take effect immediately.

(B) If the attack results in a "no-effect" combat result, the moving unit may continue with any remainder of its Movement Allowance (Note: there is no additional Movement Point cost to enter or leave Enemy Zones of Control.)

(C) Zones of Control do not extend *into* Woods or Town hexes.

(D) Targets in Woods or Towns must always be "spotted".

(E) Since Players may only move one unit at a time, and since only moving units may be fired upon in the Movement Phase, there will never be an instance in which the non-phasing Player fires his controlling units at more than one moving Enemy unit at a time (even when the moving unit is in Covering Terrain). Each and every time an Enemy unit attempts to leave a hex controlled by the non-phasing Player, the non-phasing units may fire at that Enemy unit (even if this means that the unit attacked more than once in that Movement Phase). Non-phasing units may fire an unlimited number of times during the Enemy Movement Phase (once for each time an Enemy unit attempts to leave a Friendly Zone of Control). Units which fire during the Enemy Movement Phase may not fire during the ensuing Defensive Fire Phase.

(F) Units entering a hex occupied by a defending Enemy unit during a Close Assault are considered to have left the defending unit's Zone of Control and the Close Assaulting unit may be attacked by fire before entering that hex; see Close Assault Combat Case W.

WEAPONS EFFECTIVENESS

GENERAL RULE:
Certain classes of weapons are more (or less) effective when used against certain types of targets. There are FOUR classes of weapons and TWO classes of targets. The weapons class and target type of a given unit are independent characteristics and should not be confused with each other.

WEAPON CLASSES

1. High Explosive (HE): Low explosive shells rely primarily upon blast and fragmentation for their effectiveness.

2. Armor Piercing (AP): High velocity shells specifically designed to be used against armored (hard) targets.

3. Light Guns (LG): Includes machine guns, grenades, and light guns of 75mm or smaller.

4. Mixed (MX): Weapons which can be considered (at the owning Player's discretion) to have the characteristics of either LG or AP weapons.

The weapons class of all units will be found as a two letter abbreviation located between the Attack Strength and Range Allowance of the unit. Units which have no attack capability will naturally not be given a weapons class.

TARGET TYPES

1. *Soft Targets:* Non-armored vehicles, towed guns, and "foot" infantry. Soft target units can be differentiated from hard target units by noting that their Defense Strength does *not* have brackets "[]" around it.

2. *Hard Targets:* Armored Vehicles. All hard target units have their Defense Strength enclosed in brackets "[]".

Remember, simply because a unit may be a Hard target does not necessarily mean that its weapon is an Armor Piercing one and vice versa.

PROCEDURE:
When firing at a given unit, determine the target-type of the defending unit and the weapons category of the attacking unit. Adjust the unit's Attack Strength according to the following cases. Such modification is in addition to the terrain-related modifications.

CASES:
(A) Weapons effectiveness is taken into account during Fire Combat. Fire Combat occurs during the Offensive Fire Phase, the Movement Phase, and the Defensive Fire Phase. Weapons Effectiveness is *not* taken into account when conducting Close Assaults or Air Strikes.

(B) A stack of units in a town or woods hex must: Be treated as one single combined Defensive Strength (except when subjected to HE weapon attack). If such a stack of units has at least one Hard unit in the stack, then the entire stack is treated as a Hard target; if a stack of units in non-covering terrain is voluntarily break down if this would violate the Stacking Limit. To break down or recombine units, simply remove the unit(s) to be replaced, and place the unit(s) replacing it on the same hex.

(C) AP class weapons firing at Soft target type units, have their Attack Strength divided by ten. For example, an AP unit with an Attack Strength of "15" would fire at a Soft target with an effective strength of 1½ Strength Points.

(D) LG class weapons firing at a range of more than one hex, have their Attack Strength cut in half.

(E) MX class weapons attacking Soft targets at ranges of more than one hex have their Attack Strength cut in half.

(E) HE class weapons never have their Attack Strength reduced for any reason. When HE weapons attack a target of any type, during any possible Phase, the units in the target hex are broken down to one Stacking Point sized units and attacked individually. The entire Attack Strength of the HE weapon(s) is applied against each unit. HE weapons may, alternatively, treat a stack as one combined Defense Strength and execute a single attack against it.

(G) All non-AP class weapons may, at the owning Player's discretion, TRIPLE their effective Attack Strength for a single attack. Immediately after firing at this tripled value, the unit is removed from play (although it is not considered to be destroyed for Victory purposes). Note that this is the only type of weapon which is limited to firing at only one target type.

ENTRENCHMENT

GENERAL RULE:
All units (if the Scenario so specifies) may begin the game in an entrenched condition. An infantry unit in an entrenched condition has its Defense Strength multiplied by ten. Non-infantry units have their Defense Strength multiplied by five when in an entrenched condition.

PROCEDURE:
To indicate that a unit is entrenched, place an entrenched marker on *top* of that unit. When the unit leaves its entrenchment, remove the marker.

CASES:
(A) Units may not be entrenched in Town hexes. Units entrenched in any other type of negotiable terrain. Units entrenched in Woods hexes have the multiplication effects of the Woods added to the entrenchment multiple (i.e., infantry entrenched in Woods are multiplied by fourteen, other types are multiplied by seven).

(B) Other Friendly units may move into a hex occupied by an entrenched unit, but they do not thereby become entrenched.

(C) Infantry type units are the only units which may entrench during the course of the game. In order to do so, the infantry unit may not move during the Movement Phase. At the end of his Movement Phase, the owning Player rolls the die; a result of "1" means the unit has succeeded in entrenching; immediately place an entrenched marker on top of the unit. Any other die result means the infantry unit is not entrenched. It may attempt to entrench again in its next Movement Phase under the same restrictions.

(D) Units which are being Close Assaulted do not gain the benefit of their entrenchments.

(E) In order to leave an entrenched condition, the Player must announce his intention to do so at the beginning of his Movement Phase. The unit must remain stationary during that entire Movement Phase. At the end of the Movement Phase the entrenched marker is removed. The unit may then move in its next Movement Phase.

UNIT-BREAKDOWN AND STACKING

(more than one unit per hexagon)

GENERAL RULE:
Each Player may have as many as four Stacking Points of Friendly units per hexagon, except when making a Close Assault attack in Towns where the stacking limit for the Close Assaulting Player is *three* Friendly Stacking Points. Each US platoon and each Russian company equals one Stacking Point. Each US company and each Russian battalion equals two Stacking Points.
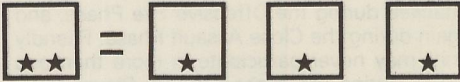
CASES:
(A) Stacking limitations apply at *all* times, even during a Movement Phase of a Player-Turn. Therefore a unit may not move through a hex if into total Stacking Points of the moving and stationary friendly units exceed four. See also Movement, Case J.

(B) Enemy units, disrupted and crippled markers, entrenched markers, and spotted markers have no Stacking Points for the purpose of Friendly Stacking Point limitations (i.e., they have no effect on stacking and are ignored for Friendly stacking purposes).

(C) Units may be "broken down" into smaller units and recombined at any time during the Movement Phase. Units, however, may never voluntarily break down if this would violate the Stacking Limit. To break down or recombine units, simply remove the unit(s) to be replaced, and place the unit(s) replacing it on the same hex.

(D) In all instances, a unit with a Stacking Value of "two" breaks down into three, one Stacking Point units of the same type. Note, however, that it is not always possible to form a two Stacking Point unit from any three same-type one Stacking Point units. Only certain types of units may combine into two Stacking Point units. Counter types may not be mixed in order to form a two Stacking Point unit.

(E) There is no Movement Point cost for the act of breaking down, and/or combining, and a Player may breakdown and recombine units several times during the Movement Phase if he so desires.

HELICOPTER GUNSHIPS AND SOVIET AIR DEFENSE

GENERAL RULE:
Helicopter Gunships enter certain scenarios to provide fire support for the US Player. Their Attack Strengths are added to those of the US ground units attacking Enemy units. They may independently attack Enemy units as well. When moving, helicopters ignore *all* terrain effects.

PROCEDURE:
Helicopters, when included in the scenario, always start the game within five hexes of a Friendly ground unit. They must operate only within the Playing Area used in the Scenario. Helicopters with a limited amount of ammunition are immediately removed from the map after they expend their fire.

CASES:
(A) In each Scenario the US Player is given a specific number of Helicopter Gunships. At the beginning of the scenario, he may select any type or types of Gunship from those in the counter mix to meet his allotted amount of Gunships. The US Player may choose helicopters equipped with mini-guns (an HE weapon) which remain in the playing area throughout the game, or he may select the Rocket-firing (HE) or OTOW-firing (AP) helicopters which must be removed from the game after firing their weapons a single time. The US OTOW-equipped helicopters may be chosen for every one helicopter gunship called for in the scenario.

(B) Helicopters move through the hex grid just like ground units, except that they move during the Friendly Offensive Fire Phase. They may move the remainder of their Movement Allowance if they do not fire in that Fire Phase (see Sequence of Play.)

(C) Helicopters may move up to six hexes prior to firing their weapons during the Offensive Fire Phase. They may move the remainder of their Movement Allowance if they do not fire in that Fire Phase (see Sequence of Play.)

(D) Every non-crippled, non-disrupted Soviet ground unit has an Air Defense Zone. Whenever a US helicopter unit enters a hex in a Soviet Air Defense Zone, the Soviet unit(s) may fire at the helicopter once for each hex in the Air Defense Zone that is entered by the helicopter. All Soviet units, except two types, have an Air Defense Zone identical to the seven hex (i.e, one-hex radius) Zone of Control pattern. Two types of units have wider Air Defense Zones. Soviet SU-57 units have an Air Defense Zone with a radius of *four* hexes. Soviet 14.5mm Air Defense Machine Gun units have an Air Defense Zone with a *two* hex radius.

SOVIET AIR DEFENSE TABLE	
Soviet Unit	*Die Roll to Eliminate Helicopter*
SU-57 or 14.5 MG	one or two
All others	one

(F) Entrenched units which are forced to leave their hex as a result of combat, lose their entrenched status.

(G) A crippled or disrupted infantry unit cannot entrench.

Firing at helicopters does not constitute a use of a Soviet unit's Attack Strength (indeed, even units without an Attack Strength may fire at helicopters). This fire does not affect the Enemy unit's ability to fire upon ground units in other segments of the Game-Turn.

(F) Observation Helicopters are presented in the optional "Observation Helicopter" rule.

(G) Helicopters are never affected by Enemy Fire Attacks or Close Assaults against Friendly units in the same hex. Helicopters can only be attacked as described in Case D, above.

(H) Helicopter Gunships may never "spot" Enemy units for other Friendly units.

AIRSTRIKES

GENERAL RULE:
In some scenarios the US or USSR Player receives a number of Air Strikes to allocate to his fire attacks. Each Air Strike consists of forty Air Strength Points represented by a special Air Strike Marker. These Strength Points represent air support from Friendly aircraft.

PROCEDURE:
The number of Air Strikes allotted to the Player in each Scenario may be applied to attacks at his discretion during the game.

CASES:
(A) A given Air Strike must apply its total Strength as an integral whole in one hex just as with regular combat units.

(B) The Player may allocate some or all of his Air Strikes to any of his offensive or defensive "HE" class fire attacks. The Air Strike Points are simply added to the total of his other attacking Strength Points for odds determination. These Air Strikes are expended and reduce his remaining total. (Give the expended Air Strikes to the Enemy Player as a record of their use.)

(C) Air strikes may attack hexes independent of any Friendly ground units.

(D) Air Strike Points may be applied to each Enemy Stacking Point in an Enemy stack so attacked, in the same manner as HE "HE" weapons (see "Fire Combat" case R).

(E) If the Air Strike is made into a Woods or Town hex, the hex must be spotted by Friendly ground units or Observation Helicopters (see optional rules). Air Strikes themselves may never spot.

(F) Air Strike Markers cannot be "shot down" or in any way affected by ground fire.

AIR SUPERIORITY

GENERAL RULE:
In many Scenarios, the US Player has air superiority over the battlefield. This condition allows the US Player to consider as spotted any Soviet unit not in Covering Terrain (Woods or Town hexes).

CASES:
(A) Soviet units in Covering Terrain are not considered spotted due to air superiority unless they reveal their positions by firing at US ground units. If they *do* reveal their positions by firing, they are considered spotted until they move to another Covering Terrain hex (or until they move out of and then re-enter their original position, even in the same Phase.)

(B) Soviet units in Covering Terrain may still be spotted in the conventional manner.

OPTIONAL RULES

OBSERVATION HELICOPTERS

In any Scenario in which the US Player has Air Superiority, the Optional Observation Helicopter rule may be used in place of the Air Superiority rules. The Scenario will indicate how many Observation Helicopters enters the US Player receives. Observation Helicopters act as highly mobile spotting platforms (they may not actually participate in any combat).

GENERAL RULE:
All Soviet units in non-Woods/non-Town hexes that are within five hexes of an Observation Helicopter unit are considered spotted for the purposes of firing upon. Helicopters should not be directly under the Observation Helicopter.

PROCEDURE:
Move the Observation Helicopter units as many as six hexes each during the Initial Helicopter Movement Segment. If the Helicopter units are to perform their spotting function, an additional 30 Movement Points are expended by the spotting units during this segment. No movement results from this 30 Movement Point expenditure. Place a Spotted marker on all Soviet-occupied non-Covering terrain hexes within five hexes of the spotting Observation Helicopter units.

CASES:
(A) Soviet units spotted by Observation Helicopters remain spotted until the next Initial Helicopter Movement Segment unless they move out of spotting range (more than five hexes away from the Observation Helicopter in open terrain, or into Covering Terrain which will deprive them of spotting during the Observation Helicopter).

(B) Soviet units in Covering Terrain may be spotted by Observation Helicopters if the helicopters are in the same hex. Additionally, Soviet units which choose to fire at Observation Helicopters are also considered to be spotted, regardless of terrain. Soviet units in Covering Terrain which are within five hexes of an Observation Helicopter (that is performing its spotting function) are considered to be spotted if they fire at a US ground unit.

(C) Observation Helicopters are subject to the same Soviet Air Defense effects as Helicopter Gunships (see Helicopter Gunship rules). Observation Helicopters which are performing their spotting function and are shot down by Soviet units, are considered to have spotted those Soviet units.

(D) Observation Helicopters may use the remainder of their Movement Allowance during the Final Helicopter Movement Segment. If they have expended the required 30 Movement Points to perform their spotting function, and are fired at by Soviet units during the Final Helicopter Movement Segment, units are spotted.

HIDDEN MOVEMENT

This rule may be used with or without the optional Observation Helicopter rule. Units may be placed on the map face-down if they cannot be spotted by the Enemy Player. When spotted, they are turned face-up. When using this rule, add the following amount of dummy (star) counters to each Player's units in the Initial Deployment, depending on the Scenario being used. Dummies have a Movement Allowance of "6." All dummy units exposed due to spotting are removed from play and may not reenter play. All other real units that move out of spotting range are immediately turned face-down again.

SOVIET AIR DEFENSE TABLE										
Scenario:	1	2	3	4	5	6	7	8	9	10
Nr. of Dummies for each Player:	2	2	5*	2	2	5	6	2	2	2

* US only.

NUCLEAR WEAPONS
(Experimental Rule)

GENERAL RULE:
Nuclear Weapons are added to any Scenario during a pre-First Game-Turn "Nuclear Exchange Phase." After the results of these weapons are taken in this Phase, the game "starts" with the First Game-Turn and continues as usual. No Nuclear Weapons may be utilized during the regular game.

PROCEDURE:
The Player who moves first in the Scenario being played may "fire" one or two Nuclear Weapons of his choice. The possible Nuclear Weapon choices and results are indicated on the Nuclear Weapons Results Table. The second Player may then respond by "firing" the same type and number of Nuclear Weapons from his arsenal upon the first Player's forces. Nuclear Weapons are fired by hypothetical units "off the map."

Type of Weapon	Unit State	NUCLEAR WEAPONS RESULTS TABLE				
		Die Roll		Distance (in hexes) from Impact Point:		
a. 1-Kt Shell	Unprepared	0-2	3	4	5 or more	
b. 1-Kt Shell	Prepared	—	0	1	2 or more	
c. 10-Kt Warhd.	Unprepared	0-4	5	6	7 or more	
d. 10-Kt Warhd.	Prepared	0-1	2	3	4 or more	
		1	E	E	E	o
		2	E	E	o	o
		3	E	E	o	o
		4	E	o	o	o
		5	E	o	o	o
		6	o	o	o	o

EFFECT ON UNIT →

EXPLANATION OF RESULTS

E = Unit Eliminated (immediately)

o = Unit not affected (within the timespan of game)

TACTICAL NOTES

When the US Player is defending, his best bet is to go after the Russian infantry and attempt to keep it out of action. There is nothing more useless than a tank regiment with no infantry left to protect it from close assault. If one side can deprive the other of its infantry through the use of artillery, helicopter gunships or direct tank fire, it will usually emerge victorious because of its ability to attack in covering terrain with impunity.

A very important decision is the type of weapons load that you, as the US Player, choose for your gunships if you have any. The decision should be based on several things, the most important of which is what your target is. If the Soviet Player has a lot of artillery and your helicopters are going to be in for the length of the game, then the artillery is the logical target. Since this would require more than a single strike you would probably choose the OTOW load so that one of them, in cooperation with your other units, could guarantee the crippling of one infantry unit. These are the most common targets and therefore the most common loads. Occasionally, a particularly strong artillery unit such as the 240mm mortar will merit the presence of an RK load or two to insure its demise.

Often when one Player is defending he will find that he must block a road so that the Enemy cannot use it to run between the covering terrain hexes. This is the purpose of the large amounts of seemingly useless reconnaissance units. An M-114 unit in a wood or town hex adjacent to a road or entrenched on the road itself will prevent the enemy from running along the road immune from fire. If you are the US Player, another handy method is to leave a helicopter over the road and zap the enemy unit as it leaves your Zone of Control.

HOW TO USE THE NUCLEAR WEAPONS RESULTS TABLE

Determine the state of preparedness of the defending unit, the weapon type being used, and the distance of the unit (in hexes) from the Impact Point. Match this information to one of the four lettered lines streaming across the top of the table. Use the distance from impact to determine which of the four vertical columns will contain the result for that unit. Roll the die and cross-index the die-number with the appropriate result column and read the result. For example, in the case of a 1-Kiloton artillery shell being fired directly into a hex containing a prepared unit, line "b," column "0" would be used. If the die-number were "2" the result would be "no effect."

Roll the die for each unit which has any chance of being eliminated. Don't break down two Stacking-Point units for nuclear results (unlike HE fire).

Another useful idea is the tripling of artillery. Although this should be used sparingly, it is often a good idea to use this to take one or two covering terrain hexes. This is the purpose of most of the large amounts of seemingly useless reconnaissance units.

The basic thing to remember is that you are in control of a lot of units of different types, and none of them can do the job alone. It takes a great coordination of all of them to accomplish the tasks set in the scenarios.

(A) Prior to the start of the game, both Players must agree upon the preparedness of their troops against nuclear attack. Either the troops are "prepared" or "unprepared." Both Players must choose the same state of preparedness.

(B) Each Player indicates the Impact Point hex (IP) in which each of his weapons is fired by placing an appropriate Nuclear Detonation Marker. All units in the surrounding hexes are subject to elimination according to their distance from the IP and the resulting die roll on the appropriate Nuclear Weapons Results Table.

(C) *Experiments:* To vary the "what if" possibilities of Nuclear Weapons, Players may wish to give one or more Nuclear Weapons to only one of the Players and/or to experiment with different States of preparedness for each Player's forces. This rule is labelled "experimental" and Players are encouraged to modify it to make it be what they would like it to be.

The effects of the nuclear weapons in this experimental rule are only the immediate effects upon the *men* in the units involved. Actually, many more casualties due to radiation would result in the hours and days following exposure.

When you gain or start with an infantry advantage you must still be very cautious and remember that you cannot simply charge in and jump on your opponent's units. If his units are in covering terrain and you attempt to close assault them from an adjacent clear terrain hex, you will find him jumping your tanks and using his defensive fire to disrupt or cripple your infantry units. This is especially true for the Soviet Player whose infantry is exposed to attacks at 11-1 odds if the US Player chooses to use some of his innumerable OTOW shots. The US Player must also be very careful because of the low Defense Strengths of his infantry units.

Whenever you are attacking a position which contains or is supported by HE weapons the primary rule is *never* stack in the open.

RED/WHITE STAR/STAR

TACTICAL COMBAT IN EUROPE IN THE 1970's

The Unit Identification Chart (below) is presented in order that Players may familiarize themselves with the entire range of counters available in Red Star/White Star. The chart also delineates the "code-ranges" of the various units, so that Players may identify the general type of unit simply by looking at its code number. Players should also be aware that three basic types of symbology are used on the counters: On all 000 Series units, an abstract, tactical symbol is used (as per Army Field Manual 21-30). On Series 100 through 500 as well as Series 900, a silhouette of the main vehicular component of the unit is shown. On Series 600 and 700, the more familiar unit organization symbols are used (also as per FM 21-30). It should be emphasized that all 600 and 700 Series units are Infantry type units, and whenever the rules make reference to Infantry type units, they are refering to 600 and 700 Series units.

Separate West German Federal Army counters are provided for those platoon-sized units which are uniquely West German (i.e., the Leopard tank platoons, JPz platoons, and the West German Mechanized Infantry platoons). In a Scenario which calls for West German units other than the aforementioned types, use US counters of the appropriate kind. Players may wish to substitute a West German Tank Battalion for a US Tank Battalion in the Scenarios. A German Tank Battalion consists simply of nine Leopard Platoons.

UNIT IDENTIFICATION

UNION OF SOVIET SOCIALIST REPUBLICS (Red Army)

Type	Size	Quantity	Code-Range

TOWED OR LIFTED HEAVY WEAPONS AND ARTILLERY: 000 series

Machine-Gun

Type	Size	Quantity	Code-Range
14.5mm	Company	6	001-006

Mortar

82mm	Company	6	011-016
120mm	Company	2	021-022
160mm	Company	2	025-026
240mm	Company	1	031

Howitzer

122mm	Company	3	041-043
152mm	Company	3	051-053

Anti-Tank Guns

85mm	Company	2	061-062
100mm	Company	3	071-073

Rocket Artillery

140mm	Company	2	081-082
200mm	Company	1	091
240mm	Company	2	095-096

SELF-PROPELLED GUNS AND HEAVY WEAPONS: 100 series

SU57	Company	4	111-114
JSU152	Company	3	121-123

SELF-PROPELLED, WIRE-GUIDED MISSILE LAUNCHERS: 200 series

BRDM (A)	Company	8	211-218

TANKS: 300 series

T55	Company	7	311-317
T55	Battalion	2	321-322
T62	Company	18	331-348
T62	Battalion	6	351-356
T10M	Company	9	361-369
T10M	Battalion	3	371-373

RECONNAISSANCE: 500 series

M'CYC	Company	6	511-516
BTR40	Company	12	521-532
PT76	Company	9	541-549

MECHANIZED INFANTRY: 600 series

Inf	Company	19	611-629
Inf	Battalion	6	631-636

UNITED STATES OF AMERICA (U.S. Army)
GERMAN FEDERAL REPUBLIC
West Germany
(German Federal Army)

TOWED OR LIFTED HEAVY WEAPONS AND ARTILLERY: 000 series

81mm	Platoon	3	011-013
107mm	Platoon	1	021
105mm	Platoon	3	031-033

SELF-PROPELLED GUNS AND HEAVY WEAPONS: 100 series

M125	Platoon	8	111-118
M106	Platoon	6	121-126
M109	Platoon	6	131-136
M110	Platoon	2	141-142
M107	Platoon	2	151-152

SELF-PROPELLED, WIRE-GUIDED MISSILE LAUNCHERS: 200 series

OTOW/ Jeep	Platoon	12	211-222
OTOW/ APC	Platoon	20	231-250

TANKS AND TANK-DESTROYERS: 300 series

JPZ 4-5	Platoon	4	311-314
Leopard	Platoon	9	321-329
M551	Platoon	3	331-333
M60A1	Platoon	18	341-358
M60A1	Company	6	361-366

ARMORED CAVALRY: 400 series

ARCv	Platoon	9	411-419

RECONNAISSANCE: 500 series

M114	Platoon	22	511-532

MECHANIZED INFANTRY: 600 series

US	Platoon	18	611-628
US	Company	6	631-636
GE	Platoon	9	641-649

"SOFT" INFANTRY: 700 series

Inf	Platoon	9	711-719
Inf	Squad	3	721-723

HELICOPTERS: 900 series

OH-6	Platoon	5	911-915
AH/MG	Platoon	6	921-926
AH/RK	Platoon	6	931-936
AH/OTOW	Section	12	941-952

THE SCENARIOS

HOW TO SET UP THE GAME AND USE THE SCENARIOS

Each Scenario constitutes a separate game representing a particular conflict situation that could occur in the event of an outbreak of war in Europe during the 1970's.

You may use any Scenario, but it is suggested that you use Scenario One the first time you play the game. The Scenarios are organized in order of increasing complexity (and "more complex" is not necessarily "better").

All units remain face-up in the Standard Game rules, whether spotted or not. An optional rule provides for face-down placement of units, i.e., the effect of limited intelligence.

Each Scenario indicates the following information:

1. The nature of the situation and its title;
2. The initial forces for each Player;
3. Initial deployment for each Player;
4. Reinforcements (if any) received during the scenario;
5. Special Rules pertaining to the Scenario;
6. Victory Conditions — how to win, for each Player.

The Initial Forces listed for each side contain US and USSR regiments and battalions, plus attached units.

In each case, pictures of the appropriate counter type will be shown with a quantity number directly underneath them. Thus, a picture of a US Mechanized Infantry company with an "x3" underneath it would mean that that organization has three Mechanized Infantry companies in it.

Whenever a superior organization (such as a regiment) is shown in terms of game counters, it will have an overall box around it as well as an identifying heading. An overall multiplier will be found to the left of such organizations indicating how many superior organizations are to be used.

Optional Rules, by their nature, tend to make the game more complex and somewhat more "realistic." It is suggested that you use these Optional Rules only after you have mastered the Standard Game.

SECTORS

The map is divided into six numbered and tinted "Sectors." Each Scenario will be played in one or more of these Sectors. When a Scenario requires that the game be played within a Sector, no movement or combat may occur in hexes outside of the specified Sector(s). In some Scenarios, the entire map is used.

LETTERED HEXES

There are six hexes on the map, lettered A, B, C, D, E, and F. They have no terrain effect and they simply are used as points of reference for deployment purposes.

Scenario One:
TANK BATTLE

A head-on engagement has developed between a US Tank Battalion and a Soviet Tank Regiment with supporting units.

☆ US INITIAL FORCES:

TANK BATTALION (x1)

ARCv	M114	M106	M60A1
10 MX 10	0 —	10 HE 3 12	20 AP 10
[7] * 6	[7] * 6	[4] * 6	[12] * 6
x1	x2	x1	x9

DEPLOYMENT

Force enters on the Game Map's eastern-most row of hexes during the first Game-Turn.

★ USSR INITIAL FORCES:

TANK REGIMENT (x1)

PT76 544	BTR 40 522	JSU152 121
0 —	0 —	20 HE 10
[7] * 6	[5] * 6	[17] * 6
x2	x4	x1

T62 332	INF 614
10 AP 7	20 MX 3
[14] * 6	[9] * 6
x6	x1

INF 20 MX 3	10 HE 82 3 7	BRDM (40) AP 6
[9] * 6	1 * 6	[5] * 6
x3	x1	x1

DEPLOYMENT

Force enters on the Game Map's western-most row of hexes during the first Game-Turn.

SPECIAL RULES

1. Before the start of game, each Player rolls the die; higher number deploys first and moves first.
2. Only Sectors 4 and 5 are used in this Scenario.
3. No units may be entrenched at the beginning of the game.
4. Neither Player has Air Superiority.

VICTORY CONDITIONS

Each Player receives one Victory Point for each crippled or eliminated Enemy Attack Strength Point, and one Victory Point for each hex counted from his most distant uncrippled unit to his starting map edge. The Player with the higher score wins the game.

Scenario Two:
SCREENING ACTION

A US Infantry Battalion and supporting units are screening an advancing Soviet Tank Regiment with attached Infantry.

☆ US INITIAL FORCES

MECHANIZED INFANTRY BATTALION (x1)

INF ***	M125	M113/QTOW
10 LG 2	10 HE 8	(100) 10
[5] * 6	[3] * 6	[5] * AP 6
x9	x3	x6

ARCv	M114	M106
10 MX 10	0 —	10 HE 3 12
[7] * 6	[7] * 6	[4] * 6
x1	x2	x1

M109: 20 HE 40 [5] * 6 x2

DEPLOYMENT

Deploy second, move second. Anywhere on map East of hexes A, B, C. May not be entrenched at the beginning of the game.

★ USSR INITIAL FORCES

TANK REGIMENT (x1)

PT76 544	BTR 40 522	JSU152 121
0 —	0 —	20 HE 10
[7] * 6	[5] * 6	[17] * 6
x2	x4	x1

T62 332	INF 614
10 AP 7	20 MX 3
[14] * 6	[9] * 6
x6	x1

INF 20 MX 3	10 HE 82 7	BRDM (40) AP 6		40 HE
[9] * 6	1 * 6	[5] * 6		x6
x3	x1	x1		

DEPLOYMENT

Deploy first, move first. Anywhere on map West of hexes A, B, C. May be entrenched at the beginning of the game.

SPECIAL RULES

1. Neither Player has Air Superiority.
2. Use entire Map.

VICTORY CONDITIONS

The Soviet Player wins if two or more undisrupted, uncrippled T-62 companies are east of the Horloff River at the end of the game. The US Player wins by avoiding the Soviet Victory Conditions.

Scenario Three:
GENERAL DELAYING ACTION

A West German force is attempting to delay an advancing Soviet Tank Regiment.

✠ GERMAN INITIAL FORCES

JPZ	Jeep/QTOW
15 AP 6	(100) 10
[12] * 6	1 * AP 6
x2	x5

PANZERGRENADIER BATTALION (x1)

INF ***	M106	M125
10 MX 3	10 HE 12	10 HE 8
[5] * 6	[4] * 6	[3] * 6
x9	x2	x2

JPZ	M113/QTOW
15 AP 6	(100) 10
[12] * 6	[5] * AP 6
x2	x6

DEPLOYMENT

Deploy second, move first. All German units may be deployed in Sectors 1, 2, and 3. German units may not be entrenched at the beginning of the game.

★ USSR INITIAL FORCES

TANK REGIMENT

PT76 544	BTR 40 522	JSU152 121
0 —	0 —	20 HE 10
[7] * 6	[5] * 6	[17] * 6
x2	x4	x1

T62 332	INF 614
10 AP 7	20 MX 3
[14] * 6	[9] * 6
x6	x1

(x1)

INF 20 MX 3	10 HE 82 7	BRDM (40) AP 6
[9] * 6	1 * 6	[5] * 6
x6	x2	x2

DEPLOYMENT

Deploy first, move second. Russian units must deploy on the eastern edge hex-row of the playing area. Russian units may not be entrenched at the beginning of the game.

SPECIAL RULES

1. The German Player has air superiority (or, optionally, three Observation Helicopters)
2. The playing area consists of Sectors 1, 2, and 3.

VICTORY CONDITIONS

The Russian Player must control a line of road hexes leading from the western edge to the eastern edge of the Playing Area in order to win the game. German Player wins by avoiding the Soviet Victory Conditions. No hex of the route may be in an Enemy Zone of Control or within range of Enemy Direct Fire.

Scenario Four:
RUSSIAN ASSAULT

A Strong Soviet Force is advancing over the entire Game Map, from the west to east. The game concerns the action that is occurring in Sector 5, where an augmented US battalion is defending its standard front. The rules of the Scenario reflect the action occurring outside Sector 5.

☆ US INITIAL FORCES:

MECHANIZED INFANTRY BATTALION (x1)

INF ***	M125	M113/QTOW
10 LG 2	10 HE 8	(100) 10
[5] * 6	[3] * 6	[5] * AP 6
x9	x3	x6

ARCv	M114	M106
10 MX 10	0 —	10 HE 3 12
[7] * 6	[7] * 6	[4] * 6
x1	x2	x1

M60A1	M109	M107	M110	
20 AP 10	20 HE 40	20 HE 72	30 HE 37	
[12] * 6	[5] * 6	[2] * 6	[2] * 6	
x3	x3	x1	x1	x3

DEPLOYMENT

Deploy first, move second. Anywhere within Sector 5. Units may begin the game entrenched.

★ USSR INITIAL FORCES

INF 122	160	140	T62	14.5
30 HE 28	10 HE 20	20 HE 22	10 AP 7	2 LG 6
2 * 6	2 * 6	2 * 6	[14] * 6	2 * 6
x2	x2	x2	x6	x2

DEPLOYMENT

Deploy first, move second. Anywhere within Sector 5. Units may begin the game entrenched.

MECHANIZED INFANTRY REGIMENT (x1)

INF	10 HE 82 7	BRDM	T55
20 MX 3		(40) AP 6	10 AP 4
[9] * 6	1 * 6	[5] * 6	[12] * 6
x9	x3	x4	x3

INF 120 3	061	PT76 542	BTR 40 521
10 HE 13	10 AP 3	0 —	0 —
1 * 6	1 * 6	[7] * 6	[5] * 6
x1	x1	x2	x4

DEPLOYMENT

Deploy second, move first. Deploy in Sector 1, within three hexes of Sector 5. Units may begin the game entrenched.

SPECIAL RULES

1. The US Player has Air Superiority (or optionally, three Observation Helicopters).
2. All units must remain in Sector 5 after entering it; however, units are not required to enter Sector 5.
3. Units in Sector 1 may not move farther than three hexes from Sector 5, nor may they move into any Sector other than Sector 5.

VICTORY CONDITIONS

The USSR Player wins if he has at least five uncrippled units east of the Horloff River at game's end. The US Player wins if no uncrippled Russian units are across the Horloff River at game's end. Any other result is considered a draw.

Scenario Five:
EXTENDED RUSSIAN ASSAULT

This Scenario is similar to Scenario Four except that the US forces are covering a wider front.

☆ US INITIAL FORCES

MECHANIZED INFANTRY BATTALION (x1)

INF ***	M125	M113/QTOW
10 LG 2	10 HE 8	(100) 10
[5] * 6	[3] * 6	[5] * AP 6
x9	x3	x6

ARCv	M114	M106
10 MX 10	0 —	10 HE 3 12
[7] * 6	[7] * 6	[4] * 6
x1	x2	x1

M60A1	M109	M107	M110	
20 AP 10	20 HE 40	20 HE 72	30 HE 37	
[12] * 6	[5] * 6	[2] * 6	[2] * 6	
x3	x5	x1	x1	x5

DEPLOYMENT

Deploy first, move second. Anywhere within Sectors 4 and 5. Units may be entrenched at the beginning of the game.

★ USSR INITIAL FORCES

MECHANIZED INFANTRY REGIMENT (x1)

INF	10 HE 82 7	BRDM	T55
20 MX 3		(40) AP 6	10 AP 4
[9] * 6	1 * 6	[5] * 6	[12] * 6
x9	x3	x4	x3

INF 120 3	061	PT76 542	BTR 40 521
10 HE 13	10 AP 3	0 —	0 —
1 * 6	1 * 6	[7] * 6	[5] * 6
x1	x1	x2	x4

INF 122	160 3	140	T62	14.5
30 HE 28	10 HE 20	20 HE 22	10 AP 7	2 LG 6
2 * 6	2 * 6	2 * 6	[14] * 6	2 * 6
x2	x2	x2	x6	x2

DEPLOYMENT

Deploy second, move first. Deploy in Sector 1, within three hexes of Sectors 4 and 5. Russian units may be entrenched at the beginning of the game.

SPECIAL RULES

1. The US Player has Air Superiority (or optionally, four Observation Helicopters).
2. All units must remain in Sectors 4 and 5 after entering them. Units may move freely from Sector 4 to Sector 5, or vice versa; units are not required to enter Sectors 4 and 5.

3. Units in Sector 1 may not move farther than three hexes from Sectors 4 and 5, nor may they move into any Sector other than Sectors 4 and 5.

VICTORY CONDITIONS

The USSR Player wins if he has at least seven units in a non-crippled state, east of the Horloff River at game's end.

The US Player wins if four or fewer non-crippled Soviet units are east of the Horloff River at game's end. Any other result is considered a draw.

Scenario Six:
AIRMOBILE DELAYING ACTION

A US rearguard, composed mainly of OTOWs, is attempting to delay a large Soviet force which has broken through the main front line.

US INITIAL FORCES:

Jeep/OTOW	INF ***
(100) 10	10 LG 2
1 * AP6	5 * 1
x12	x1

DEPLOYMENT

Deploy first (move first) anywhere on map, east of hexes A, B, C. May be entrenched.

US REINFORCEMENTS:

At the start of the Offensive Fire Phase of the US second, fourth, sixth, and eighth Player-Turns, the US Player receives one additional Airmobile Infantry Platoon. These platoons may be placed anywhere on the map except in Soviet-occupied hexes and in Woods or Town hexes.

USSR INITIAL FORCES:

TANK REGIMENT

	PT76 544	BTR 40 522	JSU152 121
x2	0 — [7] * 6 x2	0 — [5] * 6 x4	20 HE 10 [17] * 6 x1
	T62 332	INF 614	
2 LG 2 2 * 6 x2	10 AP 7 [14] * 6 x6	20 MX 3 [9] * 6 x1	

DEPLOYMENT:

Deploy second (move second). One Tank Regiment within three hexes of hex "A"; one Tank Regiment within three hexes of hex "B." 14.5mm machine guns with regiment A and/or B. Soviets may not be entrenched.

SPECIAL RULES

1. US Player has Air Superiority (or optionally, five Observation Helicopters).

2. After an OTOW has fired its weapon, turn it face down (instead of removing it from play). At the beginning of each US Player-Turn, any three OTOWs which have not moved in the previous US Player-Turn, may be turned face-up, signifying that they have been resupplied by air, and are once again capable of firing. This process may repeat itself any number of times. Disrupted OTOWs may not be considered resupplied while in a Disrupted condition.

VICTORY CONDITIONS

Victory is based on the number of uncrippled Soviet T62 companies exited off the eastern edge of the map. Soviet units exit the map by reaching the easternmost row of hexes and then expending one Movement Point to get off.

VICTORY LEVEL	Companies Exited
US Substantive	0 through 1
US Marginal	2 through 4
Draw	5 through 8
USSR Marginal	9 through 11
USSR Substantive	12 or More

Scenario Seven:
MEETING ENGAGEMENT

A US force is attempting to contain the advance of a Soviet force which is driving from the opposite side of the map.

US INITIAL FORCES

x1

RECONNAISSANCE BATTALION

	M 551	ARCv	M114
x1	20 AP 10 [7] * 6 x3	10 MX 10 [7] * 6 x9	0 — [7] * 6 x18
	INF ***		
	10 LG 2 5 * 1 x1		x1

DEPLOYMENT

Deploy first, move first. Deploy anywhere within Sector Five. Units may be entrenched at the beginning of the game.

USSR INITIAL FORCES

MECHANIZED INFANTRY REGIMENT

	INF	INF 82 3	BRDM	T55
x1	20 MX 3 [9] * 6 x9	10 HE 7 1 * 6 x3	(40) AP 6 [5] * 6 x4	10 AP 4 [12] * 6 x3
	120 3 10 HE 13 1 * 6 x1	061 85 10 AP 3 1 * 6 x1	PT76 542 0 — [7] * 6 x2	BTR 40 521 0 — [5] * 6 x4

TANK REGIMENT

	PT76 544	BTR 40 522	JSU152 121
x1	0 — [7] * 6 x2	0 — [5] * 6 x4	20 HE 10 [17] * 6 x1
	T62 332	INF 614	
2 LG 2 2 * 6 x1	10 AP 7 [14] * 6 x6	20 MX 3 [9] * 6 x1	

RECONNAISSANCE BATTALION

	T55 314	PT76 545	BTR 40 529	Mcyc 512
x1	10 AP 4 [12] * 6 x1	0 — [7] * 6 x3	0 — [5] * 6 x4	0 — 2 * 6 x6

DEPLOYMENT

Deploy second, move second. Deploy only six one-stacking point units (Player's choice) on any road hex adjacent to the map's western edge. Each subsequent Player-Turn the USSR Player must place an additional eight one-stacking point units of his choice on the same road hexes, and bring them into play during his Movement Phase. Units may not be entrenched at the beginning of the game.

SPECIAL RULES

1. Neither Player has Air Superiority.

2. All map Sectors are used; movement into particular Sectors is not barred.

VICTORY CONDITIONS

Victory is based on the number of uncrippled USSR units in Sectors Four, Five, and Six at game's end.

VICTORY LEVEL	Companies in 4, 5, & 6
US Decisive	0
US Marginal	1 through 4
Draw	5 through 9
USSR Marginal	10 through 14
USSR Decisive	15 or more

Scenario Eight:
REAR GUARD ACTION

A small US force is attempting to delay the passage of a large Soviet force across the map, thus permitting an "off-the-map" US main force time to regroup and move to better positons.

US INITIAL FORCES

RECONNAISSANCE BATTALION

	M 551	ARCv	M114
x1	20 AP 10 [7] * 6 x3	10 MX 10 [7] * 6 x9	0 — [7] * 6 x18
M 109		INF ***	
20 HE 40 [5] * 6 x3		10 LG 2 5 * 1 x1	x1

MECHANIZED INFANTRY BATTALION

	INF ***	M 125	M 113/OTOW
x1	10 LG 2 [5] * 6 x9	10 HE 8 [3] * 6 x3	(100) 10 [5] * AP6 x6
	ARCv	M114	M 105
	10 MX 10 [7] * 6 x1	0 — [7] * 6 x2	10 HE 12 [4] * 6 x1

DEPLOYMENT

Deploy first, move second. Deploy anywhere on map. Units may be entrenched at the beginning of the game.

USSR INITIAL FORCES

TANK REGIMENT

	PT76 544	BTR 40 522	JSU152 121
x1	0 — [7] * 6 x2	0 — [5] * 6 x4	20 HE 10 [17] * 6 x1
	T62 332	INF 614	
	10 AP 7 [14] * 6 x6	20 MX 3 [9] * 6 x1	

MECHANIZED INFANTRY REGIMENT

	INF	INF 82 3	BRDM	T55
x2	20 MX 3 [9] * 6 x9	10 HE 7 1 * 6 x3	(40) AP 6 [5] * 6 x4	10 AP 4 [12] * 6 x3
	120 3 10 HE 13 1 * 6 x1	061 85 10 AP 3 1 * 6 x1	PT76 542 0 — [7] * 6 x2	BTR 40 521 0 — [5] * 6 x4

122 30 HE 28 2 * 6 x1	140 20 HE 22 2 * 6 x1	14.5 2 LG 2 2 * 6 x1

DEPLOYMENT

Deploy second, move first. USSR units deploy in the northernmost row of hexes on the map. USSR units may not begin the game entrenched.

SPECIAL RULES

1. The US Player has Air Superiority on any two consecutive Game-Turns of his choice, which he must announce at the start of the previous Game-Turn. During these two Game-Turns, three Helicopter Gunships of the US Player's choice enter the map from the southern edge and remain in play until expended, or until the end of the Second Game-Turn of Air Superiority.

2. Neither Player has Air Superiority on the other Game-Turns.

3. During the two Game-Turns of Air Superiority, the US Player may employ the Air Superiority rule, or optionally, employ two Observation Helicopters.

VICTORY CONDITIONS

The level of victory depends upon the number of separate road "routes" controlled by the USSR Player from the northern to the southern edge of the map. These "routes" must consist of a series of adjacent hexes connected by road, and may be as long and as devious as necessary. Only one "route" may be traced through a given road hex for each road that passes completely through that hex. In other words, two routes may not share a single road, although they may pass through a single hex if two roads cross in that hex. No hex of the route may be in Enemy Zone of Control or within range of Enemy Direct Fire.

LEVEL OF VICTORY	Number of USSR Controlled Roads
US Substantive	0
US Marginal	1 or 2
Draw	3 or 4
USSR Marginal	5
USSR Substantive	6

Scenario Nine:
AIRMOBILE RAID

US forces are attacking the Soviet front. An airmobile force is being dropped on the Soviet rear to disrupt communications.

US INITIAL FORCES

AIRMOBILE INFANTRY BATTALION

	INF	INF R	107 3
x1	10 LG 2 5 * 1 x9	3 LG 2 3 * 1 x3	10 HE 12 1 * 0 x1
	Jeep/OTOW	10 HE 8	
	(100) 10 1 * AP6 x6	1 * 1 x1	

		105
x2	40 HE x2	10 HE 33 2 * 6 x3

DEPLOYMENT

Deploy second, move first. The US units are all airmobile and are "dropped" on the map at the rate of one stacking point per hex. Units must all be dropped in the Initial Helicopter Movement Segment of the first US Player-Turn. Units may not be dropped into Covering Terrain hexes, Enemy occupied hexes, or hexes within five hexes of the map's northern edge.

USSR INITIAL FORCES

TANK REGIMENT

	PT76 544	BTR 40 522	JSU152 121
x1	0 — [7] * 6 x2	0 — [5] * 6 x4	20 HE 10 [17] * 6 x1
	T62 332	INF 614	
	10 AP 7 [14] * 6 x6	20 MX 3 [9] * 6 x1	

INF	82 3	BRDM	14.5	80 22
20 MX 3 [9] * 6 x6	10 HE 7 1 * 6 x2	(40) AP6 [5] * 6 x2	2 LG 2 2 * 6 x2	80 HE 22 2 * 6 x1

DEPLOYMENT

Deploy first, move second. No more than two, one-stacking-point sized Infantry units per map sector during deployment. Machine Gun and Mortar units may be placed anywhere. Tank Regiment enters the game at the rate of six one-Stacking-Point-sized units in road hexes adjacent the map's northern edge at the start of each USSR Player-Turn (beginning with the first Player-Turn) until all units are on the map.

SPECIAL RULES

1. The US Player has Air Superiority (or optionally, 4 Observation Helicopters).

2. Use entire Game-Map.

VICTORY CONDITIONS

Victory is based upon the number of north/south roads controlled by the USSR Player at game's end (see Scenario Eight).

VICTORY LEVEL	Number of USSR controlled roads
US Substantive	0 through 1
US Marginal	2 or 3
USSR Marginal	4 or 5
USSR Substantive	6

Scenario Ten:
AIRMOBILE ATTACK

A strong US force is attacking an entrenched Russian force of smaller size by land and by air. Their objective is the capture of two key towns.

US INITIAL FORCES

M50A1	M 109	M 110		
20 AP 10 [12] * 6 x3	20 HE 40 [5] * 6 x6	30 HE 37 [2] * 6 x1	 x6	40 HE x10

AIRMOBILE INFANTRY BATTALION

x1

INF	INF R	10 HE 3 107
10 LG 2	3 LG 2	10 HE 12
5 * 1	3 * 1	1 * 0
x9	x3	x1

Jeep/OTOW	10 HE 8 81
(100) 10	10 HE 8
1 AP 6	1 * 1
x6	x1

MECHANIZED INFANTRY BATTALION

x2

INF	M 125	M 113/OTOW
10 LG 2	10 HE 8	(100) 10
[5] * 6	[3] * 6	[5] AP 6
x9	x3	x6

ARCv	M114	M 105
10 MX 10	0 —	10 HE 12 3
[7] * 6	[7] * 6	[4] * 6
x1	x2	x1

DEPLOYMENT

Deploy second, move first. The entire Airmobile Infantry Battalion may be dropped onto the map in any US Player's Initial Helicopter Movement Segment. They may not be dropped into covering terrain or adjacent to or onto USSR units. They must be dropped in one-Stacking-Point-sized units. All other units must deploy east of the Horloff River.

★ USSR INITIAL FORCES

MECHANIZED INFANTRY REGIMENT

x1

INF	10 HE 7 82 3	BRDM	T55
20 MX 3	10 HE 7	(40) AP 6	10 AP 4
[9] * 6	1 * 6	[5] * 6	[12] * 6
x9	x3	x4	x3

10 HE 13 120 3	10 AP 3 85	PT76 542	BTR 40 521
10 HE 13	10 AP 3	0 —	0 —
1 * 6	1 * 6	[7] * 6	[5] * 6
x1	x1	x2	x4

TANK REGIMENT

x1

PT76 544	BTR 40 522	JSU152 121
0 —	0 —	20 HE 10
[7] * 6	[5] * 6	[17] * 6
x2	x4	x1

T62 332	INF 614
10 AP 7	20 MX 3
[14] * 6	[9] * 6
x6	x1

SU57	2 LG 2 14.5	30 HE 28 122	10 HE 20 160 3	30 AP 4 100
10 LG 4	2 LG 2	30 HE 28	10 HE 20	30 AP 4
[6] * 6	2 * 6	2 * 6	2 * 6	1 * 6
x2	x2	x2	x1	x1

DEPLOYMENT

Deploy first, move second. All units except the Tank Regiment must deploy west of the Horloff River in Sectors 4, 5, and/or 6 and in the town of Wolfersheim. These units may begin the game entrenched. The Tank Regiment start within three hexes of Rockenburg and/or Oppershofen in one Stacking Point sizes, no more than one unit per hex. The Tank Regiment may not begin the game entrenched.

SPECIAL RULES

1. The US Player has Air Superiority (or optionally, five Observation Helicopters).

2. The Soviet Tank Regiment units may not move until the Second USSR Player-Turn.

3. Use entire Game-Map.

VICTORY CONDITIONS

Victory is based upon control of Rockenburg and Oppershoffen.

VICTORY LEVELS

US DECISIVE VICTORY if there are no uncrippled Soviet units in either town at the end of the game.

DRAW if there is at least one uncrippled Soviet unit in one town at the end of the game.

USSR DECISIVE VICTORY if there is at least one uncrippled Soviet unit in each town at the end of the game.

DESIGNER'S NOTES

To design a game on battles not yet fought is rather risky. "Historical" games have the advantage of hindsight. "Future" games have a similar advantage in that no one can contradict you with an actual occurrence. With that point in mind, we proceed to explain why some things in the game are the way they are.

Warfare in the 1970's is increasingly complex. Not just because of the increasing complexity and variety of available weapons. More so because of the real or potential relationships between the new weapon systems, and the old.

Two new weapons in *Red Star/White Star* have a considerable influence on the game. These are wire-guided anti-tank missiles, and helicopter gunships. Both are technological advances. The wire-guided missiles represent the advances of electronic technology. The gunships represent further advances in mechanical technology.

The tank was basically an advance in mechanical technology. The tank, and other mechanized equipment, revolutionized warfare. The past half-century has largely been the age of the tank. The peak of the mechanical age. But even mechanical technology (in the form of the helicopter gunship) has left the tank behind. However, the gunships' cost (particularly in terms of support services and the training of personnel) have limited their use.

The *real* revolution in warfare is most evident in the electronic "gadgets," best represented by the wire-guided missile. The wire-guided missile is almost solely the product of electronic technology. This weapon, more than any previous "anti-tank" weapon, has negated the decisive effect of the tank. Electronic advances have asserted themselves in almost every other category of weapons, as well— communications, fire-control, mechanical controls and information systems, to name a few. These improvements must be reflected throughout the game.

Many things, obviously, have been simplified in the game. Artillery, a highly technical weapons system, is very much simplified. Artillery, of course, covers not only the more familiar "field" artillery (105mm to 203mm guns and howitzers) but also tank "artillery" and the numerous "heavy weapons" used by the infantry. The Russian APC (Armored Personnel Carrier) even has a 76mm artillery piece on it. Artillery, not the rifle or machine gun, is the primary weapon in *Red Star/White Star*. The game consists primarily of delivering your firepower while trying to avoid the other fellow's.

Warfare is becoming increasingly "mechanical." At one point we even had a scenario called "electronic battlefield" which consisted of advancing Russian units being "spotted" by US electronic sensors and then attacked by distant American artillery. However, this particular scenario wasn't particularly exciting so we dropped it.

Organizationally, things haven't changed much since World War II. If anything, organizations have become simpler. Major Russian units have fewer "specialized" units. Their troops have reached a quality level where they are capable of handling many weapons previously concentrated in small, "specialist" units. American and German units have also become simpler organizationally, although the equipment has become many times more complicated. Even the American "Airmobile" division is little more than an infantry division with a brigade-size helicopter transport component attached. The airmobile division has, wherever possible, lighter equipment (such as towed artillery and mortars rather than weapons mounted in APC's).

One thing *Red Star/White Star* does do that no previous modern tactical game has done is to re-create actual tactics. For example, an American Battalion holding its "normal" front of 8 hexes would place observers well forward of the *MLR* (Main Line of Resistance). The forward edge of this zone would be the *FEBA* (Forward Edge of Battle Area). Attacking units would have to struggle through American artillery fire before reaching the MLR (where most of the defending units would be.) If things went right and the attacking force were not too strong (a Russiona infantry regiment would normally attack on a 5 hex front) the

attack would be "broken up" before reaching the MLR. Any units reaching the MLR would be attacked and destroyed or driven back. Depending on the situation, the MLR units would remain in place, counter-attack or, if the attacking force was too strong, fall back and provide cover for the artillery. As in World War II, the artillery is still (and even more so) the dominant arm. Should conventional artillery fail, then the burden of decision passes to the armored units. These, of course, are primarily artillery units. Infantry, of course, is still needed to "occupy ground" and, in general, take care of the details.

The problem of frontages and other details of tactics are largely dictated by the weapons themselves and the manner in which they are organized. An American battalion defends (normally) on an 8 hex front and attacks on a 3—4 hex front. A Russian infantry regiment normally attacks on a 5 hex front and defends on a 33 hex front. Individual Russian units do not defend in "depth" as do the Americans. Instead, they spread the defending units out and as they are "burned up" new units are thrown in. In *Red Star/White Star* you can easily fit a Russian tank or infantry division on the playing map.

For the Americans, a brigade is more normal. A US brigade attacks on a 7 hex front and defends on a 17 hex front. A Russian division attacks on a 13 hex front and defends on a 67 hex front. The "security" zone between the MLR and the FEBA is usually determined by the range of the supporting artillery. Any sort of war breaking out in Europe would find some 20—30 Russian tank and infantry divisions facing half as many American and German units. The Russians, overall, have a slight edge. This is reflected in most of the scenarios.

Much of the information needed for this game is classified. Operational and "experience" data is simply not available because the battles depicted in this game have not been fought. For these reasons you must realize that what happens in this game is the result of what we feel WOULD happen. There are a lot of "ifs," and in many cases our guesses are as good, or no worse than, anyone else's.

We would like to thank the people at the United States Army Infantry School. To be more specific, the people at the Brigade and Battalion Operations Department, the Tactics Group Attack Committee. On a more personal level we would like to thank Cpt. Al Amos. It was Al Amos who talked us into doing *Red Star/White Star* in 1972 instead of '73 or '74. Al Amos also came across with much of the information we used.

Notes on Organization

AMERICAN: Infantry platoons contain some 40—50 men, 5—6 APC's (M—113 for American, Marder for German) plus numerous machine guns and light anti-tank weapons. The German Marder also has a 20mm gun in its turret. Companies are simply three platoons. Vehicle units contain 5—6 of the vehicles. Mortar units contain 3—4 mortars. Wire guided missile units consist of one missile launcher. The M—114 recon unit has only two vehicles in it. The Armored Cavalry unit contains three M—551 Sheridan light tanks, one M—113 with a squad of infantry and one M—125 (a converted M113) which has an 81mm mortar in it. Gunship units contain four helicopters (except for TOW-equipped units which have only 2 each).

American divisions consist of a division "base" which is standard. The base consists of some combat units, such as an Armored Cavalry Squadron, Air Defense battalion and the divisional artillery battalions. Also, there are various support units, including engineer, aviation, signal, maintenance, etc. In addition to the base there are the "maneuver" battalions.

The type of the division is largely dependent on the mix of infantry, tank or mechanized infantry battalions attached. For example, a non-mechanized infantry division might have six infantry battalions, two mechanized infantry battalions and one tank battalion. A mechanized infantry division might have seven mechanized infantry battalions and two tank battalions. A tank division might have six mechanized infantry battalions and four tank battalions. Attached to each division are three brigade headquarters. Brigades are put together using maneuver battalions and units from the division base. The division base varies somewhat from one division type to another.

Non-mechanized infantry divisions (regular infantry and air-mobile or airborne infantry) have 105mm towed guns as their main artillery component. Mechanized and tank divisions have self-propelled guns (155mm) as their main artillery. Such a division would have nine batteries of 155mm WP artillery, plus four batteries of 203mm (8 inch) SP howitzers. Divisions with 105mm howitzers have three units (batteries) of towed 155mm howitzers and one battery of towed 203mm howitzers. In *Red Star/White Star* we have included components only for mechanized units (except for a few units for airmobile formations).

As with American units, German organization is built around the brigade. German brigades have either three tank (Panzer) or three mechanized (Panzer/Grenadier) battalions. Each brigade also has an anti-tank company consisting of 2 JPZ units and five armored TOW units. American air-defense units have not been included in the game because of the added complexity which they would introduce.

RUSSIAN: Infantry cornpanies contain some 150 men and a dozed M-1967 APC's. Each of these APC's has a turret-mounted 76mm smooth bore gun. As with American units, the infantry company unit contains a proportion of the battalion heavy weapons units (mainly machine guns). Infantry battalion units are simply three companies. To make a "full" battalion an 82mm mortar and wire-guided missile unit must be added. Russian wire-guided missile units contain two or more launchers (depending on type). Russian missiles are much less sophisticated than their American counterparts (which actually represent many different types, TOW, DRAGON, MILAN, etc.). Each AFV unit represents 10 vehicles. The BDRM armored car unit represents four vehicles.

Russians have two types of divisions, tank and mechanized infantry. The tank division has three tank regiments (two T—62 and one T—10M), plus an infantry regiment, a recon battalion and an artillery component. The artillery component consists of three 122mm howitzers, six 152mm howitzers, two BM—24 (240mm rocket), one BMD—20 (200mm rocket), three JSU 152 SP guns, four ASU 152 (57mm AA gun) and six 14.5mm AA gun units. These units contain 4—6 pieces each. The mechanized infantry division consists of three infantry regiments, one T—62 tank regiment, a recon regiment and an artillery component. The artillery consists of three 100mm AT guns, three 122mm howitzers, three 152mm howitzers, two 160mm mortars, one 240mm mortar, two 140mm rockets, one BM—24 (240mm rocket), four ASU 57 and six 14.5mm gun units.

In the *Red Star/White Star* game it is possible, when using the entire map, to employ whole Russian divisions. In fact, if you wished to re-create a "main effort" by the Russians, you could have two mechanized infantry divisions "in the line" and one tank division in reserve plus numerous extra artillery units. American units would consist of two brigades plus extra artillery units (like 175mm artillery units). This would put over 400 counters on the field. It just shows you what can happen.

Nuclear delivery units are not included in the game (aside from artillery units which, in addition to regular shell, can also deliver nuclear shell). These weapons consist of free-flight rockets (Honest John and Lance for the US and Frog—4 for the Russians). These weapons are used only for delivering nuclear or chemical weapons, neither of which are likely to be used in real conflict.

Game-Turn 11:
(NE): 289 i, 290 i, 291 i
(SE): 6 a cav
Game-Turn 12:
(SE): 2 i, 10 i, 11 i, 101 i, 104 i, 328 i
(NE): 66 a, 67 a, 41 ai
Game-Turn 13:
(SE): 317 i, 318 i, 319 i
(NE): 329 i, 330 i, 331 i
Game-Turn 14:
(W): 354 e, 342 e, 392 e, 366 e, 1308 e, 1313 e,
Fr. Lt. i. (Brig)
Game-Turn 15:
(SE): 134 i, 137 i, 320 i
(NE): 24 i, 60 i, 401 G
Game-Turn 16:
(W): 34 a
(SE): cca6, ccb6, ccr6
Game-Turn 17:
(SE): cca11, ccb11, ccr11
Game-Turn 18:
(W): 68 i (X), 151 i (X), 231 i (X)
(SE): 513 pi, 193 G, 507 pi, 194 G

German Historical Reinforcements

Game-Turn 1:
1 a (x)
Game-Turn 2:
2 a (x), Von Der Hedyte
Game-Turn 3:
3 a (x)
Game-Turn 4:
4 a (x), 2ss a (III), 3ss ai (III), 4ss ai (III), 9ss a
(III), 19ss ai (III), 20ss ai (III), 8 ai (III), 29 ai (III),
FE (x)
Game-Turn 5:
5 a (x), 1130 i (III)
Game-Turn 6:
6 a (x)
Game-Turn 7:
7 a (x)
Game-Turn 8:
8 a (x), 33 a (III), 10 ai (III), 11 ai (III), 104 ai (III),
115 ai (III), FG (x), 79 i (XX)
Game-Turn 9:
—
Game-Turn 10:
167 i (XX)
Game-Turn 11:
—
Game-Turn 12:
246 i (XX)
Game-Turn 13:
9 i (XX)
Game-Turns 14, 15, 16, 17:
—
Game-Turn 18:
340 i (XX)

German Accelerated

Game-Turn 1:
1 a (x)
Game-Turn 2:
2 a (x), Von der Heydte, 2 ss a (III), 3ss ai (III),
FE (x)
Game-Turn 3:
3 a (x), 4ss ai (III), 9ss a (III), 19ss ai (III), 20ss ai
(III), 8 ai (III), 29 ai (III), 10ss a (III), 21ss ai (III),
22ss ai (III), 15 a (III), 110 ai (III), 111 ai (III),
FG (x)
Game-Turn 4:
4 a (x)

Game-Turn 5:
5 a (x), 33 a (III), 10 ai (III), 11 ai (III), 104 ai (III),
115 ai (III), 1130 i (III)

Game-Turn 6:
6 a (x), 79 i (XX)
Game-Turn 7:
7 a (x)
Game-Turn 8:
8 a (x), 167 i (XX)
Game-Turn 9:
246 i (XX)
Game-Turn 10:
—
Game-Turn 11:
9 i (XX)
Game-Turn 12:
—
Game-Turn 13:
340 i (XX)

Red Star/White Star

As a result of post-publication playtesting, the following errata has been assembled to clarify and correct various errors or ambiguities in the original game components.

COMBAT

(A) *Should read* — You may not attack the same unit more than once per phase using the same Weapon Class (exception: see Zones of Control).

FIRE COMBAT

(H) *Should read* — Only HE units may use Indirect Fire. To use Indirect Fire a unit need *not* have a Range Allowance of "7" or greater.

(J) *Should read* — Direct Fire may never be used at ranges greater than ten hexes. Direct Fire *never* requires Spotting. Direct Fire may be applied into, but not through, Blocking or Covering Terrain hexes.

(L) *Should read* — For Direct Fire purposes a firing unit may trace a Line of sight into, but not through, Blocking or Covering Terrain hexes.

(M) *Should read* — If the Line of Sight at any point BETWEEN (BUT NOT INCLUDING) the hex of the firing unit and the target hex, passes through Blocking Terrain, the Line of Sight is blocked and Direct Fire is prevented. A unit may use Direct Fire against a unit in Covering Terrain, without the target hex being spotted, if the firing unit can trace a Line of Sight (no longer than ten hexes) into the target hex.

(P) *Should read* — Spotting is a necessary precondition only for Indirect Fire. Spotting is never required for Direct Fire. Because Direct Fire cannot be employed at ranges greater than ten hexes, and because a firing unit will always be able to trace a Line of Sight into (but not through) Blocking or Covering Terrain hexes (assuming the firing unit is within ten hexes range, and that there is no intervening Blocking or Covering Terrain) Direct Fire will never require Spotting.

(Q) *Should read* — Indirect Fire may only be used by HE units. To use Indirect Fire HE units need not have a Range Allowance of "7" or greater. Indirect Fire may be used at any range, subject to the firing unit's Range Allowance. The two prerequisites for using Indirect Fire are:

1) Only HE units may use Indirect Fire.

2) The target hex must be spotted (as in Case P).

CLOSE ASSAULT

(W) *Should read* — An Enemy unit making a Close Assault upon a defending Friendly unit may be fired on by the defending Friendly unit (and any other Friendly units within range, using Direct or Indirect Fire) only if the hex from which the Close Assaulting unit enters the defending Friendly unit's hex, is in a Friendly Zone of Control (i.e. Enemy units Close Assaulting from Woods or Town hexes may not be fired on during the Close Assault by the defending Friendly unit or any other Friendly units).

ZONES OF CONTROL

(D) *Should read* — Targets in Woods or Town hexes must always be spotted for Indirect Fire only. If a firing unit can trace a Line of Sight into a Woods or Town hex, it may use Direct Fire against Enemy units in that hex without requiring the hex to be spotted.

(E) *Should read* — No Friendly unit may fire more than *once* during the Enemy Movement Phase. Non-Phasing units may each fire only once during an Enemy Movement Phase at Enemy units which attempt to leave Friendly Zones of Control. Once a unit fires during an Enemy Movement Phase it may not fire again during that phase regardless of how many Enemy units attempt to leave its own, or any other Friendly Zone of Control. Units which do fire during the Enemy Movement Phase may not fire during the ensuing Fire Phase.

HELICOPTERS

General Rules — Helicopters do possess a normal Zone of Control. Soviet ground units are affected by helicopter Zones of Control and must announce their intention to leave such a Zone, and are subject to fire when they attempt to leave a helicopter Zone of Control. Note also, in any Game-Turn in which a helicopter remains stationary in a Soviet Air Defense Zone, the Soviet unit(s) may fire at the helicopter (using the Soviet Air Defense Table) in the Soviet Offensive Fire Phase. This fire is in addition to any normal ground fire the Soviet unit wishes to employ during his Offensive Fire Phase.

UNIT IDENTIFICATION CHART

The quantity of the following units is correct in the counter-mix but wrongly noted on the Unit Identification Chart.

US M 125 Platoons — (6) is the correct quantity.

US M 106 Platoons — (4) is the correct quantity.

US OTOW/APC Platoons — (12) is the correct quantity.

THE SCENARIOS

Scenario #8 — The counter-mix is lacking one ARCv Platoon. In this scenario Players should make up the unit from spare counters.

***

Soviet units entering the mapsheet (rather than being initially deployed) may never employ Indirect Fire.

RED STAR/WHITE STAR   *Soviet Army units*

Soviet Army unit counters (left block)

ID	Desig.	Line 1	Line 2
001	14.5	2 LG 2	2 ★ 6
002	14.5	2 LG 2	2 ★ 6
003	14.5	2 LG 2	2 ★ 6
004	14.5	2 LG 2	2 ★ 6
005	14.5	2 LG 2	2 ★ 6
006	14.5	2 LG 2	2 ★ 6
011	82 3	10 HE 7	1 ★ 6
012	82 3	10 HE 7	1 ★ 6
013	82 3	10 HE 7	1 ★ 6
014	82 3	10 HE 7	1 ★ 6
015	82 3	10 HE 7	1 ★ 6
016	82 3	10 HE 7	1 ★ 6
021	120 3	10 HE 13	1 ★ 6
022	120 3	10 HE 13	1 ★ 6
025	160 3	10 HE 20	2 ★ 6
026	160 3	10 HE 20	2 ★ 6
031	240 3	80 HE 22	2 ★ 6
041	122	30 HE 28	2 ★ 6
042	122	30 HE 28	2 ★ 6
043	122	30 HE 28	2 ★ 6
051	152	60 HE 41	2 ★ 6
052	152	60 HE 41	2 ★ 6
053	152	60 HE 41	2 ★ 6
061	85	10 AP 3	1 ★ 6
062	85	10 AP 3	1 ★ 6
071	100	30 AP 4	1 ★ 6
072	100	30 AP 4	1 ★ 6
073	100	30 AP 4	1 ★ 6
081	140	20 HE 22	2 ★ 6
082	140	20 HE 22	2 ★ 6
091	200	70 HE 45	2 ★ 6
095	240	80 HE 55	2 ★ 6
096	240	80 HE 55	2 ★ 6
SU57 111		10 LG 4	[6] ★ 6
SU57 112		10 LG 4	[6] ★ 6
SU57 113		10 LG 4	[6] ★ 6
SU57 114		10 LG 4	[6] ★ 6
JSU152 121		20 HE 10	[17] ★ 6
JSU152 122		20 HE 10	[17] ★ 6
JSU152 123		20 HE 10	[17] ★ 6
BRDM 211		(40) AP 6	[5] ★ 6
BRDM 212		(40) AP 6	[5] ★ 6
BRDM 213		(40) AP 6	[5] ★ 6
BRDM 214		(40) AP 6	[5] ★ 6
BRDM 215		(40) AP 6	[5] ★ 6
BRDM 216		(40) AP 6	[5] ★ 6
BRDM 217		(40) AP 6	[5] ★ 6
BRDM 218		(40) AP 6	[5] ★ 6
T55 311		10 AP 4	[12] ★ 6
T55 312		10 AP 4	[12] ★ 6
T55 313		10 AP 4	[12] ★ 6
T55 314		10 AP 4	[12] ★ 6
T55 315		10 AP 4	[12] ★ 6
T55 316		10 AP 4	[12] ★ 6
T55 317		10 AP 4	[12] ★ 6
T55 321		30 AP 4	[40] ★★ 6
T55 322		30 AP 4	[40] ★★ 6
T62 331		10 AP 7	[14] ★ 6
T62 332		10 AP 7	[14] ★ 6
T62 333		10 AP 7	[14] ★ 6
T62 334		10 AP 7	[14] ★ 6
T62 335		10 AP 7	[14] ★ 6
T62 336		10 AP 7	[14] ★ 6
T62 337		10 AP 7	[14] ★ 6
T62 338		10 AP 7	[14] ★ 6
T62 339		10 AP 7	[14] ★ 6
T62 340		10 AP 7	[14] ★ 6
T62 341		10 AP 7	[14] ★ 6
T62 342		10 AP 7	[14] ★ 6
T62 343		10 AP 7	[14] ★ 6
T62 344		10 AP 7	[14] ★ 6
T62 345		10 AP 7	[14] ★ 6
T62 346		10 AP 7	[14] ★ 6
T62 347		10 AP 7	[14] ★ 6
T62 348		10 AP 7	[14] ★ 6
T62 351		30 AP 7	[48] ★★ 6
T62 352		30 AP 7	[48] ★★ 6
T62 353		30 AP 7	[48] ★★ 6
T62 354		30 AP 7	[48] ★★ 6
T62 355		30 AP 7	[48] ★★ 6
T62 356		30 AP 7	[48] ★★ 6
T10 361		10 AP 7	[18] ★ 6
T10 362		10 AP 7	[18] ★ 6
T10 363		10 AP 7	[18] ★ 6
T10 364		10 AP 7	[18] ★ 6
T10 365		10 AP 7	[18] ★ 6
T10 366		10 AP 7	[18] ★ 6
T10 367		10 AP 7	[18] ★ 6
T10 368		10 AP 7	[18] ★ 6
T10 369		10 AP 7	[18] ★ 6
T10 371		30 AP 7	[60] ★★ 6
T10 372		30 AP 7	[60] ★★ 6
T10 373		30 AP 7	[60] ★★ 6
Mcyc 511		0 -	2 ★ 6
Mcyc 512		0 -	2 ★ 6
Mcyc 513		0 -	2 ★ 6
Mcyc 514		0 -	2 ★ 6
Mcyc 515		0 -	2 ★ 6
Mcyc 516		0 -	2 ★ 6
BTR 40 521		0 -	[5] ★ 6
BTR 40 522		0 -	[5] ★ 6
BTR 40 523		0 -	[5] ★ 6
BTR 40 524		0 -	[5] ★ 6
BTR 40 525		0 -	[5] ★ 6
BTR 40 526		0 -	[5] ★ 6
BTR 40 527		0 -	[5] ★ 6
BTR 40 528		0 -	[5] ★ 6
BTR 40 529		0 -	[5] ★ 6
BTR 40 530		0 -	[5] ★ 6
BTR 40 531		0 -	[5] ★ 6
BTR 40 532		0 -	[5] ★ 6
PT76 541		0 -	[7] ★ 6
PT76 542		0 -	[7] ★ 6
PT76 543		0 -	[7] ★ 6
PT76 544		0 -	[7] ★ 6
PT76 545		0 -	[7] ★ 6
PT76 546		0 -	[7] ★ 6

Soviet Army unit counters (right block)

ID	Line 1	Line 2
PT76 547	0 -	[7] ★ 6
PT76 548	0 -	[7] ★ 6
PT76 549	0 -	[7] ★ 6
INF 611	20 MX 3	[9] ★ 6
INF 612	20 MX 3	[9] ★ 6
INF 613	20 MX 3	[9] ★ 6
INF 614	20 MX 3	[9] ★ 6
INF 615	20 MX 3	[9] ★ 6
INF 616	20 MX 3	[9] ★ 6
INF 617	20 MX 3	[9] ★ 6
INF 618	20 MX 3	[9] ★ 6
INF 619	20 MX 3	[9] ★ 6
INF 620	20 MX 3	[9] ★ 6
INF 621	20 MX 3	[9] ★ 6
INF 622	20 MX 3	[9] ★ 6
INF 623	20 MX 3	[9] ★ 6
INF 624	20 MX 3	[9] ★ 6
INF 625	20 MX 3	[9] ★ 6
INF 626	20 MX 3	[9] ★ 6
INF 627	20 MX 3	[9] ★ 6
INF 628	20 MX 3	[9] ★ 6
INF 629	20 MX 3	[9] ★ 6
INF 631	60 MX 3	[27] ★★ 6
INF 632	60 MX 3	[27] ★★ 6
INF 633	60 MX 3	[27] ★★ 6
INF 634	60 MX 3	[27] ★★ 6
INF 635	60 MX 3	[27] ★★ 6
INF 636	60 MX 3	[27] ★★ 6

Game-Turn   Phase

(Marker counters: "X" markers, square-wave markers)

US nuclear detonations

1kt · 1kt · 10kt · 10kt (black) · 1kt · 1kt · 10kt · 10kt (red)

(D1, D2, D3, D4 disruption markers in red)

(Target/locator markers · red stars · 40 HE air strike)

US air strike counters

40 HE · 40 HE · 40 HE · 40 HE · 40 HE (black)
40 HE · 40 HE · 40 HE · 40 HE · 40 HE (black)
40 HE · 40 HE (red)

West German units

RED STAR / WHITE STAR

TACTICAL COMBAT IN EUROPE IN THE 1970's

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TURN RECORD

1	2	3	4	5	6	7	8	9	10

RED STAR/WHITE STAR COMBAT RESULTS TABLE

Die Roll	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	Die Roll
1	•	D0	D1	D1	D2	D3	D3	D4	X	X	X	X	X	1
2	•	•	D0	D1	D2	D2	D3	D3	D4	X	X	X	X	2
3	•	•	•	D0	D1	D1	D2	D2	D3	D3	D4	X	X	3
4	•	•	•	•	D0	D1	D2	D2	D2	D2	D3	D4	X	4
5	•	•	•	•	•	D0	D0	D0	D1	D2	D2	D3	X	5
6	•	•	•	•	•	•	D0	D0	D0	D1	D1	D2	X	6

Combat Odds (Attack Strength to Defense Strength)

EXPLANATION OF COMBAT RESULTS
• = no effect
D (followed by a number) = Disruption
X = Crippled

DISRUPTION: A disrupted unit must retreat the number of hexes indicated by the number following the "D." In addition, the unit is then marked with a Disruption Counter equal to the result. Thus, a result of "D4" indicates a retreat of four hexes after which the unit is marked with a "D4" counter. The number indicates the number of Game-Turns that the unit will be disrupted. A result of "D0" indicates no retreat; the unit is marked with a D1 counter.

RED STAR/WHITE STAR TERRAIN EFFECTS CHART