

KRIEGSPIEL



BATTLE MANUAL

This manual contains optional rules for expanded play offered as GAME II. GAME I is explained fully in the Instruction Card. Examples and diagrams of GAME I play are included in this manual.

Thank you for the confidence shown by your purchase of Kriegspiel.

Of all the games in the Avalon Hill line this game — Kriegspiel — is best suited for introducing novices to the growing science of game strategy.

The addiction of adult gaming goes well beyond the scope outlined in this manual. That's why we publish over thirty such games ranging in complexity levels from the basic Kriegspiel to the think tank structures of Blitzkrieg and 1914 described in the brochure enclosed with this set.

Avalon Hill offers more than just entertainment of the games themselves. Through the medium of our bi-monthly magazine *The General* a commeraderie has been cultivated among the hard-core fanatics of adult gaming. Not the least of the many services provided by *The General* is its introduction to players, especially those looking for opponents, to the burgeoning list of adult game clubs and organizations.

Because of many complexities inherent in rules designed to portray realism you may occasionally find certain sections unclear. First — re-read those sections. If still unclear, feel free to write our question and answer department for clarification. We ask only that you include a self-addressed return envelope containing first class or air mail postage. Address all inquiries to: The Avalon Hill Company, 4517 Harford Road, Baltimore, Maryland 21214.

GAME II

GAME II is an extension of GAME I incorporating optional rules for added depth and realism to the tactics and strategy of play. All GAME II rules are optional and may be employed in any combination that provides maximum enjoyment to those present.

REPLACEMENTS

Each nation has a replacement capability of 1 combat factor per city per turn. Units in the deadpile may be re-activated according to the number of combat factors accumulated as replacements. Replacement combat factors may be accumulated from turn to turn at the maximum rate of 3 factors per turn. Replacement factors cannot be earned for cities occupied by enemy units. A city is occupied by the enemy when an enemy unit rests on any one of the squares within that city. Thus the maximum 3 factors-per-turn rate can be reduced by enemy occupation of replacement cities. For example, Red has 3 cities; if a Black unit occupies a square in any one of these cities at the start of Red's move, Red's replacement rate drops to 2 combat factors per turn. Black has 4 cities, but it is necessary for Red to occupy only one of those cities to reduce Black's replacement rate. (Therefore, Black could still hold one of his four cities but have no replacement capability remaining.) Replacement units can be made up of any type. When brought back into play from the deadpile, a replacement unit is placed directly on a friendly city square. It can move and attack in the turn in which it is re-activated.

Do not confuse Replacements with Reinforcements. Keep Reinforcement units separate from the deadpile. Replacement units may come only from

deadpile units. Accumulate replacement factors when a deadpile shortage exists — do not draw from the reinforcement pile.

ORGANIZATION

Maximum use of Troops in real life occurs when units of the same corps are physically close allowing minimum time-waste in communications and deployment.

To reflect this in Kriegspiel, players should keep each unit within 3 squares of one other unit in the same corps.

All units starting their turn positioned within 3 squares of another unit in its corps are allowed movement at their normal MF rate. All units that do *not* start their turn positioned within 3 squares of another unit in its corps lose 1 MF that turn.

Black is made up of three corps; JG, Elitegruppe, and Blakbutte. Red also has three corps; I, II, and III.

Naturally, units of different Corps for both Black and Red may be intermingled as long as the 3-square restriction is met.

PRISONERS

The defender has the option to avoid elimination of a unit by surrendering it to his opponent. The surrender takes place after the attacker has computed the odds;

the defender says, "surrender" instead of playing a defense card. In this event his opponent removes that unit from the board and places it in his own dead pile. Prisoners may be exchanged at any time through whatever exchange arrangement is mutually agreeable. If not otherwise dictated by the mutually agreed upon exchange terms, prisoner units are re-activated on a capital city square.

Release of prisoners may occur through combat. Black may release prisoners taken by Red by capturing square H-4; Red may release prisoners taken by Black by capturing square JJ-10. In the turn following capture, all prisoner units may be re-activated, starting from a Capital city square.

A square is considered captured when an enemy unit is physically in the square itself at the end of that enemy player's turn. If Red's prisoner square, for instance, is captured, Red may then designate any other Clear Terrain square in his country as a new prisoner square.

AIR-POWER

Instead of needlessly complicating the mechanics of Kriegspiel by including air-power units, we offer you the option of incorporating air power in an abstract way.

Beginning with the 3rd turn, each player earns 3 air-power factors per turn. Air-power factors may be used in the turn they are earned, or accumulated and used later as desired. Air-power factors may be applied in two ways:

- 1) An attacker may arbitrarily apply them to any attack in an effort to increase battle odds in his favor. For example, suppose a Black unit with 6 factors was attacking a Red unit with 4 factors. Odds would only be 1 to 1. Black could then use up 2 air-power factors to bring odds up to 8 to 4 or 2 to 1. Air-power factors cannot be ap-

plied against enemy units not engaged in ground combat.

- 2) They may be used in aerial combat. Aerial combat occurs only at the option of the defender. When the attacker announces how many air-power factors he is applying to a ground battle, the defender then has the option to announce aerial combat. Aerial combat is the cancellation of *all* of the attacking air-power factors by forfeiture of an identical amount by the defender. Once aerial combat is resolved, the attacker may not bring up additional air-power factors in support of the same ground battle. He may, of course, apply air-power factors to other battles in the same turn with the defender able to exercise similar aerial combat options.

A record of accumulated, cancelled, and used-up air-power factors should be kept as a side record on a scrap of paper.

When playing under the Weather optional rule, air-power factors cannot be used during snow months. They may, however, be earned and accumulated during those months.

If a player loses any square of his capital city to his opponent, he stops earning air-power factors. Accumulated factors are not lost, and accumulation may resume on the turn following a player's recapture of his capital city square. Although a player cannot earn air-power factors while his capital city is in enemy hands, he is entitled to use up whatever factors he has accumulated.

WEATHER

To incorporate the added realism of weather, which has played a significant part in many of the famous historical campaigns, consider each turn in the game as one month. We suggest begin-

ning play in the month of September, although players may decide otherwise upon mutual agreement. Keep a side record of monthly turns on scrap paper.

At the start of play for each of the five weather months players decide the

exact weather for that turn either by the roll of a die or the draw of a card (from among Ace through 6.) The resultant weather conditions pertain only to that month; repeat the routine at the beginning of the five different months.

Roll of die	November	December	January	February	March
1	Perfect Weather				
2	Perfect Weather	Perfect Weather	Snow	Perfect Weather	Perfect Weather
3	Perfect Weather	Mud	Snow	Mud	Perfect Weather
4	Perfect Weather	Mud	Snow	Snow	Mud
5	Mud	Snow	Snow	Snow	Mud
6	Mud	Snow	Snow	Snow	Snow

EFFECT OF WEATHER ON PLAY:

Mud: 1) All units lose 2 MF's

- 2) No movement allowed from clear terrain into mountains, or from one mountain square to another mountain square. Movement *is* allowed from a mountain square immediately onto a non-mountain square.

Snow: 1) All units lose 2 MF's

- 2) Movement along roads is 1/2 MF, not 1/3 MF.
- 3) No movement allowed into mountains, or by units in mountains at start of turn.
- 4) The following are frozen over and considered clear terrain;
 - a) That portion of Black's river bounded by HH-8 to JJ-12 inclusive and JJ-7; consider the sea square as a clear terrain square.
 - b) Red's sea closest to JJ-10.

Note: Combat factors remain basic, not doubled, when attacked while on a frozen river square. Units that happen to be on a frozen sea square at the start of a Mud or Perfect weather month are considered eliminated and immediately placed in the deadpile.

- 5) No invasions allowed.
- 6) Air power factors may be accumulated but not used.

FORTIFICATIONS

Both players may build as many forts as desired as often as desired. Forts may be built only on clear terrain, and only on clear terrain not in enemy zones of control. A player builds a fort by turning any combat unit on board upside-down in place. (*Inverted unit cannot be moved in turn of construction.*) A fort can be occupied in the turn of construction by any unit within reach.

The value of this strategy is in defense: when attacked the inverted unit has no combat value, but the occupying unit's combat value *doubles*. Thus by inverting a 3-factor unit and occupying it with an 8-factor unit a player defends that square with a combat factor of 16.

There will be situations where a unit must attack while in the fort. In these cases the combat factor of the fortified unit remains basic, not doubled as when defending. Elimination of a fortified unit, attacking or defending, means elimination of the inverted unit also. A fortified unit does not have to retreat when ordered to do so by the *Battle Table*.

The same unit may be used as a fort as often as desired. However a unit cannot be torn down from one location and inverted in a different location in the same turn.

Forts may be constructed during the initial deployment of troops at the start of the game.

ISOLATION & SUPPLY

A unit can become isolated from supplies only when it is in the enemy's country. A unit becomes isolated when it is surrounded by enemy zones of control, or by a combination of enemy zones, the board edge, and Sea squares, or by combination of enemy zones, the board, Sea squares, and mountain squares in Snow months. Encirclement

does not have to be a perfect circle and it makes no difference how far away the encirclement is made.

Encircling units may even be in enemy's country. Any unit isolated for two consecutive turns is automatically taken prisoner. To avoid capture, a unit must create a supply line by the second turn of isolation. For example, if Black isolates Red's III-21 unit on his 2nd turn, Red must have an open supply line by the start of Black's 4th turn.

A supply line is defined as any line of squares one square wide not under enemy zones of control leading to a friendly city in the home country. It makes no difference how crooked, how long, or how devious the supply line might be.

A unit cannot be isolated in its home country regardless of how many turns it has been encircled.

LOGISTICS

Players not completely satisfied with the abstraction of the Isolation & Supply rule may incorporate Supply Wagons.

Use the spare unit-counters included with the set of Troop Counters as Supply Wagons. Assign them a MF of 10. Regardless of terrain, Supply Wagons may move up to 10 squares per turn. They are not slowed due to terrain restrictions nor can they take the Road bonus.

Players abide by the Isolation & Supply rule with the exception that supply lines are not traceable to a home-country city. Instead, they must be traceable to a Supply Wagon. Units in their home country can never be isolated.

Black cities DD-18 and FF-4; Red cities H-11 and G-18 are supply centers. Beginning with the first turn each player may create two Supply Wagons per turn.

Supply Wagons enter play from supply centers, coming on board from one or both cities. Players do not have to create two Supply Wagons each turn and, instead, may accumulate un-created wagons to be brought on en-masse at later turns.

In addition to acting as the normal source of supplies, Supply Wagons must also be used to sustain attacks (even in the home country). No unit may attack unless it is within 3 squares of a Supply Wagon. One Supply Wagon may sustain the attacks of every combat unit within the 3-square range, even if involved in separate attacks.

A player who has moved a combat unit adjacent to an enemy and then finds that he cannot bring up a Supply Wagon close enough to sustain the attack, must withdraw that combat unit one square out of the enemy zone or make an alternate move.

A Supply Wagon may roam on board indefinitely until it is used to sustain an attack, in which case it is removed from the Board. If more than one Supply Wagon happens to be within 3 squares of attacking units, only one need be removed.

Supply Wagon counters may be used repeatedly. If there are not enough counters provided, simply create additional ones out of cardboard or whatever materials are at hand. (*Feel free to use those Supply Counters provided in Avalon Hill's AFRIKA KORPS game.*)

Supply Wagons are not required to sustain a defensive stand; i.e., a defending unit may apply its combat factor when attacked even though there may be no Supply Wagons within 3 squares of it. Supply Wagons are not needed to sustain an attack if the defender surrenders.

Supply Wagons can be placed on the same square with a combat unit. They have no zones of control, and paratroop

units can drop directly on a lone Wagon and capture it.

CAPTURE OF SUPPLY WAGON:

Whenever a combat unit moves adjacent to an enemy Supply Wagon, that player has the option of destroying it or capturing it. If he elects to destroy it, he removes it from the board and returns it to the opposing player. If he elects to capture it, he replaces it on the spot with one of his own color while returning it to his opponent. Captured Supply Wagons cannot sustain attacks in the turn of capture. The situation at hand will determine which option would be the most expedient. Players may elect to destroy their own Wagons, doing so only when they are taking their turn.

A captured Supply Wagon can be moved in the turn it is captured, but the combat unit that captured it may not move after the capture. If a Supply Wagon is on the same square with a combat unit, the Wagon cannot be attacked and is captured only if the defender is eliminated and the attacker advances; in this case, the captured Wagon cannot be moved. If the defending unit retreats, the Wagon retreats with it.

CAPTURE OF SUPPLY CITY:

If a player captures an enemy supply city, the opposing player is limited to creating only one Supply Wagon per turn until that lost city can be recaptured. If a player captures both enemy supply cities, the opposing player cannot create any Supply Wagons. When a player captures both enemy supply cities, his own supply capacity increases to 3 Supply Wagons per turn. He may create one of the three from either of the two captured supply cities. A player who has lost his entire supply capacity, and has no Supply Wagons on board will lose the game unless he negotiates for supplies — see *Peace Table* option.

Effect of Terrain on

(A) Terrain	(D) Movement onto or through costs:	(E) When attacked while here, Combat Factor
Clear Terrain Squares	1 MF	Basic
City Squares	1/3 MF	Doubled <i>(Even when attacked from adjacent city squares)</i>
River Squares	3 MF	Doubled <i>(Even when attacked from adjacent river squares)</i>
City/River Squares	1/3 MF	Doubled
Forest Squares	2 MF	Doubled
Forest/River Squares	3 MF	Doubled
Mountain Squares	2 MF	Doubled <i>(Even when attacked from adjacent mountain squares.)</i>
Sea Squares	0 MF	Basic <i>(Retreats are eliminations instead.)</i>
Beach Squares	1 MF	Basic
Coastal Squares	1 MF	Basic
Road Squares	1/3 MF	Basic
Road/River Squares	1/3 MF	Basic

Movement and Combat

MOVEMENT (column D):

1 MF: this means normal movement; a unit with an MF of .4 may move 4 squares per turn.

2 MF: movement speed is one-half that of clear terrain. Thus a unit with an MF of .4 could only move through two such squares in one turn.

3 MF: slower yet, movement speed is only one-third that of clear terrain. The 3 MF rate applies only to movement onto a river square from a non-river square. Once on the river, movement up or downstream only costs 1 MF. Thus a unit with an MF of .4 could move onto a river square, then one square along the river in either direction in one turn. Movement off a river square onto a non-river square is made at the rate for that particular non-river square.

1/3 MF: movement is three times faster than across clear terrain. Thus a unit with an MF of .4 could move 12 squares along the road in one turn. Movement from a non-road square onto a road square costs 1 MF. Movement onto a road/river square from a road square only costs 1/3 MF. But movement onto a road/river square from a non-road square costs 3 MF.

0 MF: movement from a coastal/city onto a sea square is a free movement. Movement from one sea square to another is not allowed; once on a sea square a unit *must* move onto a beach square. A unit on a sea square that is ordered to retreat after combat has nowhere to go and is considered eliminated instead.

COMBAT (COLUMN E):

When "Doubled" compute the combat

factor at twice its Basic number printed on its counter. For example: if Blakbutte-14 is on a Mountain Square when attacked, its combat factor becomes 6 instead of 3. It makes no difference from which squares a unit is being attacked — the terrain on which it rests determines whether its combat factor doubles or remains basic.

Units that are not allowed to enter certain terrain may still attack units on such terrain. For example: Armor units could attack Infantry units defending in the woods. Such attacking units, if victorious, could not advance into restricted terrain however.

NOTE: A unit on D-3 cannot attack a unit on E-4 or on D-4, and vice versa.

ADVANCES & RETREATS:

It is an axiom of war that troops move faster when running scared than when advancing into combat. Therefore, ignore all terrain movement restrictions. Instead, consider all terrain as clear terrain when order to advance or retreat by the *Battle Table*. (However, armored units cannot go through woods, and no units may go through sea squares.)

STRATEGIC MOVEMENT

Units of both sides that do not begin their turn in enemy zones of control, and do not take part in combat in that turn, may add 2 squares to their MF for that turn. For example, Black JG-1 may move up to 7 squares across clear terrain instead of 5.

NUCLEAR CAPACITY

Both nations have stored away a *beginning inventory* of nuclear weapons. Their quantity, allocation, and characteristics are defined in the following chart:

Number		Type	Range	Destroyed Area	Launch Area	
Black	Red				Black	Red
2	5	Rockets	10 squares	1 square	CC-10	F-12
2	1	ICBM	full length and width of mapboards	3 mutually adjacent squares	JJ-11	I-7

Beginning with turn 2 each player may increase his inventory as follows:

- a) One Rocket type each turn that his Launch Square is un-occupied by an enemy unit.
- b) One ICBM type every third turn that his Launch Square is un-occupied by an enemy unit.

Nuclear weapon may be increased only at the sacrifice of replacement factors and/or air-power factors. Each additional Rocket added to inventory costs 3 replacement factors or 3 air-power factors or a combination of both. Each additional ICBM added to inventory costs a total of 6 replacement and/or air-power factors. Factors cannot be borrowed from future potential; the proper number of factors must already be accumulated.

A player launching a nuclear attack does so after completing the movement portion of his turn but before resolving combat. He secretly writes down the grid coordinate of his target square, which may not be adjacent to one of his own units. He then writes down the grid coordinates of two other squares. All three must be within 3 squares of each other. He shows it to his opponent, who dons his ABM Defensive system cap and calls out the one square he thinks is the target square. If he has selected correctly, the attack is a failure. If he is incorrect, the attacker destroys all units within the target square (and two adjacent squares if an ICBM attacks).

If the target square contains no units, no movement is allowed through that

square for the opponent in his next turn and no units may enter the square during the combat portion of the attacker's turn.

If the target square is a city square, the opponent loses replacement and air-power factors due that city in the next turn. Supply Wagons cannot be created in that city in the next turn.

A player may conduct as many nuclear attacks in one turn as desired.

CAPTURE OF LAUNCHING SITE:

If a launching site is captured, weapons remaining in inventory are not destroyed. Instead, all weapons are added to the victor's arsenal. To avoid its capture a player may destroy his own arsenal merely by so stating, however, he can destroy it only when he is taking his turn.

Nuclear weapons cannot be destroyed by an enemy nuclear attack upon the launching site. Such an attack, if successful, only renders the launching site inoperable for one turn.

The site is captured if the attacker is on the square at the end of his turn — after combat. The captured weapons are then "transferred" to the captor's launch site and may be used in the following turn.

THE PEACE TABLE

A player who finds himself in an untenable position should call his opponent to the Peace Table where he might obtain by diplomacy what he has failed to get on the battlefield. While negotiations are slanted in favor of the player

who negotiates from strength, an adroit diplomatic maneuver can reverse the fortunes of play for the underdog.

A player may call his opponent to the Peace Table at any time when it is his turn as Attacker. Each player is allowed a maximum of four calls per game which can be made in any turn; all four in one turn if desired.

To decide which of the tables below to consult, both players must determine their strength on board by totaling the printed value of their combat factors. If the Attacker's factors are greater, negotiations are done at the Square Table. If the Defender is the stronger, consult the

Round Table. If both sides are equal, use the Square Table.

The Defender always begins negotiations by laying out, face down, one of four Defense Cards. (*Ignore references to types of defenses as only letters A through D are pertinent.*) The Attacker calls out "Nuclear Ban, Prisoner Exchange, or De-escalation". The Defense Card is revealed and players cross-index the choices.

For maximum exploitation of the Peace Table option, players should also incorporate the replacement factor, prisoner exchange, air-power, logistics, and nuclear capacity options into play.

SQUARE TABLE

	ATTACKER NEGOTIATES FROM POSITION OF STRENGTH FOR:		
DEFENDER	Nuclear Ban	Prisoner Exchange	De-escalation
A	<p><i>Attacker agrees to withdraw all combat units from Defender's country.</i></p> <p><i>Defender agrees to destroy all his nuclear weapons.</i></p> <p><i>Both sides may maneuver but no combat allowed until turn after withdrawal of Attacker's units from Defender's nation.</i></p>	<p><i>Attacker returns 1 combat factor for every 2 combat factors returned by Defender.</i></p> <p><i>Attacker may immediately create 2 Supply Wagons, even if he has lost both supply cities (in which case they may start on any square on board.)</i></p>	<p><i>NO DEALS.</i> <i>Void all previously made deals still in force.</i></p>
B	<p><i>Both Nations destroy all nuclear weapons. All future production banned.</i></p> <p><i>Attacker creates 1 additional Supply Wagon this turn only, even if both supply cities are lost (in which case it may start on any board square.)</i></p>	<p><i>Attacker returns 1 combat factor for every 1½ returned by Defender.</i></p>	<p><i>3-turn Cease Fire...</i> <i>Attacker agrees to make no attacks but may maneuver for three turns.</i></p> <p><i>Defender agrees to make no attacks nor maneuver in same three turns.</i></p>
C	<p><i>Nation with fewer total nuclear weapons destroys all.</i></p> <p><i>Opponent destroys like number</i></p> <p><i>No future production allowed for Defender.</i></p>	<p><i>Attacker and Defender agree to even up exchange.</i></p> <p><i>Defender also agrees to make no invasions or paratroop drops for next 2 turns.</i></p>	<p><i>Attacker agrees not to accrue usual 3 replacement factors per turn. But he may create 1 Supply Wagon per turn if (and only if) he has lost both supply cities (in which case they may start on any square on board.)</i></p> <p><i>Defender agrees to forfeit all accumulated replacement factors.</i></p>
D	NO DEALS	NO DEALS	<p><i>Attacker agrees to remove from board 1 combat unit per turn.</i></p> <p><i>Defender agrees not to accrue usual 3 replacement and 3 air-power factors per turn.</i></p>

ROUND TABLE

ATTACKER NEGOTIATES FROM POSITION OF WEAKNESS FOR:			
DEFENDER	Nuclear Ban	Prisoner Exchange	De-escalation
A	<p>Attacker agrees to withdraw all combat units from Defender's country.</p> <p>Defender agrees to destroy all his ICBMs.</p> <p>Both sides may maneuver but no combat allowed until turn after withdrawal of Attacker's units from Defender's nation.</p>	<p>Attacker returns units totaling 2 combat factors for every 1 combat factor Defender returns.</p> <p>Attacker immediately creates 1 Supply Wagon even if he has lost both supply cities. Wagons may start on any square on board.</p>	<p>NO DEALS. Void all previously made deals still in force.</p>
B	<p>Both Nations destroy all nuclear weapons. All future production of nuclear weapons banned.</p> <p>Both Nations create 1 additional Supply Wagon this turn only, even if supply cities are lost (in which case they may start on any square on board.)</p>	<p>Attacker returns units totaling 1½ combat factors for every 1 combat factor Defender returns.</p>	<p>3-turn Cease Fire... Attacker agrees to move no units and not to attack for 3 turns.</p> <p>Defender agrees to make no attacks but is allowed to maneuver during same 3 turns.</p>
C	<p>Nation with fewer total nuclear weapons destroys all.</p> <p>Opponent destroys like number.</p> <p>No future production allowed for Attacker.</p>	<p>Attacker and Defender agree to even up exchange.</p> <p>Attacker also agrees to make no invasions or paratroop drops for 2 turns.</p>	<p>Attacker agrees not to accrue usual 3 replacement and 3 air-power factors per turn. But Attacker may create 1 Supply Wagon per turn if and only if he has lost both supply cities (in which case they may start on any square on board).</p> <p>Defender agrees to forfeit all accumulated replacement factors.</p>
D	NO DEALS	NO DEALS	<p>Attacker agrees to remove from board 1 combat unit per turn.</p> <p>Defender agrees not to accrue usual 3 replacement factors per turn.</p>

Under Prisoner Exchange, the exact number of units returned is the maximum allowable at the particular exchange ratio. For example: Assume the Defender is holding 20 factors prisoner the Attacker is holding 50. Under Nuclear Ban vs. Card (A) on the Round Table, the Defender must return all 20 while the Attacker must return 40 of the 50. If, in the same situation, the Defender was holding 30 factors, he would return 25 and the Attacker would return all 50. When prisoners are returned they may *all* be returned to play in the turn following exchange, starting from a friendly Capital City square.

Under De-escalation, a player who removes "1 unit from the board per turn" may return that unit to play under the Replacement Factor rules.

During agreements whereby movement without combat is allowed units may be maneuvered anywhere desired except into enemy zones of control. They may not isolate enemy units or capture enemy cities or launching sites.

If unapplicable results occur, such as Card (B) vs Nuclear Ban coming up more than once, consider the negotiations "No Deals" instead. Both players must abide by the results of negotiations for at least two turns. If on the third

EXPANDED PLAY

turn and thereafter one player should be so dishonorable as to violate an agreement still in force adverse world opinion and the loss in faith by fellowman results in troop defection. In short, a player may pull out of an agreement at the forfeit of units totaling at least 8 combat factors. These units, selected by the violator, are immediately removed from play wherever they happen to be on board. They may be returned to play under the Replacement Factor rules. For example: On the Round Table under Nuclear Ban vs Card (A) the Defender immediately destroys all of his ICBMs. But, if on the third turn the Attacker decides to discontinue withdrawing whatever units he has remaining in the Defender's country, he has violated the agreement and must forfeit the 8 combat factors on that third turn before resolving any combat in that turn.

The only time an agreement can be voided with no penalty is when Card (A) happens to match up with a De-escalation call.

The design of the mapboards allows for expanded play of a plug-in nature. Additional boards, of an unlimited number limited only by physical room, may be plugged-in for play on a broader scope.

The match-up of terrain features is perfect when nationalities are plugged-in alternately. Notice, however, that the rivers do not match-up when two boards of the *same* nation are joined. In this event, consider the rivers as ending at the border square where the two boards join. Aesthetically we suggest alternating the nationalties; leaving the re-naming of the additional Black and Red mapboards up to players' imaginations.

Similarly, additional troop counters should be incorporated for use in this option — the exact ratio of troop counters to mapboards also limited only by players' imaginations.

REPLACEMENT PARTS LIST

1. Outside Lid Sleeve	\$1.00
2. Inside Box w/plastic tray20
3. Mapboards: specify Black25
specify Red25
4. Instruction Card25
5. Battle Manual75
6. Troop Counters (complete sets only)75
7. Defense Cards (complete sets only)25
8. Battle Table Card25

Minimum Order: \$1.00 — All parts orders shipped prepaid anywhere in U.S.A. add 35 cents for Special Delivery. Overseas purchasers, consult local post office for air mail postage to be added. Please enclose a check or money-order in above amounts — include special delivery or air mail charges if any — and send order to: Parts Department, The Avalon Hill Company, 4517 Harford Road, Baltimore, Maryland 21214. Sorry — no C.O.D. orders accepted.

EXAMPLES & DIAGRAMS

ZONES OF CONTROL

The zone of control of every unit is the six squares surrounding the one it is on. When an enemy unit enters any one of the shaded squares, diagram 1, it automatically causes combat.

Diagram 1

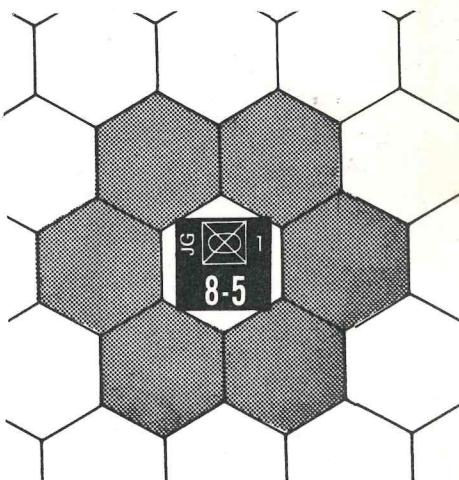


Diagram 2

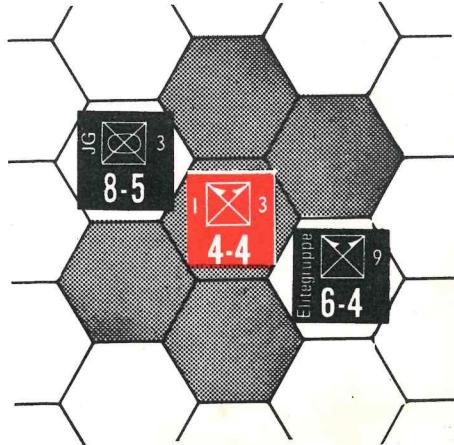
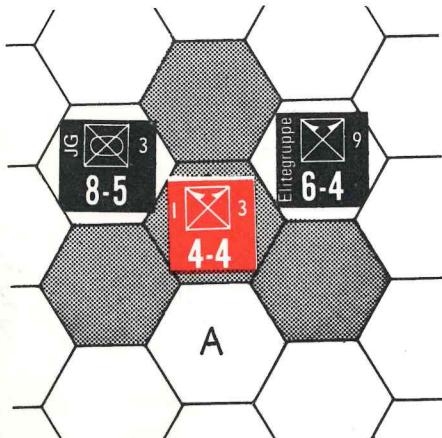


Diagram 3

No unit is allowed to move through an enemy zone of control. Thus a major tactic is in the positioning of attacking units to cut off retreat routes. Diagram 2 shows a poorly positioned attack. Here, Red I-3 may escape by retreating through square (A).

But positioned as in diagram 3 all surrounding squares are in Black zones of control leaving Red I-3 with no escape route. Thus Red I-3 would be eliminated, instead, if ordered to retreat by the Battle Table.

MULTIPLE UNIT BATTLES

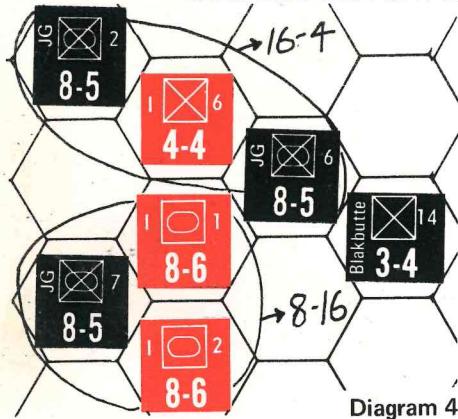


Diagram 4

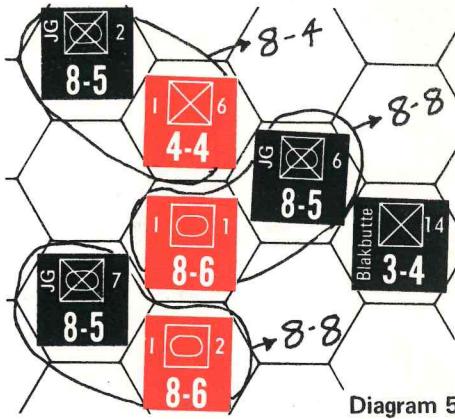


Diagram 5

Black is the attacker. He has the choice of breaking combat down in two ways: 1) to split combat into two attacks as in diagram 4, or: 2) split combat into three attacks as in diagram 5. Note that no unit may attack an enemy unit it is not adjacent to. For instance Black JG-7 is not allowed to be included in an attack against Red I-6, Black JG-2 is not allowed to be included in an attack against either Red 8-6 units, and Black JG-6 is not allowed to be included in any attack against Red I-2. Also, Blakbutte 14 is adjacent to no Red units and cannot be engaged in any of the attacks shown.

The advantage of breaking down combat according to diagram 4 is because there is a greater chance of eliminating Red I-6 at 3 to 1 odds than at 2 to 1 of diagram 5. Also note the advantage of surrounding Red units I-1 and I-6 with Black zones of control. These Red units have no retreat routes and are eliminated if the Battle Table orders their retreat.

FORTIFICATION AND COMBAT

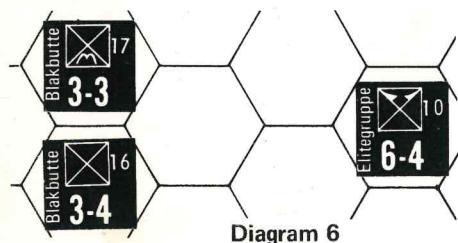


Diagram 6

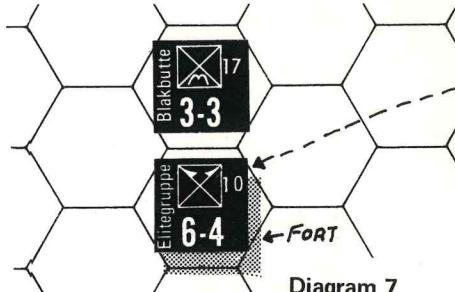


Diagram 7

Diagram 6 shows a situation at the beginning of Black's turn. Black inverts Blakbutte 16 into a fort and then moves Elitegruppe 10 on top of it as shown in diagram 7.

Now, Black's combat factor doubles to 12 on defense. In Red's turn he moves Red I-4 and II-8 into Black zones of control causing combat as shown in diagram 8.

It is important, now, to clarify why this engagement must break down onto two battles instead of being fought as one battle. The rules state that all units that happen to be in an enemy zone of control must fight. But in diagram 8, Red I-4 is only in Elitegruppe 10's zone. It is not in Blakbutte 17's zone thus it cannot fight in any battle involving Elitegruppe 17.

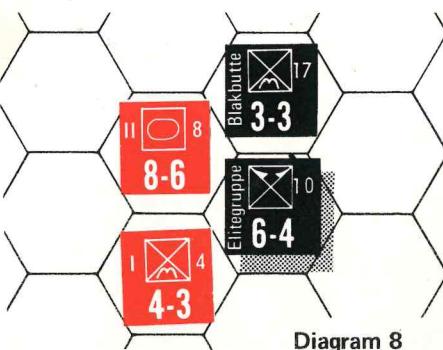


Diagram 8

Diagram 9 shows what it might look like after both attacks have been resolved. In this instance opposing units still happen to be engaged. However, no unit is allowed to fight or be fought more than once in the same turn. When it is Black's turn he is required to either attack from the fort (in which case battle odds would be 6 to 8), or withdraw and re-enter Red's zone by a different square, or withdraw altogether.

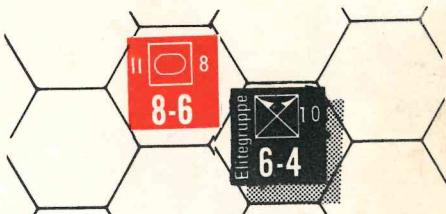


Diagram 9

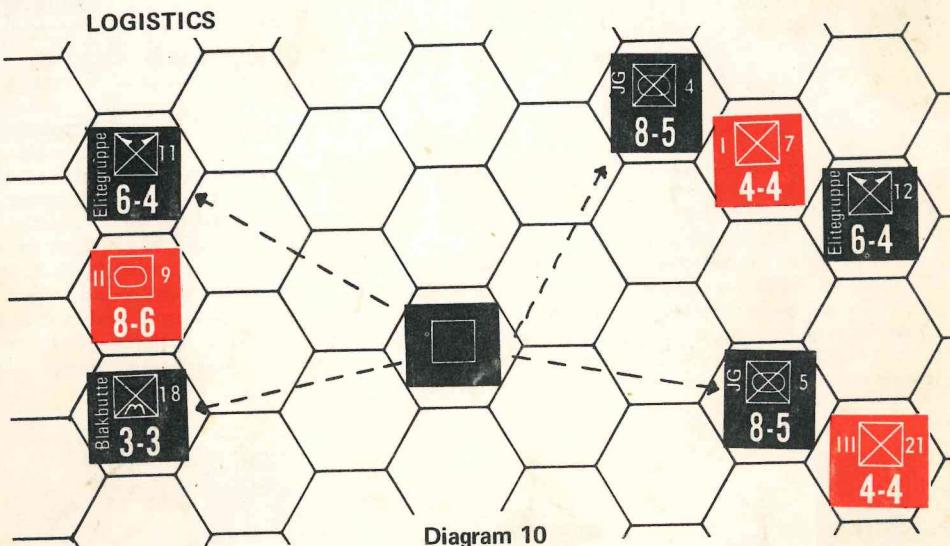


Diagram 10

In diagram 10, one supply wagon is in perfect position to sustain three different attacks because it is within three squares of attacking units in every battle — everyone but Elitegruppe 12 which is out of range (at 4 squares away) and must be withdrawn from its attack position before Black begins resolving the attacks.



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