

# Red God of War

## PLAYER AID CARD

### Setup

- 1) Players set up units per scenario instructions. Each German Corps' and Soviet Army's set up area is marked on the board. The Soviet player sets up first.
- 2) Place the Supply Point, Turn and Weather markers in the boxes indicated in the scenario instructions.
- 3) Place the Stalin Attitude and OKW Directive markers in the leftmost boxes on their tracks.

### Stacking Limits per Hex

**German:** One division and up to four other units, or seven non-division units.

**Soviet:** Four units, no more than two of which may be divisions.

Units can't exceed stacking limits at any time during set up or retreats, or at the end of movement, advances and combat. Units can never enter hexes containing enemy units.

### Zones of Control (ZOC)

**Requirements:** A hex containing at least two regiments (III) or brigades (X), or one division (XX) or corps (XXX) exerts ZOC into all six hexes adjacent to it.

**Effects:** Players cannot trace supply paths through hexes containing enemy units, or enemy ZOC (unless the hex contains a friendly unit). Units can't begin in or enter hexes containing enemy ZOC during strategic or rail movement. It costs +1 MP to enter an enemy ZOC hex and half the unit's movement allowance to exit it. Moving out of enemy ZOC during an advance reduces the maximum number of hexes the unit can advance by one. Units may not move directly from one enemy ZOC hex to another unless a friendly unit which does not move this impulse is in the hex entered. Units may not retreat into empty enemy ZOC hexes.

### Supply Rules

Units which are within range of a friendly HQ (any HQ for Germans, but only the unit's assigned HQ for Soviets) and can trace a supply path to the HQ are supplied, if the HQ can itself trace a supply path of any length to a supply source (6.1). Units out of their HQ's range which can trace a supply path to it are unsupplied (whether the HQ can trace a supply path to a supply source or not). Units which can't trace a supply path to an HQ are Isolated. Place Unsupplied or Isolated markers on such units.

### Supply Effects

**Supplied:** Can move and fight at full capacity.

**Unsupplied:** Attack strength halved. Movement allowance of mechanized units halved.

**Isolated:** Attack strength quartered, defense strength halved. Movement allowance of mechanized units halved.

### Reinforcements and Reassignments

German reinforcements enter the board per scenario instructions, paying MPs to enter the entry hex.

Soviet reinforcements may be assigned to any HQ on the turn they enter. Place them in the hex with the HQ they're assigned to when they arrive (stacking limits apply). They are automatically supplied when they enter. Soviet HQs received as reinforcements are automatically in combat supply on the turn they enter (no supply point needs to be spent). Soviet units may delay entry to a turn after their scheduled arrival if desired. See rule 9.16 for activating and assigning units of the 3rd Tank Army.

The Soviet player may reassign one corps or division or two brigades from one army to another. Write down such reassignments.

### Sequence of Play

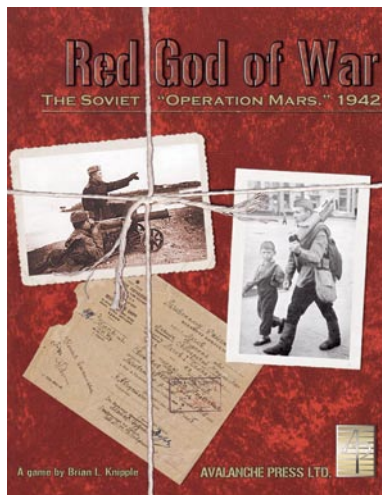
Each turn of RED GOD OF WAR is played in an initial segment and a number of impulses.

#### Initial Segment

1) The German player rolls for supply points (11.3). Starting Turn 2, he also rolls for weather (11.5) and moving the OKW marker (11.2). If the marker moves into or stays in the "Hilfe!" box, he rolls to determine whether to remove a unit from the board (11.2).

2) The Soviet player gets supply points equal to the number in the box where the Stalin Attitude marker is. So on Turn 1, he gets three points. On each subsequent turn, he rolls first to see if the marker moves, and then gets the supply points indicated in the box where the marker moves or stays. If it ends up in the XI, W1 or W2 box, he gets no supply points and removes units from the board (11.1).

3) On certain turns (see 9.2), the German player flips one reduced-strength non-tank unit to its full-strength side if it's not isolated (6.0) or adjacent to an enemy unit.



4) The Soviet player spends one supply point per HQ he wants to put in combat supply (6.3), and flips those HQs to their supplied sides.

5) The German player does the same.

6) Both sides' units and HQs trace supply paths to see if their units are supplied, unsupplied or isolated (6.1).

7) Both players choose which HQs they wish to activate this turn, and place their impulse chits in a common container. HQs do not have to be combat supplied to have their chits placed in the container. Also place in the container the chits of HQs which arrive as reinforcements this turn (9.14), and pay supply points to combat supply them if desired.

## First Impulse

**1) Chit Draw:** Either player (it doesn't matter who—flip a coin if you care) draws a chit from the container. Whoever owns the chit that's drawn (the German or the Soviet player) activates the HQ on the chit. All German units within range of an activated German HQ (or closer to it than or equidistant from other German HQs) can activate. All Soviet units assigned to the Soviet HQ drawn can activate.



**2) Supply Recheck:** Recheck the supply status of all activated units. In order to be supplied when activated, a unit and its HQ must be able to trace supply paths (as in the Initial Segment) and:

- The unit must have been supplied in the initial segment;
- The activated HQ must be combat-supplied;
- The activated units must be within the HQ's range.

Downgrade the supply status of units which don't fulfill all three of these requirements (supplied to unsupplied; unsupplied to isolated).

**3) Movement Phase:** Units can't enter enemy-occupied hexes.

a) *Strategic Movement:* First, activated units may use rail movement (4.3) or strategic movement (4.2). Only German units can use rail movement, and only one German division or two smaller units may use rail movement each impulse. Units using rail and strategic movement can't enter hexes their side doesn't control.

b) *Tactical Movement:* Activated units which did not use rail or strategic movement may move normally, up to their movement allowances. TEC MP costs are doubled on snow turns (except for ski units), and tripled for all units on mud turns.

c) *Overruns:* Mechanized units with divisional or corps integrity (5.4, 5.5) which are activated by a combat-supplied HQ may conduct overrun combat while moving (8.6). German units overrun at normal combat strength (not double-strength). Soviet units may conduct only one overrun per impulse (10.14), and do so at half combat strength.



**4) Combat Phase:**

a) *Attack Declaration:* The active player announces which activated units will attack which enemy-occupied hexes. Each hex is attacked separately. Each unit may attack once, and each hex may be attacked only once per



impulse (except for overruns). The Soviet player may only attack up to two enemy-held hexes per impulse (10.14).

b) *Determine Odds:* For each attack, the active player divides the total attack strength of his units by the total defense strength of the defending units in the hex (rounding down), to get the attack odds. German units (not Soviets) with divisional integrity have their combat strength doubled (5.4). Increase or decrease the odds per the odds modifiers on the CRT. The currently-activated HQ may spend an extra supply point to give a +1 odds bonus (10.15). Once he knows the final odds, the attacker rolls a die and checks the CRT to find out how many hits the attacking and defending units take.

c) *Step Losses and Retreats:* The attacker takes hits first. He must take half the hits against him (rounded up) as step losses (he chooses which units take them, 8.2). After that, all attacking units can retreat a number of hexes equal to the number of remaining hits they wish to avoid (8.3). Then the defending player takes step losses and retreats. Retreating costs no MPs. If all defending units were wiped out before all hits on them were satisfied by step losses or retreats, reduce the number of hits on the attacker by one (8.24).

d) *Advances:* If the attacked hex was vacated and the attackers don't retreat, they (plus all non-attacking units adjacent to the attacked hex) can advance. Units can advance into the attacked hex and beyond it into any vacant hexes the defenders retreated through (mechanized units can deviate from the retreat hexes). If the defenders were eliminated, units can advance beyond the attacked hex a number of hexes equal to the hits remaining after the defender was eliminated. The maximum advance for foot units is two hexes; the maximum for mechanized units is three hexes (-1 for both in snow weather). Foot units must follow the path of retreat. Mechanized units can deviate from it after moving into the attacked hex. Advancing costs no MPs.

**5) Mechanized Movement Phase:** Activated HQs, cavalry and mechanized units may again move and conduct overrun combat as in the Movement Phase. Soviet units that conducted an overrun in the Movement Phase may not do so again this phase. Units may not use strategic or rail movement this phase.



**6) End of Impulse:** The active player puts his impulse chit in the leftmost vacant box on his impulse track. He rolls one die (-1 from the roll on snow turns) to check for Operational Halt (7.3). If the modified result is less than or equal to the number in the box, he removes all of his remaining chits from the cup and can't activate any more units this turn. He gets back any supply points he spent on HQs that didn't activate.

## Second and Subsequent Impulses

The player who just activated draws another chit. Whoever's chit it is activates the HQ drawn and takes the next impulse. After all chits have been drawn or both players have hit Operational Halt, the turn ends. Flip all HQs to their unsupplied sides.

## Second and Subsequent Turns

Begin another turn with the Initial Segment. The Soviet player (only) must put the same impulse chits in the cup that he put in last turn, plus or minus one chit (7.4). At the end of the last turn (per scenario instructions), check Victory Conditions to see who won.