

# Learn to Play Avalanche Press' RED GOD OF WAR in Just 5 Minutes!

RED GOD OF WAR is a fast-playing game of the noble but doomed Soviet "Mars" offensive against the Nazis in the winter of 1942. This game is part of the series started by *America Triumphant*, and uses the same system as *America Triumphant* and *Alsace*. If you've played either of those games, you're good to go! If not, read on:

Each game piece in RED GOD OF WAR represents a division, regiment, battalion or headquarters (HQ). HQs are the most important. Each HQ piece has a corresponding impulse chit with the HQ's number on it. These are drawn randomly during the turn to determine which HQs get to activate and command their units, and in what order. Each piece has two numbers. For HQs, the first number is the HQ's range (the number of hexes out from the HQ that it can command its units). The first number on other units is the attack strength. On units with three numbers, the second number is the defense strength (if a unit other than an HQ has only two numbers, the first represents both its attack and its defense strength). The last number on all units is the movement allowance.



155th Rifle Division



29th Tank Brigade



VI Corps HQ

Players start by setting up their pieces on the board according to the instructions in the scenario they're playing. Each turn, they start by:

1. Determining the weather,
2. Rolling to see how many supply points they get,
3. Rolling to see what orders they receive from Stalin or the German High Command,
4. On some turns (see rulebook), the German player flips one half-strength non-tank unit to its full-strength side, if the unit is not adjacent to an enemy unit or isolated from its supply line,
5. Paying one supply point for each HQ they want to give full supplies (units commanded by supplied HQ's fight at full strength),
6. Checking to see if their HQ's can trace a supply line to a friendly supply source (N or E board edge for Soviets; S or W for Germans). Flip HQ's that can't to their "unsupplied" side,
7. Place the activation chits for each HQ they want to activate this turn (including "unsupplied" HQs) in a common container,
8. The Soviet player places reinforcements received this turn with the HQ's to which they're assigned.

Once these steps are done, the German player draws a random impulse chit from the container. The player owning the gets to activate the corresponding HQ.

When an HQ activates, all non-HQ units that start within range of the HQ can move and fight (they don't have to stay within the HQ's range). Units outside the HQ's range, but closer than or equidistant from other HQ's can move and fight too. German HQ's can activate any German units, but a Soviet HQ can only activate units assigned

to it (the color stripe on the units indicates which HQ's they're assigned to).

A unit moves by spending movement points from its movement allowance. The Terrain Effects Chart shows how many movement points it costs to enter each hex.

Infantry and cavalry units use the Foot movement costs, and other units use the Mechanized movement costs. A unit can't enter a hex that would cause it to exceed its movement allowance, unless it only moves one hex for the turn. Units that never move adjacent to an enemy unit during the turn may use strategic movement, which lets them pay half normal movement cost when using roads. German units that start the turn on a rail hex may move to any other rail hex on the board that's German-controlled and connected by rail to the starting hex, as long as it doesn't pass through any hexes containing or next to Soviet units.

Units can't enter hexes containing enemy units. Units can move separately or in stacks. The maximum that can stack in one hex are different for each player. Germans can stack one division and up to four other units, or seven non-division units. Soviets can stack no more than four to a hex, and no more than two of those can be divisions/corps.

Larger units (or groups) exert Zones of Control (ZOC). Hexes containing at least two regiments or brigades, or one division/corps, have a ZOC in all six hexes around the units. ZOC slows enemy movement. Units can't move from one enemy ZOC hex to another unless a friendly unit is in the hex entered and doesn't move this turn. Entering an enemy ZOC hex costs one extra movement point, and exiting it costs half the movement points of the moving unit(s).

Some units can attack while moving. This is called Overrun Combat. Only German mechanized divisions and Soviet mechanized corps that have all their component units stacked together can conduct overruns. Overrunning costs an extra three movement points to enter the hex adjacent to the enemy hex instead of the normal +1 movement point to enter enemy ZOC (you pay the extra three even if you start next to the enemy hex). Overrunning units attack normally but their strengths are not doubled (see below). Overrunning units that eliminate the enemy units can keep moving.

Once the player is done moving units activated by an HQ and has resolved any overruns, he may attack enemy units adjacent to units activated by that HQ. To attack, the player designates which enemy-held hexes he's attacking, and designates which of his units are attacking which hexes. Each hex is attacked separately. To resolve an attack on a hex, add-up the strengths of all units attacking it and divide that total by the total strength of all units in the attacked hex (an attacking German mechanized division is doubled in strength if all of its component regiments are stacked together). Compare that



22nd Army headquarters



22nd Army activation chit.



ratio to the odds on the Combat Results Table, and round-down to the nearest odds listed on the table. Add all applicable negative and positive modifiers from the CRT and TEC, and increase or decrease the odds by the net result. Roll one die and cross-reference the die roll with the odds. The result is in the form of two numbers on either side of a slash (for example, 1/2). The first number is the number of hits the attacker takes. The second is the number of hits the defender takes. For each hit, the side taking the hit must flip one of its participating units to its half-strength side, or eliminate it if it's already half-strength. A player may eliminate half the hits against him (rounded down) by retreating all participating units away from the enemy a number of hexes equal to the hits avoided. Retreating units can't enter enemy ZOC unless an unmoving friendly unit is in that hex. If units can't retreat, they have to take all the hits. Attacking units may advance into hexes vacated by retreating enemy units. Infantry can advance up to two hexes, and mechanized units may advance up to three hexes. The first hex moved in an advance after combat must be the attacked hex. Infantry must follow the retreating units, but mechanized units may move in other directions after moving into the attacked hex.

Once all attacks are done, mechanized units activated by that HQ may move. Those that didn't move may move, and those that moved may move again.

Once mechanized movement is done, that HQ and its units are done for the turn. Place the HQ chit in the first box of its side's impulse track (place the next chit drawn by that side in the box to the right, and so on). The player who just finished activating units draws the next chit, and the player whose chit is drawn takes the next activation. At the end of an activation, if the box in which a chit is placed has a positive number, roll two dice. Subtract one if the current weather is Snow. If the modified result is equal to or less than the number in the box, the player owning the chit can't draw any more chits this turn. Remove all of his or her chits from the container. If there are no chits left, the turn ends. If there are chits left, keep drawing chits and activating until all chits are gone or the other player rolls equal to or less than the number in a box. At that point, the turn is over.

If there are turns remaining in the scenario, start the next turn. If not, consult the victory conditions to see who won.

That's it! You're ready to play RED GOD OF WAR.

### Combat Example

It is the Operation Mars scenario, and the Soviet 39th Army has just activated and broken the northern flank of the German XXIII Corps. It has crossed the river at the bridge from Molodoi Tud (hex 1504). They've advanced into the German rear, moving the 101st Rifle Brigade into hex 1506, the 158th and 348th Rifle Divisions into hex 1406, and the 32nd Tank Regiment into Olenino (hex 1507). The German XXIII Corps is in danger of being encircled if more Soviet forces cross the river.



The Soviet player draws the command chit for the German XXIII Corps. The German player gets to activate that corps now, and decides to repel the Soviet advance. The German GD Tank Battalion is in hex 1505 and stays there. The German 251st Infantry Division moves from hex 1405 to 1505 (it can move from one enemy ZOC hex to another because a non-moving friendly unit is already in the hex). The 206th Infantry Division and the GR/GD Motorized Regiment move from hex 1305 to 1405. The 253rd Infantry Division moves from hex 1204 through hex 1205 to 1306 (expending 2 MP for the move and 1 MP to enter the ZOC of the two Russian brigades in 1506). The 110th Infantry Division moves from hex 1206 to 1307, and the three units of the German 14th Motorized Division move from hex 1207 through 1308 to 1407 (expending 6 MP for moving two hexes in light woods plus 1 MP for moving into an enemy ZOC).

The German player states that the units in hex 1505 will attack the Soviet unit in 1506 first, and that the remaining units will all attack hex 1406. The German player adds up the strengths of his units in 1505, divides the total by the strength of the Soviet unit in 1506, and gets  $9/3 = 3:1$  odds. 1506 is clear terrain, so there's no modifier on the Terrain Effects Chart, but the Germans get a +1 odds modifier since they have tank and infantry stacked together. The German player rolls a 6 and consults the 4:1 odds column of the table. The result is 1/3. The German player flips the 251st Division to its reduced-strength side. The Soviet player must eliminate the 101st Infantry Brigade because half of all hits taken (rounded up) must be satisfied as step losses. There are two unresolved hits remaining, and the German units could advance into hex 1506 but choose not to

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(they will hold their position to prevent further Soviet movement from the north, and in hopes that the attack on 1406 will result in an advance).

Then the remaining German units attack hex 1406. The attack strength of the 14th Division is doubled because all its regiments are stacked together. The German player's combat odds against the units in 1406 are  $42/10 = 4:1$  odds. There is no terrain modifier, but once again there's a +1 odds modifier for tank stacked with infantry, and +1 because the attacking units are all within range of a supplied German HQ. The odds of the attack are therefore 6:1. The German player rolls a 5, for a result of -3. The German units take no damage. The Soviet player flips both of his units to their reduced-strength sides, and retreats them two hexes through Olenino to hex 1607 ("a hex one hex farther away from attacking enemy units" (1607) has higher priority than "a friendly-occupied hex in an enemy ZOC" (Olenino)). They are able to retreat through the enemy ZOC in Olenino because the Soviet tank regiment is there.

All the German units may then advance up to two hexes (the number of hexes the Soviets retreated). The German 110th Infantry advances from 1307 to 1406 but must then stop, because foot units must follow the line of retreat of the defeated forces, and there's a Soviet unit in Olenino where the Soviets retreated (units may not enter hexes with enemy units). Only one division may occupy a hex after advances are done, so the other infantry units do not advance. But mechanized units may deviate from the line of retreat after the first hex, so the 14th Motorized Division and the GR/GD motorized regiment advance into 1406 and then into 1506. Since the Mechanized Movement Phase comes right after the Combat Phase, those same units may move again. The 14th Motorized division moves up to 1604 to block Soviet units from crossing the bridge, while the



GR/GD regiment moves down to 1606 to block northward movement of the damaged Soviet units in 1607.

All units in the German XXIII Corps that wish to have now moved and attacked, so XXIII Corps' activation is over. The German player puts the XXIII Corps chit in the next unoccupied "German Impulses" box on the map. The number in that box is 0, so he does not have to roll for operational halt. He draws another chit, and it's a Soviet chit, so the Soviet player gets the next activation.

