

Red Steel

Extended Player Aid Sheet

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Includes advanced rules; optional rules in italics.

A = Axis; (specifically: G = German; R = Romanian; U = Ukrainian)
S = Soviet; B = Both; P = Phasing; NP = Non-phasing

Players can substitute 3 companies of the same type for a battalion unless stated otherwise.

Setup Notes

B: Place blank markers on tracks to indicate artillery ammo available by type; it lasts the whole game.

Definitions

Formations: If formation HQ is eliminated, all units are still considered assigned.

A: May assign 1 German unit to a Romanian formation.

A: May consider Romanian tank units assigned or unassigned.

Initial Segment (AM turns only)

A: Pick available air units blindly from cup. Roll 1d6 to determine the number of air units available (minimum of 3).

S: Attempt to call out local militia.

Roll 1d6: 1 = place 2 militia battalions; 2 = place 4 militia; 6 = give Axis player 1 Romanian infantry repl. pt.

Must place battalions on Soviet town/city 4+ hexes from an Axis unit. May recycle eliminated battalions; can't use 5 until they enter as reinforcements.

A: Receive and expend Romanian infantry repl. pts. Roll 1d6 and halve it to determine the number of Romanian infantry repl. pts. received. May accumulate.

Spend 1 repl. pt. per step to build up remnant or flipped units. You may spend points on units 3+ hexes from the enemy and not OOS. You may not spend points

on a disrupted or demoralized unit. You may replace only one step per turn per formation. You must spend repl. pts. on infantry or light infantry units.

B: Place ADC side of hurt leader on his formation's HQ. Place displaced leader on form's HQ.

B: Place any eliminated HQ on any unit of its formation not adjacent to an enemy unit.

Axis Player Turn

S: Place formation activation chits for all formations in play or arriving this turn in cup; 2nd Cav has two markers.

In the Initial Segment on or after 4 July, you may withhold a formation's chit. Remove the chit from play if all units of the formation are eliminated or off-map.

You may voluntarily eliminate a formation, though units count for VPs.

S: Start movement loop.

S: Pick a chit and place it in the lowest-numbered unused activation box. If the marker is 2nd for 2nd Cav, ignore it and pick again.

S: Conduct all movement and engineering for units of that formation only. You may also move any unassigned unit, though only once/turn/unit.

May also move all units of the formation off the east or south edge. Units do not count as eliminated for VPs.

P: Check supply path from units to sources.

G: Trace path—12 hexes to in-supply German HQ.

R, U: Trace path—8 hexes to in-supply Romanian HQ.

S: Trace path to unit's in-supply formation HQ, per HQ's range. Except: Trace path for independent units to any Soviet HQ. Tank/cavalry HQ range = 10 (11th, 44th, 47th, 2nd), otherwise range = 6.

Trace HQ path any length to road leading off friendly map edge: G, R, U: North edge after 12 July mid-day or west edge. S: East edge.

Check both paths for blocks: unoccupied EZOCs, impassable hexsides.

You may trace across Prut only at bridges.

Remove OOS and Iso markers from units/HQ now in supply.

Place OOS markers on units/HQ now out of supply.

P: Resupply any reduced-ammo artillery unit that can trace a supply line.

Remove ammo of appropriate type and nationality from track and replace/

flip to front artillery support markers.

Must spend 2 salvos for each artillery regiment.

P: Perform engineering functions with non-demoralized units. If night turn, disrupt any unit that builds IP; if already disrupted, demoralize.

Start/continue building bridges with any bridge engineer unit. Keep the unit stationary in a hex adjacent to a river for 2 turns.

You may limber a bridge by flipping to eng side in either hex.

Start/continue building IPs with any engineer unit. Keep the unit stationary in hex for 2 turns. (One turn for an engineer battalion.)

P: Perform movement.

P: May examine enemy units within 2 hexes of friendly units (1 if night or enemy in town or city).

Place reinforcements. Enter reinforcements (in supply and with 2 ammo) at designated hexes. Pay cost of entry hex. If the entry hex enemy occupied, delay until it's free.

A: Break down battalions per breakdown chart. Place battalion in Breakdown box. Place companies with the same type, morale, and armor/AT values in battalion hex. If the battalion is reduced, subtract 1 company for each step lost.

Determine movement allowance (round all fractions up):

OOS mechanized or motorized unit = -2

Leaders = 14; may mix strategic/regular movement.

Iso unit = -1 for foot, -4 for mechanized and motorized.

Demoralized unit = -2 for foot, -4 for mechanized and motorized.

Monitor = 4 hexes adj to Prut.

Half movement allowance if night

and unit demoralized.

Movement allowance is zero if unit took repl pt and it's an A.M. turn, or is an engineer that limbered a bridge this eng phase.

MA = + left number on leader counter (foot/moto-mech) if leader is within 1 hex and unit is part of leader's formation or stacked with such.

Note: Treat "mech" inf as motorized (see unit symbol IDs)

Observe other general restrictions for all movement.

Use hex's worst possible cost unless moving by highway/road.

Must limber artillery unit to move it.

May move motorcycles as foot or motorized on per hex basis.

Place Iso marker on any OOS mech/mtrzd counter if it moves more than half MA.

If a night turn, disrupt any unit moving more than half. If already disrupted, demoralize.

Except: Don't change artillery if it only un/limbers; don't change units that cross Prut.

If move adjacent to enemy unit building IP or bridge, remove Under Construction marker or start bridge over.

Remove Under Construction marker if you move a building unit.

If you move adjacent to an enemy emplaced bridge, eliminate bridge/eng.

If you enter a hex with a solo enemy leader, check for casualty; if he survives, displace as reinforcement for next A.M. segment.

S: Before moving any tank, roll 1d6; if roll > unit's morale, remove 1 step (-1 to roll if armor rating is 3). Counts as regular loss.

S: May not move units across Prut.

S: Must keep 175th NKVD mtrzd inf and 1st, 2nd Kishinev AA in Chisinau until Axis has moved within 3 hexes.

A: Move monitor along Prut; point unit to hexside occupied. Ignore bridg-

es, EZOCs; don't limber.

Move units strategically. Pay strategic movement costs.

May not move within 2 hexes of enemy unit.

May only enter hexes that started the phase friendly.

May not strategically move engineers that performed any engineering function this turn.

May strategically move foot unit twice its MA if not disrupted or demoralized. If you do so in a day turn, disrupt unit. If do so in night turn, demoralize the unit.

Move non-infiltrating, non-strategic, units normally.

Eliminate enemy units with 0 defense if you enter their hex

May always move 1 hex, if not EZOC to EZOC.

EZOCs: Pay costs to enter, leave; stop when you enter.

EZOCs extend into all hexes eligible units can enter. Except: Not across Prut, even at bridge.

May limber, but not unlimber, artillery in EZOC.

Eligible: Stacks with 3+ attack strength; artillery with ammo.

A: May cross Prut not at a bridge by paying whole MA. Can't do this with cav, artillery, mech, or motorized unit.

Pay to limber/unlimber artillery per Limber/Unlimber Table.

Attempt to infiltrate units from EZOC to EZOC after other movement

Must have sufficient MPs for terrain, EZOCs; move as a stack.

Roll 1d6; check Infiltration Movement table on map.

No roll needed to infiltrate leaders.

Perform post-movement phase activities

P: May examine enemy units within 2 hexes of friendly units (1 if night or enemy in town or city); if friendly unit is

recon or motorcycle, you may examine at the end of its movement.

NP: Eliminate any overstacked phasing units. Maximum per hex = 3 battalions + 1 free HQ + any leaders.

Unless otherwise noted: 3 companies = 1 battalion; an artillery or cav regt = 1 battalion; Soviet mountain inf regt = 2 battalions if has 3 or 4 steps.

P: Remove any unoccupied friendly IP.

P: Remove battalions from breakdown box, place on map, and remove companies if companies are of the right type, morale, and armor/AT in same hex.

Place battalion at strength corresponding to strength of companies.

S: At the end of an active formation's movement, roll 2d6 and add turn modifier. If the result \leq the number in the active formation's box, then stop all movement. Otherwise return to the start of the movement loop.

Bombardment

S: May bombard and perform combat only with formations activated this turn and unassigned units.

P: Resolve all bombardments.

Move this phase to Combat, and perform when you declare artillery support.

Declare which monitors, air units and non-demoralized artillery will attack.

A unit used now can't be used for offensive fire support this turn.

You may bombard an enemy unit only within firing unit's range and which is spotted by a unit of the firing unit's own nationality.

You unit may only bombard a hex once per phase.

Trace spotting range from any friendly unit to the target unit for artillery, ships. Range is two hexes if the target and intervening hex is not town, city, or woods and not night. Range is 1 (adjacent) otherwise.

Need not spot for air units, which can bombard anywhere.

Determine modified BV (as per table) of all attacking units.

Air units must attack separately.

Determine stacking in target hex.

Three companies = 1 battalion; round fractions down; minimum = 1 battalion.

Treat each Soviet artillery regt as 2 battalions.

Roll 2d6 and cross-reference BS with stacking on Bombardment Table.

Spend ammo for artillery (but not monitor) used to bombard.

Implement results as in combat.

Return air units to cup when done bombarding.

Perform combat

P: Declare which units will attack (voluntary).

Maximum/stack = (2 battalions + 2 companies) or (2 battalions + 1 tank battalion).

Except: If 3 battalions of same regt/brig in same hex, then max = those 3 battalions + (one company or tank battalion).

Cannot attack with units that strategic-moved or (A:) crossed Prut not at a bridge.

Except: Artillery may provide support if not in EZOC.

P: Declare defending units.

Cannot attack solo leaders.

Maximum/stack = 4 units, no more than 2 of which are battalions.

Except: If attacked from 4+ adjacent hexes, maximum = 3 battalions + 1 company.

Artillery in EZOC defends using DS and can't support.

B: Observe general rules for both attacking and defending units.

Count each HQ > 1 as 1 company for combat.

P: Choose Attacker option: Standard, Probe, Feint, or Assault.

NP: Choose Defender option: Defend, Withdraw, Determined Defense, Retreat.

May not select withdraw if all attack-

ers have greater MA than all defenders.

May select Retreat only if defender has a reconnaissance, motorcycle, or Romanian cavalry unit.

B: Reveal options, cross-reference on matrix, and apply as appropriate.

NP: Determine artillery support.

Place artillery support markers on friendly unit being supported.

Unit being supported must be w/in artillery's range.

Cannot use unit for support if: it bombarded this turn, is demoralized, is in EZOC, is limbered, or is Out of Ammo.

Except: May use monitor even if in EZOC.

Maximum artillery = printed DS of defenders.

If Soviet or Romanian artillery assigned to formation supporting unassigned/different formation unit, support strength = 0.

Except: If artillery adjacent to other formation's HQ, halve.

Can't use Romanian artillery to support Germans or vice versa.

A: Can't use air units for combat support.

If a night turn, halve all artillery support (round up), even monitors.

Maximum artillery modifiers = night + 1 other least favorable to owner.

Roll; if result = 1 or 2, (flip support marker to back) or (remove flipped marker & place Out of Ammo marker) on artillery used for support (but not on monitor).

P: Determine artillery support; same as above except:

Automatically expend artillery (but not monitor) ammo.

Maximum artillery = twice the printed AS of adjacent attackers.

If artillery = disrupted battalion or regt, support strength = - 1, minimum of 2.

May also double artillery but change ammo to Out & disrupt artillery.

Can't double monitors.

P: If A.M. or night turn, may attempt surprise.

Roll; if result = 1 or 2, attacker gets 1R and defender gets no defensive support; otherwise, treat as normal combat.

Attacker may only allocate 1 artillery unit in support.

B: Determine which units participate based on morale value and determine morale shift for combat.

Pick morale level to be used for combat.

Morale of 1 + unit in combat must be \geq selected level.

If unit has Iso marker, morale = - 1 (minimum 0).

If unit is demoralized, morale = - 1 (cumulative with above).

S: If militia not stacked w/non-NKVD/ border regular unit, morale = - 1.

Determine who participates.

Units \geq morale level participate automatically.

For others, roll once per combat per side; unit w/morale equal to level - 1 fails on 1-2; if level - 2, fails on 1-3; else on 1-4.

Do not include failing attackers; for failing defenders, include half DS and half tank/AT value (round down).

Calculate shift: If attacker's level > defenders, shift R = difference (max 3); if equal, no shift; if defender's greater, shift L = half (round up) difference (max 2).

Determine armor/AT effects on strengths and shifts.

B: Prereqs: Each armor/AT unit must be stacked with leg-type unit participating in same combat to use armor/AT value.

Except: A recon alone may do so.

Except: May use AT values of lone defending German engineer.

Except: Don't count militia as infantry for this purpose.

B: Pick highest armor (attacker) and AT (defender) values.

If unit has Iso marker, armor = - 2; AT = - 1 (both min 0).

If unit is demoralized, armor = - 2, AT = - 1.

Determine armor/AT combat shifts.

P: Shift 1R (max 3) for each armor level.

NP: Cancel 1 attacker shift for each AT level.

P: If attacking armor level < defender's armor level, shift 1L; apply even if no attacking armor.

P: If (attacking tank steps of highest value):(defending tank + AT steps of highest value) \geq 5:1, shift 1R.

No additional effect if defender has no tank/AT.

NP: Perform AT fire.

For each defending step with armor/AT value, subtract an attacking unit's armor value from defending value.

Roll 2d6; check AT Fire table and implement the result.

P: Determine total attacking strength.

Modify for terrain, supply, disruption, demo, morale checks.

If unit has OOS marker, AS = - 1 (min 1).

If unit has Iso marker, AS = half (individual, round up).

If attacker is a disrupted battalion or regt, AS = - 1, minimum = 2

If attacker is demoralized, AS = modified AS half (round up).

Cumulative modifiers except not both OOS and Iso, and not both disrupted and demoralized.

Add artillery support calculated above.

NP: Determine total defending strength.

Modify for terrain, supply, demoralization, morale checks.

Modify for IP unless IP is in a town or city hex.

If defender is demoralized, DS = modified AS half (round up).

If unit has Iso marker, DS = half (if individual, round up).

DS of any unit that retreated into hex this player turn = 0.

Add artillery support calculated above.

P: Determine ratio (standard rounding).

B: Determine net shifts; all are ODDS shifts, not columns.

Surprise: 1R if attempt was successful.

Morale: Use shift calculated above (max 3R; 2L).

Armor: Use shift calculated above (max 3R + massed 1R; 1L).

Leaders: 1 in favor of leader's side if leader with or adjacent to units of his formation involved in combat and roll \leq lower right #.

May use 1 leader/combat maximum.

May use any one leader a max of 2 attempts/turn.

Axis Regimental Integrity (applies only to cav, inf, lt inf):

Attacker: Shift 1R (2 max) if all units of eligible regt adj to defender, not demoralized, and 1 + unit attacks.

Defender shifts 1L (1 max) if undemoralized unit of same regt with or adjacent to undemoralized defender.

At least 2 units must be in play to use.

Mixed formation attacks:

Shift 1L if units from more than one formation attack.

Envelopments: If attacking from 4+ adj hexes, shift 1R.

Engineers: If defender in city/town & each adj attacking hex has engineer unit w/AS > 0, shift 1R.

P: Cross reference defender's terrain with final odds column and roll 2d6.

Cannot attack if final odds column off left side of table.

Resolve one attack before going to the next one.

Replace artillery support markers on owning artillery units.

If night, use Night row on CRT.

B: Owner determines & removes any resulting step losses.

Except: Enemy selects 2nd step lost.

Steps lost = result * 0.5 (up for attacker, down for defender).

Check Matrix for changes.

Must remove from directly participating unit with appropriate strength (attack or defense) > 0.

If used engineer bonus, take half (up) losses from them.

Take casualties 1st from units that didn't fail morale.

All artillery have only 1 step.

Soviets: Most have only 2 steps; none have remnants.

If unit now remnant, place full counter in Reduced box; if remnant eliminated, place original in Elim'd box.

Can't take losses from any unit that retreated into hex this player turn.

If attacker has armor unit(s) and defender's AT level > attacker's armor level, must take attacker's 1st step from tank unit with highest armor value.

If leader in hex, roll 2d6; if roll ≤ (2 + steps lost), eliminate leader.

Enemy result - 1 if can't fulfill own step losses.

If all defending units eliminated, take losses from others in stack.

B: Perform any remaining portion of result as retreat.

May attempt to stand fast (defender attempts first).

If Determined Defense, defender must attempt.

Roll; - 1 DRM if unit stacked with formation leader

If result < unit's morale, convert all hexes of retreat to step losses.

If result ≥ morale, retreat unit normally.

Must retreat all units in defending hex.

Must retreat all participating attackers; may retreat others.

If all attackers eliminated, may still retreat others.

Must follow priorities:

1) Not into EZOC, not overstacked.

2) Not into EZOC, but overstacked.

3) 1 hex away from attackers.

4) Into friendly-occupied EZOC, not overstacked.

5) Into friendly-occupied EZOC, overstacked.

6) Into a vacant hex in EZOC.

Lose 1 step/stack for each EZOC entered.

Must retreat leaders w/units in its hex.

Eliminate any unit that can't retreat (can't retreat into prohib hex).

Eliminate retreating unlimbered artillery.

If any retreating unit has retreated before in this same player turn, eliminate additional step from unit.

B: Place any resulting Disruption or Demoralization markers on participating units.

If disrupted unit disrupted again, demoralize it.

If a demoralized unit is demoralized again, remove 1 step.

B: If night turn, disrupt all attacking units (including artillery).

If disrupted prior to combat result, demoralize.

P: May advance victorious attacking units and units stacked with them the number of hexes retreated by defender along retreat path.

Cannot advance in excess of stacking limits, into prohib terrain, if retreated, or if not adjacent.

May advance 1 hex (only) across Prut if could do so as move.

Maximum advance: All Soviet and all (non-artillery) foot = 2; Axis (non-artillery) mech, mtrzd, and cav = 3; all artillery = 0.

May advance from EZOC to EZOC, but length of advance is - 1 for each EZOC exited.

If advancing unit places enemy artillery into its ZOC, remove that artillery's support marker if being used for sup-

port.

Check stacking at end of advance.

If defender stood fast and was eliminated, may advance only a number of hexes equal to the greater of the unfulfilled result or 1 hex.

If enter hex with lone enemy leader, treat as during movement.

P: Place Iso marker on all OOS attacking units.

NP: Roll 1d6 for all OOS defending units in combat.

Result of 1-3 = place Iso marker.

P: Perform breakthrough combat with any units that advanced ≥ 1 hex.

May not examine enemy stacks.

All attackers must be with or adjacent to formation leader.

Roll; if result ≤ formation leader's tactical #, perform normal combat but neither side gets support.

May advance winners but cannot perform breakthrough again.

S: Eliminate any monitor adjacent to friendly tank unit.

P: Recover units that did not spend MPs, build, or attack this player turn from disruption (to normal) or demoralization (to disruption).

If not adjacent to an enemy, recover automatically.

If adjacent to an enemy unit, roll; if result ≤ current morale, recover.

Soviet Player Turn

Same as Axis with roles reversed except where indicated.

Game Turn Indication

Advance turn marker.