# Learn to Play Avalanche Press' RED VENGEANCE in Just 5 Minutes!

Red Vengeance depicts the last year of World War II on the Eastern Front. Most pieces are combat units and have two sides (full and half strength). Others represent leaders who assist units in combat. Players can stack up to two pieces per hex (leaders don't count). Each unit has two large numbers: Combat Strength and Movement Allowance.

Combat Strength — **5•5** — Movement Allowance
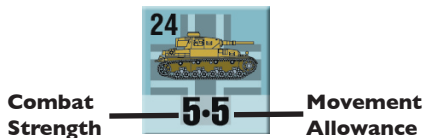
Each unit (except marine divisions and leaders) exerts a Zone of Control (ZOC) into all six hexes surrounding it. A ZOC blocks enemy supply and forces enemy non-armored units to stop moving when they enter it, unless a friendly unit is already in the hex. Armored units can keep moving but pay +1 movement point (MP) per ZOC hex entered.

Each turn is one month between June 1944 and April 1945. Players start each turn by checking the weather. Bad weather reduces MPs, prevents armored units from moving into enemy ZOC, and prevents Exploitation Movement and Combat (see below). They also check the status of Baltic Sea Control, affecting sea movment and naval support for combat in coastal hexes.

In the Allied player's Organization Phase, he checks whether each of his units can trace a line free of Axis units or ZOC to the eastern edge. Those which cannot are Out of Supply (OOS) and have their MPs halved for the turn (turn them sideways). He then spends Replacement Points (RPs) to flip half-strength units to full strength, and to bring destroyed units back into play. He also places reinforcements that arrive this turn. Then he rolls on the Air Power Table to see if he gets any Air Points (which add to his strength in battle) this turn.

In the Allied Movement Phase, he moves his units individually. Each spends MPs to move from hex to hex, with some hexes or hexsides costing more to enter or cross. Units cannot enter hexes with enemy units. Supplied units which never enter an enemy ZOC (except one already occupied by a friendly unit) can use Strategic Movement, which multiplies their MPs by 3.

Once he's done moving, in the Allied player's Combat Phase he MUST attack each Axis unit that's adjacent to one or more Allied units. There's no limit to how many units or hexes one unit can attack at the same time. For example, a unit can attack all six of the hexes adjacent to it at once, in one big attack. However, each unit can attack only once per combat phase. The Allied player can allocate his attacks any way he wants as long as each Allied unit attacks at least one adjacent Axis-occupied hex, and as long as each adjacent Axis unit is attacked. Stacked units must be attacked as one.

Resolve each attack separately. Each player totals the strengths of his units in the battle, checking again to see if any of them are OOS (those which are OOS have their combat strengths halved; round fractions up). The attacker (only) applies modifiers for attacking across or into certain types of terrain. The attacker (only) may add air points, and both players may add bonuses for leaders. Each player then rolls a number of dice equal to his total modified combat strength. Every 6 is a hit.

The first hit each player takes must result in a step loss: The player taking the loss chooses one unit and flips it to its half-strength side, or removes it if it's already half-strength. If the defender takes two or more hits, he can choose either to take them all as step losses, or to avoid as many step losses as he wants after the first by retreating *all* his units in the battle a number of hexes equal to the number of step losses he wants to avoid. Retreating does not cost MPs, and retreating units must move toward a friendly map-edge or city. Units cannot retreat into hexes with enemy units or ZOC (unless a non-retreating friendly unit is in the hex), so if a retreating unit is stopped by enemy ZOC it must take step losses to satisfy hits it couldn't escape by retreating. A unit can retreat through hexes that already contain two friendly units, but if it ends up in such a hex it must keep retreating until it's in a hex with one or no other units.

Attacking units can advance into the hexes they attacked if the defenders vacated them (enemy ZOC has no effect on advances). This costs no MPs, and the attacking units can't advance beyond the hexes they attacked and must take all hits inflicted on them as step losses. If they don't advance, they can avoid the second hit on them by *all* retreating one hex. If they took three or more hits, the third and any after that must all be taken as step losses.

Once the Allied player is done with combat, in the Exploitation Movement Phase his armor and leaders (other than Tito) get 3 MPs. (Tito gets just 1.) Guards get 2 MPs, and mountain units get 1 that they can use this phase only. Once they're done moving (or even if they didn't), they can attack Axis units again (this is Exploitation Combat). Allied shock armies can attack even though they don't get Exploitation Movement. Units in Exploitation Combat do *not* have to attack all adjacent enemy units: They can attack or not as desired, and can choose which units to attack (attacking all units in a stacked hex still applies). Resolve combat, advances and retreats just like in the Combat Phase.

Once the Allied Exploitation Combat phase is over, so is the Allied part of the turn. The Axis player then performs his Organization, Movement, Combat, Exploitation Movement and Exploitation Combat Phases, in order, as above. The Axis player does not have to attack every adjacent Allied unit (he can attack or not, and can select which units to attack in both the Combat and Exploitation Combat phases), but if he attacks stacked units he still must attack them as one.

Once the Axis player is done with Exploitation Combat, the turn is over. After April 1945, the game is over. Each player scores victory points (VPs) for how many major cities he controls, whether he controls all of Yugoslavia, how many step losses and leader casualties he's inflicted, and whether Hitler has committed suicide. The player with the most VPs wins.

That's it! You're ready to play *Red Vengeance*. See the following combat example for more details.

Red Vengeance Combat Example (Part 1)

In the Allied Combat Phase, the Allied player decides the first battle will be the Soviet units in 0710, 0809 and 0910 attacking across the river, hitting the German units in 0711, 0810 and 0911. The Soviet attack strength is 19 - 4 (each unit attacking across a river takes a -1 penalty) = 15. The Axis defense strength is 18 + 2 (each unit in 0911 gets +1 for defending in Rough terrain) = 20. The Allies roll 15 dice and get three 6's; the Germans roll 20 dice and get two 6's. The Germans took more hits so they must take step losses and/or retreats first. They don't want to lose this good defensive position on the river, so they take all three hits as step losses, flipping the 1st Cavalry, the 1st Infantry, and the 49th Mountain to their half-strength sides. The Allied player must take the first hit as a step loss, so he flips the 3rd Infantry to its half-strength side. He then retreats to avoid a second step loss (he doubts the Germans will move east in their Movement Phase, since they'd lose their defensive position on the river). All Soviet units in the battle retreat one hex directly eastward, to 0709, 0808 and 0909.

In the second battle, the Soviet 2nd Armored in 1010 hits the German 24th Armored in 1011 (the 2nd Guards in 1010 waits for the third battle). The Soviet and German strengths are 6 and 5, respectively, with no modifiers. The Soviets roll one 6 and the Germans roll none. The 24th Armored flips to its half-strength side (the first hit must be taken as a step loss; it can't be avoided with retreat).

In the third battle, the 2nd Guards in 1010, both units in 1110 and the 10th Guards in 1210 attack the 2nd SS Armored and 6th SS Infantry in

1111 (the 8th Infantry in 1210 waits for the fourth battle). The Soviets roll 17 dice and the Germans roll nine (no modifiers). The Red Army scores three hits; the Germans score one. Hitler's Supermen don't want to muss their beautiful blond hair too much, so they take the one required step loss on their infantry and then retreat two hexes, through 1112 to 1012. The Allied player flips the 5th Infantry to its half-strength side, and it plus the 5th Shock Army advance into hex 1111, forming a breach in the German line.

For the fourth battle, the 8th and 13th Soviet Infantry in hexes 1210 and 1310 attack the German 4th and 5th Infantry in hex 1211 and the 6th German Infantry in hex 1311. The Soviets roll eight dice and the Germans roll 9 + 1 (for the forest in 1211) = 10. The Soviets score one hit and the Germans score two. The Soviets must take their hits first since they took more, and they don't want to retreat and let the Germans move into 1210 and flank the advancing Russian forces in 1111. So they take two step losses, flipping the 8th and 13th Infantries to their half-strength sides. The German 4th Infantry flips to its half-strength side.

In the Allied Exploitation Movement Phase, the 1st Armored moves from 0709 back to 0710. The 2nd Armored moves from 1010 to 1111 (1 MP since friendly units are there) to 1112 (1 + 1 = 2 MP due to enemy ZOC and no friendly unit). 1st Guards moves from 0909 to 0809 for 1 MP, and 10th Guards moves from 1210 to 1111 to 1112 for 2 MP.

Red Vengeance Combat Example (Part 2)

Now comes the Allied Exploitation Combat Phase. For the first battle, the 1st Armored in 0710 attacks the half-strength 1st German Cavalry in 0711. The Soviet strength is 6 – 1 (for the river) = 5, while the German strength is 1. The Allied player scores one hit and the Axis scores none. The cavalry is eliminated, and 1st Armored advances across the river to hex 0711.

The 1st Guards could attack the 1st and 2nd German Infantry in 0810, but chooses not to; they would be attacking at a disadvantage. The Germans, on the other hand, are outflanked now by 1st Armored, and will likely retreat out of 0810 in their upcoming Movement Phase. This will let 1st Guards cross the river to 0810 bloodlessly and at full strength next turn.

For the second battle, the 2nd Guards in 1010 plus 5th Shock Army in 1111 attack the half-strength German 24th Armored in 1011. The Red Army rolls 11 dice and the Germans roll two. The Soviets score three hits and the Germans none. The 24th Armored is eliminated, and 5th Shock Army advances to hex 1011.

For the third battle, 10th Guards and 2nd Armored in 1112 attack the 2nd SS Armored and the half-strength 6th SS Infantry in 1012 (they don't have to attack the Germans in 1211 since this is Exploitation Combat). The Soviets roll 10 - 1 (for an Armored unit attacking into a swamp) = nine dice, while the Germans roll 7 + 1 (for defending in a swamp) = eight dice. The Soviets score two hits and the Germans one. The 6th SS Infantry takes a step loss and is eliminated, and the 2nd SS Armored retreats to hex 1013. The Soviets flip 10th Guards to its half-strength side, and retreat it plus the 2nd Armored to hex 1111 to avoid the other step loss.

They could have taken a second step loss and advanced to hex 1113, but then in the German Movement Phase, the 6th German Infantry would probably move through hex 1211 to hex 1112. This would have put the Soviet units Out of Supply and halved their combat strength during the German Combat Phase. As it is, the German line is breached and the German units will have to move west and form a new line in their half of the turn.