1.0 INTRODUCTION

2.0 PLAYER ORIENTATION

2.1 General Course of Play
2.2 Definitions of Play
2.3 How to Play the Game

3.0 GAME EQUIPMENT

3.1 The Map
3.2 Game Charts, Tables and Playing Aids
3.3 Sample Units
3.4 Game Parts Inventory

4.0 INITIAL SET-UP

4.1 Randomizer Chits
4.2 Allied Units
4.3 German Unit Placement

5.0 SEQUENCE OF PLAY

5.1 The Turns
5.2 The Game-Turn
5.3 The Coup-Turn

6.0 THE RANDOMIZER

6.1 Chit Types
6.2 Drawing Chits

7.0 ASSIGNMENT

7.1 Allied Unit Placement
7.2 German Unit Assignment
7.3 Friendly and Enemy Assignment Chits
7.4 Friendly Assignment Chits
7.5 Enemy Assignment Chits
7.6 The Assignment Table

8.0 STACKING

8.1 Movement: Through Units
9.0 MOVEMENT

9.1 Restrictions on Movement
9.2 Headquarters
9.3 Effects of Units Status
9.4 Movement Aids
9.5 Travel
9.6 Movement of Hitler

10.0 HARASSMENT

10.1 Harassment and Movement
10.2 Which Units May Harass
10.3 Which Units May Be Harassed
10.4 Effects of Headquarters on Harassment
10.5 Effects of Harassment

10.6 Retreats and Advances
10.7 Harassment Tables

11.0 ZONES OF CONTROL

11.1 Which Units Have Zones
11.2 Where Zones Extend
11.3 Effects of Zone of Control on Movement
11.4 Effects of Zones of Control on Retreat
11.5 Other Effects

12.0 RECRUITMENT

12.1 Which Units May Be Recruited
12.2 Recruitment Mechanics
12.3 Effects of Recruitment
12.4 Effects of Semi-Recruitment
12.5 Recruitment Limitations
12.6 Double-Cross
12.7 Abwehr Unit Suspcion
12.8 OKW Panic
12.9 The Recruitment Table

13.0 INVESTIGATION

13.1 Which Units May Investigate and Be Investigated
13.2 Investigation Limitations
13.3 Investigation Effects

14.0 INTERROGATION

14.1 Interrogation
14.2 Alibi: Arrested Chits
14.3 Interrogation Results

15.0 STATUS ADJUSTMENT

15.1 Procedures
15.2 Effects of Neutralization and Mask

16.0 MILITARY ADVANCE

17.0 ALLIED UNITS

17.1 Allied Unit Placement
17.2 Zones of Influence

18.0 COUP SEQUENCE

18.1 Declaring a Coup
18.2 Abwehr Movement Interphase
18.3 Movement Effects During the Coup
18.4 Other Effects
18.5 Death of Hitler
18.6 Effects of Loyalty Chits During the Coup
18.7 Winning the Game
18.8 The Walkyrie Table

19.0 GAME NOTES
20.0 RULES SUMMARY

REMOVING THE RULES FROM THIS ISSUE:

Open the magazine to the center; bend open the staples with a paperknife or screwdriver; lift out the rules and close the staples.

[1.0] INTRODUCTION

Plot to Assassinate Hitler is an SPI Power Politics Series game. It is a simulation of the attempts by various members of the German hierarchy to assassinate Hitler and seize the reins of government. The Playing pieces represent various historical personages who were involved (or might have been involved) in the plot, and who fought the plot. The map is an abstract representation of the areas of political importance to the plot. The game is for two players.

[2.0] PLAYER ORIENTATION

[2.1] GENERAL COURSE OF PLAY

Plot to Assassinate Hitler is a two-player game in which the Players vie for political control of "Greater Germany" during World War II. The Patriotic or Abwehr Player attempts to assassinate Hitler, and the main leadership of the Nazis and the SS, while the SS Player attempts to destroy the Patriotic underground and ensure Nazi control of Germany.

Before the Abwehr Player declares his Coup, play proceeds in Game-Turns, each representing six months, in which both Players maneuver their units, harass opposing units, and attempt to recruit non-aligned units to their cause. In addition, the SS Player attempts to Investigate and Interrogate members of the Plot.

After the Coup is declared, play proceeds in simultaneous phases during which both Players move and harass, until either the Coup fails or succeeds.

[2.2] DEFINITIONS OF TERMS

It is suggested that the Players familiarize themselves with the following terms before reading the rules.

Party Affiliation: Each of the units in the game belongs to one "Party" or another—the Party Affiliation of a given unit can readily be determined by its color. The various parties are: SS, Abwehr, OKW, Nazi, Civilian, and Allied.

Area: An Area is a group of hexes on the map which is tinted a distinct color. A border is the hexside at which the color changes. Each of the areas on the map is named.

Game-Turn Sequence: The Game-Turn Sequence is the Sequence of Play that the Players use before a Coup is declared.

Coup-Turn Sequence: This is the Sequence of Play that is used after a Coup has been successfully declared.

Recruited and Un-Recruited Sides: All Nazi, Civilian and OKW units (with the exception of Hitler) have two sides; the front or "Recruited" side, and the back or "Un-recruited" side. Such units are displayed Un-recruited side up until they are Recruited by one Player or the other, at which point they are flipped over to show their Recruited side.

Suspected and Unsuspected sides: All Abwehr units (and Goerdele) have two sides; a Suspected side and an Unsuspected side. All Abwehr units are displayed Unsuspected side up until they come under suspicion.

Two-Letter Area Code: Each Area on the board is given a two-letter code in addition to its name. The two-letter code of an Area is printed in that Area on the map, and is used to identify areas at various times in the game.

German Units: This term is used in the rules to refer to all non-Allied units.
Effectiveness Rating: The first number on a unit counter. It represents the general effectiveness of a unit in terms of what the person represented could do in the plot.

Defensive Strength: The second number on the unit counter. It indicates the abstract ability of the person the unit represents to withstand pressure as well as the extent of his connections with the government (and thus his ability to pull strings when in a tight spot).

Movement Allowance: The third number on the unit counter. It represents the power of the person in terms of his ability to move around wartime Germany. Also the ability to "throw his weight around". It is the basic number of hexes a unit may move and/or the number of times it may harass in one turn.

Randomizer: A cup or other receptacle from which Randomizer chits are occasionally drawn. The Randomizer chits represent information about units in the game, and grant their possessors certain abilities.

[2.3] HOW TO PLAY THE GAME

Setting Up the Game

The SS Player sets up his units first. He places one SS unit in each "SS" marked hex, and one Nazi unit in each "Nazi" marked hex. He places all remaining SS and Nazi units in common set-up hexes.

Then the Abwehr Player sets up his units. He places one Abwehr unit in each "Abwehr" marked hex, one civilian unit in each "Civilian" hex, and one OKW unit in each "OKW" hex. Then he places all remaining Abwehr, Civilian and OKW units in common set-up hexes that the SS Player didn't use.

The Players place all the Randomizer Chits into a cup, and each Player draws ten chits.

Assignment and Allied Placement

After the Players have set up their units, they begin the first turn. In the Game, turns are known as "Game-Turns," until a Coup (pron. koo) is declared, when they become "Coup-Turns". At the beginning of the turn, before either Player performs any functions with his units, a housekeeping interphase occurs during which Allied units are placed on the board, German units are sent on "Assignment", and the Players draw chits from the Randomizer.

The first thing the Players do is roll on the Assignment Table, using two dice. This will direct the Players to do two things—to send an Allied unit to some area (determined by the Table), and to send a certain number of German units to some area on the board.

The Abwehr Player takes a unit from the Allied Unit Holding Box, and places it in any hex in the area indicated by the Table. A German unit may not move out of an area that contains an Allied unit until the Allied unit is destroyed.

The Players then send SS or Abwehr units on Assignment from Berlin to some area outside Berlin. The Party affiliation of the number of, and the area to which the units are sent are determined by the Assignment Table. The Enemy Player picks which units are sent. The Party Affiliation of the units sent may be changed by Randomizer chits.

The Abwehr Player Moves and Harasses

The Abwehr Player now moves any or all of his units. Movement is in strict sequence; he must finish moving one unit before he can begin moving another.

A unit can move as many hexes and/or harass as many times as its Movement Allowance allows; in other words, Harassment (which is something like 'combat') costs one Movement Point, and occurs during the Movement and Harassment Phase.

Harassment is resolved via a differential system; essentially this means that the Harassing Player subtracts the Defense Strength of the unit being Harassed from the Effectiveness Rating of the Harassing unit, and, keeping this number in mind, refers to the Harassment Table. The Table will give a result which is explained at its bottom; the Players immediately execute the result, then proceed with further movement.

The Abwehr Player Recruits Neutral Units

Now that he has completed his movement, the Abwehr Player may attempt to get neutral people (that is, units that have not yet declared for either Player) to join his cause. Recruitment is resolved in much the same way that Harassment is, using a differential system.

If a unit is successfully recruited, the recruiting Player henceforth has complete control over that unit; he may move and harass with it for the rest of the game.

The SS Player Moves and Harasses

The SS Player moves and harasses with his units, in the same way that the Abwehr Player did with his.

The SS Player Recruits Neutral Units

The SS can now recruit neutral units in the same way the Abwehr Player did.

The SS Player Investigates Abwehr-Controlled Units

At this point the SS Player may Investigate any Abwehr or Abwehr-controlled units. Investigating units must be adjacent to the units they are investigating. Investigation uses a strength ratio system; the Player divides the total effectiveness ratings of all investigating units by the Defense Strength of the unit being investigated, expressing the result as a ratio—2 to 1, 3 to 1, etc.

The SS Player announces which units are engaged in the Investigation; then, by revealing the Loyalty Chits to any of these units, the Abwehr Player can reduce the Investigation ratio. Then the Players refer to the Investigation Table, and follow the results given by it.

The SS Player Interrogates Units

During Investigation, some units may be sent to the Interrogation Cell. At this point in the Game-Turn, the SS Player must roll a die for each unit in the Interrogation Cell, and refer each die-roll to the Interrogation Table. He follows the directions given by that table for each unit.

In Summary

The Players will find it useful to refer to the Sequence of Play (4.2) during the game, in order to keep track of the flow of Play. The Sequence of Play is the core of the rules, as it informs the Players exactly what they must do, and when they must do it. Players can refer to the Rules Summary (3.9) at the back of the rules, which contains the highlights of the rules, and should answer most rules questions, given a general knowledge of the game.

The Game-Turn Sequence is followed for a maximum of nine Game-Turns. At some point, the Players switch to the Coup Sequence.

The Abwehr Player Declares a Coup

At almost any time in the game, the Abwehr Player can attempt to declare a Coup. If he fails, he can try again later. If he succeeds, Play immediately switches to a different sequence of play (4.3).

The Abwehr Player attempts to declare a Coup by rolling a die and referring to the Walkyrie Table (pron. valhikera—in Norse mythology the Walkyrie chose those who would die in battle). He can increase his chance of successfully declaring a Coup by revealing Fuhrer Access chits.

If the Coup is successfully declared, the Abwehr Player moves a certain number of units—from two to five, determined by the Walkyrie Table. Once he has moved these units, the Coup is initiated.

Both Players Move and Harass

Both Players move and harass at this point. First the Abwehr Player goes; he moves and harasses with one unit, until that unit has completely finished. Then the SS Player moves and harasses with one unit. Then the Abwehr Player can move one unit, and so on, back and forth. Each unit in the game can only be moved once per turn.

Once all units have been moved, the Players remove all Neutralized and Masked markers, and begin all over again. They go through this sequence six times (maximum).

Winning the Game

Essentially, the SS Player has to wipe out all of the Abwehr units to win, and vice versa. Additionally, the Abwehr Player usually has to kill Hitler in order to have a shot at winning; however, it is not strictly necessary. If either Player manages to wipe out the other before six Coup-Turns are played, he wins. If neither Player has won by the end of six turns, Germany is considered to collapse into confusion, and the Allies win.

Summary

Now that the Players know what the game is basically about, it is suggested that they proceed to read the rules. It may be helpful to lay out the counters and the map in an easily visible position, and to examine them and the charts as the rules are read.

[3.0] GAME EQUIPMENT

[3.1] THE MAP

The Game-Map is 22"x34", and depicts Berlin and most of Europe in an abstract political manner. A hexagonal grid is superimposed on the map to regularize movement and locate the playing pieces. There is no "Terrain" per se, but certain hexes have special properties. The scale of the map is abstract, and the size of the various Areas on the map is roughly equivalent to their political importance to the game.

[3.2] GAME CHARTS, TABLES, AND PLAYING AIDS

[3.2.1] The several Tables are used to facilitate various aspects of play. There are the Assignment Table, the Randomizer Table, the Harassment and Coup Harassment Tables, the Recruitment Table, the Investigation Table, the Interrogation Table, and the Walkyrie Table.

[3.2.2] In addition, there are several "tracks." These are the Game-Turn Record Track, the Coup-Turn Record Track and the Movement Point Record Track.

[3.2.3] Finally, there are several holding boxes on the map which the Players may find helpful while playing. These are the SS Player Cht Holding Box, the Abwehr Player Cht Holding Box, the SS General Retirement Box, the Abwehr General Retirement Box, the Allied Unit Holding Box and the Interrogation Cell.
[4.0] INITIAL SET-UP

[4.1] RANDOMIZER CHITS

All of the Randomizer Chits are placed in a receptacle (a cup is nice) and mixed. Each Player draws ten chits and places them in his Chit Holding Box. A Player may always examine his own chits, but may not examine those of the opposing Player. The remaining chits are left in the cup for further use during play. Alternatively, the Randomizer chits can be placed face down in the large holding box on the map.

[4.2] ALLIED UNITS

The Allied units are placed face-down in the Allied Unit Holding Box and mixed. No Allied units are placed on the map at the beginning of the game.

[4.3] GERMAN UNIT PLACEMENT

[4.31] Himmler, Hitler, Goedeler and Canaris each has a specified set-up hex on the board, marked with his name. Each is placed in the appropriate hex.

[4.32] The SS Player then places one SS unit in each hex on the board marked with the SS runes, and one Nazi unit in each swastika-marked hex.

[4.33] Then the SS Player places all remaining SS and Nazi units on “X” marked hexes.

[4.34] After the SS Player has set-up, the Abwehr Player places one civilian unit on each civilian symbol hex, one Abwehr unit on each Abwehr-symbol hex, and one OKW unit on each OKW symbol hex. Note that there are six OKW-symbol hexes outside of Berlin.

[4.35] Then the Abwehr Player places all remaining abwehr, OKW and Civilian units on “X” marked hexes that were not used by the SS Player.

[4.36] All OKW, Civilian and Nazi units begin Unrerecruited side up. All Abwehr units begin Unsuspected side up.

[4.37] At the beginning of the game, the SS Player controls all SS units and Hitler. The Abwehr Player controls all Abwehr units and Goedeler.

[5.0] SEQUENCE OF PLAY

[5.1] THE TURNS

Plot to Assassinate Hitler is divided into Game-Turns and Coup-Turns. Normally play proceeds in Game-Turns until the Abwehr Player successfully declares a Coup, at which point play switches over to Coup-Turns. The Game is a maximum of nine Game-Turns and six Coup-Turns long, but it may be resolved long before all the turns are played out. In each Game-Turn, each Player will be given a chance to move, Harass, Recruit and perform other functions necessary to the continuance of play. In each Coup-Turn, each Player will be able to move and Harass, but will not be able to Recruit, Investigate, or Interrogate.

Each Game-Turn is divided into Player-Turns; the Abwehr Player always plays the first Player-Turn, and the SS Player, the second. Each Player-Turn is further divided into Phases.

Each Coup-Turn is divided into Phases, during which both Players perform functions simultaneously.

[5.2] THE GAME-TURN

A. THE ASSIGNMENT INTER-PHASE

During this Phase, the Players first refer to the Assignment Table, and then to the Randomizer Table. Units are sent on Assignment and Allied units are placed on the map.

B. THE ABWEHR PLAYER-TURN

1. Movement and Harassment Phase: During this Phase, the Player may move and engage in Harassment with any or all of his units. Each unit is moved individually, and must complete its movement before any other unit may be moved. 2. Recruitment Phase: During this Phase, the Player may attempt to Recruit un-Recruited OKW, Nazi and Civilian units.

3. Status Adjustment Phase: During this Phase, the Player may adjust the status of his units; he may remove Mask and Neutralized markers, and may attempt to bring units out of General Retirement.

C. THE SS PLAYER-TURN

1. Movement and Harassment Phase: The SS Player moves and Harasses as in Step B, 1 above.

2. Recruitment Phase: The SS Player recruits as in Step B, 2 above.

3. Investigation Phase: The SS Player may attempt to Investigate units he has friendly units adjacent to.

4. Interrogation Phase: During this Phase, the Player must Interrogate any units in the Interrogation Cell.

5. Status Adjustment Phase: The SS Player adjusts the Status of his units, as in Step B, 3 above.

[5.3] THE COUP-TURN

Almost surely, at some point in the game, the Abwehr Player will successfully call a Coup. At this point, regular play is suspended, and the Players begin the first Coup-Turn.

A. SIMULTANEOUS PLAYER-TURN

1. Movement and Harassment Phase: During this Phase, both Players move and Harass with their units. The Abwehr Player is the first Player to move a unit; once he has finished moving that unit, the SS Player moves a unit. This sequence is continued until all units have been moved.

2. Status Adjustment Phase: This is identical to the corresponding Phase in the Game-Turn Sequence, except that it applies to both Players, and that no units come out of General Retirement during the Coup-Turn.

B. COUP-TURN INDICATION INTER-PHASE

The Coup-Turn Marker is advanced one box on the Coup-Turn Track to signal the end of one Coup-Turn and the beginning of the next.

[6.0] THE RANDOMIZER

GENERAL RULE:

At the beginning of the game, a number of “Randomizer Chits” are placed in a cup and mixed (see Set-Up, 4.0). At various times in the game, Players are required to pick chits from the randomizer cup.

[6.1] CHIT TYPES

There are six types of Randomizer chits, each of which has a different function. These functions are described elsewhere in the rules. The chit types are:

- Enemy and Friendly Assignment chits,
- Travel chits,
- Fuhrer access chits,
- Alibi/Aarrest chits,
- Double-Cross chits, and
- Loyalty chits.

[6.2] DRAWING CHITS

[6.21] At various times in the game, Players will be directed to draw a number of chits from the Randomizer cup. This is accomplished simply by picking the indicated number of chits at random from the Randomizer. After drawing, the Player may examine his chits, and then place the chits face down in his Chit Holding Box; A Player may always examine his own chits, but may not examine those of the opposing Player.

[6.22] Rather than placing his chits face down (and then having to search through his pile chit-by-chit when looking for a chit), the Players may choose to leave the chits face up and place a piece of paper over the Chit Holding Box. Thus, the Owing Player may peek under his sheet of paper and examine his own chits. When the Enemy Player must take a pick from the Chit Holding Box, the paper should be removed, and the Enemy Player should take the chits with his eyes closed.

[6.23] During the Assignment Inter-Phase, the Abwehr Player must roll a die and cross-reference the die-roll with the current Game-Turn on the Randomizer Table. (This occurs after Assignment.) This cross-referencing will yield a number.

[6.24] If the number is preceded by an “S”, the SS Player draws a number of chits from the Randomizer. If it is preceded by an “A”, the Abwehr Player draws a number of chits.

[6.25] If a “0” results, no chits are drawn.
[7.0] ASSIGNMENT

GENERAL RULE:
During the Assignment Inter-Phase, an Allied unit may be placed on the map, and one or more Abwehr or SS units may be forced to move to some area outside of Berlin.

PROCEDURE:
The Abwehr Player rolls a die twice, and cross-references his two die-rolls on the Assignment Table. The first die-roll determines the row to be used, and the second determines the column. Two results are yielded, the first (top) result is known as the “Allied Placement Result”, and the second (bottom) as the “German Assignment Result”.

Example: The Abwehr Player rolls a two and a three. Cross-referencing these rolls on the Table results in an Allied Placement Result of “EE”, and a German Assignment Result of “2/Ab/BR”.

[7.1] ALLIED UNIT PLACEMENT

[7.11] The Abwehr Player picks a unit at random from the Allied Unit Holding Box (see set-up, 4.2), and places it in the Area indicated by the two-letter area code of the Allied Placement Result. The Abwehr Player may place the Allied unit in any unoccupied hex of the area.

[7.12] If the Abwehr Player is directed to place the Allied unit in an Area which has no unoccupied hexes, he must roll again on the Assignment Table for a different Allied Placement Result. He does not roll again for the German Assignment Result.

[7.13] If there are no Allied units in the Allied Unit Holding Box, the Abwehr Player ignores the Allied Placement Result and no Allied unit is placed that turn.

[7.14] If the Allied unit is to be placed in an Area made impassable by Military Advance (see 16.0), he ignores the Allied Placement Result, and no Allied unit is placed that turn.

[7.15] Zones of Control have no effect on Placement; Allied units may be placed in the Zone of Control of another unit.

[7.2] GERMAN UNIT ASSIGNMENT

[7.21] During the Assignment Inter-Phase, German units are sent on Assignment from Berlin to areas outside of Berlin. These units are simply picked up from the hex in which they are situated, and placed in their destination hex.

[7.22] The first number of the German Assignment Result is the number of German units that are sent on Assignment. The first two letters indicate the party affiliation of the unit sent; “SS” means SS, “Ab” means Abwehr. The last two letters are the area code for the Area to which the units are sent. For instance, in the Example under Procedure, “2/Ab/BR” means that two Abwehr units must be sent on Assignment to Berne.

[7.23] If Abwehr units are sent on Assignment, the SS Player picks and places the units sent; if SS units are sent on Assignment, the Abwehr player does so.

[7.24] The units to be sent on Assignment must be taken from the Berlin area; units may not be sent on Assignment if they are outside of Berlin during the Assignment Inter-Phase.

[7.25] Units sent on Assignment may be placed in any unoccupied hex in the destination area, the choice being made by the placing Player. Zones of control have no effect on placement, nor do Zones of Influence (see 11.0, 17.0). Units may be placed in such Zones. However, Zones of Influence do prevent German units from leaving the area in which they extend. See 17.0.

[7.26] Only Abwehr and SS units may be sent on Assignment, OKW, Civilian, and Nazi units may never be sent on Assignment, even if controlled by one Player or the other. Canaris and Himmler may be sent on Assignment.

[7.27] Masked and/or Neutralized units may never be sent on Assignment, nor may units in General Retirement.

[7.28] If there are no unoccupied hexes in the destination area, the Players roll again on the Assignment Table for a German Assignment Result only; the Allied Placement Result remains as it was.

[7.29] If the Players are directed to send units on Assignment to an Area made impassable by Military Advance (see 16.0), they instead ignore the result, and no units are sent on Assignment.

[7.3] ENEMY AND FRIENDLY ASSIGNMENT CHITS

[7.31] During the course of the game, Players may accumulate Assignment chits, which are labelled either “Friendly” or “Enemy” Assignment Chits. These chits allow the Players to alter the German Assignment Result.

[7.32] Players may only reveal and use Assignment chits during the Assignment Inter-Phase. After being revealed, Assignment chits are returned to the Randomizer.

[7.4] FRIENDLY ASSIGNMENT CHITS

[7.41] If a Player’s units are about to be sent on Assignment, that Player can reveal a Friendly Assignment Chit (if he’s got one). This allows him to pick which of his units are to be sent on Assignment, and to place them in the destination area as he wishes.

[7.42] Example: In the example under Procedure, the SS Player was directed to place two Abwehr units in Berne. If the Abwehr Player reveals a Friendly Assignment Chit, he, rather than the SS Player, may choose which units are to be sent, and where in Berne they are to be placed.

[7.5] ENEMY ASSIGNMENT CHITS

[7.51] If a Player’s units are about to be sent on Assignment, he can reveal an Enemy Assignment Chit. This switches the Party Affiliation of the units which must be sent on Assignment. In essence, if the first two letters of the German Placement Result were formerly “Ab”, they become “SS”, and vice versa.

[7.52] Example: In the example in 6.42, the Abwehr Player had revealed an Enemy Assignment Chit rather than a Friendly one, two SS units would have to be placed in Berne. The Abwehr picks and places the units sent.

[7.53] After one Player has revealed an Enemy Assignment Chit, the other may then reveal either type of Assignment Chit. If he reveals an Enemy Assignment Chit, the units switch back to their original Party Affiliation. If he reveals a Friendly chit, the effects are as per 7.4, except that the effect of the first Enemy Assignment Chit still holds.

[7.54] Players may continue to reveal Enemy Assignment chits, switching the Party Affiliation of the units to be sent on Assignment back and forth, until 1) one Player runs out of such chits, 2) one Player decides not to reveal any more chits, or 3) a Friendly Assignment chit is revealed. No further chits can be revealed and the Assignment takes place.

[7.6] THE ASSIGNMENT TABLE

(see the map)

[8.0] STACKING

GENERAL RULE:
No more than one unit may be present in one hex at the end of any Phase.

[8.1] MOVEMENT THROUGH UNITS

[8.11] Units may freely move through Friendly units during the Movement Phase, as long as they do not end their Move in a hex containing another unit in order to Harass a third unit. A unit must always Harass from a hex containing no other unit.

[9.0] MOVEMENT

GENERAL RULE:
During the Movement and Harassment Phase of his Player-Turn, the Phasing Player may move and engage in Harassment with some, all, or none of his units. Movement Phase. During the Movement and Harassment Phase of the Coup-Turn, both Players may move some, all or none of their units as they see fit, sequentially. Units may be moved in any direction or combination of directions, limited only by their Movement Allowance and the rules of Movement and of Zones of Control. The Movement Allowance of each unit is printed on the lower right-hand corner of that unit.

PROCEDURE:
Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it expends one Movement Point of its Movement Allowance, and every time it Harasses an enemy unit, it expends one Movement Point.

[9.1] RESTRICTIONS ON MOVEMENT

[9.11] Movement may never take place out of sequence. A Player’s units may only be moved during his own Movement and Harassment Phase in the Game-Turn, or during the Simultaneous Movement and Harassment Phase of the Coup-Turn. During the Enemy Player’s Movement and Harassment Phase, and during all other Phases of the Game-Turn and Coup-Turn, Friendly units may not be moved. (Exception: see Retreats, 10.6).

[9.12] A unit may never expend more Movement Points in a single Movement Phase than it is allowed by its Movement Allowance. Unused Movement Points may not be accumulated from turn to turn or transferred to other units.

[9.13] Movement through the hex grid must be consecutive hex after consecutive hex; units may not skip hexes (exception; see Travel, 9.5).
[9.14] Each unit is moved individually. A unit must complete its movement (and harassment) before any other unit may be moved. Only one unit may engage in movement and/or Harassment at any one time. Movement is strictly sequential, unit by unit.

[9.15] Units may freely move across Border hexides (see definition of area, 2.2; exception: during Coup Sequence, 18.2). However, Zones of Control do not extend across Border hexides.

[9.2] HEADQUARTERS

[9.21] There is no “terrain” per se on the map; however, Headquarters have important effects.

[9.22] For all purposes, Gestapo HQ, SS Garrison HQ, Fuhrer HQ and Rastenburg HQ are friendly to the SS and Hitler only; Foreign Office and Communications HQ are friendly to the Nazis and Civilians only; and Abwehr HQ, OKW HQ and OB-Heimat HQ are friendly to the Abwehr and OKW only.

[9.23] Example: Gestapo HQ is never friendly to a Nazi unit, even if that unit is controlled by the SS.

[9.24] Units may freely move through Friendly Headquarters hexes, but may never enter Unfriendly Headquarters, except as a result of Advance After Harassment (and then only under certain circumstances, see 10.6).

[9.25] Headquarters hexes do not have Zones of Control.

[9.3] EFFECTS OF UNIT STATUS

[9.31] Unrecruited and Semi-Recruited units may never be moved by either Player.

[9.32] Masked and Neutralized units may not be moved.

[9.33] Units which have zero as their Movement Allowance may not be moved (except when forced to retreat). Hitler is an exception (see 9.6).

[9.4] MOVEMENT AIDS

[9.41] To facilitate Movement and Harassment, a Movement Point Record Track is included on the board. While moving a single unit, the Phasing Player may find it helpful to advance the Movement Point Record marker one box along the track every time the unit expends one Movement Point. Thus the Players will not lose track of how many Movement Points the moving unit has expended.

[9.42] Players may find it difficult to remember which units have moved and which have not, especially during the Coup Sequence. It is suggested that they position all units in the hex grid (all facing north, say); then, once a unit is moved, its facing should be turned one hexide. Thus, the Players will be able to see which units have been moved and which have not simply by examining the facing of the units.

[9.5] TRAVEL

[9.51] “Travel” is a special kind of movement which allows units to transfer from one hex to another without passing through the intervening hexes. It mainly represents the proper authorization to travel and within the hinterlands, via plane, train and so on. A Player may make his units Travel if he has one or more Travel chits.

[9.52] Once a Travel chit has been used and revealed, it is returned to the Randomizer. By revealing one Travel chit, a Player enables one of his units to Travel once. He can reveal any number of Travel chits in one Phase, and a unit may Travel every time a chit is revealed.

[9.54] Travel may occur between 1) any Friendly Headquarters hex and any unoccupied hex outside the Berlin area, or 2) any hex outside the Berlin area and a Friendly Headquarters hex. The traveling unit is simply picked up and placed in its destination hex.

[9.55] Units can combine regular movement and Travel in the same Movement and Harassment Phase. A unit may move, engage in Travel, and move again if it likes; Travel requires no Movement Points to be expended from the Movement Allowance of a unit.

[9.56] A unit may engage in Travel any number of times in one Movement and Harassment Phase, as long as the Phasing Player reveals a Travel chit every time a unit does so.

[9.57] Zones of Control have no effect on Travel; units may Travel to and/or from controlled hexes.

[9.58] SS units may Travel from the Rastenburg HQ in Prussia to any Friendly HQ hex in Berlin (or vice versa), or to any unoccupied hex outside of Berlin and Prussia.

[9.59] Hitler may never Travel.

[9.6] MOVEMENT OF HITLER

[9.61] At the beginning of the SS Movement and Harassment Phase, the SS Player rolls a die: 1, 2, 3 = Hitler moves to (or stays at) the Fuhrer HQ (in Berlin); 4, 5, 6 = Hitler moves to (or stays at) the Rastenburg HQ (in Prussia).

[9.62] The SS Player may choose which hex in the appropriate HQ to place Hitler in. If all the hexes in the HQ Hitler is moving to are occupied, Hitler stays put.

[9.63] At the beginning of Game-Turn Eight, Hitler automatically moves to the Fuhrer HQ (or if there, remains there). For the remainder of the game, no rolls for Hitler Movement are made, as Prussia has been overrun by the Russians. If all hexes of Fuhrer HQ are occupied by units at that time, one occupying unit (the choice of the SS Player) is rerouted one hex from the Fuhrer HQ, and Hitler is placed in the vacated hex.

[10.0] HARASSMENT

GENERAL RULE:
During the Movement and Harassment Phase, Friendly units may engage in Harassment. Essentially, a unit expends one Movement Point from its Movement Allowance every time it Harasses an enemy unit. Harassment represents actions taken by individuals in the game to bring other individuals into line.

PROCEDURE:
Subtract the adjusted Defense Strength of the unit being Harassed from the Effectiveness Rating of the Harassing unit to yield a single number. This number is known as the “Harassment Differential.” Find the Differential on the top of the Harassment Table and roll a die, cross-referencing the differential with the die-roll to yield a single result.

[10.1] HARASSMENT AND MOVEMENT

[10.11] Harassment occurs during the Movement and Harassment Phase, and a unit expends one Movement Point every time it Harasses another unit. As units must be moved in strict sequence, only one unit will be Harassing at any one time, and thus there is no question of multiple-unit Harassment.

[10.12] A unit may move, Harass, and move again. A unit may move as many hexes and engage in Harassment as many times as the owning Player desires, as long as it does not exceed its Movement Allowance.

[10.2] WHICH UNIT MAY HARASS

[10.21] A unit may only Harass enemy units in its Zone of Control (see 11.0).

[10.22] Masked and Neutralized units may never engage in Harassment.

[10.23] A unit may continue to Harass until it has exhausted its Movement Allowance. A unit may not Harass an enemy unit if it has no further Movement Points to expend.

[10.24] Harassment is always voluntary; a unit is never forced to Harass another unit.

[10.25] Hitler, Allied units and unrecruited units may not engage in Harassment, as they neither have an effectiveness rating nor a Movement Allowance.

[10.3] WHICH UNITS MAY BE HARASSED

[10.31] Unrecruited units, semi-recruited units and unsuspected Abwehr units may never be Harassed. (Exception: Coup, 18.36).

[10.32] A unit may be Harassed any number of times in one Movement and Harassment Phase.

[10.33] Masked and Neutralized units may be Harassed.

[10.34] Units may not be Harassed at a differential of less than zero.

[10.4] EFFECTS OF HEADQUARTERS ON HARASSMENT

[10.41] Each HQ hex has an intrinsic Defense Strength of four which is added to the Defense Strength of a friendly unit present in that hex for Harassment purposes only.

[10.5] EFFECTS OF HARASSMENT

Only the last Harassment result that occurs to a unit is applied. For instance, if a unit is Neutralized in one Harassment and forced to retreat in a later one, the unit retreats and the Neutralization marker is removed. The unit is no longer Neutralized.

[10.6] RETREATS AND ADVANCES

[10.61] The Non-Harassing Player always retreats Harassed units.

[10.62] A unit may never retreat into an Enemy-controlled hex, or into an Unfriendly Headquarters, or off the map or into an area made Impassable by Military Advance (see 16.0).

[10.64] If there is no hex into which a unit may retreat, it is sent into General Retirement (not eliminated; it is placed in the Friendly General Retirement box, on the side of the map).

[10.65] If there is more than one hex to which a unit may retreat, the non-Harassing Player determines which hex it retreats to.

[10.66] Units may retreat across borders.

[10.67] If a hex is vacated as a result of Harassment (either because of retreat or because a unit is sent to General Retirement), the Harassing unit may advance into the vacated hex, at the owning Player’s option. The advancing unit expends no Movement Points, and may ignore Zones of Control.

[10.68] If a unit Harasses an Enemy unit in the Enemy unit’s Headquarters and retreats that unit, the Harassing unit may not advance into the vacated hex.

[10.69] Units may Harass vacant Unfriendly Headquarters hexes; Neutralized and Mask results are treated as no effect. If the Harassing unit gets a “Dr” result on the Headquarters, it may advance into the HQ hex.

[10.7] HARASSMENT TABLES

[10.71] The Harassment Table (see the map)

[10.72] The Coup Harassment Table (see the map)
[11.0] ZONES OF CONTROL

**GENERAL RULE:**
The six hexes immediately surrounding a single hex constitute the Zone of Control of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes, and inhibit the movement of Enemy units.

[11.1] WHICH UNITS HAVE ZONES
[11.1.1] Unreinforced and Semi-Reinforced units do not have Zones of Control. (However, they do have Zones of Influence. See 17.2.)
[11.1.2] Allied units do not have Zones of Control.

[11.2] WHERE ZONES EXTEND
[11.2.1] Zones of Control do not extend across Border hexes. Consequently, units may not Harass, Recruit or Investigate across Border hexes.
[11.2.2] If both Enemy and Friendly Zones of Control are exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no additional effect from having more than one unit exerting a Zone of Control into a single hex.

[11.3] EFFECTS OF ZONES OF CONTROL ON MOVEMENT
[11.3.1] A unit may only move out of an Enemy-controlled hex on one of the following occasions:
1. If it is expending its first Movement Point by doing so; that is, at the beginning of its movement.
2. As a result of Advance or Retreat after Harassment (or Recruitment).
3. If the hex is no longer Enemy-controlled. A Friendly unit can bring this about by Masking or Neutralizing all Enemy units adjacent to its hex.
[11.3.2] A unit may never move from one enemy-controlled hex to another. (Exception: Advance after Harassment. See 10.5.)

[11.4] EFFECTS OF ZONES OF CONTROL ON RETREAT
[11.4.1] Units may never retreat into or through Enemy units’ Zones of Control.
[11.4.2] Units may advance as a result of Harassment into a vacated hex, regardless of Zones of Control. A unit may ignore Zones of Control for purposes of Advance after Harassment.

[11.5] OTHER EFFECTS
[11.5.1] The presence of a Zone of Control never mandates Harassment, Investigation, Intergitation or Recruitment. However, units may only Harass, Investigate and/or Recruit units in their Zones of Control.
[11.5.2] The presence of Zones of Control never affect Friendly units in any way.
[11.5.3] Friendly units never negate Enemy Zones of Control in any way.

[12.0] RECRUITMENT

**GENERAL RULE:**
During the Recruitment Phase, a Player may attempt to Recruit unreinforced units to his cause.

**PROCEDURE:**
Add the Effectiveness Ratings of all units attempting to Recruit a single un-Reinforced unit, and subtract from this total the Defense Strength of the unit being Recruited. Find the column corresponding to this differential on the Recruitment Table, and roll a die. Cross-reference the die-roll with the differential column to yield a result.

[12.1] WHICH UNITS MAY BE RECRUITED
[12.1.1] Units which have already been recruited (i.e., are Recruited-side up) may not be recruited, except by the use of a Double-Cross Chit (see 12.6).
[12.1.2] The SS Player may always attempt to Recruit un-Reinforced Nazi units.
[12.1.3] The Abwehr Player may always attempt to Recruit un-Reinforced OKW units.
[12.1.4] Either Player may attempt to Recruit Civilian units, if he has the Loyalty chit for the unit he is attempting to Recruit. The Player reveals the Loyalty chit, and rolls on the Recruitment Table. The Loyalty chit is returned to the Randomizer. If the Player successfully recruits the Civilian unit, he places a control marker of the appropriate side on the Civilian unit (i.e., the SS Player places an SS Control Marker on the unit, and the Abwehr Player places an Abwehr Control Marker). This helps the Players remember which Civilian units are controlled by which Players.
[12.1.5] The Abwehr Player may attempt to Recruit Nazi units, if he has the Loyalty chit for the unit he is attempting to Recruit. The same procedure is used as for 12.14. If he is successful, the Abwehr Player must place an Abwehr Control Marker on the Recruited unit. Note that the Abwehr Player never places control markers on Abwehr or OKW units.
[12.1.6] The SS Player may attempt to Recruit OKW units in the same manner. If he is successful, he must place an SS control marker on the Recruited unit. Note that the SS Player never places SS Control Markers on SS or Nazi units.

[12.2] RECRUITMENT MECHANICS
[12.2.1] A Player may attempt to Recruit any or all un-Reinforced units that are present in Friendly-controlled hexes.
[12.2.2] A Player may only attempt to Recruit a given unit once in one Recruitment Phase, and each Friendly unit may only engage in Recruitment once per Recruitment Phase.
[12.2.3] A unit expends no Movement Points to engage in Recruitment. Recruitment does not cost Movement Points.
[12.2.4] The only activity permitted during the Recruitment Phase is Recruitment. No Movement, Harassment, Investigation or other action is allowed. Only the Phasing Player may attempt to Recruit units during his Recruitment Phase.
[12.2.5] More than one unit can combine strengths in an effort to recruit a single unit. Theoretically, as many as six different units may attempt to recruit a single unit—one from each hex surrounding that unit.
[12.2.6] A unit or group of units may not attempt to Recruit more than one un-Reinforced unit in a single Recruitment resolution.
[12.2.7] If a unit is successfully Recruited in one Recruitment Phase, during that same Recruitment Phase, it may attempt to Recruit another un-Reinforced neutral unit. This can lead to a kind of "snowballing" effect.

[12.2.8] Both Players may examine the reverse side of all units at all times.

[12.3] EFFECTS OF RECRUITMENT
[12.3.1] If a result of "R" is achieved on the Recruitment Table, the Recruitment is successful, and the Recruited unit is flipped Recruited-side up, to signify its new status. It is now, to all intents and purposes, a "Friendly" unit, and is controlled by the Recruiting Player.
[12.3.2] If a result of "Ar" is obtained on the Table, all Recruiting units must retreat one hex. (See 10.6, Retreats.)
[12.3.3] If a result of "Ep" is obtained on the Recruitment Table, the non-Phasing Player may pick one chit from the Randomizer cup.
[12.3.4] If a result of "Sr" is obtained on the Table by the SS Player, the Recruitment is successful, and the unit is flipped over. In other words, it is treated as an "R" result.

[12.3.5] If the Abwehr Player obtains a result of "Sr" on the Recruitment Table, the unit he is attempting to Recruit is "Semi-Reinforced". It has a Semi-Reinforcement marker placed on it, and remains un-Reinforced side up.

[12.4] EFFECTS OF SEMI-RECRUITMENT
[12.4.1] Only the Abwehr Player may Semi-Reinforce units.
[12.4.2] Once a unit has been Semi-Reinforced, it may not be Recruited again.
[12.4.3] The Abwehr Player may not move, engage in Harassment with, or Recruit with Semi-Reinforced units. The Semi-Reinforced unit merely remains in the hex it was placed in until a Coup is declared.
[12.4.4] A Semi-Reinforced unit has no Zone of Control.
[12.4.5] If and when Hitler is killed, all Semi-Reinforced units immediately become Recruited to the Abwehr Player.

[12.5] RECRUITMENT LIMITATIONS
[12.5.1] A Player may only Recruit un-Reinforced units that are in Friendly-controlled hexes. Thus a Player may not Recruit across Border hexes.
[12.5.2] A Player may attempt to Recruit as many units as he likes in one Recruitment Phase, as long as all the rules of Recruitment are obeyed. However, no unit may engage in Recruitment more than once per Recruitment Phase.
[12.5.3] A Player may not attempt Recruitment at a differential of less than +1.
[12.5.4] Recruitments attempted at a differential of greater than +7 are resolved on the +7 column.

[12.6] DOUBLE-CROSS
[12.6.1] If the Phasing Player has a Double-Cross Chit and the Loyalty chit of a certain unit, he may attempt to recruit the unit corresponding to the Loyalty chit—even if the unit has previously been Recruited by the Enemy Player.
[12.6.2] The Recruiting Player returns both chits to the Randomizer cup, and calculates his Recruitment Differential in the normal manner. The Recruitment is resolved.

[12.6.3] If the Player succeeds in Recruiting the unit, he places a Control Marker of the appropriate type on top of the unit. The Phasing Player now controls the unit he has Recruited completely, and the Enemy Player no longer has any control over it.
[12.6.4] If the Phasing Player fails in Recruiting the unit, the Enemy Player retains control of it.
[12.65] An “Sr” result is considered to be a successful result, regardless of which Player is the Phasing Player in a Double-Cross; there is no such thing as a Semi-Recruitment in such circumstances.

[12.66] The SS Player may never recruit Abwehr units, and the Abwehr Player may never recruit SS units, even via Double-Cross.

[12.67] Masked and neutralized units may be recruited.

[12.7] ABWEHR UNIT SUSPICION

[12.71] Abwehr units, like all other units except SS and Allied units, have two sides. However, all Abwehr units are always controlled by the Abwehr Player; the sides merely delineate which Abwehr units have come under the suspicion of the SS and which have not.

[12.72] At the beginning of the game, all Abwehr units begin Unsuspected side up. Unsuspected-side up Abwehr units may not be Harassed or Investigated by the SS Player.

[12.73] Any unsusp. - sid. up Abwehr unit that engages in Recruitment and achieves an “R” or “Sr” result on the unit it is Recruiting immediately falls under suspicion, and is flipped over to its Suspised side.

[12.74] Goerdelers is treated as an Abwehr unit for this purpose.

[12.75] A non-stated point in the game, the SS Player may reveal the Loyalty chit of any Abwehr unit. This unit is flipped over to show its Suspected side (if unsusp. previously) and the Loyalty chit is returned to the Randomizer.

[12.8] OKW PANIC

[12.81] At the end of any SS Status Adjustment Phase of a Game-Turn that there is an SS, Nazi or Civilian unit controlled by the SS Player in an HQ friendly to OKW units, the SS Player rolls a die and cross-references the die-roll on the table below. The number indicated is the number of OKW units controlled by the Abwehr Player that “Panic” and become unreconciled.

[12.82] OKW PANIC TABLE

<table>
<thead>
<tr>
<th>Die</th>
<th>Nr. of Panicked OKW Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>4</td>
<td>6</td>
</tr>
</tbody>
</table>

[12.83] The Abwehr Player may pick which OKW units become unreconciled. He may unreconcile his Recruited or Semi-Reconciled units. Semi-Reconciled units become unreconciled by having the semi-recruitment marker removed; Recruited units become unreconciled by being flipped over to show their Unconciled status.

[12.84] The SS Player rolls a die once for each unit he has present in an OKW HQ Hex at the end of every Status Adjustment Phase in the Game-Turn Sequence. OKW units do not panic once a Coup Sequence has been initiated.

[12.9] THE RECRUITMENT TABLE

(see the map)

[13.0] INVESTIGATION

GENERAL RULE:
During the Investigation Phase, the SS Player may attempt to Investigate enemy-controlled units, in an effort to gain information (Randomizer chits).

PROCEDURE:
Total the Effectiveness Ratings of the Investigating units, and compare the total of the Defense Strength of the unit being investigated. State the comparison as a strength ratio of the Effectiveness total to the Defense Strength, rounding off in favor of the defender. Example: Unit's total Effectiveness Rating of 26 is attempting to Investigate a unit with a Defense Strength of 9. The ratio is 26 to 9, rounded down to 2 to 1.

[13.1] WHICH UNITS MAY INVESTIGATE AND BE INVESTIGATED

[13.11] Only the SS Player may make Investigations; the Abwehr Player may never engage in Investigation.

[13.12] The SS Player may only Investigate Abwehr controlled units that are suspected-side up.

[13.13] The SS Player may only Investigate Enemy units which are in the Zone of Control of friendly units. A unit may never Investigate across a Border hexside, as its Zone does not extend across such a hexside.


[13.15] The SS Player may only Investigate with Nazi and SS units; other SS-controlled units may not be involved.

[13.16] The SS Player may never attempt to Investigate unreconciled or Allied units. He may Investigate Semi-Reconciled units.

[13.17] After the SS Player has announced which of his units are involved in one Investigation, the Abwehr Player can reveal the Loyalty chits of any of the Investigating units. The chits are returned to the Randomizer; units whose chits have been revealed may not be involved. The Investigation proceeds, but the Effectiveness Ratings of the units are not added to the Effectiveness total.

[13.18] If the Abwehr Player reveals any Loyalty chits, the SS Player can then reveal Alibi/Arrest chits. Each Alibi/Arrest chit nullifies the effect of one of the Loyalty chits, (SS Player’s choice).

[13.19] Examples: Himmler (Effectiveness Rating 9), Hanke (Effectiveness Rating 4) and Stroelin (Effectiveness Rating 2) are Investigating Bonhoeof (Defense Strength 3). Before any chits are revealed, the ratio is 15 to 3, or 5 to 1. Himmler’s chit cannot be revealed, as Leader units do not have Loyalty chits. The Abwehr Player reveals the chits for Hanke and Stroelin, but the SS Player reveals one Alibi/Arrest chit. The SS Player chooses to nullify Hanke’s chit. Thus the resulting ratio is 13 to 3, rounded off to 4 to 1.

[13.2] INVESTIGATION LIMITATIONS

[13.21] Investigations may not be made at less than 2 to 1.

[13.22] If the ratio of an Investigation falls below 2 to 1 due to Loyalty chits revealed by the Abwehr Player, the Investigation is not carried out.

[13.23] Investigations carried out at a ratio of greater than 5 to 1 are resolved on the 5 to 1 column.

[13.24] No unit may attempt to Investigate more than once per Investigation Phase; no unit may be Investigated more than once per Investigation Phase.

[13.25] Units may combine their Effectiveness Ratings when Investigating units. However, one or more units may not Investigate more than one unit at one try.

[13.26] The SS Player may make any number of Investigations in a given Investigation Phase, as long as he obeys the rules of Investigation.

[13.27] No investigation occurs during the Coup Sequence.

[13.3] INVESTIGATION EFFECTS

[13.31] If a Neutralized or Masked unit is being investigated, the Neutralizer or Masked marker is immediately removed.

[13.32] If the Investigation Table yields a result of “SS,” the SS Player may pick one chit at random from the Abwehr Holding Box, not the Randomizer.

[13.33] If a result of “N” is obtained on the Investigation Table, the unit being Investigated is Neutralized.

[13.34] If a result of “Ic” is obtained on the Table, the unit being Investigated is immediately removed from the map and placed in the Interrogation Cell.

[13.35] If a hex is vacated as a result of Investigation, one of the Investigating units may advance into the vacated hex, according to the rules of Advance after Harassment (10.6).

[13.36] The Investigation Table (see map)

[14.0] INTERROGATION

GENERAL RULE:
Interrogation may only occur when units are placed in the Interrogation Cell as a result of Investigation. Interrogation represents questioning, torture, and so on by the SS in an attempt to gain information (represented by Randomizer chits).

PROCEDURE:
Roll a die for each unit in the Interrogation Cell, unit by unit. Find the Defense Strength of a particular unit at the top of the Interrogation Table, and cross-reference this with the die-roll for that unit to yield a result.

[14.1] INTERROGATION

[14.11] Only units in the Interrogation Cell may be Interrogated.


[14.13] Only the SS Player may engage in Interrogation; the Abwehr Player may never do so.

[14.14] Units controlled by the SS Player have no effect on Interrogation; the only factors relevant to Interrogation are the Defense Strength of the unit being Interrogated and the die-roll.

[14.15] No Interrogation occurs during the Coup Sequence.

[14.2] ALIBI/ARREST CHITS

[14.21] After the SS Player has announced that he is about to Interrogate a unit in the Interrogation Cell, the Abwehr Player may reveal any or all of the Alibi/Arrest chits that he owns. These chits are returned to the Randomizer.

[14.22] For every Alibi chit so revealed, “one” is added to the Interrogation die-roll. For example, if the Abwehr Player had revealed three chits, three would be added to the die-roll.

[14.23] A die-roll greater than eight is considered to be a die-roll of eight.

[14.24] An Alibi chit is applied to one Interrogation resolution.

[14.3] INTERROGATION RESULTS

[14.31] If the Interrogation Table yields a result of “SS,” the SS Player is eliminated (as sent to General Retirement) and the SS Player picks as many chits from the Abwehr Chit Holding Box (not the Randomizer) as the Defense Strength of the
[15.0] STATUS ADJUSTMENT

GENERAL RULE:
The Status Adjustment Phase is a housekeeping Phase in which a number of functions are performed.

[15.1] PROCEDURES

[15.11] During the Status Adjustment Phase, the Phasing Player may remove Neutralizer and Mask markers from friendly units.

[15.12] The Phasing Player rolls a die for each unit in the Friendly General Retreat Box. 1 or 2 = the unit is returned to the board at any unoccupied Friendly Headquarters hex; 3, 4, 5 or 6 = the unit remains in General Retreat. If all Friendly Headquarters hexes are occupied, returning units may be placed in the nearest unoccupied hex.

[15.13] No rolls are made for units in General Retirement during the Coup Sequence; such units are considered eliminated.

[15.14] A unit that returns from General Retirement is placed Unrecruited or Suspected side up. No Player controls OKW, Nazi or Civilian units that are returned until they are Recruited.

[15.2] EFFECTS OF NEUTRALIZATION AND MASK

[15.21] A Masked unit may not move, engage in Harassment, Recruit, or Investigate. It has no Zone of Control.

[15.22] A Neutralized unit may not perform any of the functions listed above, and it has no Zone of Control. In addition, it does not act as a barrier in the hex it occupies; units may freely move through hexes containing Neutralized units. (See 8.1.)

[16.0] MILITARY ADVANCE

GENERAL RULE:
Starting Game-Turn Six, the Allies begin to advance on Germany, making it difficult for Germans to operate in certain areas without getting shot.

[16.1] EFFECTS OF MILITARY ADVANCE

[16.11] Printed on the map directly within those areas which are affected by Military Advance, is the turn in which they become occupied, next to their area name. These areas become occupied at the beginning of the turn indicated.

[16.12] Military Advance is ‘frozen’ during the Coup Sequence; that is, no areas become occupied during the Coup Sequence.

[16.13] Any unit present in an area on the Game-Turn in which that area becomes occupied is eliminated (not sent to General Retirement). Allied units present in such areas are returned to the Allied Unit Holding Box for further Allied Placement.

[16.14] Areas occupied by Military Advance are impassable to all units. Units may never retreat into impassable areas.

[17.0] ALLIED UNITS

GENERAL RULE:
Allied units have an effect on units present in the area in which they are placed.

[17.1] ALLIED UNIT PLACEMENT

[17.11] Allied Units are placed on the map in accordance with the rules of Assignment (see 6.0).

[17.2] ZONES OF INFLUENCE

[17.21] Although Allied units have no Zone of Control, they exert something known as a ‘Zone of Influence’ throughout the area in which they are placed.

[17.22] No German unit may leave an area in which there is a Zone of Influence, except as a result of retreat, or by ‘Travel.’

[17.23] German units may move freely into and within areas in which Allied units exert Zones of Influence, but may not leave such areas.

[17.24] German units may Harass Allied units, but may never Recruit, Investigate, or Interrogate them.

[17.25] If a German unit obtains a result of ‘Dr’ when Harassing an Allied unit, the Allied unit is destroyed and returned to the Allied Unit Holding Box. Once all Allied units in an Area have been destroyed, that Area no longer contains a Zone of Influence, and thus German units may leave the area.

[17.26] If a German unit is forced to retreat when Harassing an Allied unit, it may retreat across a border hexside, and thus free itself of the Zone of Influence of the Allied unit.

[18.0] COUP SEQUENCE

GENERAL RULE:
At some point in the game, the Abwehr Player will declare a Coup. When he successfully declares a Coup, the Coup Sequence is initiated, and henceforth play proceeds in Coup-Turns, rather than Game-Turns. (See Sequence of Play, 5.0). Six Coup-Turns are played, during which the winner of the game is determined.

Coup

Turn

[18.1] DECLARING A COUP

[18.11] The Abwehr Player may attempt to declare a Coup at the end of any Phase of a Game-Turn. He may not attempt to declare the Coup during a Phase. If he fails to declare a Coup at the end of a Phase, he must wait until the next Phase is over before attempting to declare a Coup again.

[18.12] After the Abwehr Player has announced that he wishes to declare a Coup, he reveals as many Fuhrer Access chits as he wishes to commit to the Coup Attempt. The Fuhrer Access chits are counted and returned to the Randomizer.

[18.13] A die is rolled and the number of Fuhrer Access chits is added to the die-roll. The resulting number is cross-referenced on the Walkyrie Table to yield a result.

[18.14] Note that the Abwehr Player may attempt to declare a coup without any Fuhrer Access chits; however, his chance of successfully declaring it is slim.

[18.15] If the result yielded is in the form of three numbers separated by slashes, the Coup Attempt is successful.

[18.16] If the result yielded by the Walkyrie Table is ‘a’, the Coup attempt has failed.

[18.17] The first number in a successful Coup result is the Movement Penalty for Harassment. For the remainder of the game, Harassment costs this number of Movement Points.

[18.18] The second number is the Coup Differential Bonus. This bonus is added to the Harassment Differential in all Harassments for the remainder of the phase. Example: If the Coup Differential Bonus is ‘5’ and a Harassment is to be resolved that would normally occur on the +3 column, it is instead resolved on the +8 column.

[18.2] ABWEHR MOVEMENT INTER-PHASE

[18.21] Between the last Game-Turn and the first Coup-Turn is something known as the Abwehr Movement Inter-Phase. During this Interphase, the Abwehr Player may move and Harass with a certain number of units.

[18.22] The third number of the Walkyrie Table result is the number of Abwehr units that may be moved in this Phase.

[18.23] The Harassment Differential Bonus and Movement Penalty for Harassment apply during this Interphase.

[18.24] Once the Abwehr Player has finished moving his units, the Coup-Sequence begins formally, and the first Coup-Turn is initiated.

[18.3] MOVEMENT EFFECTS

DURING THE COUP

[18.31] During the Coup Sequence, movement is handled in a manner different from that of the Game-Turn Sequence. There is a single Simultaneous Movement and Harassment Phase, during which both Players move and engage in Harassment with their units.

[18.32] The Abwehr Player is always the first Player in the Coup Sequence. He may move one unit (land or sea) in Harassment with that unit as far as he wishes, within the limits of his Movement Allowance. Once the Abwehr Player has finished moving his unit, the SS Player may move one unit as he wishes.

[18.33] The Players continue to alternate movement in this manner—first one Player moving a unit, then the other doing so—until one Player has moved all his units, or one Player announces that he does not wish to move any more units. At this point, the remaining Player may move all of his unMOVED units.

[18.34] Players must confirm to this sequence throughout the Coup Sequence. Once all units have been moved, that Simultaneous Movement and Harassment Phase is over, and the Players proceed to the Status Adjustment Phase.

[18.35] Players may not move Neutralized or Masked units, regardless of whether they were moved before they were Neutralized/Masked. However, units which have not been moved and become un-Neutralized/Masked during the Movement and Harassment Phase may then be moved.

[18.36] During the Coup Sequence, units outside of the Berlin area may not move into the Berlin area, except by Travel. They may not move across the Berlin city border. Units may freely move out (and retreat out) of the Berlin area, and units may freely move between areas outside of Berlin.

[18.4] OTHER EFFECTS

[18.41] The Coup Harassment Table is used during the Coup-Sequence, rather than the normal one.

[18.42] During the Coup Sequence, all units in General Retirement are Eliminated, and are not rolled for during the Status Adjustment Phase.

[18.43] Any unit forced to retreat when it cannot do so during the Coup Sequence is eliminated.
[18.44] There is no OKW Panic (12.8) during the Coup Sequence.

[18.45] All Abwehr units are flipped to their Suspected side as soon as the Coup is successfully declared.

[18.46] Unrecruited and Semi-recruited units may be Harassed during the Coup Sequence.

[18.5] DEATH OF HITLER

[18.51] Hitler may be eliminated in the same manner as any unit—by an elimination result, or by being forced to retreat when he cannot.

[18.52] The SS Player always has the benefit of the Coup Differential Bonus (see 18.18). However, if, at the end of any Coup Turn, Hitler has not been killed, the Coup Differential Bonus is reduced by two points for the Abwehr.

[18.53] Example: The Coup Differential Bonus is 5. At the end of the first turn, Hitler is still alive. For the second turn, the Coup Differential Bonus is 5 for the SS, but 3 for the Abwehr. If the Abwehr does not kill Hitler on the second turn, the Bonus will drop to 1.

[18.54] The Coup Differential Bonus may never drop below 0.

[18.55] If the Abwehr Player eliminates Hitler at any point, his Differential Bonus is immediately changed to his original Coup Differential Bonus. Thus, in the example above, if the Abwehr Player killed Hitler on the third turn, his Bonus would have immediately gone back up to 5.

[18.56] The Movement Penalty for Harassment is always the same for all Players at all times; it does not change.

[18.57] As soon as Hitler is killed, all SemiRecruited units immediately become Recruited to the Abwehr Player. They are flipped to their recruited side, and their Semi-Recruited markers are removed.

[18.6] EFFECTS OF LOYALTY CHITS DURING THE COUP

[18.61] At any time during the Coup Sequence, either Player may reveal the Loyalty chit of any Enemy unit. The chit is placed on top of the unit it corresponds to. For the remainder of the Coup Turn, that unit may not engage in Harassment. It may move, but may not Harass. Chits may not be revealed in this manner during the Abwehr Movement Interphase.

[18.63] At the end of the Coup Turn in which the chit was revealed, it is removed from the unit and returned to the Randomizer.

[18.64] At any time during the Coup Sequence, the SS Player may reveal the Loyalty chit of a Semi-Recruited unit that has not yet been activated by the death of Hitler. The unit immediately becomes Unrecruited. The chit is returned to the Randomizer.

[18.7] WINNING THE GAME

[18.71] The Abwehr Player immediately wins if, at any point in the Coup Sequence, there are no SS units in Berlin outside of Headquarters hexes. Note that this applies only to SS units—other SS-controlled units are irrelevant.

[18.72] The SS Player immediately wins if, at any point in the Coup Sequence, there are no Abwehr units in Berlin outside of Headquarters hexes. Note that OKW and other Abwehr-controlled units are irrelevant to this criterion.

[18.73] If neither Player has won by the end of six Coup-Turns, the Allies are considered to have won, and both Players to have lost. Germany has collapsed into chaos.

[18.74] If the Abwehr Player never successfully declares a Coup, the SS Player automatically wins.

[18.8] THE WALKYRIE TABLE

(See the map.)

[19.0] GAME NOTES

[19.1] PLAYERS' NOTES

The basic system of Play rather resembles an armor system. Therefore, Players must consider basic tactics when playing the game. However, this is a political game; there are a number of factors which have an effect on play that are not present in a normal wargame. The Player who judiciously mixes good tactics with good use of chits will win more often than the player who is excellent in one area, but weak in the other.

GENERAL TACTICS:

The first and possibly the second move for both Players should be occupied with recruiting as many of the unrecruited units as possible. Remember when recruiting that getting fewer recruits at best odds (1 in 4 or 2 in 5) than a lot of recruits at lower odds (+1 through +4). Go for the easiest recruits (OKW for the Abwehr, Nazis for the SS) and save the Loyalty and Double-Cross chits for middle game play. Always mass your units on the unrecruited units with the highest effectiveness ratings, as these are the most useful for recruiting. Before recruiting, make sure that there is a place for each unit to retreat; in any play test game, Players have lost the initiative by losing strong units on retreats.

When placing the units during set-up, both Players should try to place the unrecruited units in such a way that a chain-reaction of recruitment can be set up; an Abwehr unit recruits an OKW unit, which recruits another OKW unit, and so on. By the third turn, when conflict is inevitable, each Player should have solid lines of units in front of his HQ's. One hex-row within Berlin should be completely covered by Friendly Zones of Control. The first attacks should be directed at the center of Berlin, allowing friendly units control of the critical area between the OKW and the Abwehr HQ. Players should note that a Masked or Neutralized result is often more valuable than a retreat, as a Masked or Neutralized unit will not be able to damage friendly forces in the next enemy turn. However, if possible, Players should always try to send enemy units into General Retirement, putting them out of action for several turns. Headquaters should be bypassed as much as possible, except when the SS Player can cause OKW panic. The Prussia-Berlin border is another important area of conflict during the turns Hitler may move to Rastenburg; the Abwehr Player may attempt to turn the SS left flank in order to get access to Prussia. It is not always best to pull Assignment chits during Assignment—depending on the area to which your units are being sent, the availability of Travel chits and so on, it may be best to save the Assignment chits for later. If the Assignment involves going into an Allied unit, that unit may break if in a region blocked off from Berlin by Military Advance, by all means try and trump the other player. Chit-play may at first be confusing. There can be such proliferation of chits that a player may be encouraged to give up in disgust. Unfortunately for that player, chits are one of the most important parts of the game. Loyalty chits are meant to be carefully husbanded until an opportunity to strike a strong blow presents itself. They are not meant to be thrown aimlessly into the fray, in fact, should a coup be imminent, they should be held off until it is declared. Travel chits are the second most important chits in the game (to Player Access, of course) and have Allied Zones of Influence, move into Berlin from far-off areas, and send reinforcements to Prussia (to get at Hitler in Rastenburg). Double-Cross chits allow such personages as Bormann and Staufenburg to switch sides.

ABWEHR TACTICS

Set-up is a very simple process. Place all the 3-4.5’s and 4-4.5’s in the OKW set-up hexes outside Berlin, and cover your side of Berlin. It might be a good idea to set up a few 1-6 OKW units in HQ hexes, and then just leave them there, to protect those hexes. Try and make sure that +7 recruitments may be obtained on the most powerful OKW units. At the end of each turn, try to protect the OKW-Abwehr HQ hexes as much as possible. Besides calling a Coup, one of the main goals of the Abwehr Player is to protect his headquarters. Should the SS Player gain entrance to an HQ hex, he sets off OKW panic. The SS Player can attack from any of his 3 Counterattack tactics to Travel to a province close to an HQ, and then march on it with Himmler, Bormann, etc.), so all avenues of approach must be guarded. If the Abwehr loses its OKW units, it loses its advantage over the SS. Once the Coup is declared, HQ's do not matter, except as strategic positions. The Abwehr Player may find it useful to keep a few Abwehr units Unsuspected side up, in positions where he wishes to hold the line. As they may not be Harassed, they will be able to hold position admirably, Canaris is especially useful Unsuspected side up, as he does not have a Loyalty chit, and may harass with impunity.

When you call the Coup, make sure that you have a good shot at Hitler. If you don’t get him by the end of the first turn, the game is probably over for you. If Hitler is in Rastenburg, the Abwehr has a tremendous advantage, as he is probably in an exposed position. But the Abwehr should also have enough Travel chits, so he can get his units back into Berlin. Go for the most effective SS units, if Hitler is killed. If you don’t kill them, they will kill you.

SS TACTICS

In your recruit set-up, you want to make sure you can recruit several Nazis. Your object is not to begin by wiping out Abwehr. That can be attended to later. It might be a good idea to place one or two powerful units near the Prussia-Berlin border. By the end of the second turn, you should be ready to attack the center of the Berlin area.

The importance of the umpiring the Fuhrer HQ area free of Abwehr units cannot be stressed too much. It might only decide the game. Another SS play which will lessen Abwehr chances of winning is to attack Abwehr-OKW headquarters as often as possible. Once the OKW begins to panic, the situation deteriorates for the Abwehr. Double-Cross chits used on key OKW units tend to break the Abwehr position. Remember that you have 16 units which are absolutely loyal, while the Abwehr only has 11. The Abwehr Player will generally have more chits than the SS player. The SS Player can rectify this sad state of affairs if he interrogates enough Abwehr-OKW units. First, however, he must investigate them. Otherwise the Abwehr Player with most of the chits will be a formidable opponent indeed.

When the Coup is called, all the SS can do is sit back and hope that Hitler is not killed. Should he survive, the SS Player’s first priority is to defend him against further attack. As well, he should concentrate on eliminating Abwehr units and sending them out of Berlin.

DESIGN CREDITS

Game Design: James F. Dunnigan
Development: Fred Georgian, Greg Costikyan
Research: Virginia Mulholland
Playtesting: Eric Goldberg, Rick umbaugh, Barry Lazarink, Ron Finkelstein
Production: Larry Catalano, Kate Higgins, Manfred F. Milikuhn, Norman Pearl, Kevin Zucker
Physical Systems and Graphics: Redmond A. Simonsen
[5.0] SEQUENCE OF PLAY

[5.2] THE GAME-TURN
A. THE ASSIGNMENT INTERPHASE
Roll on the Assignment Table and the Randomizer Table.

B. THE ABWEHR PLAYER-TURN
1. Movement and Harassment Phase
The Abwehr Player moves and harasses with his units.
2. Recruitment Phase
The Abwehr Player attempts to recruit units.
3. Status Adjustment Phase
The Abwehr Player removes Neutralized and Masked markers from his units, and rolls for units in General Retirement.

C. THE SS PLAYER-TURN
1. Movement and Harassment Phase
2. Recruitment Phase
3. Investigation Phase
The SS Player attempts to investigate enemy units adjacent to friendly units.
4. Interrogation Phase
The SS Player must interrogate all units in the Interrogation Cell.
5. Status Adjustment Phase

D. GAME-TURN INDICATION INTERPHASE

[5.3] THE COUP-TURN

A. SIMULTANEOUS PLAYER-TURN
1. Movement and Harassment Phase
Both Players move and harass with their units.
2. Status Adjustment Phase
Both Players remove Neutralized and Masked markers from their units.

B. COUP-TURN INDICATION INTERPHASE

[6.0] THE RANDOMIZER
During the Assignment Interphase, the Randomizer Table tells who will draw how many chits from the Randomizer.

[7.0] ASSIGNMENT
The Player whose units are being sent can reveal Friendly and/or Enemy Assignment chits, which allow him/her to choose which of his own units are sent on Assignment. An Enemy Assignment chit causes the Party Affiliation of the units sent on Assignment to switch (from SS to Abwehr or vice versa).

[8.0] STACKING
A unit may pass through a hex containing a Friendly or Neutralized unit, but may not pass to Harass nor end any Phase in such a hex.

[9.0] MOVEMENT
A Player must finish moving one unit before he may begin moving another. Masked and Neutralized units can’t move. By revealing a Travel chit, a Player can move one unit by Travel once. Travel occurs between Friendly Headquarters hexes and unoccupied hexes outside Berlin (in either direction). During his Movement and Harassment Phase, the SS Player rolls a die: 1, 2, 3 = Hitler moves to Fuhrer H.Q; 4, 5, 6 = Hitler moves to Rastenburg.

[10.0] HARASSMENT
Harassment occurs during the Movement and Harassment Phase. A unit employs one movement point every time it harasses. Unrecruited, semi-recruited, and Unsuspected units may never be Harassed. Every H.Q hex has an intrinsic defense strength of 4. Only the last Harassment result that occurs to a unit is applied. Units may only move into an Unfriendly H.Q hex after Harassing the empty hex and getting a DR result.

[11.0] ZONES OF CONTROL
Unrecruited, Allied, Masked and Neutralized units do not have Zones of Control. Zones of Control do not extend across Border hexes. Units may only move out of Enemy ZOC’s at the beginning of their movement and as a result of Retreat.

[12.0] RECRUITMENT
The Abwehr Player needs Loyalty Chits to recruit Nazis and Civilians. The SS Player needs Loyalty Chits to recruit OKW units and Civilians. Units can combine strengths when Recruiting. Semi-Recruited units do nothing until Hitler is killed, when they become Recruited to the Abwehr Player. Double-Cross chits allow the owner to attempt to recruit units that have already been recruited by the opposing player. The Double-Crossing Player must also have the Loyalty chit of the unit. Unsuspected units may not be Harassed or Investigated. Any Suspected unit that successfully Recruits (or Semi-Recruits) a unit becomes suspected. The SS Player can flip any Abwehr unit over to its Suspected side by revealing its Loyalty chit. If, during an SS Status Adjustment Phase there is an SS-controlled unit in any OKW-friendly HQ hex, the SS Player rolls a die. The result on the table (12.82) is the number of OKW units that become Unrecruited.

[13.0] INVESTIGATION
The Abwehr Player can reveal the Loyalty chit of any investigating unit. That unit may not Investigate. The SS Player may then reveal an Alibi/Arrest chit. This nullifies the effect of the Loyalty chit.

[14.0] INTERROGATION
All units in the Interrogation Cell must be Interrogated. For every Alibi/Arrest chit the Abwehr Player reveals during Interrogation, one new is added to the Interrogator die-roll.

[15.0] STATUS ADJUSTMENT
During the Status Adjustment Phase, all Neutralized and Masked Marked markers on Friendly units are removed, and all units in General Retirement are rolled for.

[16.0] MILITARY ADVANCE
The turns on which an area become occupied by the Allies is shown next to its name. Units in areas that become occupied are eliminated. Occupied areas are impassable.

[17.0] ALLIED UNITS
Allied units exert a Zone of Influence throughout the area they are in. German units may only leave a Zone of Influence as a result of retreat, or by Travel. If an Allied unit is forced to retreat, it is eliminated.

[18.0] COUP SEQUENCE
Before the Coup Sequence actually begins, the Abwehr Player is allowed to move and harass with a number of units specified in the Coup result. Then the first Coup-Turn begins. First the Abwehr Player moves one unit, then the SS Player does so, until all units have been moved. Units may not move into Berlin or travel during the Coup. The SS Player always has the Coup Differential Bonus. At the end of every turn that Hitler is still alive, the Coup Differential Bonus for the Abwehr Player is reduced by two. If the Abwehr Player kills Hitler at any time, his Coup Differential Bonus immediately rises back to what it was at the beginning of the Coup Sequence. At any point in the Coup Segment, a Player can reveal the Loyalty chit of an Enemy unit. That unit may not then harass for the rest of the Coup-Turn. Either Enemy party (SS or Abwehr) Player immediately wins if there are no units left in Berlin outside of HQ hexes.

[20.0] RULES SUMMARY
If there is any conflict between the summary and the main body of the rules, the latter are to be considered the final authority.

[4.0] INITIAL SET-UP
Ten Randomizer Chits are drawn by each Player. The SS Player places the SS and Nazi units in correspondingly marked hexes, one per hex; with extra SS and Nazi units in common hexes. The Abwehr Player does likewise with Abwehr, Civilian and OKW units. All Nazi, Civilian and OKW units begin Unrecruited side up; all Abwehr units begin Suspected side up.