### UNIT IDENTIFICATION

#### UNION OF SOVIET SOCIALIST REPUBLICS (Red Army)

<table>
<thead>
<tr>
<th>Type</th>
<th>Size</th>
<th>Quantity</th>
<th>Code Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Machine Gun</td>
<td>14.5mm</td>
<td>Company  6</td>
<td>001-006</td>
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<tr>
<td>Mortar</td>
<td>82mm</td>
<td>Company  6</td>
<td>011-016</td>
</tr>
<tr>
<td></td>
<td>130mm</td>
<td>Company  2</td>
<td>021-022</td>
</tr>
<tr>
<td></td>
<td>180mm</td>
<td>Company  2</td>
<td>025-026</td>
</tr>
<tr>
<td></td>
<td>240mm</td>
<td>Company  1</td>
<td>031</td>
</tr>
<tr>
<td>Howitzer</td>
<td>122mm</td>
<td>Company  3</td>
<td>041-043</td>
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<td></td>
<td>152mm</td>
<td>Company  3</td>
<td>051-053</td>
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<tr>
<td>Anti-Tank Guns</td>
<td>88mm</td>
<td>Company  2</td>
<td>061-062</td>
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<tr>
<td></td>
<td>100mm</td>
<td>Company  3</td>
<td>071-073</td>
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<tr>
<td>Rocket Artillery</td>
<td>140mm</td>
<td>Company  2</td>
<td>081-082</td>
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<td>300mm</td>
<td>Company  1</td>
<td>091</td>
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<tr>
<td></td>
<td>240mm</td>
<td>Company  2</td>
<td>095-096</td>
</tr>
</tbody>
</table>

**SELF-PROPELLED GUNS AND HEAVY WEAPONS: 100 series**

- **SU57** Company 4 111-114
- **JSU152** Company 3 121-123
- **SELF-PROPELLED, WIRE-GUIDED MISSILE LAUNCHERS: 200 series**
  - **BRDM (A)** Company 8 211-218
  - **T34** Company 7 311-317
  - **T36** Battalion 2 321-322
  - **T42** Company 18 331-348
  - **T42** Battalion 6 351-356
  - **T70** Company 9 361-369
  - **T90** Battalion 3 371-373
  - **RECONNAISSANCE: 500 series**
  - **MCVC** Company 6 511-516
  - **BT840** Company 12 521-532
  - **FF76** Company 9 541-549

**TOWED OR LIFTED HEAVY WEAPONS AND ARTILLERY: 500 series**

- **85mm** Platoon 3 011-013
- **100mm** Platoon 1 021
- **185mm** Platoon 3 031-033

**UNITED STATES OF AMERICA (U.S. Army)**

**GERMAN FEDERAL REPUBLIC (German Federal Army)**

**TOWED OR LIFTED HEAVY WEAPONS AND ARTILLERY: 600 series**

**81mm** Platoon 3 331-333

**M1A1** Platoon 18 341-358

**M1A1** Company 6 361-366

**ARMOURED CAVALRY: 400 series**

**105mm** Platoon 1 021

**180mm** Platoon 3 031-033

**SELF-PROPELLED GUNS AND HEAVY WEAPONS: 100 series**

- **M125** Platoon 8 111-118
- **M106** Platoon 6 121-126
- **M110** Platoon 2 141-142
- **M117** Platoon 2 151-152

**MECHANIZED INFANTRY: 400 series**

- **US** Platoon 18 611-628
- **US** Company 6 631-636
- **GE** Platoon 9 641-649

**"SOFT" INFANTRY: 700 series**

- **Inf** Platoon 9 711-719

**SELF-PROPELLED, WIRE-GUIDED MISSILE LAUNCHERS: 200 series**

**TANKS AND TANK DESTROYERS: 300 series**

** tortolatton Line 72 911-915**

**AH/MG** Platoon 6 921-926

**AH/APC** Platoon 8 931-936

**AH/TOW** Section 12 941-952

The Unit Identification Chart (below) is presented in order that Players may familiarize themselves with the entire range of counters available in Red Star/White Star. The chart also delineates the "code-ranges" of the various units, so that Players may identify the general type of unit simply by looking at its code number. Players should also be aware that three basic types of symbolism are used on the counters: On all 000 Series units, an abstract, tactical symbol is used (as per Army Field Manual 21-30). On Series 100 through 500 as well as Series 900, a silhouette of the main vehicular component of the unit is shown. On Series 600 and 700, the more familiar unit organization symbols are used (also as per FM 21-30). It should be emphasized that all 600 and 700 Series units are Infantry type units, and whenever the rules make reference to Infantry type units, they are referring to 600 and 700 Series units.

Separate West German Federal Army counters are provided for those platoon-sized units which are uniquely West German (i.e., the Leopard tank platoons, JPh platoons, and the West German Mechanized Infantry platoons). In a Scenario which calls for West German units other than the aforementioned types, use US counters of the appropriate kind. Players may wish to substitute a West German Tank Battalion for a US Tank Battalion in the Scenarios. A German Tank Battalion consists simply of nine Leopard Platoons.
THE SCENARIOS
HOW TO SET UP THE GAME AND USE THE SCENARIOS
Each Scenario constitutes a separate game representing a particular conflict situation that could occur in the year of an event of war in Europe, depending on the 1970s.
You may use any Scenario, but it is suggested that you use Scenario One the first time you play the game. The Scenarios are organized in order of increasing complexity (and "more complex" is not necessarily "better").
All units remain face-up in the Standard Game rules, whether spotted or not. An optional rule provides for face-down placement of units, i.e., the effect of limited intelligence.
Each Scenario indicates the following information:
1. The nature of the situation and its title;
2. The Initial forces for each Player;
3. Initial deployment for each Player;
4. Reinforcements (if any) received during the scenario;
5. Special Rules pertaining to the Scenario;
6. Victory Conditions — how to win, for each Player.
The Initial forces listed for each side contain US and USSR regiments and battalions, plus attached units.
In each case, pictures of the appropriate counter type will be shown with a quantity number directly underneath. Thus, a picture of a US Mechanized Infantry company with a "3" underneath it would mean that that organization has three Mechanized Infantry companies in it.
Whenever a superior organization (such as a regiment) is shown in terms of game counters, it is considered to be an overall box around it as well as an identifying heading. An overall multiplier will be found to the left of such organizations indicating how many superior organizations are to be used.
Optional Rules, by their nature, tend to make the game more complex and somewhat more "realistic." It is suggested that you use these Optional Rules only after you have mastered the Standard Game.
SECTORS
The map is divided into sectors numbered and labeled "Sectors." Each Scenario will be played in one or more of these sectors. When a Scenario requires that the game be played within a Sector, no movement or combat may occur in hexes outside of the specified Sector(s). In some Scenarios, the entire map is used.
LETTERED HEXES
The lettered hexes are for reference on the map, lettered A, B, C, D, E, and F. They have no terrain effect and are used only as points of reference for deployment purposes.
Scenario One:
TANK BATTLE
A head-on engagement has developed between a US Tank Battalion and a Soviet Tank Regiment with attached infantry.
⭐ US INITIAL FORCES:

DEPLOYMENT
Force enters on the Game Map's eastern-most row of hexes during the first Game-Turn.

⭐ USSR INITIAL FORCES:

Scenario Two:
SCREENING ACTION
US and Soviet units and supporting units are screening an advancing Soviet Tank Regiment with attached infantry.
⭐ US INITIAL FORCES:

DEPLOYMENT
Deploy second, move second. Anywhere on map East of Hexes A, B, C. May not be entrenched at the beginning of the game.

⭐ USSR INITIAL FORCES:

Scenario Three:
GENERAL DELAYING ACTION
A West German force is attempting to delay an advancing Soviet Tank Regiment.
⭐ GERMAN INITIAL FORCES:

DEPLOYMENT
Deploy first, move first. Anywhere on map East of Hexes A, B, C. May be entrenched in US hexes during the first Game-Turn.

⭐ GERMAN INITIAL FORCES:

Scenario Four:
RUSSIAN ASSAULT
A Strong Soviet Force is advancing over the entire Game Map, from West to East. The game concerns the action that is occurring in Sector 5, where an augmented US battle group is defending its standard front. The rules of the Scenario reflect the action occurring outside Sector 5.
⭐ US INITIAL FORCES:

DEPLOYMENT
Deploy second, move second. Anywhere within Sectors 4 and 5. Units may be entrenched at the beginning of the game.

⭐ USSR INITIAL FORCES:

Scenario Five:
EXTENDED RUSSIAN ASSAULT
This Scenario is similar to Scenario Four except that the US forces are covering a wider front.
⭐ US INITIAL FORCES:

DEPLOYMENT
Deploy second, move second. Anywhere within Sectors 4 and 5. Units may be entrenched at the beginning of the game.

⭐ USSR INITIAL FORCES:

DEPLOYMENT
Deploy first, move first. Deploy in Sector 1, within three hexes of Sector 5. Units may begin the game entrenched.

⭐ USSR INITIAL FORCES:

DEPLOYMENT
Deploy first, move first. Deploy in Sector 1, within three hexes of Sector 5. Units may begin the game entrenched.

⭐ USSR INITIAL FORCES:

DEPLOYMENT
Deploy first, move first. Deploy in Sector 1, within three hexes of Sector 5. Units may begin the game entrenched.

⭐ USSR INITIAL FORCES:
3. Units in Sector 1 may not move farther than three hexes from Sections 4 and 5, nor may they move into any Sector other than Sections 4 and 5.

VICTORY CONDITIONS
The USSR Player wins if he has at least seven units in a non-captured state, east of the Horlaff River at game's end. The US Player wins if four or fewer non-captured Soviet units are west of the Horlaff River at game's end. Any other result is considered a draw.

Scenario Six: AIRMOBILE DELAYING ACTION
A US rearguard, composed mainly of OTOWs, is attempting to delay a large Soviet force which has broken through the main front line.

US INITIAL FORCES:

DEPLOYMENT
Deploy first (move first) anywhere on map, east of hexes A, B, C. May be entrenched.

US REINFORCEMENTS:
At the start of the Offensive Fire Phase of the US second, fourth, fifth, and eighth Player-Turns, the US Player receives one additional Airmobile Infantry Platoon. These platoons may be placed anywhere on the map except in Soviet-occupied hexes and in Woods or Town hexes.

USSR INITIAL FORCES:

TANK REGIMENT

RECONNAISSANCE BATTALION

DEPLOYMENT
Deploy first, move first. Deploy anywhere within Sector Five. Units may be entrenched at the beginning of the game.

USSR INITIAL FORCES:

TANK REGIMENT

RECONNAISSANCE BATTALION

DEPLOYMENT
Deploy first, move second. Deploy only via one-stacking point units (Player's choice) on any road hex adjacent to the map's western edge. Each subsequent Player-Turn the USSR Player must place an additional eight one-stacking point units of his choice on the same road hexes, and bring them into play during his Movement Phase. Units may not be entrenched at the beginning of the game.

SPECIAL RULES
1. Neither Player has Air Superiority.
2. All map Sectors are used; movement in particular Sectors is not limited.

VICTORY CONDITIONS
Victory is based on the number of unoccupied USSR units in the beginning Sectors Four, Five, and Six at game's end.

VICTORY LEVEL: Companies in 4, 5, or 6
US Decisive 0
US Marginal 1 through 4
US Substantial 5 through 8
US Marginal 9 through 11
US Substantial 12 or More

Scenario Eight: REAR GUARD ACTION
A small US force is attempting to delay the passage of a large Soviet force across the map, thus permitting an "off-the-map" US main force time to regroup and move to better positions.

US INITIAL FORCES:

RECONNAISSANCE BATTALION

DEPLOYMENT
Deploy second, move first. US units deploy in the northwestern row of hexes on the map. USSR units may not begin the game entrenched.

SPECIAL RULES
1. The US Player has Air Superiority on any two consecutive Game-Turns of his choice, which must announce at the start of the previous Game-Turn. During these two Game-Turns, three helicopter gunships of the US Player's choice enter the map from the northern edge and remain in play until expended, or until the end of the second Game-Turn of Air Superiority.
2. Neither Player has Air Superiority on the other Game-Turns.
3. During the two Game-Turns of Air Superiority, the US Player may employ the Air Superiority rule, or optionally, employ two Observation Helicopters.

VICTORY CONDITIONS
The level of victory depends upon the number of separate road "routes" controlled by the USSR Player from the northern to the southern edge of the map. These "routes" must consist of a series of adjacent hexes connected by road, and may be as long and as devious as necessary. Only one "route" may be traced through a given road hex for each road that passes completely through that hex. In other words, two routes may not share a single road, although they may pass through a single road link in that hex. No Hex of the route may be in Enemy Zone of Control or within range of Enemy Direct Fire.

LEVEL OF VICTORY
Number of USSR Controlled Roads
US Substantial 0
US Marginal 1 or 2
US Marginal 3 or 4
US Substantial 5
US Substantial 6

Scenario Nine: AIRMOBILE ATTACK
A strong US force is attacking an entrenched Russian position. Control of terrain by land and by air. Their objective is the capture of two key towns.

US INITIAL FORCES:

TANK REGIMENT

MECHANIZED INFANTRY BATTALION

DEPLOYMENT
Deploy first, move second. Deploy anywhere on map. Units may be entrenched at the beginning of the game.

USSR INITIAL FORCES:

TANK REGIMENT

MECHANIZED INFANTRY BATTALION

DEPLOYMENT
Deploy second, move first. USSR units deploy in the northwestern row of hexes on the map. USSR units may not begin the game entrenched.

SPECIAL RULES
1. The US Player has Air Superiority on any two consecutive Game-Turns of his choice, which must announce at the start of the previous Game-Turn. During these two Game-Turns, three helicopter gunships of the US Player's choice enter the map from the southern edge and remain in play until expended, or until the end of the second Game-Turn of Air Superiority.
2. Neither Player has Air Superiority on the other Game-Turns.
3. During the two Game-Turns of Air Superiority, the US Player may employ the Air Superiority rule, or optionally, employ two Observation Helicopters.

VICTORY CONDITIONS
Victory is based on the number of SSPs controlled by the US Player at game's end (see Scenario Eight).

VICTORY LEVEL: Number of USSR Controlled Roads
US Substantial 0
US Marginal 1 or 2
US Marginal 3 or 4
US Substantial 5
US Substantial 6

Scenario Aline: AIRMOBILE RAID
US forces are attacking the Soviet front. An airmobile force is being dropped on the Soviet rear to disrupt communications.

US INITIAL FORCES:

TANK REGIMENT

MECHANIZED INFANTRY BATTALION

DEPLOYMENT
Deploy first, move second. The US units are all airmobile and are "dropped" on the map at the rate of one stacking point per hex. Units must all be dropped in the Initial Helicopter Movement Segment of the first US Player-Turn. Units may not be dropped into Occupied Terrain hexes, Enemy occupied hexes, or hexes within five hexes of the map's northern edge.

USSR INITIAL FORCES:

TANK REGIMENT

MECHANIZED INFANTRY BATTALION

DEPLOYMENT
Deploy first, move second. No more than two, one-stacking point sized Infantry units per map sector during deployment. Machine Gun and Mortar units may be placed anywhere. Tank Regiment enters the game at the rate of six one-stacking point-sized units in road hexes adjacent to the map's northern edge at the start of each USSR Player-Turn (beginning with the first Player-Turn) until all units are on the map.

SPECIAL RULES
1. The US Player has Air Superiority (or optionally, 4 Observation Helicopters).
2. Use entire Game-Map.

VICTORY CONDITIONS
Victory is based upon the number of north/south roads controlled by the US Player at game's end (see Scenario Eight).

VICTORY LEVEL: Number of USSR Controlled Roads
US Substantial 0
US Marginal 1 or 2
US Marginal 3 or 4
US Substantial 5
US Substantial 6
DESIGNER’S NOTES

To design a game on battles not yet fought is rather risky. ‘Historical’ games have the advantage in that you can ‘prove your point’ by showing what might have happened had you been there. However, there is also the very real danger that any game created should be a simulation of what they were, not why they were.

Just as in the real world, in this game there is no way to predict what will happen in the future. The same kinds of decisions and events that happened in the past can happen again, but with different results due to the changing circumstances of the time.

To make this more realistic, the designer has included a number of new weapons and tactics that were not available in the past. These include new anti-tank missiles, anti-aircraft guns, and tank destroyers.

DEPLOYMENT

Deployment is the first step. The entire air-mobile task force is moved into position on the map, where it can then be deployed to any location on the field of battle. The units are divided into three groups: the main force, the reserve, and the reconnaissance group.

The main force consists of all the units that are intended to be used in the first wave of attacks. The reserve is made up of the units that are intended to be used later in the battle. The reconnaissance group is made up of the units that are intended to be used to gather information about the enemy’s location and strength.

DEPLOYMENT

Deployment is the first move in the game. The entire air-mobile task force is moved into position on the map, where it can then be deployed to any location on the field of battle. The units are divided into three groups: the main force, the reserve, and the reconnaissance group.

The main force consists of all the units that are intended to be used in the first wave of attacks. The reserve is made up of the units that are intended to be used later in the battle. The reconnaissance group is made up of the units that are intended to be used to gather information about the enemy’s location and strength.

The problem of front-feeding and other details of tactics is largely dictated by the weapons and tactics of the opponent. The players of the game will have to use their imagination and strategy to overcome the enemy’s defenses.

For the Americans, a brigadier general is more normal. An US division attacks on a 7 x 7 front and defends on a 3 x 4 hex front. Russian division attacks on a 3 x 4 front and defends on a 3 x 3 hex front. Individual Russian units do not defend in depth as the Americans. Instead, they spread the defending units out and attack standard and standard ("standard") front.
Game-Turn 11:
(NE): 289 i, 290 i, 291 i
(SE): 6 a cav
Game-Turn 12:
(SE): 2 i, 10 i, 11 i, 101 i, 104 i, 329 i
(NE): 66 a, 67 a, 41 ai
Game-Turn 13:
(SE): 317 i, 318 i, 319 i
(NE): 329 i, 330 i, 331 i
Game-Turn 14:
(WI): 354 e, 342 e, 392 e, 366 e, 1308 e, 1313 e,
Fr. Lt. i. (Brig)
Game-Turn 15:
(SE): 154 i, 157 i, 320 i
(NE): 24 i, 60 i, 401 G
Game-Turn 16:
(SE): 34 a
(WI): cca6, ccb6, ccr6
Game-Turn 17:
(SE): cca11, ccb11, ccr11
Game-Turn 18:
(WI): 68 i (X), 151 i (X), 231 i (X)
(NE): 513 pi, 193 G, 507 pi, 194 G

German Historical Reinforcements

Game-Turn 1:
1 a (x)
Game-Turn 2:
2 a (x), Von Der Heyde
Game-Turn 3:
3 a (x)
Game-Turn 4:
4 a (x), 22s a (III), 32s a (III), 42s a (III), 9s a (III), 19s ai (III), 20s ai (III), 8 ai (III), 29 ai (III),
FE (x)
Game-Turn 5:
5 a (x), 1130 i (III)
Game-Turn 6:
6 a (x)
Game-Turn 7:
7 a (x)
Game-Turn 8:
8 a (x), 33a (III), 10 ai (III), 11 ai (III), 104 ai (III),
115 ai (III), FG (x), 79 i (XX)
Game-Turn 9:

Game-Turn 10:
167 i (XX)
Game-Turn 11:

Game-Turn 12:
246 i (XX)
Game-Turn 13:
9 i (XX)
Game-Turns 14, 15, 16, 17:

Game-Turn 18:
340 i (XX)

German Accelerated

Game-Turn 1:
1 a (x)
Game-Turn 2:
2 a (x), Von der Heyde, 22s a (III), 32s a (III),
FE (x)
Game-Turn 3:
3 a (x), 42s a (III), 9s a (III), 19s ai (III), 20s ai (III), 8 ai (III), 29 ai (III), 10s a (III), 21s ai (III),
22s ai (III), 15 a (III), 110 ai (III), 111 ai (III),
FG (x)
Game-Turn 4:
4 a (x)

Game-Turn 5:
5 a (x), 33 a (III), 10 ai (III), 11 ai (III), 104 ai (III),
115 ai (III), 1130 i (III)

Game-Turn 6:
6 a (x), 79 i (XX)
Game-Turn 7:
7 a (x)

Game-Turn 8:
167 i (XX)
Game-Turn 9:
246 i (XX)
Game-Turn 10:

Game-Turn 11:
9 i (XX)
Game-Turn 12:

Game-Turn 13:
340 i (XX)

Red Star/White Star
As a result of post-publication playtesting, the following errata has been assembled to clarify and correct various errors or ambiguities in the original game components.

COMBAT
(A) Should read — You may not attack the same unit more than once per phase using the same Weapon Class (exception: see Zones of Control).

FIRE COMBAT
(H) Should read — Only HE units may use Indirect Fire. To use Indirect Fire a unit need not have a Range Allowance of "7" or greater.
(J) Should read — Direct Fire may never be used at ranges greater than ten hexes. Direct Fire never requires Spotting. Direct Fire may be applied into, but not through, Blocking or Covering Terrain hexes.
(L) Should read — For Direct Fire purposes a firing unit may trace a Line of Sight into, but not through, Blocking or Covering Terrain hexes.
(M) Should read — If the Line of Sight at any point between (but not including) the hex of the firing unit and the target hex, passes through Blocking Terrain, the Line of Sight is blocked and Direct Fire is prevented. A unit may use Direct Fire against a unit in Covering Terrain, without the target hex being spotted, if the firing unit can trace a Line of Sight (no longer than ten hexes) into the target hex.
(P) Should read — Spotting is a necessary precondition only for Indirect Fire. Spotting is never required for Direct Fire. Because Direct Fire cannot be employed at ranges greater than ten hexes, and because a firing unit will always be able to trace a Line of Sight into (but not through) Blocking or Covering Terrain hexes, assuming the firing unit is within ten hexes range, and that there is no intervening Blocking or Covering Terrain) Direct Fire will never require Spotting.

CLOSE ASSAULT
(W) Should read — An Enemy unit making a Close Assault upon a defending Friendly unit may be fired on by the defending Friendly unit (and any other Friendly units within range, using Direct or Indirect Fire) only if the hex from which the Close Assaulting unit enters the defending Friendly unit's hex, is in a Friendly Zone of Control (i.e. Enemy units Close Assaulting from Woods or Town hexes may not be fired on during the Close Assault by the defending Friendly unit or any other Friendly units).

ZONES OF CONTROL
(D) Should read — Targets in Woods or Town hexes must always be spotted for Indirect Fire only. If a firing unit can trace a Line of Sight into a Woods or Town hex, it may use Direct Fire against Enemy units in that hex without requiring the hex to be spotted.
(E) Should read — No Friendly unit may fire more than once during the Enemy Movement Phase. Non-Phasing units may each fire only once during an Enemy Movement Phase at Enemy units which attempt to leave Friendly Zones of Control. Once a unit fires during an Enemy Movement Phase it may not fire again during that phase regardless of how many Enemy units attempt to leave its own, or any other Friendly Zone of Control. Units which do fire during the Enemy Movement Phase may not fire during the ensuing Fire Phase.

HELIÇOPTERS
General Rules — Helicopters do possess a normal Zone of Control. Soviet ground units are affected by helicopter Zones of Control and must announce their intention to leave such a Zone, and are subject to fire when they attempt to leave a helicopter Zone of Control. Note also, in any Game-Turn in which a helicopter remains stationary in a Soviet Air Defense Zone, the Soviet unit(s) may fire at the helicopter (using the Soviet Air Defense Table) in the Soviet Offensive Fire Phase. This fire is in addition to any normal ground fire the Soviet unit wishes to employ during his Offensive Fire Phase.

UNIT IDENTIFICATION CHART
The quantity of the following units is correct in the counter-mix but wrongly noted on the Unit Identification Chart.
US M 125 Platoons — (6) is the correct quantity.
US M 106 Platoons — (4) is the correct quantity.
US OTOW/APC Platoons — (12) is the correct quantity.

THE SCENARIOS
Scenario # 8 — The counter-mix is lacking one ARV Platoon. In this scenario Players should make up the unit from spare counters.

Soviet units entering the mapsheet (rather than being initially deployed) may never employ Indirect Fire.