

CONSOLIDATED ERRATA & ADDENDA (as of 31 May 73)

Red Star/White Star

As a result of post-publication play testing, 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.

(Q) Should read - Indirect Fire may only be used by HE units. To use Indirect Fire HE units need not have a Range Allowance of "7" or greater. Indirect Fire may be used at any range, subject to the firing unit's Range Allowance. The two prerequisites for using Indirect Fire are:

Only HE units may use Indirect Fire. The target hex must be spotted (as in Case P).

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.

HELICOPTERS

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 ARCV 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.

RS/WS

A Revision

Red Star/White Star, SPI's game of tactical combat between the U.S. and the U.S.S.R. in the 70's, is one of the more popular games in their line. Although extensively tested before publication, post-publication playtesting, plus the comments and observations of numerous players and tactical experts have revealed a number of flaws in the game. This article will attempt to rectify several of these errors and add some optional rules which will add more realism to the game.

On 31 May 1973, SPI published an errata & addenda sheet for the game which appeared in *MOVES* #9. Since then, still more errors have been found. The following part of the article will correct those recently discovered and they should be added to the previously published errata & addenda.

SEQUENCE OF PLAY

E. Defensive Fire Phase.

Should read — The Non-Phasing Player may specify what fire attacks are made against the Phasing Player's units at this point. "LG" and "AP" Weapon Class units are resolved first, then "HE" Class. Combat results are applied immediately as they occur. Non-Phasing Player units that fired in Phase B of the current Player-Turn may not fire in this phase. Air Strikes may be used; no units may be moved except as mandated by the Combat Results Table. In effect, the Non-Phasing Player repeats segments 2, 3, and 4 of Phase A.

MOVEMENT

(K) *Add* — Stacking Limitations may never be violated. If the hex from which the Close Assaulting unit(s) entered is occupied, any excess Stacking Points of the retreating Close Assaulting unit(s) are eliminated, in order of priority of entry into the close assaulted hex. The last unit entering the close assaulted hex is retreated first. This continues until stacking limitations are violated and the remaining Close Assaulting unit(s) are eliminated.

COMBAT

GENERAL RULE:

Add — Certain units have both a Maximum and Minimum Range Allowance indicated by two numbers in different sizes of type, with the Minimum Range shown in the smaller type size, and is positioned above the Maximum Range. Such units may not fire at enemy units closer than the Minimum Range Allowance.

FIRE COMBAT

The Fire Combat rules (H) — (Q) as presented in the *Red Star/White Star Errata & Addenda* (as

of 31 May 73) pertain only to *ground* units. Helicopters must spot as dictated in the RS/SW rules folder.

(Q) Indirect Fire:

Add — The Soviet JSU 152 (HE) unit may never employ indirect fire.

CLOSE ASSAULT

(S) *Add* — Self-Propelled, Wire-Guided Missile Launcher units may never engage in Close Assault attacks.

(V) *Add* — Two Stacking Point sized, non-infantry units have their basic Defense Strength reduced to two Strength Points if close assaulted without Friendly infantry units in the same hex. ARCV units may defend against Close Assault attacks at full strength, but other non-infantry units in the same hex do not benefit by the presence of the ARCV unit and must defend at their reduced Defense Strength.

HELICOPTER GUNSHIPS

CASE: (A) The AH/RK (Rocket firing "HE") unit must be removed from the game after firing its weapon a single time.

EXPLANATION OF COMBAT RESULTS

CRIPPLING: *Add* — The Phasing Player may move into and through hexes occupied by Enemy Crippled units, at the Movement Point cost of the other terrain in the hex.

TERRAIN EFFECTS CHART

Wooded Hill Hex — 6 MP to enter.

UNIT IDENTIFICATION CHART

The size of the following units were given incorrectly. They should read as follows: Soviet 14.5mm Machine-Gun, 82mm & 120mm Mortars are *Platoon* sized units. All other Soviet 000 series units and the SU57 unit are *Battery* sized units. The BRDM(A) and the M'CYC units are *Squad* units. The BTR40 and PT76 are *Platoon* sized units. The U.S. 105mm, M109, M110 and M107 are *Battery* sized units. The Jeep/OTOW, M113/OTOW and the M114 are *Squad* sized units. The OH-6, AH/MG and AH/RK are *Section* sized units. The AH/OTOW is a *Team* sized unit. The Deleted Counters Diagram contains unit counters which were deleted from the counter sheet due to lack of space.

NOTES ON ORGANIZATION

AMERICAN: Wire-guided missile units consist of one wire-guided missile launcher vehicle armed with six to ten missiles. The Jeep/OTOW unit also includes a missile carrier vehicle. Mechanized and tank divisions have self-propelled howitzers as their main artillery. Such a division would have nine batteries of 155mm SP howitzers (M109), plus three batteries of 203mm (8 inch) SP howitzers (M110).

RUSSIAN: Infantry companies contain some 110 men and ten M-1967 (BMP) APC's. Wire-guided missile units consist of one wire-guided missile launcher vehicle containing three to six launchers, armed with three to nine missiles (depending on type of launcher). The BRDM (BTR40) armored car reconnaissance unit contains three to four vehicles. Tank Division artillery components generally consist of nine batteries of 122mm howitzers plus two batteries of 240mm Rocket Launcher artillery. Motorized Rifle (Mechanized) Division components generally contain nine batteries of 122mm, 152mm howitzers and 160mm Mortars, plus 2 batteries of 140mm Rocket Launcher artillery. The Division also contains an Anti-Tank Battalion composed of 100mm AT Guns and wire-guided missile launchers. Divisional Air Defense units contain SU57 and 14.5mm (ZPU-4) units, although the 14.5mm (ZPU-4) is being replaced by 23mm (ZPU-23) units. Artillery divisions supply such units as the 200mm Rocket Launcher and the 240mm Mortar to the Tank and Motorized divisions as needed.

AIRMOBILE UNITS

GENERAL RULE:

Airmobile units must be "dropped" in the Initial Helicopter Movement Segment, at the rate of one stacking point per hex. Units may not be dropped onto or adjacent to Enemy occupied hexes or in covering terrain hexes.

CASES:

(A) Airmobile units may move in the Player-Turn that they are dropped.

(B) Airmobile units which are dropped in the Air Defense Zone of an Enemy unit are subject to Enemy Air Defense Fire in the same manner as helicopters, and are eliminated in the same manner as helicopters.

DELETED COUNTERS

WEST GERMAN				Leopard Companies			
					<i>"Soft" Infantry Recon Platoon</i> Unit is composed of 3 squads. Code Range: 721-723		