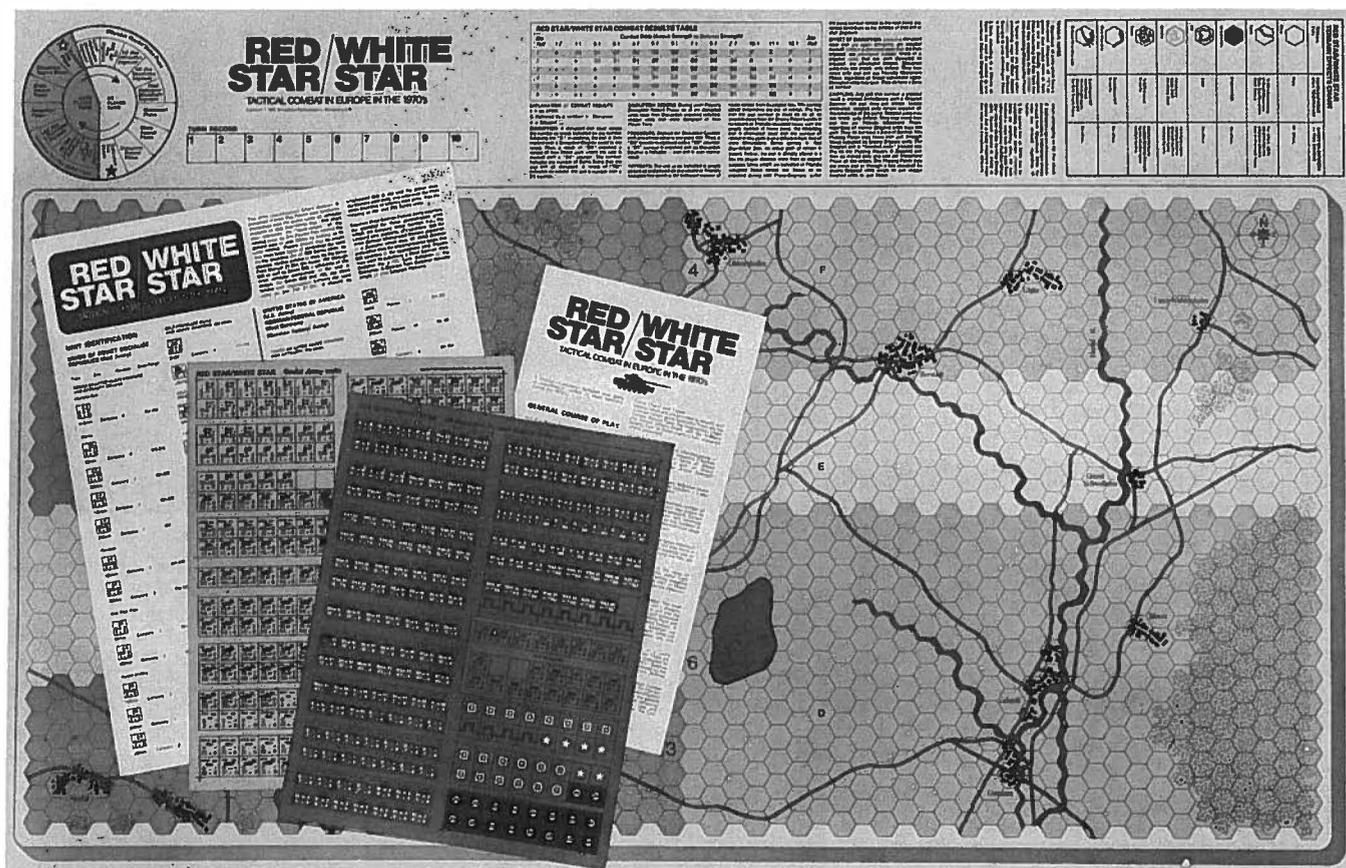


Red / White Star / Star

- Tactical combat in the '70's
- Helicopters, missiles, nuclear weapons
- Over 500 counters



The "Cold War" is frozen solid. Soviet-American relations have come a long way since their two armies last confronted each other during the construction of the Berlin Wall in 1961. Today, the wall is almost an anachronism in light of the current compromise reached between the East and the West. But as long as the wall remains, so does the threat that either power may opt for a military solution to the "German Problem."

Red Star/White Star is a tactical simulation of the hypothetical conflict resulting from a Soviet-American confrontation in Germany during the 1970's. The game-design represents the most sophisticated addition to the PanzerBlitz-Combat Command modern tactical game series. The game is scaled at three hundred meters per hex. Each Game-Turn represents approximately

6½ minutes of real time elapsed. The 22"x34" two-color mapsheet, developed from a U.S. Infantry Geological Survey Map, portrays a typical battle-area in southern Germany.

Ten different scenarios, each a complete ten-turn game, are presented. Every scenario has individual initial force deployments, differing reinforcement schedules, and victory requirements, and a separate set of optional rules for added realism. The scenarios range from delaying, screening, and rear-guard actions, through tank battles, airmobile raids, and Soviet assaults. The tactical scale of the game employs American and West German infantry, tank, reconnaissance, and airmobile battalions confronting regiment-sized Soviet formations (game counters are platoons, companies, and battalions). Modern weaponry,

including rocket launchers, wire guided anti-tank missiles, and helicopter gunships, necessitated new design concepts to reflect the tactics of the 1970's. *Red Star/White Star* details four weapon categories, hard and soft target types, airstrike, fire, and close-assault combat, as well as rules covering air superiority, tactical nuclear weapons, Soviet air defense zones, American airmobile attacks and hidden movement.

Red Star/White Star is a glimpse of a war that hasn't happened...yet! The "What-if" quality of *Red Star/White Star* is the basis for an intriguing exploration of present-day tactical warfare. *Red Star/White Star* is available (boxed) from Simulations Publications for \$6.00.