

# NO SURRENDER!

## THE NO RETREAT! EXPANSION KIT

### [1.0] INTRODUCTION

**NO SURRENDER!** is the second Expansion Kit for VPG's **NO RETREAT!** (and ownership of that game is required to use this kit, with ownership of the first Expansion Kit, **NA BERLIN!**, optional but recommended).

These Expansion Kit Rules supersede the Standard Rules when there is a conflict.

### [2.0] GAME EQUIPMENT

#### Parts Inventory

- 16 5/8" square game pieces
- 16 5/8" round markers
- 8 Event cards
- 1 rules sheet

#### [2.3] The Playing Pieces

All the units included in this kit are used in a regular game of **NO RETREAT!**. The square pieces are explained below:



#### [2.3.4] The SS Panzergrenadier

**Unit:** This German unit has special defensive properties similar to that of the **SS Panzer** unit's offense.

- This unit **always** receives a one column shift to the left (◀1) when **defending** (only).
- Unless attacking with the **SS Panzer** unit (NB Rules 15.1, which takes precedence), this unit must always take any required step loss in combat whether attacking or defending.



#### [2.3.4] Abteilung (Detachment)

**units:** Once per game during any Axis Reinforcement Phase on or after Game Turn 9 (??), the Axis Player may **permanently remove** a supplied, unstacked, full-strength **German 4-4 Infantry** army from the map and replace it with these two 3-3 Detachment units.

This process is irreversible.

Historically, the German 11th Army was broken down to reinforce different parts of the front.



#### [2.3.5] The Luftwaffe Ground

**Unit:** This unit functions as German unit except that it becomes a Cadre unit (*Kampfgruppe*) as per Case 15.3.1.





#### [2.3.6] The Soviet Shock Unit:

This unit functions as per Case 15.2.

#### Reminder Markers

These "**Reminder**" markers are used to help players remember certain future or ongoing game conditions:

- The **-1 / -2 Card Draw** marker can be placed on the current Game Turn on the Game Turn Track as a reminder that one side is drawing fewer cards that turn (e.g., the Soviets draw -1 card if Moscow is Axis controlled). 
- The **No Sudden Death** marker can be placed on the next Sudden Death Game Turn on the Game Turn Track as a reminder that either **NA BERLIN!** card #25 or 27 has been played to cancel a Sudden Death Victory Check. 

#### Control Markers

Additional **Control** markers are included in this kit and there are many ways of using them:

- To mark the ownership of key hexes along the front line, particularly where it might affect supply lines.
- To indicate which objectives have changed control that turn, reminding you to adjust the Victory Point total at the end of that turn.
- You might want to keep them on the Objectives you control at all times.
- Place them on recently moved units as a reminder that they cannot be moved again that turn.

### [3.0] SCENARIO SET UPS

When using the new playing pieces and cards included in this kit (2.3), alter the set up of each scenario as follows:

**[3.1] The Campaign Game:** Place the new counters directly on the Turn Track as indicated on each unit.

Add cards #28 – 31 (and 32 – 35 if desired, and 25 – 27 if using the **NA BERLIN!** kit as well), to the deck and reshuffle it *after* the Axis Player has drawn six starting cards (A.5).

#### [3.2] Fall Blau

**Soviet:** Moscow (Fort side up) in Moscow; Shock (3-3 Infantry side up) in Tula; Ostarky 2 in the Ostarky box.

**Axis:** No changes.

#### [3.3] Operation Saturn

**Soviet:** Moscow (Fort side up) in Moscow; Shock (3-3 Infantry side up) in Astrakan; Ostarky 2 and 3 in the Ostarky box.

**Axis:** Remove the 11th Army from game; put the Luftwaffe (2-3 side up) and Abteilung 1 (3-3 side up), stacked, in its place between Leningrad and Smolensk; Abteilung 2 (on its reduced, 2-3 side) is stacked with the 9th Army near Smolensk.


#### [3.4] Kursk

**Soviet:** Move the Reserve Army from Moscow to Kalinin; place Moscow (Fort side up) in Moscow; Shock (3-3 Infantry side up) in Tula; Ostarky 2 and 3 in the Ostarky box.

**Axis:** Remove the 11th Army from game; put the Luftwaffe (2-3 side up) and Abteilung 1 (3-3 side up), stacked, in its place between Leningrad and Smolensk; Abteilung 2 (on its reduced, 2-3 side) is stacked with the 3rd Panzer Army near Smolensk.

#### [3.5] Destruction of Army Group Center

**Soviet:** Moscow (Fort side up) in Moscow; Shock (3-3 Infantry side up) in wood hex east of and adjacent to Lake Peipus (i.e., next to the Sevastopol and 3rd Baltic units); Ostarky 2 and 3 in the Ostarky box.

**Axis:** Remove the 11th Army from game; stack the **SS Grenadier** unit with the 18th Army; stack the Abteilung 1 unit (on its reduced, 2-3 side) with the 16th Army; stack Abteilung 2 (3-3) with the 3rd Panzer Army (all of these are near Riga); and place the Kampfgruppe 5 unit in the Kampfgruppe box. 

#### [3.6] On to Berlin!

**Soviet:** Moscow (2-3) in Belgrade; Shock (3-3 Infantry side up) in Destroyed Units box; Ostarky 2 and 3 in the Ostarky box.

**Axis:** Remove the 11th Army from game; stack the **SS Grenadier** unit with the 4th Army; stack the Abteilung 1 unit (on its reduced, 2-3 side) with Kampfgruppe 2 (both near Königsberg); place Abteilung 2 (2-3) in the Destroyed Units box; and place the Kampfgruppe 5 unit in the Kampfgruppe box.

### [15.0] OPTIONAL RULES

These Optional Rules add greater detail and realism at the expense of some added complexity. Players are free to use any or all of them by mutual agreement.

**[15.5] Economic Sacrifice:** A player may elect to draw up to **two** (2) additional cards during their Card Phase at a cost of **one Victory Point** per additional card drawn. A player cannot draw their hand above **six** cards by using this Rule.

**[15.6] Combat Support:** At the end of the Counterblows Step of the combat sequence (10.1.2), **first** the **Phasing** Player and **then** the **Non-Phasing** Player may discard cards to enhance the combat strengths of their individual units (prior to computing odds and resolving Battles).

**Subcases**

**[15.6.1] Which Units can Receive**

**Support:** The **Phasing** player can add combat support to any friendly units adjacent to Target or Counterblow markers. The **Non-Phasing** player can only elect to enhance his units that are under Counterblow markers (i.e., they have already had a card paid for them to activate, and now another is being used for additional combat support).

**[15.6.2] Adding Combat Support to a Friendly Unit:**

To add combat support to a friendly unit, simply discard a card and designate the unit receiving that support.

**[15.6.3] Amount of Support Received:**



If the card discarded as per 15.6.2 (above) **has that Player's symbol on it** (i.e., a cross for the Axis Player or a Star for the Soviet player), then **two** additional (+2) strength points are added to that unit and a Support marker on its airplane side is placed on it as a reminder.



If that card does *not* have that Player's symbol on it, then only **one** additional (+1) strength point is added to that unit and a Support marker with its artillery piece side is placed on it as a reminder.

**[15.6.4] Support Limitations:**

Each unit can only receive one Support marker, and a maximum of three (3) Support markers per side can be placed per Combat Phase.

**[15.6.5] Removing Support Markers:**

Support markers are removed during the Marker Removal Phase as per 11.2.



**[15.7] Variable Weather:** Using this Optional Rule, the weather during the March/April,

September/ October and November/ December turns (only) might deviate from what is printed on the Turn Record Track.

**Subcases**

**[15.7.1] Set Up:** Be sure to include cards #32 – 35 in the deck (as per Case 3.1 in this rules sheet).

Place the three Weather markers on their **current**/next available turns on the Turn Track on their matching weather sides.

**For Example:** At the start of the Campaign Game, the Sept/Oct marker would be placed in the Game Turn 3 box on its MUD side, the Nov/Dec marker in the Game Turn 4 box on its SNOW side, and the Mar/April marker in the Game Turn 6 box on its MUD side.



**[15.7.2] Weather Effects:** Use the appropriate weather effects for the current Game Turn based its Weather marker's status.

**[15.7.3] Using the Cards Without Variable Weather:** You can include cards 32 – 35 even if not using the Variable Weather rule. If a player draws a Weather Event, simply ignore that event, discard that card and draw a replacement (as the **red text** indicates).



**[15.8] Long Winters:** When there are con-secutive SNOW turns, the second (and possibly third) turns in a row of SNOW weather means that this Long Winter Rule is in effect for those Game Turns. *You can place the Long Winter marker on the map somewhere as a reminder.* On Long Winter turns:

- There is no Armor Bonus (10.6.3)
- There is no Multi-Hex Advance (10.8.1)



**[15.9] Soviet Strategic Reserve:** The Soviet player can form Strategic Reserves.

**[15.9.1] Procedure:** At the end of any Soviet Rail Movement Phase (starting on Game Turn 4), the Soviet Player may place the Strategic Reserve marker on top of any Soviet unit in the Rail Movement box.

**[15.9.2] Effect:** The unit thus in strategic reserve may return to the map during a future Soviet **Movement** Phase (as it would via Detraining; 9.2) **and** can move normally during that Movement Phase after Detraining.

**[15.10] No Surrender:** The Sudden Death Case (12.2) is modified as follows:

- If the side with the **Initiative** (12.6) has **as many VPs** as the number shown by his side's symbol for the indicated Game Turn, the other player must immediately discard one card at random, if available.
- If the side with the **Initiative** (12.6) has **one more VP** than the number shown by his side's symbol for the indicated Game Turn, the other player must immediately

discard one card at random, if available, **and** draws one fewer (-1) card next turn.

- If the side with the **Initiative** (12.6) has **two or more VPs** than the number shown by his side's symbol for the indicated Game Turn, the other player must immediately discard one card at random, if available, **and** draws two fewer (-2) cards next turn.

A player cannot lose more than two card draws in this manner (*you can use the new reminder markers to remember the reduced card draw*), and the game continues.

This will affect basic gameplay, but it will make contests last longer between players of different skill levels.

**GAME CREDITS**

**Game System Design:** Carl Paradis  
**Documentation and Game System Development:** Alan Emrich  
**Art & Graphic Design:** Alan Emrich  
**Playtesting:** You?

*I made this Expansion Kit to allow players to experiment with new options and to add some additional material requested by players who have become fans of this game.*

*I added new cards representing some more of the important leaders from both sides that did not make an appearance in the original game. Also included are more Control markers, hopefully enough to handle ownership of all the Victory Point locations and to show hex ownership when necessary in problematic situations.*

*The extra Square pieces included add more unit density to the Front lines. While I am satisfied that the original unit mix works fine, in some cases the map could benefit from more pieces on it.*

*Other counters have been provided as reminders for the regular game and for the new Optional Rules included here. Enjoy!*

Carl Paradis

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