

## СТЯКЕ ФОРСЕ ОИЕ+

### Scenario Sheet

**[11.2] Meeting Engagement Scenario:** In this scenario, both players begin with few units on the map as they make 'initial contact' and 'discover' each other. Most units enter play as Reinforcements.

**[11.21] Setup:** The following units are set up on the map before play begins:

**Y:** 0405 (Esselben)  
**D:** 0506 (a Woods Hex)  
**B:** 0901 (the northeast corner)

**[11.22] Reinforcements:** These units enter play during their owner's Movement Step of the Game Turn listed:

**W:** Game Turn 1  
**D, E, X and Z:** Game Turn 2  
**C and F:** Game Turn 3

**[11.23] First Player:** The Soviet Player is the First Player each Game Turn.



### Game Credits

Design, Writing, Rules Editing: Alan Emrich  
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Special Thanks: to Mr. Emrich's *Survey of the Game Industry and History of Games and Animation* students who faithfully play this game during week 3 of those courses and provide constant feedback.

**[11.3] NATO Counterattack Scenario:** This scenario depicts the aftermath of Soviet conquest of this area. The U.S.-led NATO forces mount a local counterattack in an effort to take and hold the vital ground in the center of the map.

**[11.31] Setup:** The following units are set up on the map before play begins:

**D:** 0303 (a Woods Hex)  
**D:** 0405 (Esselben)  
**F:** 0107 (Ganheim)

**[11.32] Reinforcements:** These units enter play during their owner's Movement Step of the Game Turn listed:

**T, W, X, Y, Z, and B:** Game Turn 1  
**C:** Game Turn 2  
**E:** Game Turn 3

**[11.33] First Player:** The U.S. Player is the First Player each Game Turn.

**[11.34] 'Hardened' NATO Forces:** The counterattacking force consists of **Hardened** and experienced troops.

Therefore, allow the U.S. Player to roll *two* Random Events each turn and choose which one he wants to use.



### [12.0] DESIGNER'S NOTES

I have a very long association with **Strike Force One**. When first published in 1975, it was distributed in bulk for free by a large war game publisher at that time (**Simulations Publications, Inc.**) to serve as a 'gateway' game to this hobby (of what is today broadly known as 'serious games'). It was designed and produced by two game industry heroes: Jim Dunnigan and Redmond Simonsen – so I embraced this small game wholeheartedly and have made the most of what it had to offer ever since.

In 1976, I was co-founder of the STRATEGICON game conventions in Los Angeles and Orange County. I secured many copies of **Strike Force One** to use in tournament play. For victory, this – the smallest-size game at the convention – would reward its champion with a largest game in print at that time, a copy of *War in Europe* (with its nine full-size maps and 3,600 pieces). Needless to say, the prize was so compelling that everyone attending the convention played in the **Strike Force One** tournament. It was a highlight of the show and a game that I made a considerable study of at that time.

Twenty-five years later, I found myself teaching Game Design at **The Art Institute of California: Orange County**. Under my tutelage, students found themselves not only learning game design philosophy and creating their own small games, but also playing certain key games that demonstrated various elements of gameplay and game design. Among the tools in my teacher's toolbox was **Strike Force One**. Through playing it, today's generation that has grown up on video games have discovered large lessons in game design shown to them in miniature, as can be found on my web site at:

[http://www.alanemrich.com/PGD/Week\\_05/PGD\\_SF1\\_analysis.htm](http://www.alanemrich.com/PGD/Week_05/PGD_SF1_analysis.htm)

For this Expansion Kit, I put to work my knowledge and experience of, literally, the hundreds of times I've seen, played, and taught this game to others. **Strike Force One** is a game that I've been experimenting with for years, even going so far as to assign my students to create 'mods' for it as a homework assignment (none of which appear in this Expansion Kit, by the way). When **Victory Point Games** was founded, it was a singular opportunity to work with the eminent Dr. Christopher R. Cummins of **Decision Games** to republish the original game, and then be allowed to create something this little gem has needed for more than 30 years – a rollicking sequel product / Expansion Kit.

Armed with a half-dozen additional counters, a slightly altered map and two Random Events Tables, we began playtesting after a weekend of intense design and never looked back. **Strike Force One+** clicked right away, and repeated playtesting was easy with so small and quick a game. Writing the Game Replay was particularly rewarding, as it provided an opportunity to put in a good deal of game design lessons along with traditional military principles within the text (true American *Kriegspiel*). Thus, this expansion kit is more than just a dream come true for devotees of this classic introductory war game, it was a true joy to design and develop.

– Alan Emrich

## СТЯКЕ ФОРСЕ ОИЕ+

### The 'Expert Game' Expansion

### [9.0] THE EXPERT GAME

Congratulations on mastering Advanced version of **СТЯКЕ ФОРСЕ ОИЕ** and purchasing this Expert Game Expansion. New wargaming challenges await as you explore more new unit types and random events to the chaos of war.

Note that these Expert Game Rules supersede the Advanced and Standard Game Rules whenever there is a conflict.

**Important:** This Expert Game Rules set (i.e., Rule 9.0) is an integrated whole and must be used in its entirety. If any Expert Game Rule is used, *all* must be used.

**[9.1] Equipment:** The following components are included with this kit:

- 1 Expert Game map
- 6 game pieces
- this Rules sheet

### [9.2] Expert Game Standard Scenario:

You can use either version of the game map to play a 4 or 6 turn long game. When playing the longer game, be sure to use the Night Turn Rule (11.12). The Standard Game Victory Conditions (6.0) apply.

**[9.3] Expert Game Combat:** Attacks that achieve a Combat Differential greater than '5+' are rolled on the '5+' column.



**[9.4] Advanced Game Optional Rules:** The **Advanced Game Optional Rules** are *not* used (as such) in the Expert Game.

The West German **V** infantry unit and the concept of Replacements and Reinforcements have been incorporated into the Random Event cards using the following rules:

**[9.5] The Random Event Tables:** At the beginning of his Player Turn, prior to conducting movement, that player rolls a first and second die, consulting the indicated column and row of his side's Random Event Table and then applies the result as appropriate.

**[9.51] Reinforcements:** Both tables have results that allow a 'Reinforcement' unit to enter play.

Each such unit (**G, H, I, T, U** or **V**) can only enter play *once*. If it has already entered play because this event has previously occurred, treat that event's recurrence as simply 'No effect.'

**[9.52] Replacements:** Soviet 'Second Echelon' and U.S. 'Rally' events allow

previously eliminated units to return to the map. If none are currently available, then none are received; that event is treated as 'No effect.'

### [9.53] How Units Enter the Map:

These Reinforcement and Replacement units enter play during their owner's Movement Step: U.S. (and West German) units enter from off the **west** map edge, and Soviet units enter from off the **east** map edge (they are color-coded on the Expansion Kit map). These units pay one (1) Movement Point for the first hex they enter along the 01xx or 09xx hex column respectively.




**Important:** A unit's initial entry hex may *not* be in an Enemy Zone of Control.



**[9.54] Combat Support:** Many events provide that player the use of the **Combat Support marker**.

This marker may *only* be used in that player's **next** Combat Step (i.e., it cannot be 'saved' for use on a later Game Turn).

It is placed on the defending hex atop the defending unit(s) and it affects **only** that *one* Battle. After that Battle is resolved, set the Combat Support marker aside for later reuse.

- **Artillery Support:** adds one (+1) Strength to that attack. 
- **Air Support:** adds two (+2) Strength to that attack. 
- **Spetsnaz Support:** roll the die *twice* to resolve that Battle, using the **lower** of the two results to obtain its outcome. 

These special Soviet commando forces were trained to create mass havoc and confusion behind enemy lines.

**[9.55] The 'Friction' of War:** The **Enemy SNAFU** and **Command Problems** events allow you to place an enemy unit 'out of action' for your opponent's next Player Turn by **flipping it over**. That unit can still be attacked by you, and it functions normally in Battle should you attack it.

If the U.S. Player rolls the **Command Problems** event on his last Player Turn, it has no effect on the Soviet Player.

**[9.6] New Unit Types:** The Expert Game introduces the following new unit types:

### [9.61] Tank / Armored Companies:



There are two Soviet Tank (**H** and **I**) and one U.S. Armored Company (**T**) units. They function as normal combat units in all regards with this one exception: When **attacking** during their owner's Combat Step, they have a value of **two (2) Strength**. They count normally (with one strength) when **defending** against an enemy attack.

### [9.62] West German 'Pioneer' Company:



These military engineers (**U**) function as normal U.S. combat units in all regards with this one exception: When **defending** against a Soviet attack against their hex, they have a value of **two (2) Strength**. They count normally (with one strength) when **attacking** a Soviet hex during the U.S. Player's Combat Step.

### [10.0] OPTIONAL RULES

After you're familiar with the (above) Expert Game Rules, you may wish to experiment with the following Optional Rules. These Optional Rules may be used separately or together in any combination that the players can agree to before play commences.

**[10.1] Soviet Guards:** Soviet first-line troops were often 'Guards' units that were lavished with additional equipment and support. If you wish to simulate an invasion by a Soviet Guards formation, allow the Soviet Player to roll *two* Random Events each turn and choose which one he wants to use that turn.

**[10.2] Tanks in Open Terrain:** The Soviet Tank and U.S. Armored Companies (hereafter collectively referred to as 'Tank units') can 'Infiltrate,' 'Breakthrough' and 'Exploit' **when going through / attacking Open ('Clear') Hexes (only)**.

### [10.21] 'Infiltration' Movement:

In direct contravention to Rule 4.33, a Tank unit **can** move directly from one Enemy ZOC to another **if** it is entering an Open Hex. That must be the **only** hex it moves that turn, and it must stop upon entering that hex (since it is in an Enemy ZOC).



**[10.22] 'Breakthroughs:'** When at least one Tank unit is involved in an attack **where the defending hex is Open Terrain**, if the defending unit(s) must Retreat, they Retreat **two (2) hexes** instead of just one.

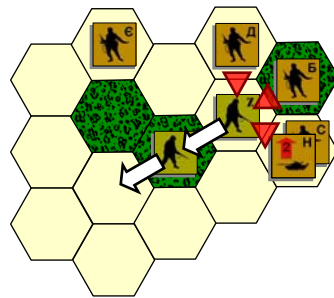
Conduct the first hex of Retreat normally (as per 5.6). If the Retreating unit(s) were not eliminated due to Retreat Restrictions, then the unit(s) in the hex just Retreated *into* must (all) immediately conduct another normal one hex Retreat (as per 5.6).

**[10.22] 'Exploitation:'** In addition to normal Advance After Combat (5.7), *one* attacking Tank unit may use 'Exploit-ation' to advance a second hex if the *first* it advances through is an Open Hex. Like Advance After Combat:

- Exploitation is completely voluntary.
- This Exploitation Advance must be made **immediately**, before the attacker goes on to resolve any remaining Battles during that Step.
- This Exploitation Advance is **not** considered normal movement for that unit, and it may be made regardless of the presence of Enemy Zones of Control or the number of hexes it moved during the Movement Step.

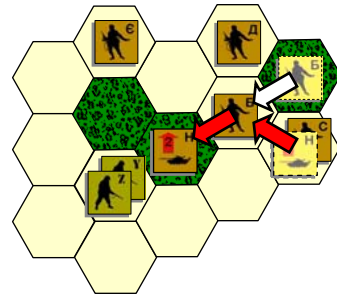
The Exploiting Tank unit first moves into the defender's vacated Open Hex. It then moves one *additional* hex to any hex adjacent to the defender's hex that is not occupied by an enemy unit (or already has two friendly units in it).

Note that Tank units need not Exploit and may simply Advance After Combat normally. But if they *do* Exploit, then up to **two** victorious attacking units may Advance: one taking the defender's hex via normal Advance After Combat, and a Tank unit Exploiting *through* that hex to an adjacent hex beyond.



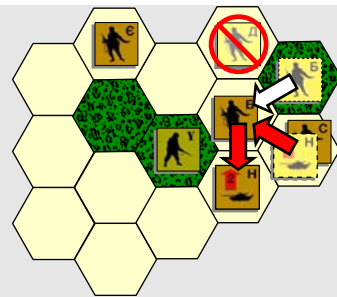
**Armor in Attack Example:** The Soviet Player conducts an attack with his Infantry units **Д**, **Б** and **С**, plus Tank unit **Н**, for a total of 5 Strength. Subtracting 1 for the defending U.S. **З** unit in Clear Terrain (it doesn't matter what *type* of defending units there are; only that they're in a Clear Terrain Hex), he uses the "+4" Column on the Advanced Game Combat Table. He rolls a **DR** on the die and the outcome of the Battle is "DR." In this case, however, a **Breakthrough** occurs (i.e., the attack includes

a Tank unit versus defenders in a Clear Hex), so the defending unit must Retreat **two** hexes. The U.S. **З** unit Retreats first one hex (stacking with U.S. unit **У** in the process), then **both** U.S. units in that hex must Retreat together one more hex as shown.



Above you see the aftermath. The Soviet player advances his unit **Б** into the defender's vacated hex. Then the Soviet Tank unit **Exploits** two hexes, moving first into the defender's vacated hex, and then one additional hex.

Note that this second hex of **Exploitation Advance** could have been to *any* of the six hexes adjacent to the defender's vacated hex, as none were prohibited by the presence of enemy units of fully stacked with Soviet units. The required Open Hex need only be the *first* Exploited *through*, not the one where the Exploitation Advance ends.



The above illustration shows the same Battle, but the Soviet player rolled a **DE** and the outcome of the Battle was an "EX" (Exchange). U.S. unit **З** is eliminated, and the Soviet Player eliminates his unit **Д**.

The Soviet Player still opts to Advance After Combat with his unit **Б**, but notice that the Exploitation Advance of unit **Н** cannot go into the Woods Hex (due to the presence of an enemy unit). The Soviet Player still exercises his option to Exploit with his Tank unit, moving it as shown.

## [11.0] SCENARIOS

Many games have a number of additional setups for players to try. These are called 'scenarios.' Here are some scenarios based on **СТЯКЕ ФОРСЕ ОИЕ**.

**[11.1] Scenario Rules:** The following Rules apply to all the scenarios:

**[11.11] The Map:** Use the Expert Game map included with this Expansion Kit. Note that it has a longer Game Turn Track and the hexsides around the Objective Hexes have been marked for easy recognition.

**[11.12] The Night Game Turn:** Game Turn 4 in each Scenario is a **Night** Game Turn. During a Night Game Turn, your units may *either* move during your Movement Step *or* attack during your Combat Step – **but not both**. Random Event cards are still drawn at night.

After you move a unit during a Night Game Turn, flip it over to remind you that it is not available for use when initiating a Battle. After the Combat Step of your Night Game Turn, flip all your inverted units back to their face-up side.

**[11.13] How to Win:** The two scenarios have different Victory Conditions. They are about key terrain features in the center of the map, as well as inflicting enemy casualties (and minimizing friendly casualties).

**At the end of Game Turn 6**, players earn Victory Points (VPs) according to the following schedule:

- 2 VPs:** for having a unit occupying the Town Hex at 0405 (Esselben)
- 1 VP each:** for having a unit occupying the Woods Hex at 0506 or 0603.
- 1 VP each:** for each enemy **Infantry** unit that is currently eliminated.\*
- 2 VPs each:** for each enemy **Tank, Armored, or Pioneer** unit that is currently eliminated.\*

\*Do **not** count eliminated units that have been replaced and currently on the map.

The player with the most VPs is the winner. The degree of victory is determined by subtracting the Defeated Player's VPs from the Victorious Player's VPs and checking below:

- 0 = Draw:** the game is tied – the result is indecisive
- 1 = Tactical Victory:** a slight advantage was won
- 2 = Marginal Victory:** a noticeable advantage was won
- 3+ = Decisive Victory:** an important advantage was won

**[11.13] Scenario Instructions:** See the Scenarios on the back page of this Rules Booklet for each one's specific Setup and Special Rules.

## GAME TURN 6



### SOVIET PLAYER TURN 6

**Random Events:** The Soviet Player rolls his last two Random Events and receives **According to Plan** and **Second Echelon**. He brings his units **С** and **Д** back into play as replacements, but since they arrive from the east map edge, they cannot reach a position to affect the outcome of the game since this is the final Game Turn.

The Soviet Player would have much preferred to receive some Air or Artillery Support to help him blast his way back into Bergtheim.

**Movement:** Except for units **Д** (which is already in position for Battle) and **Е** (who will remain to garrison Esselben as required for victory), the entire Soviet army is on the move. Units **С** and **Д** (the Second Echelon replacements) enter from the east map edge, while units **Ф** and **Г** close the ring around the two U.S. units in the south – preventing them from possibly influencing events to the north.



The critical maneuver is positioning units **Б** and **Н** into the Woods Hex at 0303 for an attack into Bergtheim.

**Combat:** In his one-and-only Battle, the Soviet Player commits Infantry units **Д** and **Б**, along with Tank unit **Н** (4 Strength total) against U.S. unit **У** for a "+3" Combat Differential. Rolling another lucky **DE**, the outcome is a "DE" and unit **У** is eliminated.

With glee, the Soviet Player triumphantly advances his unit **Д** into Bergtheim, having performed his absolute best to secure victory for the glorious Peoples Republic.



But the Fat Lady is only warming up, folks. Although the Soviet Player has secured the two Town Hexes he needs to win the game, the U.S. Player will get one last crack to recapture Bergtheim and throw the Soviets out. Everything hinges on two things: the U.S. Player's next Random Event (as it could bring more strength to bear on the map) and, ultimately, the Battle die roll for his final counterattack at The Battle of Bergtheim.

### U.S. PLAYER TURN 6

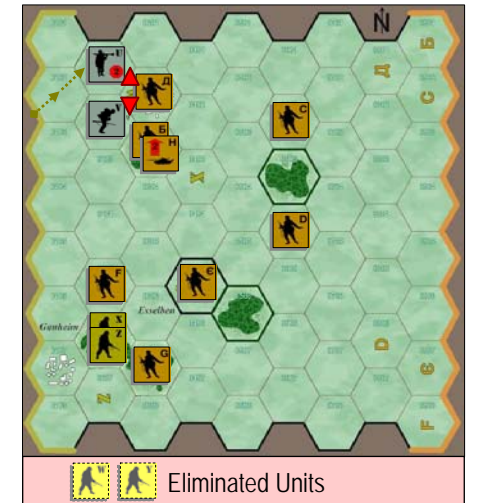
**Random Events:** The U.S. Player considers the odds of receiving some help for his upcoming 'Final Push' on Bergtheim. Out of **twelve** possible Random Events:

- **Five** are **+0 Strength** events, providing no immediate help (2 **According to Plan**, 2 West German **У** unit events – but that unit is already in play, and 1 **Command Problem** for the Soviets, which is too late to have any effect)
- **Four** will add **+1 Strength** on the map (2 **Rally a Broken Unit** events, 1 **Artillery Support**, and 1 West German **У** unit)
- **And three** will generate **+2 Strength** on the map (2 **Air Support** events, and 1 U.S. **Armor Т** unit)

But, as the Laws of Probability state: "While a range of outcomes is known (see above),

the order in which they occur is subject to chance." Fatefully, the U.S. Player rolls his one Random Event and receives the West German Reinforcement unit **У**. This time God (and the West German Chancellor) has sent some help.

**Movement:** The U.S. Player moves his West German Infantry unit, **У**, into position to join its countrymen in **У** in an attack to once again retake the hotly contested Town Hex at Bergtheim.



**Combat:** And the whole game comes down to this one Battle. West German units **У** and **У** (2 Strength total – unit **У** is only worth 2 Strength when *defending* not attacking) attack Soviet unit **Д** at Bergtheim at "+1." The U.S. Player studies the Advanced Game Combat Results Table and sees that he has three chances for success (a **DR** outcome) and three chances for failure (the **NE** and **AR** outcomes). Sighing, he picks up the die, and the U.S. Player rolls a **DE**, obtaining an outcome of "NE." Bergtheim is *not* recaptured.

The game is over, and the Soviet Player has held on and won. *That was close!*

**Situation Analysis:** With both players putting in skillful performances, and each making about the same number of consequential mistakes, it is no wonder that the entire game came down to one 50/50 die roll.

The Soviet recapture of Bergtheim was well planned, but better served by sheer luck as the U.S. unit there was completely eliminated in that Battle. Because unit **У** did not retreat and survive to fight another turn, it reduced the amount of strength that the U.S. Player could bring to bear when counterattacking at Bergtheim on his own Player Turn.

Although the U.S. Player enjoyed some decent die rolls, right up to receiving a little extra help in the final Battle, it ultimately failed him at the last moment when it counted most. *Such are the Fortunes of War.*

Fortunately, there's still time to set up another game of **СТЯКЕ ФОРСЕ ОИЕ+** and play it again. Perhaps we should try one of the scenarios this time?

The Meeting Engagement scenario is very fast playing, while the NATO counterattack scenario puts the combat boot on the other foot and lets the Soviet side try out a defensive mission for a change.

But while both sides played defense during this Night Turn, there is a flaw in the U.S. Player's troop deployment. Do you see it? The Soviet Player does...

### GAME TURN 5



#### SOVIET PLAYER TURN 5

**Random Events:** The Soviet Player rolls his two Random Events and receives **Second Echelon** and **Artillery Support**. As nice as it would be to replace his unit **C**, the Soviet Player has plans for an immediate Battle and can really use the Artillery Support.

**Movement:** Leaving only units **D** and **G** to guard his flanks (using the every-other-space and Zones of Control technique of spreading out while on the defensive), the Soviet Player packs his remaining forces in the center for two Battles. With U.S. pieces lined up next to each other (for a change), a well coordinated advance-after combat against one to cut off the next unit's retreat may deliver a crushing blow to the opponent forces and position.



**Combat:** For his first Battle, the Soviet Player commits Infantry unit **B** and Tank unit **H**, plus his Artillery Support (4 Strength total) against U.S. unit **X** for a "+3" Combat Differential. Rolling a 2, the outcome is a "DR." Unit **X** must retreat *two* hexes, as this is a **Breakthrough** outcome using attacking Tanks against a Clear Hex. Opting to fall back toward Ganheim, the U.S. Player retreats first to hex 0105 and then to hex 0106. The Soviet Player advances unit **B** into the defender's vacated hex (0204) and Exploits with his Tank unit **H** to hex 0205, driving as hard as he can toward his last objective: Ganheim.



Following his Advance After Combat and Exploitation, the Soviet Player has now cleverly surrounded U.S. unit **Y**. That means that any "DR" result will eliminate it instead.

Units **D**, **E** and **F** combine to attack **Y** on the "+2" column, but only to have the Soviet Player roll a 1. The Soviet's first lucky die roll comes at the wrong time, as this outcome is an "Exchange" when all the Soviet Player desired was a "Defender Retreat." Unit **Y** goes down fighting and takes unit **D** with it.

#### U.S. PLAYER TURN 5

**Random Events:** At last, the Air Force arrives as the U.S. Player rolls an **Air Support** event and takes the Support marker.

**Movement:** The U.S. Player moves his West German Infantry unit, **V**, into position to join **W** in an attack to retake the lone defender at Bergtheim. In the south, units **X** and **Z** both move into the Woods Hex at 0206.



Although units **X** and **Z** can be surrounded and, therefore, more easily eliminated next

turn, that doesn't matter to the U.S. Player. Their presence in the Woods Hex makes it impossible for the Soviet units to enter Ganheim and secure it (there are no two hex advances through Woods) on the next, and final, turn of the game. This absolutely works for the U.S. Player for victory purposes.

**Combat:** Units **V** and **W**, plus the U.S. Air Support marker, attack **D** at Bergtheim on the "+3" column (4 - 1 = +3) and the U.S. Player rolls a 6, obtaining a "DR" result. The Soviet Player retreats **D** to 0401 and the U.S. Player advances in with unit **W**.

**Situation Analysis:** The Soviet *blitzkrieg* in the center was clever - perhaps *too* clever. Although it succeeded in eliminating a U.S. unit and putting the pressure on Ganheim, it cost the Soviets a unit (in an unfortunate "Exchange" outcome). Worse, the U.S. Player solved the Ganheim Defense Problem by placing his two Infantry units nearby in the Woods Hex. Even though they are extremely vulnerable to a Soviet attack against them, it doesn't matter. This is, after all, a game, and the U.S. Player is using the clock and map edges to his best advantage in order to fulfill the Victory Conditions. The clever Soviet attack in the center was ultimately for naught.

Now let us turn once again to Carl von Clausewitz regarding an "active" defense:

"If we are really waging war, we must return the enemy's blows. Thus, a defensive campaign can be fought with offensive battles. The defensive form of war is not a simple shield, but a shield made up of well-directed [counter-] blows."

And so the U.S. Player's counterattack works on multiple levels:

**First**, it keeps the Soviet Player off balance; it shows that the U.S. Player is not just going to sit there and take it.

**Second**, it demoralizes the Soviet Player a bit as he curses the U.S. Player's good luck. If that Air Strike had only been Artillery Support, then the Battle would have been resolved on the "+2" column and U.S. Player's lousy die roll of 1 would have meant something - it would have been a "No Effect" outcome and he (the Soviet Player) would still control that Town Hex.

**Third**, and most importantly, it presents the Soviet Player with the dilemma of needing to reacquire Bergtheim if he is to have any chance of winning the game (by occupying two Town Hexes when it is over). Granted, there are still plenty of Soviet units around, but now they *have* to perform in order for the Soviet Player to win, and you can't always count on your luck to save you.

## СТЯКЕ ФОРСЕ ОИЕ+

Here you have found a complete, step-by-step illustrated *BATTLESON™* of an Expert Game of **СТЯКЕ ФОРСЕ ОИЕ+**. You should read it **later**, thoroughly, to learn how to play, confirm that you have been playing properly, and to find some tips for future games.

In this game replay, the 6-Turn Standard Scenario is being played with the Expert Game Rules and all of the Optional Rules.

#### KEY TO THE DIAGRAMS:

Soviet unit start and continuing movement path:

U.S. unit start and continuing movement path:

Unit conducts a Battle (points to defending hex):

Unit forced to retreat from Battle:

### GAME TURN 1



#### SOVIET PLAYER TURN 1

**Random Events:** Because *all* of the Expert Game Optional Rules are being used, the Soviets have a **Guards** formation in play. Thus, the Soviet Player rolls *two* **Random Event** and chooses which one to use each turn.

He rolls **Second Echelon** and **Air Support**. With no eliminated units, he uses the Air Support event and takes the Support marker.

With a +2 Strength attack pending, the Soviet player considers making a weak attack with Air Support (to improve his chances), but decides instead to throw the maximum strength he can bear on a single unit in hopes of wiping it out early and begins moving.



**Movement:** On his first turn, the Soviet Player moves all of his units their full 4 Movement Points each. Note that, in the Advanced (and Expert) Games, **C** is able to move into hex 0602, a Woods hex, but it combines with **B** to bring the maximum amount of strength to bear on **X**.

**Combat:** The Soviet Player conducts one attack with his units **D**, **B**, **C**, **D** and the Air Strike (for a total attacking Strength of 6) against the U.S. unit **X**. Since 6 - 1 = 5, he uses the "+5" column on the Advanced Game Combat Results Table and rolls a 6 on the die. The Battle outcome is an "Exchange" and each side loses one unit. The U.S. Player eliminates his unit **X** while the Soviet Player sacrifices unit **C**. The Soviet Player then has **B** advance into the defender's vacated hex.



The Soviet Player decides *not* to have **E** attack **Y** until he can bring more units to bear. When attacking at a "0" Combat Differential, there is a risk of obtaining an "Attacker Eliminated" result if a 1 is rolled in that Battle. The Soviet Player has already lost one unit this turn; he doesn't want to risk losing another right now.

#### U.S. PLAYER TURN 1

**Random Events:** Ouch! With the loss of unit **X**, the U.S. Player needs a Random Event that will give him some bodies (*any* bodies!) to help shore up the line. Of the 12 events on the table, fully half will help him (one **T**, one **U**, and two **V** reinforcements; plus two Rally events that will replace unit **X**). Any gambler will tell you that you need to win the toss-ups to prevail, but that is not the case this time. Instead, the U.S. Player rolls an event that gives **Command Problems** to the Soviets.

The U.S. Player selects Soviet unit **D** to suffer Command Problems. He flips it face-down and things look a little less bleak.

**Movement:** U.S. unit **W** holds is position in Bergtheim while units **Y** and **Z** maneuver to plug the holes in the U.S. Player's line. Note that unit **Z** cuts through the Woods Hex in 0307 and thus is able to take up its position; it couldn't do that in the Standard Game.



**Combat:** Since the probabilities for a favorable result are poor when attacking with a "+0" Combat Differential, the U.S. Player decides not to attack any Soviet units at this juncture; it's just too risky - and even if he wins, so what? Where and why would his units want to Advance After Combat even if they won?

**Situation Analysis:** With the devastating loss of 25% of his field forces, the U.S. Player's situation is tense, particularly since he did not replace his loss from a Random Event this turn. The thin green line got a lot thinner, but it is still (barely) holding between the U.S. units and their Zones of Control.

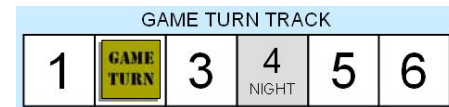
That's a basic military concept: units tend to spread out in defense and concentrate together when attacking (or counterattacking). Observe this as you study this game replay.

The U.S. Player was wise to have Soviet unit **D** suffer the Command Problems. Being located at the center of the Soviet line, it could have been very useful to the Soviet Player next turn anywhere along the line, supporting an attack in the north, center or south.

In war, when things are looking bad and your morale is low, you should always consider what a jolly rotten time your opponent is having. The U.S. Player can take some solace in the fact that the Soviet Player can't be happy with having lost one unit in Battle and now another next turn to Command Problems.

And this is *exactly* what the Soviet Player is thinking as he tries to figure out how to keep pressing his offensive with his depleted forces.

## GAME TURN 2



### SOVIET PLAYER TURN 2

**Random Events:** The Soviet Player rolls his two Random Events and receives **Second Echelon** again and **Infantry Reinforcement**. Although the Soviet Player has an eliminated unit to replace (C), he takes the reinforcement unit (G) instead.



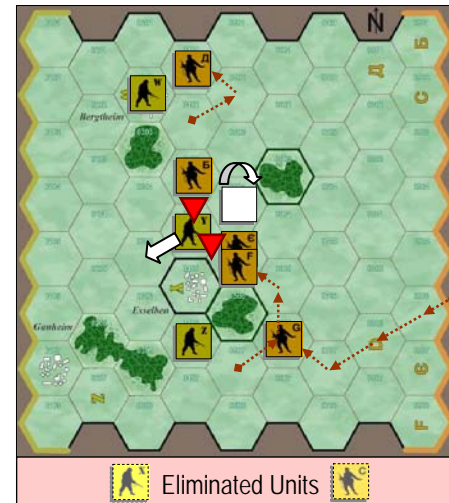
The Soviet Player does this because he knows there are two Second Echelon events on the table and only one Infantry Reinforcement event. Thus, his chances are better of hitting a replacement event again (and there might be more Soviet losses to replace later on) than of seeing that reinforcement event reappear.

The Soviet player takes his unit G and places it just off the east edge of the map.

**Movement:** The Soviet line is thinned out in the north and south using the same tactic that the U.S. Player is using – an every-other-hex line (with Zones of Control) will be covering the Soviet Player's flanks. This allows as many Soviet units as possible to concentrate upon and attack the U.S. unit Y in the center.

Note that the new Soviet reinforcement unit (G) cannot reach the U.S. line with its four Movement Points, so it is left to secure the Soviet's southern flank (one hex column further east than when unit F was guarding it).

Unit D, of course, is inverted and won't be moving or attacking at all during this Soviet Player Turn due to Command Problems.



**Combat:** Units B, E and F attack Y on the "+2" Differential Column and the Soviet player rolls a 1, achieving a DR outcome. The U.S. unit retreats back to hex 0305 and

Soviet unit E Advances After Combat into the defender's vacated hex.

With his Combat Step now over, the Soviet Player flips unit D back face-up.

### U.S. PLAYER TURN 2

**Random Events:** Still desperate to get another unit on the map, the U.S. Player once again rolls one Random Event only to be disappointed. Instead of a lucky turn, for the U.S. Player things are only going **According to Plan**, which is no help at all. *Ack!*



**Movement:** U.S. unit Z falls back to the Woods Hex in 0307; this not only takes this unit out of danger from being surrounded during the next Soviet move, but also secures good defensive terrain. Units defend with +1 Strength in a Woods Hex.



**Combat:** The U.S. Player sees no immediate benefit in attacking, and so declines to initiate any Battles this turn.

**Situation Analysis:** The Soviet Player is following the **Principles of War** by repositioning his forces (the principle of **Maneuver**) to better achieve his immediate goal (the principle of **Objective**) of pressing the U.S. center in an effort to start outflanking the Town Hexes and thus, be in a better position to capture them on a future turn.

He thins out his lines in the less important northern and southern sectors (the principle of **Economy of Force**), setting up a secure every-other-hex defensive line in those areas so that the U.S. Player cannot freely maneuver around them (the principle of **Security**). He then attacks in the U.S. center (the principle of **Offensive**) by concentrating his forces to bring as much strength to bear at the decisive point and time (the principle of **Mass**).

These are *real* lessons that you can learn and practice by playing conflict simulations (i.e., 'wargames') such as **СТЯКЕ ФОРСЕ ОИЕ+**.

The U.S. situation is grim. Two of his units (W and Y) can be attacked from three hexes next turn. And if Soviet units move into hexes 0303 and 0304, what will be able to stop them from outflanking the positions W and Y hold on the following Game Turn?

## GAME TURN 3



### SOVIET PLAYER TURN 3

**Random Events:** The Soviet Player rolls his two Random Event events and receives the **Infantry Reinforcement** event (again!) and **Spetsnaz Support**. Since unit (G) is already in play, that event is treated as 'no effect,' and the Soviet Player takes the Support marker for a Spetsnaz supported attack.



**Movement:** As the U.S. Player fears, the Soviet Player pushes units B, D, and E forward into the gap through hex 0403 to take up this positions on the 03xx hex column and set up an attack on Bergtheim (0302) including his Spetsnaz Support.

Additionally, Soviet unit F occupies Esselben while unit G closes up on the southern flank.



**Combat:** Units D, B and E attack W using the "+2" Differential Column of the Advanced Game Combat Results Table. The Soviet Player rolls the die *two times* (due to the Spetsnaz Support – which in its own way provides some 'bad die roll insurance') and the results are 3 and 2 (it's a good thing the Spetsnaz were there to mitigate the 3 result!) He **must** use the lower of the two results for a Battle outcome of "DR" in this case. The U.S. Player retreats W to hex 0201. Unit D advances after combat into Bergtheim.

Units E and F could attack Y, but with two Town Hexes now in Soviet hands, the Soviet Player thinks, "Why bother? I'm in a good position right now. Let the U.S. Player try to throw me out with his reduced forces!"

### U.S. PLAYER TURN 3

**Random Events:** Finally, God (and Headquarters) sends some help. As if on cue, the **West German Reinforcement** unit, V, arrives and the U.S. Player considers the possibilities presented by its arrival.



**Movement:** The U.S. Player moves his reinforcement (V) to hex 0203. This not only neatly plugs the hole in his line (there's now a unit in every-other-hex), but it also provides an attack opportunity that he considers...



**Combat:** It's risky, but the U.S. Player is looking at an attack against Soviet unit E. Knowing that the next turn is a Night Game Turn, if the U.S. Player can force E to retreat (and then he declines to Advance After Combat), then E will be out of position and unable to fight.

There is a 3/6 (i.e., 50%) chance of that positive outcome; a 1/6 (17%) chance of 'no effect,' and a 1/3 (33%) chance of an Attacker Retreat result, which would be a major setback indeed.

Deciding that the benefits are worth the risks, the U.S. Player commits V and Y to Battle and consults the "+1" Differential Column of the Advanced Game Combat Results Table, rolls the die, and receives a result of 2. It works! The Battle's outcome is a "DR" and unit E is pushed back to 0403.

**Situation Analysis:** The Soviets did everything right, but fate stepped in and made the Soviet Player's decision *not* to attack Y (which seemed like a good idea at the time) a bad one in hindsight. This is what the great

military thinker Carl von Clausewitz called in his opus *On War*, "the Friction of War."

That is, there are things that you simply can't predict and it is impossible to completely prepare for every contingency 'on paper' when *real* war is so chaotic. This is why a randomizing element, like a die, and the Laws of Probability (which state that, "While a range of outcomes is known, the order in which they occur is subject to chance") are essential tools in a wargame; they juxtapose the analytical with the mysticism of luck.

"The die serves as the unknown quantity which, on the human scale, always appears as if it were handed down on the winds of fate – it thus preserves the chaotic perspective of the battlefield and forces an intuitive or poetic basis in the ultimate moment of crisis, an adoption of the calculated risk, which alone can grant success."

- Kevin Zucker, noted wargame designer

Thus, the U.S. Player took a calculated risk, picked up the die, and the Friction of War worked out in his favor – *this* time.

"Right from the start, there is a game of possibilities and probabilities, of good and bad luck, which appears in every thread of the weave. Thus, of all the branches of human activity, War is that which most resembles a card game."

- Carl von Clausewitz, military author

And so in wargames, dice and cards are staples of design and gameplay. These randomizing tools allow game designers to provide important lessons, and game players opportunities to learn from them.

## GAME TURN 4 (NIGHT)



### SOVIET PLAYER TURN 4

**Random Events:** The Soviet Player rolls his two Random Events and receives **Tank Reinforcement** and **Enemy SNAFU**. He's not too concerned about what the U.S. Player will do this night, so he opts to bring in his Tank unit H as a reinforcement.



**Movement:** Unit D heads back to occupy Esselben since the game's Victory Conditions require Soviet *occupation* of Town Hexes.

Since there is not enough Soviet strength that begins the night adjacent to U.S. units and ready to attack at an advantage, and since no Support marker arrived that could have helped

to put together an advantageous Battle, the Soviet Player decided to use his Night Turn to reposition his forces to put them in better positions to attack in the morning.



**Combat:** With four of his units inverted from night maneuvers, the Soviet Player declines to initiate any night Battles and merely flips his units back face-up.

### U.S. PLAYER TURN 4

**Random Events:** The U.S. Player rolls a **Rally a Broken Unit** event and replaces his lost unit X.



**Movement:** The U.S. Player has unit X reenter play by moving to hex 0204.



**Combat:** With unit X unavailable to attack (because it moved during the Night Turn), the U.S. player chooses *not* to initiate any Battles.

**Situation Analysis:** Carl von Clausewitz remarked that, "Defense is the stronger form of waging war." That is why an attacker needs a Combat Differential of +2 or more (i.e., about a 3:1 Strength advantage) before Battle outcomes tend to give him the advantage.