

# СТЯКЕ ФОРСЕ ОИЕ

Д Conflict Simulation Introductory Game

## [7.0] THE ADVANCED GAME

Once you've played **СТЯКЕ ФОРСЕ ОИЕ** several times and have mastered the Standard Game Rules (1.0 through 6.0), you may wish to use the following Advanced Game Rules set.

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

**Important:** This Advanced Game Rules set (i.e., Rule 7.0) is an integrated whole and must be used in its entirety. If any Advanced Game Rule is used, all of these rules must be used.

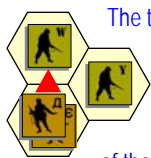
**[7.1] Stacking:** Players may have more than one friendly unit in a hex (changing Rule 4.2).

**[7.11] Stacking Limit of Two:** A player may move a single unit into a hex that already contains one of his units and leave it there. Thus, a hex may contain any **two (2)** of a player's units at the end of his Movement Step.

- No more than **two** of a player's units may be stacked in a hex.
- A player's units may **never** enter or pass through a hex while it contains one of the opposing player's units.

**[7.12] Combat Integrity:** Units stacked together in a hex are **not** be treated separately during combat.

- If a player wishes to make an attack into a hex that contains two enemy units, he must attack **both** of the units in that hex.
- If a Player wishes to attack from a hex containing two of his units, he must attack **with** both of his units in that hex (modifying Rule 5.1).

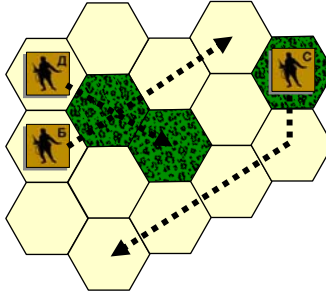


The two Soviet (brown) units slacked together may not attack into two different hexes; the Soviet player may choose to attack only one of the adjacent hexes that contain opposing units.

**[7.2] Woods Terrain:** Units may use Woods hexes (changing Rule 4.2).

**[7.21] Moving Into and Through Woods Hexes:** A player may move his units into or through the Woods hexes on the map at a cost of **two (2) Movement Points each**. That is, each Woods hex counts as two 'clear' hexes against the

maximum of four hexes that a unit may move during its Movement Step.



Each unit has moved as far as possible in a single turn along its indicated path. Each Woods hex entered counting as **two** clear hexes. The unit that begins its move in the Woods hex is not penalized, and may move its full four Movement Points.

**[7.22] Defending in a Woods Hex:**

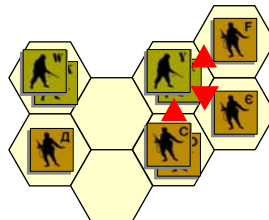
When units in a Woods hex are attacked, their strength in defense is increased by one (+1) when determining the Combat Differential (see 7.31 below). Thus, one unit defending in the Woods counts as two units; and two units defending in the Woods counts as three units. See the *Terrain Effects Chart* when playing the *Advanced Game*.

**[7.3] Advanced Game Combat:** There is a slightly modified methodology when calculating Battles in the Advanced Game.

**[7.31] The Combat Differential:** When a hex is being attacked, the number of attacking units in that Battle is totaled, and then the number of defending units (+1 if they are in a Woods hex) is **subtracted** from the attacker's total. The difference is called the '**Combat Differential**.' The column of the Combat Results Table used to resolve a Battle is the one headed by the same differential.

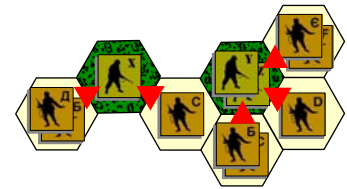
Attacks cannot be made at a differential less than '0.'

On the left side of the illustration below, the single Soviet unit may not attack into the hex containing two U.S. units (the differential would be '-1,' which is less than '0').



On the right side, four Soviet units are attacking two U.S. units. Four minus two equals two (4 - 2 = 2); therefore, the **Combat Differential** of this attack is '+2.' The

outcome of this Battle will be found under the '+2' heading of the Advanced Game Combat Results Table.



In the above example, the defending U.S. units are in Woods hexes.

On the left side, the three Soviet units are attacking a single U.S. unit in a Woods hex. The U.S. unit counts as **two** units (1 + 1 for defending in the Woods) when determining the Combat Differential.

Three minus two equals one (3 - 2 = 1): the **Combat Differential** for this Battle is '+1.'

On the right side, the five Soviet units are attacking the two U.S. units in a Woods hex. The two U.S. units count as **three** units when determining the Combat Differential (2 + 1 for defending in the Woods). Five minus three equals two (5 - 3 = 2): the **Combat Differential** for this Battle is '+2.'

**[7.4] Advanced Game Combat Results:**

There are new Combat Results, and slight modifications to existing Combat Results, in the Advanced Game.

The following paragraphs define the results indicated on the **Advanced Game Combat Results Table**:

**DE (Defender Eliminated): One**

defending unit is eliminated (removed from the map); if a defending unit remains in the hex, it is Retreated. The attacker may Advance After Combat.

**DR (Defender Retreats 1 Hex):**

The defending player retreats his unit(s) together) one hex away from the attacking unit(s); the attacker may Advance After Combat.

**Retreat Restrictions:**

- Retreats may **not** be made into hexes presently occupied by enemy units.
- Stacked units **may** Retreat into different adjacent hexes at the owning player's discretion.
- One friendly unit **may** Retreat into a hex occupied by one *other* friendly unit provided that hex is not also in an Enemy Zone of Control. *That is, you can Retreat within the Stacking Limit.*
- Retreats *may* be made into Woods hexes.
- Retreats may not be made off the edge of the map.

- Retreats may not be made into hex in an Enemy ZOC (i.e., a hex adjacent to any of the opposing player's units) regardless of the presence of another friendly unit there.

If the only retreat available to a unit is one of the types forbidden, the unit is eliminated instead.

**AR (Attacker Retreats 1 Hex):** All of the attacking units in this Battle are moved back one hex by the attacker as per the above Retreat Restrictions.

**AE (Attacker Eliminated):** One unit making that attack is eliminated (immediately removed from the map); all other attacking units in that Battle must Retreat.

**NE (No Effect):** Nothing happens. Neither side loses a unit, retreats or advances.

**EX (Exchange):** Both sides eliminate one unit that participated in this Battle; if a defending unit remains in the hex, it is Retreated. The attacker may Advance After Combat.

**Advance After Combat:** Even though stacking is allowed in the Advanced Game, only one unit may still Advance After Combat.

## [8.0] ADVANCED GAME OPTIONAL RULES

After you're familiar with the Advanced Game, you may wish to experiment with any or all of 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.

### [8.1] Soviet Second Echelon

**Replacement Units:** Once per game, the Soviet player may replace up to two of his previously eliminated units.

#### [8.11] When Replacements are Taken:

Beginning on Game Turn 2 or any turn thereafter, the Soviet player may declare that he is taking his replacements at any point during his Movement Step.

#### [8.12] Replacements Units Received:

Up to two previously eliminated Soviet units are returned to play when the Soviet player makes this one-time declaration.

#### [8.13] Where Replacements Arrive:

Soviet replacement units return to play during the Soviet Movement Step by entering from off the east map edge and paying 1 Movement Point for the first hex they enter along the 09xx column of hexes. This initial entry hex may not be in an Enemy Zone of Control.

**[8.2] The West German Reinforcement Unit:** Once per game, when the situation is desperate, the U.S. player receives the West German 'Reinforcement' unit. This West German unit functions as a normal U.S. unit for all purposes after it arrives.



**[8.21] When the West German Unit Arrives:** If, at the beginning of a U.S. Player Movement Step, the Soviets occupy two or three Town hexes on the map, the U.S. Player receives the West German Reinforcement unit.

**[8.22] Where the West German Unit Arrives:** The West German Reinforcement unit enters play during the U.S. Movement Step by entering from off the west map edge and paying 1 Movement Point for the first hex they enter along the 01xx column of hexes.

**Important:** This initial entry hex may not be in an Enemy Zone of Control.

ADVANCED GAME COMBAT RESULTS TABLE						
DIE ROLL	COMBAT DIFFERENTIAL					
	0	+1	+2	+3	+4	+5
1	DR	DR	EX	DE	DE	DE
2	DR	DR	DR	EX	DE	DE
3	NE	DR	DR	DR	EX	DE
4	AR	NE	DR	DR	DR	EX
5	AR	AR	DR	DR	DR	DR
6	AE	AR	NE	DR	DR	DR

TERRAIN EFFECTS CHART		
Type	Movement	Combat <sup>1</sup>
Open and Town	1	0
Woods	2	+ 1
Enemy Zone of Control	● Stop	May attack; blocks retreat

<sup>1</sup> = This value is added to the defender's Combat Strength.

● Stop = Must cease movement upon entering this hex.

**AE = Attacker Eliminated.** Eliminate 1 attacking unit in that Battle; all other attacking units in that battle must retreat.

**AR = Attacker Retreats.** Retreat all attacking units in that Battle 1 space to adjacent hexes.

**DE = Defender Eliminated.** Eliminate 1 defending unit in the hex; if a defending unit remains in the hex, it is retreated. The attacker may advance 1 unit.

**DR = Defender Retreats.** Retreat all defending units in the hex to an adjacent hex. The attacker may advance 1 unit.

**EX = Exchange.** Both sides eliminate 1 unit in this Battle; if a defending unit remains in the hex, it is retreated. The attacker may advance 1 unit.

**NE = No Effect.** Neither side loses units, retreats, or advances.