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.

31 May 1973, SPI published an errata & addenda sheet for the game which appeared in MOVES #6. 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. Armor 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 Assault 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.

HELIQUARTER 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/FR 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.

DELETED COUNTERS

WEST

GERMANY

U.S.

Leopard

Companies

<table>
<thead>
<tr>
<th>Code</th>
<th>Value</th>
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</thead>
<tbody>
<tr>
<td>303</td>
<td>60</td>
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<tr>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td>4</td>
<td>1</td>
</tr>
</tbody>
</table>

"Soft" Infantry Recon Platoon

Unit is composed of 3 squads.

Code Range: 721-723

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 two 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-231) 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.
**Scenario One: TANK BATTLE**

A head-on engagement has developed between a U.S. Tank Heavy Task Force and a Reinforced Soviet Tank Regiment.

**US INITIAL FORCES:**

- **TANK HEAVY TASK FORCE**
  - $1\times$ TANK REGIMENT
  - $1\times$ MOTORIZED RIFLE BATTALION

**USSR INITIAL FORCES:**

- **TANK REGIMENT**
- **MOTORIZED RIFLE BATTALION**

**Scenario Two: SCREENING ACTION**

A US Infantry Battalion and supporting units are screening an advancing Soviet Tank Regiment with supporting units.

**US INITIAL FORCES**

- **MECHANIZED INFANTRY BATTALION**

**USSR INITIAL FORCES**

- **TANK REGIMENT**
- **MOTORIZED RIFLE BATTALION**

**Scenario Three: GENERAL DELAYING ACTION**

A West German force is attempting to delay an advancing Soviet Motorized Rifle Regiment.

**USSR INITIAL FORCES**

- **TANK REGIMENT**
- **MOTORIZED RIFLE BATTALION**

**Scenario Four: RUSSIAN ASSAULT**

A strong Soviet Force is advancing over the entire Game Map, from the west to the east. The game concerns the action that is occurring in Sector 5 where an augmented US battalion is defending its standard front. The rules of the Scenario reflect the action occurring outside Sector 5.

**US INITIAL FORCES**

- **MECHANIZED INFANTRY BATTALION**

**USSR INITIAL FORCES**

- **TANK REGIMENT**
- **MILITARY POLICE BATTALION**
DEPLOYMENT
Deploy second, move first. Deploy in Sector 1, within three hexes of Sector 5. Units may begin the game entrenched.

SPECIAL RULES
1. The US Player has Air Superiority (or, optionally, three Observation Helicopters).
2. All units remain in Sector 5 after entering it; however, units are not required to enter Sector 5.
3. Units in Sector 1 may not move farther than three hexes from Sector 5, nor may they move into any Sector other than Sector 5.

VICTORY CONDITIONS
The USSR Player wins if he has at least five uncrippled Soviet units are east of the Horloff River at game’s end. The US Player wins if no uncrippled Russian units are across the Horloff River at game’s end. Any other result is considered a draw.

Scenario Five: EXTENDED RUSSIAN ASSAULT
This Scenario is similar to Scenario Four except that the US forces are covering a wider front.

US INITIAL FORCES

DEPLOYMENT
Deploy second, move first. Deploy in Sector 1, within three hexes of Sectors 4 and 5. Russian units may be entrenched at the beginning of the game.

SPECIAL RULES
1. The US Player has Air Superiority (or optionally, four Observation Helicopters).
2. All units must remain in Sectors 4 and 5 after entering them. Units may move freely from Sector 4 to Sector 5, or vice versa; units are not required to enter Sectors 4 and 5.
3. Units in Sector 1 may not move farther than three hexes from Sectors 4 and 5; nor may they move into any Sector other than Sectors 4 and 5.

VICTORY CONDITIONS
The USSR Player wins if he has at least seven uncrippled Soviet units are east of the Horloff River at game’s end. The US Player wins if four or fewer non-crippled Soviet units are east of the Horloff River at game’s end. Any other result is considered a draw.

Scenario Six: AIRMOBILE DELAYING ACTION
A US rearguard, composed mainly of OTOW (Armored Personnel Carriers) is attempting to delay a large Soviet force which has broken through the main front line.

US INITIAL FORCES

DEPLOYMENT
Deploy first (move second) anywhere on map east of hexes A, B, C. May be entrenched.

US REINFORCEMENTS:
At the beginning of the U.S. second, third, fourth, seventh, and eight Player-Turns, the U.S. Player receives one additional Airmobile Infantry Platoon. These platoons may be “dropped” anywhere on the map except adjacent to or onto U.S.S.R. units and covering terrain hexes.

Scenario Seven: MEETING ENGAGEMENT
A US force is attempting to contain the advance of a Soviet force which is driving from the opposite side of the map.

US INITIAL FORCES
**Scenario Eight:**
**REAR GUARD ACTION**
A small U.S. force is attempting to delay the passage of a large Soviet force across the map, thus permitting an "off-the-map" US main force time to regroup and move to better positions.

DEPLOYMENT
Deploy first, move second. Deploy anywhere in Sectors Four, Five and Six. The Airmobile Infantry Platoon may be “dropped” anywhere on the map, except in covering terrain hexes or adjacent to or onto USSR units in the first US Player-Turn. Units may not be entrenched at the beginning of the game.

USSR INITIAL FORCES

<table>
<thead>
<tr>
<th>MOTORIZED RIFLE REGIMENT</th>
</tr>
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<tbody>
<tr>
<td>20Kx10 10HE13 10 LG2 10 AP7 10 HE12</td>
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<table>
<thead>
<tr>
<th>RECONNAISSANCE BATTALION</th>
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<td>10 LG4 0</td>
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<table>
<thead>
<tr>
<th>TANK REGIMENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 LG4 0</td>
</tr>
</tbody>
</table>

DEPLOYMENT
Deploy first, move second. Deploy anywhere on the map, except within four hexes of the map’s northern edge. Units may be entrenched at the beginning of the game.

**VICTORY CONDITIONS**
Victory is based on the number of uncrippled USSR units in Sectors Four, Five and Six at game’s end.

<table>
<thead>
<tr>
<th>Victory Level</th>
<th>Units in 4, 5, 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>US Decisive</td>
<td>0</td>
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<tr>
<td>US Marginal</td>
<td>1 through 4</td>
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<tr>
<td>Draw</td>
<td>5 through 9</td>
</tr>
<tr>
<td>USSR Marginal</td>
<td>10 through 14</td>
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<tr>
<td>USSR Decisive</td>
<td>15 or More</td>
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</table>

**Scenario Nine:**
**AIRMOBILE RAID**
US forces are attacking the Soviet front. An airmobile force is being dropped on the Soviet rear to disrupt communications.

DEPLOYMENT
Deploy second, move first. The US units are all airmobile and are “dropped” on the map at the rate of one stacking-point per hex. Units must all be dropped in the Initial Helicopter Movement Segment of the first US Player-Turn. Units may not be dropped into Covering Terrain hexes, Enemy occupied hexes, adjacent to Enemy occupied hexes, or hexes within five hexes of the map’s northern edge.

USSR INITIAL FORCES

<table>
<thead>
<tr>
<th>AIRMOBILE INfanTRY BATTALION</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 LG4 0</td>
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</table>

<table>
<thead>
<tr>
<th>TANK REGIMENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 LG4 0</td>
</tr>
</tbody>
</table>

DEPLOYMENT
Deploy second, move first. USSR units deploy in the northernmost row of hexes on the map. USSR units may not begin the game entrenched.

**SPECIAL RULES**
1. The US Player has Air Superiority on any two consecutive Game-Turns of his choice, which he must announce at the start of the previous Game-Turn. During these two Game-Turns, three Helicopter Gunships of the US Player’s choice enter the map from the southern edge and remain in play until expended, or until the end of the Second Game-Turn of Air Superiority.

2. Neither Player has Air Superiority on the other Game-Turns.

3. During the two Game-Turns of Air Superiority, the US Player may employ the Air Superiority rule.

**VICTORY CONDITIONS**
The level of victory depends upon the number of separate road “routes” controlled by the USSR Player from the northern to the southern edge of the map. These “routes” must consist of a series of adjacent hexes connected by road, and may be as long and as devious as necessary. Only one “route” may be traced through a given road hex for each road that passes completely through that hex. In other words, two routes may not share a single road, although they may pass through a single hex if two roads cross in that hex. No hex of the route may be in Enemy Zone of Control or within range of Enemy Direct Fire.

**Number of USSR**

<table>
<thead>
<tr>
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<th>Controlled Roads</th>
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<td>Controlled</td>
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<tr>
<td>US Substantive</td>
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<tr>
<td>Draw</td>
<td>3</td>
</tr>
<tr>
<td>USSR Substantive</td>
<td>4 or 5</td>
</tr>
<tr>
<td>USSR Substantive</td>
<td>6</td>
</tr>
</tbody>
</table>
USSR REINFORCEMENTS

MOTORIZED RIFLE REGIMENT

<p>| | | | |</p>
<table>
<thead>
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<th></th>
<th></th>
<th></th>
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</thead>
<tbody>
<tr>
<td>8 x1</td>
<td>2 x1</td>
<td>4 x2</td>
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<tr>
<td>10 M 10</td>
<td>10 M 10</td>
<td>10 M 10</td>
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<tr>
<td>1 x9</td>
<td>1 x9</td>
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<tr>
<td>1 x3</td>
<td>1 x3</td>
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DEPLOYMENT
Deploy first, move second. No more than two one-stacking-point sized infantry units per map sector during deployment. Machine Gun, BRDM, and Mortar units may be placed anywhere. The Motorized Rifle Regiment enters the game at the rate of six one-stacking-point-sized units in road hexes adjacent to the map's northern edge at the start of each USSR Player-Turn (beginning with the first Player-Turn) until all units are on the map.

SPECIAL RULES
1. The US Player has Air Superiority (or optionally, 4 Observation Helicopters).
2. Use entire Game-Map.
3. USSR Initial Forces may be entrenched.

VICTORY CONDITIONS
Victory is based upon the number of north/south roads controlled by the USSR Player at game's end (see Scenario Eight).

<table>
<thead>
<tr>
<th>Victory Level</th>
<th>Number of USSR Controlled Roads</th>
</tr>
</thead>
<tbody>
<tr>
<td>US Substantive</td>
<td>0 through 1</td>
</tr>
<tr>
<td>US Marginal</td>
<td>2 or 3</td>
</tr>
<tr>
<td>USSR Marginal</td>
<td>4 or 5</td>
</tr>
<tr>
<td>USSR Substantive</td>
<td>6</td>
</tr>
</tbody>
</table>

Scenario Ten: AIRMOBILE ATTACK
A strong US force is attacking an entrenched Russian force of smaller sized by land and by air. Their objective is the capture of two key towns.

US INITIAL FORCES

AIRMObLE INFANTRY BATtALION

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</table>

DEPLOYMENT
Deploy first, move second. All units except the Tank Regiment must deploy west of the Horloff River in Sectors 4, 5, and/or 6 and in the town of Wolfersheim. These units may begin the game entrenched. The Tank Regiment starts within three hexes of Rockenburg and/or Oppershofen in one Stacking Point sizes, no more than one unit per hex. The Tank Regiment may not begin the game entrenched.

SPECIAL RULES
1. The US Player has Air Superiority (or optionally, five Observation Helicopters).
2. The Soviet Tank Regiment units may not move until the Second USSR Player-Turn.
3. Use entire Game-Map.

VICTORY CONDITIONS
Victory is based upon control of Rockenburg and Oppershofen.

VICTORY LEVELS
US DECISIVE VICTORY is there are no uncrippled Soviet units in either town at the end of the game.

DRAW is there is at least one uncrippled Soviet unit in one town at the end of the game.

USSR DECISIVE VICTORY if there is at least one uncrippled Soviet unit in each town at the end of the game.

OPTIONAL RULES
The following optional rules and modifications do not necessarily reflect the thoughts and ideas of the game designer, but are presented to add further realism to the game.

RECONNAISSANCE
UNIT ATTACK STRENGTH
The following attack strengths are provided for reconnaissance units, which were not provided for in the game. These units may engage in all forms of offensive combat.

UNIT: M114 M/CYC BTR40 PT76
Attack Strength: 1 1 3
Weapon Category: MX LG LG AP
Range Allowance: 2 2 3

UNIT COUNTER MODIFICATIONS
The following units have been modified to reflect the thoughts of various tactical experts.

Soviet Tanks: 300 series
Company Attack Strength: 30
Battalion Attack Strength: 90
200mm Rocket Artillery: Attack Strength: 40
MT14: Defense Strength: 40
Leopard: Range Allowance: 10

EXPLANATION OF COMBAT RESULTS
= no effect
D (followed by a number) = Disruption
X = Eliminated

DISRUPTION: Units disrupted by Fire Combat are not retreated. The unit is marked with a Disruption Counter equal to the combat result. Thus, a result of "D4" indicates the number of Game-Turns that the unit is disrupted.

DISRUPTION RECORD: Remains the same as outlined in the RS/WS game.

PROCEDURE: Remains the same as outlined in the RS/WS game.

RETREATS: Units are only retreated when Close Assailed. The disrupted unit is retreated a maximum of one hex and is marked with a Disruption Counter equal to the combat results, in the same manner as in Fire Combat.

EFFECTS OF DISRUPTION: Units in a disrupted state that are again disrupted, are Eliminated. In effect, Crippling is no longer used in the game, if the optional Combat Results rules are used. Disrupted units may not move. They may spot. They do have a Zone of Control. They may not attack; only defend.

TERRAIN EFFECTS CHART
Bridged River Hexides: Hard target-types may cross bridges at no additional Movement Points, with the exception of the following:
All two Stacking-Point sized units;
ANNEX B — DETAILED DISCUSSION

1. In compliance with CONARC Regulation 350-4, "Russian" units in "Red Star/White Star" are easily converted to the closest corresponding Aggressor units listed in FM 30-102.

2. Modifications to offensive strength factors of game units are made to increase game accuracy without reducing game manageability. [Modifications based on computation procedures described below have been performed on units used as examples in appendix 3.]

a. To insure accurate portrayal of combat interrelationships among units represented in the game, offensive strengths are modified to conform to firepower scores (hereinafter referred to as FPS’s) listed in appendixes E, F, and G to FM 105-5.

b. To insure manageability of modified game-unit offensive strength, Aggressor FPS’s are reduced to lowest practical offensive strengths.

c. FPS’s for supporting-weapons units (appendix 2) are first computed for the offensive, and range factors are computed for these platoon-sized elements. Offensive, defensive, and range factors are computed for these platoon-sized elements (appendix 3).

d. The problems identified above can be corrected if the following actions are taken:

a. Mounted mechanized infantry units may “dismount” and move 1 hex (distance represented: 300m.) in the dismounted mode during any friendly movement phase.

b. Dismounted mechanized infantry units may “mount their carriers” in any friendly movement phase by expending all movement allowance points allotted for that phase.

c. Aggressor units with both direct- and indirect-fire capabilities engage both mounted and dismounted U.S. infantry units at full Aggressor offensive strength.

d. When engaging dismounted Aggressor infantry forces, U.S. “A-type” units have their offensive strengths reduced by one-half.

3. Game units designated as “Russian” are redesignated as the most closely corresponding Aggressor units (annex B).

4. Game rules concerning entrenchment of units are unrealistic (annex B).

5. Provision for dismounted movement of U.S. and Aggressor mechanized forces is provided for in the following rules:

a. Ranges are expressed on game-unit counters as numbers of 300-meter grid hexagons (hereinafter referred to as hexes).

b. When a unit has both indirect- and direct-fire capabilities, the range expressed on the game-unit counter reflects the direct-fire range of the unit.

c. All units that have both direct- and indirect-fire capabilities have a range of 10 hexes when employed in the indirect-fire (high explosive) role.

4. In keeping with the assumption in paragraph 2b. of this study, defensive strength factors on infantry and armor game-unit counters are increased by the same proportion as are offensive strength factors for the same units. [Examples of modifications based on this assumption are found in appendix 3.]

6. Under game rules for entrenchment (6:21), it is possible for a unit to obtain optimum benefit from entrenchment within a single game phase representing approximately 6 minutes of battle time. Optimum benefit from entrenchment for an entrenching unit cannot be realistically expected to be achieved without engineer support within the 1-hour time period represented in each scenario (4:3-21). For these reasons all rules affecting entrenchment, except when established by scenario, are deleted from the game.

ANNEX C — BIBLIOGRAPHY


