

Race for the Rhine

February 1945

Player's guide to rules

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1. Theatre and background

The last major offensive of the Western Front was **Operation Veritable**. The British 21st Army Group (incorporating the British 2nd Army & Canadian 1st Army) attacking from the Dutch Border around Nijmegen and the American 6th and 12th Army Groups attacking from the Metz area of France and the Ardennes area of Belgium respectively, were making the final push to break German resistance to the west of the River Rhine.

2. Campaign Objective

For your unit to have the glory of being the first Allied formation to reach the west bank of the River Rhine.

3. Campaign duration and time of day.

The campaign will run for six turns. Each turn will represent one day of real time. As the maximum number of hexes than a force can move in any day is two, contacts occurring in the first hex are considered to take place between 0400 hours and 1200 hours. Those taking place in the second hex are considered to be taking place between 1200 hours and 2200 hours. When an action is taking place, the Umpire will use the following system to determine precise timing of the engagement

DAverage score	2	3	4	5
Hex 1 contact	PRE DAWN	DAY	DAY	DAY
Hex 2 contact	DAY	DAY	DUSK	DARK

Actions taking place in periods PRE-DAWN and DUSK will have 1 x D3 turns using FoW night fighting rules as specified in King & Country. Actions taking place during the hours of DARK will use the night fighting rules for every turn.

Players who have moved an extra hex on roads will use the Hex 2 contact details above.

4. Campaign Turn Sequence

1. Determine the day's weather
2. Reinforcements bought, downgrades in platoon capability determined
3. Random events generated and communicated
4. Enemy surprise attacks determined
5. Moves submitted
6. Battles fought
7. Points allocation and upgrades completed

5. Player Forces

You will choose to command an Allied formation from the list shown in the FORCES section of the Campaign guide. Within the force you choose there will be a compulsory element and also a 'free choice' element. The total value of your force will be 2,100 points.

Four options are available:

- British or Canadian Armoured Squadron
- British or Canadian Motorized Infantry Company
- American Armored Company
- American Armored Infantry Company

The available platoons which can be used to construct each of these forces can be found in the Army List options at the back of this guide.

6. Weather

The weather during **Operation Veritable** was not good. Heavy rains, fog and snow all featured heavily in the campaign. Weather will be determined by day. The table below indicates the effect of weather on combat ability.

	FAIR	SNOW	RAIN	FOG
Effect on combat	No effect	-No Air cover -Night fighting visibility -Bogging tests for all vehicles off road every turn	- Bogging tests for all vehicles in all terrain every turn	- No Air cover - night fighting visibility - movement drift for all platoons: SCATTER DIE+ D6 inches per Team.
Score on D10	1-5	6,7	8,9	10

7. Random Events

Each turn the umpire will announce a randomly generated event and adjudicate the outcomes. These events could be positive or negative but will always have an impact on an individual or group of Allied forces.

8. Enemy surprise attacks

Each Turn, there will be a 10% chance of each Player force being attacked by an enemy force. Each player tests at this point in the turn. If the result is negative then their turn carries on as normal. If however they are subjected to an attack they will do nothing else this turn. Any attack is treated as an encounter battle with equal points value and randomly generated enemy force composition (managed by the Umpire). If the Allied player ins such a battle they will gain a 1,000 point Victory point bonus instead of the normal 500 point victory point bonus.

9. Movement

Each turn a player can move two hexes in any direction (three hexes if ALL movement in on a road hex). As your force moves along its chosen path it will roll percentage dice for EACH hex through which it travels to determine whether it meets any enemy forces. When it meets an enemy force it will stop and fight an action.

10. When an encounter happens

A Player has three choices when he meets an enemy:

- Choose to fight a 1,500 point game
- Choose to fight a 2,100 point game
- Avoid combat and withdraw to the previously occupied hex

11. Duration of a battle

A battle will last for a minimum of 5 game turns (with a random addition up to 8 Turns decided using a D4 and only known to the Umpire). Score 1 = 5 turns, 2 = 6, 3 = 7, 4 = 8.

12. Generating Enemy forces

German forces encountered are randomly generated using an umpire controlled device know as the 'Force Generator'. This takes the parent German unit in any given sector (which will be known to the players) and randomly creates the precise composition of the enemy. For example an encounter in a Panzer Division sector in likely to produce a 40% chance of the enemy force being predominantly armoured.

If the player chooses to fight a 1,500 point battle, German forces will have a points value in the range 900-1100 points (in 100 point increments randomly decided and known only to the Umpire).

If the player chooses to fight a 2,100 point battle, German forces will have a points value in the range 1,500-1,700 points (in 100 point increments randomly decided and known only to the Umpire).

The Umpire will also check at this stage whether the German force is in a prepared position. There will always be a 25% chance of this. If a German force is in a prepared position it is likely to have such as Bunkers, Pillboxes, Tank Pits, Anti Tank Obstacles, Minefields and Barbed wire. German forces in prepared positions such as this will have their overall points value reduced by 50% when the force is created. Other terrain types such as Urban, farmsteads, woodland will have a % reduction applied for the Germans but this will not be revealed to the Allied player.

German forces which are not in prepared positions have a 66% chance of each platoon being dug-in at the start of the game. This is rolled up by the Umpire.

13. Air cover

Air cover is controlled by the Umpire at the beginning of each battle the Umpire rolls a D6. A roll of 5 or 6 means the attacking force has Air Cover. A further die is rolled to determine its level. 1-3 is Sporadic, 4-5 is Limited, 6 is Priority.

If Allied air cover is available then the Umpire rolls a D6 for the Germans. A score of 5-6 means they have Sporadic fighter cover. Air cover is only diced for if weather conditions permit it.

14. Battlefield terrain

The terrain set up is decided by the Umpire and will be in line with the dominant terrain type for that hex on the campaign map.

15. Battlefield set up

All battlefields (with the exception of Event driven German counterattacks) will be set up with German troops hidden and marked on a map by the Umpire. German platoons will continue to be concealed (even if in the open) if they neither move nor fire. Umpires will monitor distances between advancing Allied platoons and hidden German platoons. Allied players will be asked to test (but the reasons or locations will not be specified) when any of their platoons moves into the maximum weapon range of any German platoon. Detection of the German platoon occurs on a roll of 5+ on a D6. If the test is failed it is retaken every turn that the German platoon continues to be in range but neither moves nor fires. If the German platoon is within woods or buildings, the score required to reveal is 6. These tests are taken in addition to any recon rules from the main rulebook of FoW. Allied forces deploy after German map is completed.

16. Reconnaissance (capability before game commences)

Any player force containing a designated Recon platoon which has two or more recon teams (in addition to a platoon command team) can test to 'reveal' concealed enemy platoons before the game commences. The Umpire will conduct a 'hidden' test whereby a D6 is thrown for each German platoon. On a score of 5+ the platoon is detected and is placed on table at the beginning of the game. For each additional designated Recon platoon the number required to reveal reduces by 1. For example, a force with three designated recon platoons will reveal German platoons on a roll of 3.

17. Reconnaissance & spotting capability during the game

Normal FoW rules apply for the active use of Recon designated platoons.

As all German platoons are concealed at game commencement there is a test for battlefield spotting. At the commencement of each GERMAN player turn, each platoon who are within maximum weapon range of an Allied team must test to see if they are revealed. The Umpire rolls a D6 per platoon. On a score of 6 they are placed on the table. This represents 'twitchy-ness' on the part of the Germans thus giving away their position. If a platoon does not score a 6 and remains within range on the subsequent German turn then a roll of 5 or 6 will reveal them. This continues until they are finally revealed. If an undiscovered German platoon wishes to move or fire voluntarily then of course it is placed on the table at commencement of either the movement or shooting phases.

18. What happens when you win a battle?

Allied players can win a battle by:

- Compelling a failed company check in the German force
- Destroying the German force completely
- Compelling the German commander(player) to concede defeat because his position is untenable
- Exiting half of their platoons off of the German table edge at a strength of 50% or greater.

Each 'win' as defined above results in the Player being awarded 500 victory points. In addition, the player will be awarded a points value equivalent to the 'net difference' between enemy points lost (captured or destroyed) and his own casualties as calculated in terms of points lost. If this figure is a negative (ie the Player loses more points than he inflicts in damage) then the difference will be subtracted from the 500 victory points gained for the battle win.

19. Victory Point accelerator

If a Player wins the battle by the end of Turn 4 then he will receive an extra 250 Victory Points.

20. What happens when you lose a battle?

Allied players will lose a battle when:

- They fail a company morale check
- Game time runs out without them achieving any of the 'winning criteria'
- They choose to withdraw because of tactical situation or losses

Each 'loss' as defined above results in the Player calculating the 'net difference' between enemy points lost (captured or destroyed) and his own casualties as calculated in terms of points lost. If this figure is a negative (ie the Player loses more points than he inflicts in damage) then the difference will be subtracted from his 'banked' victory points. If this figure is already zero then the player's points balance goes negative and will be recorded as such.

21. Battlefield losses

When a battle is over vehicles which are destroyed are counted as lost together with infantry teams killed by fire or any team captured by the enemy. Vehicles which are bailed and other teams which have failed platoon/company morale checks during the battle and have left the table are not counted as losses.

22. Using Support functions in the campaign

22.1 Supply Platoons

Each force which does not have a supply platoon as part of its order of battle will submit its combat points (1500 or 2100 dependant on what type of game the player has chosen) to the umpire before the game commences. Each platoon will then dice to see if it is full 'combat effective'. This is a 50% roll. If it is not fully combat effective then it rolls a further dice (D6). A score of 1-3 means one team is dropped from the platoon. A score of 4-6 means two teams are dropped from the platoon. The choice of teams is at the discretion of the owning player but in mixed platoons only one transport team can be dropped if two teams have to be removed in total. This is only effective for the duration of the battle. This simulates front line combat problems such as lack of fuel, ammo, food, replacement weapons, communication equipment etc. A supply platoon costs 100 points to buy and can consist of six trucks plus a command jeep. If attacked it counts as two rifle/mg teams plus command and is rated RELUCTANT TRAINED. Supply platoons need not be placed on the table in any action except where the enemy has attacked your force (10% probability see Point 8)

22.2 Battlefield use of Medical platoons

If a medical platoon is purchased it may be split into individual teams when your company is in combat. These should be attached to platoons of your choice and may be moved to other platoons at your discretion. Attachment of a medical platoon allows a platoon under fire to re roll 50% of their failed 'saves' with a minimum of one re roll always permitted. This means that a platoon failing one saving throw can re roll it. Medical platoons cannot be attached to tank or transport platoons only to infantry, guns, or weapons platoons.

22.3 Battlefield use of Heavy Recovery units

If a heavy recovery vehicle is employed then it can be used in two different ways. 'Bailed' tank teams with a recovery vehicle within two inches can re roll failed tests to become operational. Knocked out tanks within two inches of a recovery vehicle can attempt to roll 6 on a D6 once every turn. If they succeed the knocked out tank becomes bailed. If they then roll a 5 or 6 on a subsequent turn the tank is once again operational. If not made operational during the battle but has become bailed, it is then counted as recovered after the battle if the Player wins the engagement. Heavy recovery units are often orbated as part of an HQ platoon. They can operate independently on the field of battle without penalty and do not have to stay within command distance of the company HQ. Vehicles repeatedly knocked out can still be repaired – no limit is set on the number of times this can happen. This represents the repair of various debilitating faults such as engine failure, track loss, crew loss etc. It also adds an element of fun to an otherwise sober subject.

23. How to replenish your force

Forces can be replenished after a battle by 'spending' victory points. If a force has no victory points to spend, it can go into 'debt' for up to 1000 points maximum overdraft. After that level the force must fight with what it has available. When replacements are bought they can be of a different type from the original platoons bought as long as the minimum values for your force type are maintained. A force can never be larger than 2,100 points.

As long as the compulsory platoons in the ORBAT are maintained at least at 50% strength per platoon then they need not be topped up further if the Player wishes to use his points to buy something else from the list. For example, UK/Canadian tank troops may exist at a strength of two vehicles instead of the full three as long as ALL Troops (that is A, B, C, D, E & HQ) are still represented in the ORBAT. US tank platoons can operate with three or four tanks instead of five. British Infantry platoons must always have a minimum of five teams (including command).

24. Variable experience level of forces as a result of combat

If a platoon takes more than 50% casualties during an action and has replacements drafted to bring it back up to full strength then its experience rating drops from VETERAN to TRAINED.

If a British or Canadian platoon performs outstandingly during a battle (a subjective judgment by the Umpire!) then its motivation will improve from RELUCTANT to CONFIDENT but only if is not reduced to below 50% strength during the action. If it is reduced below 50% then its training rating will not be reduced from VETERAN to TRAINED as recognition of its battle experience. If the same platoon performs further heroic deeds then it can be upgraded yet again to FEARLESS. Losses of over 50% allow it to maintain its previous rating.

If an American platoon performs outstandingly during a battle (a subjective judgment by the Umpire!) then its motivation will improve from CONFIDENT to FEARLESS but only if is not reduced to below 50% strength during the action. If it is reduced below 50% then its training rating will not be reduced from VETERAN to TRAINED as recognition of its battle experience. If the same platoon performs further heroic deeds then it will maintain its FEARLESS rating even with losses of over 50%.

25. Combined Ops

Two Allied forces can agree to cooperate either together or temporarily. This means they move in the same hex pattern and agree to support each other in any potential action. The advantages gained by doing this could be considerable for example a tank company working in concert with an infantry company. If they choose to do this and a contact is made, enemy forces will increase proportionately. Let's say two Players choose to work together and encounter an enemy force. They agree to deploy 1500 points between them (750 points equivalent each with overall command being diced for). The Germans will deploy the usual 900-1,100 points. If the Allies choose to deploy 1,500 points each then the Germans will deploy 1,600, 1,800 or 2,000 points as decided by a D3. If the Allies choose to deploy 2,100 points each then the Germans will deploy 2,800, 2,900 or 3,000 points. These increments are not directly proportional and represent calculated risk as opposed to mathematical correlation.

Losses will be calculated as normal. Medical platoons and recovery vehicles can be exchanged across forces during the game but supply platoons may not be shared across forces to ensure full combat readiness.

When overall command is decided by chance at the beginning of the combined ops there are consequences. 60% of accrued victory points regardless of who scored them will be allotted to the supreme commander of the attack. 40% of victory points go to the subordinate.

26. Re entering hexes after a battle has been fought there

If a player has fought and lost a battle in a hex and he(or another player chooses to reenter that hex then the chances of meeting the enemy again go up by 10%. For example if it was originally a 20% zone it goes up to 30%. The enemy force is considered to be the same unit as it was before. However the following process will be followed to determine size and composition:

1. Player declares size of battle.
2. Umpires determine size of force for Germans
3. Umpire then roll D3. Score of 1 = Enemy reduced by 25% pts. 2 = remain as diced. 3 = enemy increase in size by 25%.

If a Player fights a battle in a hex and wins then that hex is considered clear for the remainder of the campaign.

27. Reaching the Rhine & final results

The first Player to reach the Rhine will receive 20,000 Victory points. If more than one player reaches the Rhine in the same turn they will all receive 15,000 Victory points. From this number/to this number, the cumulative points to date should be subtracted/added in order to get an actual finishing total. To win, any force must have a positive aggregated number after all adjustments are made.