RAID AND REPOSTE

MANUAL V2.0

CONTENTS

1.0 INTRODUCTION

Raid and Riposte Second Edition takes places after the Warsaw Pact launches an invasion of Western Europe in the spring of 1985. In a surprise move NATO forces counterattack at city and bridge crossing of Tannenbruck. The Soviets did not plan on NATO counterattacking so quickly and called up the Soviet 1st Paratroop Regiment to hold the line.

2.0 COMMUNITY AND SUPPORT

If you have any game questions, or if you are just looking for other gamers with whom to chat, you can find quick replies on our Forums:
http://forums.lnlpublishing.com.

If any parts of this game are damaged, or if any you have any other support needs, please open a support ticket at our Support Desk:
http://support.lnlpublishing.com.

You can also find additional game resources such as scenarios, counters, special rules and other community-design ideas in our Resource section:
http://forums.lnlpublishing.com/resources.

3.0 GAME SCALE

Units represent companies, platoons, batteries, and leaders. An inch is approximately 750-1000 meters. Turns equal a few hours of combat.

2.0 GAME UNITS

- **Unit:** Generic term for pieces that move and attack on the game map. Does not include the administrative markers.
- **NATO:** West German (gray) and American (green) units.
- **Warsaw Pact:** Soviet (red) units.
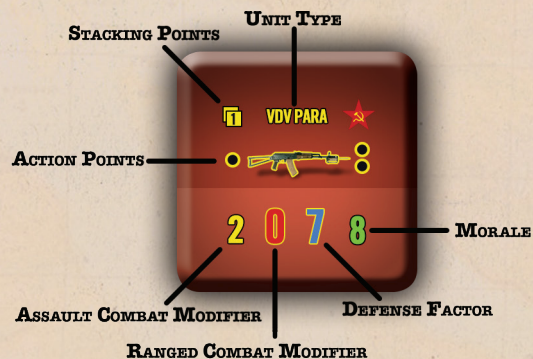
- **Ranged Combat:** Combat in which the attacker and target are not in the same area.
- **Assault Combat:** Combat in which the attacker and defender are in the same area.
- **Ranged Combat Modifier:** The number that is added or subtracted to 2d6 to determine the final Attack Value (AV) during ranged combat. This value is printed at the top left of the counter.
- **Assault Combat Modifier:** The number that is added or subtracted to 2d6 to determine the final Attack Value (AV) during assault combat. This value is printed at the bottom left of the counter.
- **Defense Factor (DF):** A unit's toughness and ability to withstand attacks. The factor is modified by the Terrain Modifier (TM). This value is printed at the top right of the counter.
- **Morale:** An abstraction of a unit's training, discipline, and overall

coolness under fire. This value is printed at the bottom right of the counter.

- **Action Points:** Represented by dots on the edge of the counter, these represent the number of actions a unit can take in a turn.
- **Administrative Markers:** Includes Suppressed / Recovering, Airstrike, Turn / Initiative markers.

5.0 GAME MAP

The game map is made up of areas representing different types of terrain. Each map area has an ID number, some areas will also show Reinforcement Entrance areas and Victory Main Locations and Victory Secondly Locations and any possible Terrain Modifiers.

5.1 STACKING

Up to six stacking points can occupy an area. German and American units cannot occupy the same area. Stacking applies at all times. Stacking points are shown to the right of the unit type. For example, a VDV Para is two stacking points. Units which show no stacking points do not count against the stacking limit in the hex. Units from opposing sides (NATO and Soviet) may only occupy the same area during assault combat.

5.2 TERRAIN MODIFIERS

Terrain Modifiers is the effect terrain has on combat. The Terrain Modifiers is added to the defender's DF (*Exception: See Rule 7.353 Tanks Defending in Assault Combat*). The Terrain Modifiers is printed in the map area as a number from +2 to -1.

6.0 SEQUENCE OF PLAY

1. Initiative Phase.
2. Rally Phase.
3. Operations Phase.
4. Route Phase.

6.1 INITIATIVE PHASE

 Both players roll 1d6. The player who rolls the higher number performs the first action in each phase. In the case of ties, the NATO player has the initiative.

6.2 RALLY PHASE

Perform the following actions in the listed order.

1. Roll for cadre entry, if applicable (*See Rule 7.36*).
2. Reset action points. Turn all units so that their maximum action points face the north map edge. Suppressed / Recovering units are not reset.
3. Beginning with the player with the initiative, the players roll 2d6 for each Suppressed and Recovering unit. If the players roll equal to, or less than, the unit's morale, the

player removes the Suppressed or Recovering marker and resets the unit's action points per step 2. If a Recovering unit fails to rally, remove its Recovering marker, but do NOT reset its action points.

6.2.1 SUPPRESSED AND RECOVERING UNITS

Suppressed: Ranged and assault combat can suppress units. Place a Suppressed marker on Suppressed unit. Suppressed units lose all action points, and their DF is reduced by two if targeted during assault combat. Suppressed units may attempt to rally in the Rally Phase.

Recovering: Suppressed units that fail to rally flip their Suppressed marker to the Recovering side. Recovering units receive a +1 to their morale and their DF is reduced by one if targeted during assault combat. A Recovering unit that receives a hit (see Ranged and Assault Combat) is Suppressed. Recovering units may attempt to rally in the Rally Phase. If a Recovering unit fails to rally, remove its Recovering marker, but do NOT reset its action points.

Example: *A Morale 7 U.S. Infantry unit is Suppressed. In the following Rally Phase the unit's owner rolls 2d6. The dice read 3 and 5, for a total of 8. The unit fails to rally, and the Suppressed marker is flipped to the Recovering side. In the next Rally Phase (assuming the unit is not Suppressed during the Operations Phase), the U.S. infantry unit could attempt to rally by rolling 2d6 and comparing the results to the its morale, modified by the Recovering marker (in other words 7 + one or 8). If it fails, the Recovering marker is removed, but the action points are not reset in that Rally*

Phase.

Note: *The Suppressed / Recovering / remove-but-don't-reset-action-points mechanic insures that a Suppressed unit will not be out of the fight for longer than three turns.*

7.0 OPERATIONS PHASE

Beginning with the player with the initiative, players alternate activating areas on the map containing their units to move or fire. When both players sequentially pass, the turn ends. Players must pass if they have no remaining actions to use. Players may pass at anytime and are not forced to use their actions.

7.1 ACTION POINT SYSTEM

Each unit is marked with a specific number of circles on the borders on its counter. Each time the unit is activated to move an area or execute ranged combat, the unit must spend an action point. A unit may spend no more than one AP in an impulse (*Exception: See Rule 7.35 Assault Combat*).

7.2 MOVEMENT

A unit spends one Action Point for each area entered. Units can only enter adjacent areas. Areas which share a side or a vertices are adjacent.

7.3 COMBAT

5.3.1 RANGED COMBAT

Units can attack as many times as they have action points available in a turn, but may only attack once per impulse (*Exception: See Rule 9.5 AGS-17*). A

target may be attacked as many times as the attacker has eligible units.

Conducting a ranged attack costs one action point. To attack a unit in ranged combat the target unit must be within range and the attacker and supporting units must have a clear Line of Sight to the target. A unit's normal range is equal to its Range Combat Modifier (RCM). For example, a unit with a RCM of 2, could fire up to two areas away. When computing range, don't count the attacker's area, but do count the target's area.

7.3.2 LINE OF SIGHT IN COMBAT

Line of sight is blocked if the Line of Sight passes through an area containing buildings or trees. Trace the LOS from the center dot of the attacker's area to the center dot of the target's area.
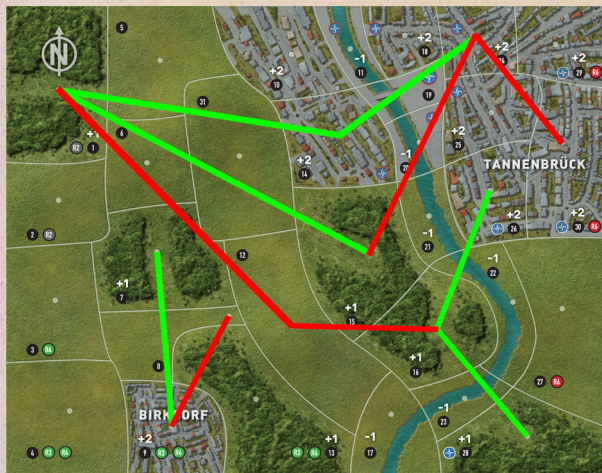
Note: All center dots are not in the precise center of their area. This is intentional.

7.3.3 HOW TO CONDUCT AN ATTACK

To conduct the attack, the attacker rolls 2d6, adds the attacker's RCM, and one for any additional in range supporting units from the same area. If the total is equal or less than the target's Defense Factor, plus the

Terrain Modifier (TM), the attack is unsuccessful. If the total is 1-2 greater, the target suffers one hit. If the total is 3-4 greater the target suffers two hits. If the total is 5 or greater the target suffers three hits.

- The first hit suppresses a unit. Place a Suppressed marker on the unit. Suppressed units lose all action points, and their ASSAULT COMBAT DF is reduced by 2. Suppressed units may attempt to rally in the Rally Phase.
- The second hit reduces a unit. Flip the unit to its reduced side. If the unit is already reduced it is eliminated.
- The third hit eliminates a unit.
- The target may choose to retreat one area to negate the affects of one hit. Such retreats use all of the retreating unit's action points.

Note: *Units can recover from suppression, and can subsequently be Suppressed again. For example, an un-Suppressed, full strength unit, suffering two hits is Suppressed and reduced. In the subsequent Rally Phase the unit is rallied, removing the Suppressed marker, it remains reduced. In the following turn the unit suffers a hit. It is once again Suppressed.*

7.3.4 EXTENDED RANGE

Unless noted otherwise (Mortar is the exception), all units can fire one area further than their RCM. When doing so they have a penalty of -1 to the attack die roll.

7.3.5 ASSAULT COMBAT

Assault combat occurs when units of the opposing sides occupy the

same area. Assault combat costs one action point. The cost includes the cost of entering the area.

The attacker/s add the Assault Combat Modifier (ACM) of the lead unit (nominated by the attacker), plus one for every supporting unit that moves into the area, and 2d6. This is the Attack Value (AV).

Note: *To initiate or support Assault Combat a unit must have an ACM. Unit's with an asterisk in the ACM location cannot initiate or support Assault Combat.*

The DF of the defending unit (as designated by the attacker) plus one for each supporting unit is called the Total Defense Factor (TDF).

7.3.5.1 IF THE ATTACK VALUE (AV) IS EQUAL OR LESS THAN THE TOTAL DEFENSE FACTOR (TDF)

If the AV is equal or less than the target's TDF, the attack is unsuccessful, and the attackers must return to the area from where they came. Set the attacker's action points to zero.

7.3.5.2 IF THE ATTACK VALUE (AV) IS LESS THEN THE TOTAL DEFENSE FACTOR (TDF)

If the AV is greater, the area defenders suffer hits. If the total is 1-2 greater, the target suffers one hit. If the total is 3-4 greater the target suffers two hits. If the total is 5 or greater the target suffers three hits.

All hits must be assessed to the defending unit until it is eliminated (if necessary) or Suppressed, reduced, and retreated. After the lead defender has absorbed all the hits it can, the rest of the hits are spread among the defending units as the owner sees fit.

If after all hits are assessed, the number of remaining attacker stacking points is greater than the number of defending stacking points, the defender must retreat to an adjacent area. Otherwise the attackers must retreat to the area from which they entered. Set the retreating unit's action points to zero.

7.3.5.3 TANKS IN ASSAULT COMBAT

Tanks are large, difficult to hide, unable to take full advantage of cover during close fights. Accordingly, the TM of the area isn't added to tank units on either side.

7.3.5.4 SUPPRESSED AND RECOVERING UNITS IN ASSAULT COMBAT

Suppressed and Recovering units cannot support the defense of an area. If the defending unit itself is Suppressed, subtract two from its DF. If it is Recovering, subtract one.

7.3.5.5 COMBAT RESULTS

- The first hit suppresses a unit. Place a Suppressed marker on the unit. Suppressed units lose all action points, and their DF is reduced by two during assault combat. Suppressed units may attempt to rally in the Rally Phase. The first hit on a Recovering unit still Suppresses the unit.
- The second hit reduces a unit. Flip the unit to its reduced side. If the unit is already reduced it is

eliminated.

- The third hit eliminates a unit.
- The target may choose to retreat one area to negate the affects of one hit. Such retreats use all of the retreating unit's action points. Retreats must increase the range from the target to the attacker, and cannot decrease the range to an another enemy unit. You cannot retreat into an area if it would violate stacking restrictions.

7.3.6 CADRES

If a Soviet VDV Para company is eliminated, roll 1d6 in the following Rally Phase. On a roll of 1-4 place the just eliminated unit, reduced side up, in Area 29. If the Area is controlled by NATO the Soviet player cannot roll for Cadre entry.

Roll only once for each eliminated VDV Para; the remnants either reform into a Cadre, or are lost forever. Subtract one from the die roll for the second or third VDV Para eliminated.

8.0 ROUTE PHASE

In the route phase the owning player can route any Suppressed or Recovering unit to an adjacent are. These units cannot violate stacking restrictions, nor can the route bring the unit closer to an enemy unit. The side with the initiative routes first.

9.0 SPECIAL UNITS

9.1 MORTAR

Unlike other units, mortar batteries' RCM, does not equal its range. Mortars have a range of two areas. Mortar units attack all units in the area. Roll separately for each unit applying the rules for ranged combat. Mortars cannot attack at extended range. A mortar unit need not have a LOS to the defender as long as any other friendly unit does.

9.2 SNIPER

For his sole action of an impulse the NATO player may place the sniper on any unit located in Tannenbruck. He then rolls 1d6. On a roll of 1-4 the target unit is Suppressed. If already Suppressed, the unit suffers no further damage. On a roll of 5-6 the sniper counter is permanently removed from play. Add two to the die roll on the second and subsequent use of the sniper. The sniper can only be used once per turn. The sniper cannot attack the Hind. A unit may not retreat to ignore suppression by a sniper.

9.3 SAGGER AND TOW

These two units represent anti-tank guided missile (ATGM) teams. Each is assigned to one company of their respective side. They will always remain with that company, denoted by placement

under the company. If the company is eliminated, the ATGM is removed. They increase the companies' RCM by one.

9.4 KASTET

The Kastet is also an ATGM. Only the T-12 can fire this special ammunition, and it can only fire one time and it then removed. Place the Kastet marker until the T-12 until it is fired. The Kastet increases the RCM by one.

9.5 AGS-17

The AGS-17 resolves its first attack normally, if the Soviet player rolls doubles in the attack, the Soviet player can attack a second time, against either the same or a different, target. Any supporting units cannot attack the second time.

The AGS-17-s RCM cannot be used against units with a vehicle illustration on the counter.

9.6 T-12 ANTI-TANK BATTERY

The T-12 Anti-tank battery can only attack units with a vehicle illustration on the counter. It cannot move from its initial placement area, even to retreat.

9.7 COL. NIKOLAS

Col. Nikolas must remain in an area, and always move, with at least one other unit. Col Nikolas may use one action point to add one to any value of a unit in his area, including a mortar's range. Col. Nikolas may use this action point during the Rally Phase to increase the morale of one unit in his area. Col. Nikolas cannot be attacked directly. If all units in Col. Nikolas's area are eliminated, Col. Nikolas is removed from play. Col. Nikolas may retreat with a unit from his area.

9.8 PVT. BOYES

Pvt. Boyes must remain in an area, and always move, with at least one other unit. Pvt. Boyes may use one action point to allow a unit in his area to reroll one die, even during a rally attempt. Pvt. Boyes cannot be attacked directly. If all units in Pvt. Boyes's area are eliminated, Pvt. Boyes is removed from play. Pvt. Boyes may retreat with a unit in his area.

9.9 COMMISSAR COL. KOVAL

Commissar Koval must remain in an area, and always move, with at least one other unit. Commissar Koval cannot be attacked directly. If all units in Commissar Koval's area are eliminated, Commissar Koval is removed from play. Commissar Koval may retreat with a unit from his area. Commissar Koval adds one to any assault in which she participates.

9.10 GERMAN HQ

Once a turn, the German HQ can spend an action point to give any unit in its, or an adjacent area, an action point. All units in the HQ's area assume the HQ's morale.

9.11 LUCHS RECON UNIT

The Luchs unit decreases the defense factor of any enemy unit in an adjacent area during ranged combat only.

10.0 NATO AND SOVIET AIR CAPABILITIES

10.1 AIRSTRIKE

Beginning on turn one, both side's initiative die roll is compared to the turn number. If the NATO player rolls equal to or less than the turn number then the NATO Player receives Airstrike. If the Soviet player rolls equal to or greater than the turn number then Soviet player receives an Airstrike. Airstrikes may be used once per turn.

Place the counter in an area that is currently the target of ranged or assault combat. The attacker adds two to the appropriate modifier (ranged or assault) of the attacker. Remove the counter after the attack is resolved.

If the attacker rolls doubles during an assault combat with an Airstrike the attacking unit receives one hit. The unit cannot retreat to negate this hit.

If the owner wishes, Airstrikes may also be used separately to attack any area containing enemy units. Airstrikes can also support a mortar attack, but only add two to a single die roll.

10.2 HIND

Place the Hind in any non-enemy occupied area during a friendly impulse. It may only use its action points to conduct ranged combat. It is removed during the administrative phase.

The Hind can be targeted normally in ranged combat. It is assumed the attacker is employing attached anti-air weaponry. Remove the Hind from the game map if it is Suppressed. It will return normally the following turn. Permanently remove the Hind from play if it is reduced. The Hind doesn't add the TM to its defense.

The Hind is not available on any turn when NATO has an Airstrike.

11.0 GAME SETUP

The NATO player sets up first followed by the Soviet player. The game lasts seven turns.

NATO: Setup
West Germany
Sets up first in any of the following areas: 1, 2, 3, or 4.
2 x M48 Companies
1 x Luchs Platoon

Warsaw Pact: Setup
Soviet: The Soviet player sets second first in the following areas: 7, 10, 14, 15, 16, and 28. The Soviets must have at least one stacking point in area 7, but otherwise may set up at his discretion within the named areas.

3 x VDV Para Companies
1 x Mortar Battery
1 x BMD Company
1 x T12 Battery
1 x AGS-17 Section
Col. Nikolas

The following units must be set up in Area 19:

1 x ASU-85 Company

Reinforcements: Entrance areas are shown on the map as circles with West Germany in gray, United States in green and the Soviets in red. The number in the circle tells the turn that map area can receive reinforcements. Reinforcements not set to enter a set map area are shown on the Turn Record Track.

Turn 2
West Germany
Enter area 1 or 2:

1 x M48 Company
3 x Infantry Companies
1 x HQ

Turn 3
United States
Enter 4, 9, or 13:
3 x Infantry Companies
1 x TOW
Pvt. Boyes

Turn 4
United States
Enter area 3, 4, 9, or 13:
3 x M60 Companies

Turn 5
United States
Place during the Rally Phase in any area solely occupied by a United States Unit:
1 x Mortar Battery

Turn 6
West Germany
Any city area east of the river.
1 x Territorialhehr Platoon.

If the area is occupied by a Soviet unit, the Territorialhehr platoon immediately initiates assault combat.

Turn 6
Soviets
Enter area 27, 29, or 30.
Commisor Koval, 1 x Spetsnaz.

Note: *Units designated to "enter" an area must pay an action point to do so. Units named to be "placed" in an area arrive without expenditure of an action point.*

12.0 HOW TO WIN

To win, the NATO player must control map area 19 and every area adjacent to it. These are Main Victory objectives. The map below shows map area 19 and the adjacent areas. The NATO symbol with a red ring around it denotes Main Victory Objective.
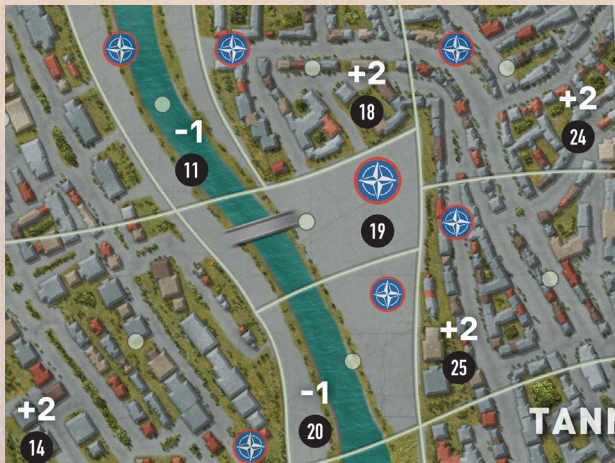
The NATO player also needs at least one of the following map areas: 26, 28, 29, or 30 shown on the map below. These are Secondary Victory Objectives. These map areas have a NATO symbol with a white ring around it.
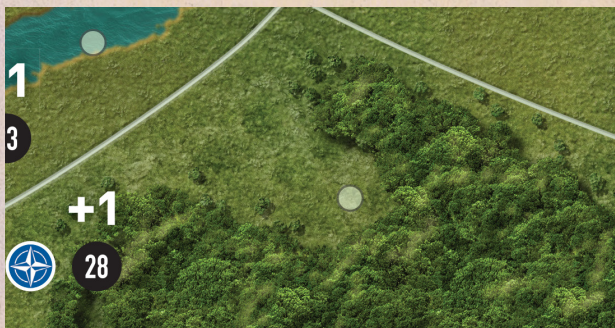
A map area is considered to be control by the player who were the sole occupant of the map area, or the last player to have been the sole occupant of the map area.

CREDITS

Executive Producer
David Heath

Associate Producer
Christia Murray

Origional Game Design
Mark Walker

Box Design & Art
Blackwell Hird

Map Art
Marc von Martial

Counter Art
Marc von Martial

Manual Author
Jeff Lewis

Manual Editing
Jeff Lewis

Manual Design and Layout
Blackwell Hird, Christia Murray

Administration
Ava Marie Heath

Customer Support
Jason Church

Logistic Manager
Darren White

Game Testers
David Heath, Shane Heath, Norm Lunde, Greg Porter and Jim Snyder.

Special Thanks & Support
Yvonne Heath, Daniel Heath, Phil Lucero, Kindra White

Why We Do What We Do
We love designing, developing and, most of all, playing games. We thank God for blessing us so
we can follow our passions, and our family and friends for their support.