

Schwerpunkt

Series

Version 1.04

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1.0 INTRODUCTION

The *Schwerpunkt Series* covers battles and campaigns of World War II at the operational level. The main emphasis is on ease of play and integration of rules systems. The games are basically intended for two players although they are also suitable for solitaire play. The cardboard playing pieces represent the actual units that participated in the battle or campaign, while the map represents the terrain over which it was fought.

During a game turn a player moves and fights with his units and expends *C3I* Points. These points limit the number of units you may move and the number of combats you may conduct during a segment. Moreover, *Combat Chits* integrate factors such as artillery, airpower or anti-tank units into the main system, reducing complexity considerably.

2.0 GAME EQUIPMENT

See the Exclusive rulesbooklet.

2.1 The Rules

Each major section of the rules is assigned a whole number (1.0, 2.0,...). Subordinate rules are assigned a corresponding number to the right of the decimal place. For example: 2.1, 2.2,... under rule 2.0; and 2.11, 2.12,... within sub-section 2.1. This system allows quick and easy cross referencing of rules.

2.2 The Game Map

The game map represents the area in which the fighting took place. A hexagonal grid is superimposed on the mapboard to regulate the movement and positioning of the playing pieces, and to delineate the various terrain features which affect play. These hexagons are hereafter called hexes. Each hex has a four-digit identification number, used for game reference purposes only.

To make the map lie flat on the playing surface, first back-fold the map sheet against its creases. Small pieces of drafting tape may be used to hold the map taut, as this type of tape may be removed later without causing any damage. For best results, you may wish to cover your game map with Plexiglass™, or laminate it to provide additional protection.

2.3 Charts And Tables

See the Exclusive rulesbooklet.

2.4 The Playing Pieces

There are two basic types of colored, die-cut playing pieces; military units and game markers. These playing pieces will hereafter be referred to collectively as units. When removing the counters from the counter sheet, cut them out using scissors or a sharp knife for best results. Then trim any remaining "dog ears" off with a fingernail clipper. This will facilitate handling and stacking during play, plus enhance the unit's overall appearance.

2.41 Military Units

The military units represent the historical combat-maneuver formations. The numbers and symbols on the counters represent the combat strength, tactical rating, movement allowance, historical designation, nationality, unit type, setup code, and the game turn of entry (for reinforcements only). *Variable* Reinforcements are marked with a "R" in front of their setup code. Some units are marked with an "S" to indicate that they are represented by two counters, others are marked with a colored "No ZOC" band across the top to indicate that they

are lacking ZOC projection capabilities. Units eligible for Integrity have their tactical rating marked with an asterisk *. Some units have their combat strength in brackets () to indicate that they may not attack; their combat strength is available for defense only. *Stationary* units may not move; they have a movement allowance of zero.

2.42 How To Read The Military Units

This is the 586th infantry regiment of the German 320th Infantry Division. It is a non-motorized infantry unit with a combat strength of 6, a tactical rating of 2, and a movement allowance of 2. It may benefit from *Integrity* - units eligible for Integrity have their tactical rating marked with an asterisk (*) - and is initially deployed in hex 3422. It is a two step unit (shown by having factors printed on both sides) with a reduced combat strength of 3 on its reverse side.

[ILLUSTRATION: show front and back sides of German counter 320-586 here]

Reinforcements have their turn of entry printed on the counter instead of a setup code.

[ILLUSTRATION: depict front side of Soviet counter 183 here]

Variable reinforcements are marked with an “R“ in front of their setup code. Units that do not exert a Zone of Control (ZOC) are marked with a colored “No ZOC“ band across the top. Units that may not attack have their combat strength in brackets.

[ILLUSTRATION: depict front side of German counter FJ11 here]

2.43 Explanation Of Military Units Values

- *Combat Strength* - the value a unit uses in attack and defense.
- *Integrity* - a bonus provided to a unit stacked with other units of its parent formation during movement and combat.
- *Movement Allowance* - the maximum number of Movement Points (MPs) a unit can spend moving during a Movement Phase.
- *Setup Code* - shows the initial deployment hex of a unit.
- *Tactical Rating* - the value a unit uses to determine Tactical Superiority in attack and defense.
- *Turn of Entry* - shows the Game Turn of entry for reinforcement units.

2.44 Color Scheme

See the Exclusive rulesbooklet.

2.45 Historical Identification

See the Exclusive rulesbooklet.

2.46 Unit Types

See the Exclusive rulesbooklet.

2.47 Unit Size

See the Exclusive rulesbooklet.

2.48 Steps

Step is an arbitrary term used to describe one increment of a unit's ability to absorb combat losses. Most units in the game have two steps, shown by having factors printed on both sides of their counters. The second step comes into play after the unit has lost a step in combat; the unit is flipped over to its reverse side (with lower factors). If a one-step unit, or a reduced unit, takes a loss it is eliminated and out of play for the remainder of the game.

2.5 Game Markers

See the Exclusive rulesbooklet.

2.6 Game Scale

See the Exclusive rulesbooklet.

3.0 STANDARD PROCEDURES

There are several standard conventions and basic concepts used during play.

3.1 The Die

The game uses a standard six-sided die to resolve probabilistic events like combat throughout the game. Certain game mechanics require the roll of more than one die. In these cases, the results of all dice are added. The actual die roll result will be often modified by a positive (+) or negative (-) number. This number is called *Die Roll Modifier* (DRM).

3.2 Fractions And Rounding Rule

When making a calculation for a unit that produces a fraction in combat, retain the fraction. When the values for all units on the same side are added, round any remaining fraction down to the next whole number.

Exceptions: No unit has its final tactical rating reduced to less than one. The final combat strength of all units on the same side may not be reduced to less than one.

3.3 Cumulative Effects

All possible modifiers are cumulative. Thus, a unit attacking a Town in a Forest hex would get a DRM of -3 (-1 for the Town and -2 for the Forest). A combat value halved twice is quartered.

3.4 Hex Control

Hex Control is the term used to describe which side is "in control" of a particular hex at each instant during play. Hex control is important for Administrative Movement, Reinforcements, Supply, and Victory Conditions.

Hexes into which a unit exerts a *Zone of Control* (ZOC, see 6.0) are called *controlled hexes*. A unit always controls the hex it occupies (even if it does not exert a ZOC). If both sides extend ZOCs into a hex, the hex is mutually controlled by both players.

3.5 Fog Of War

Only the topmost military unit in an enemy stack may be viewed at all times by the opposing player. After an attack has been declared, the opposing player may examine the contents of the enemy stack in question.

If a stack contains more than one unit, the topmost unit must be any motorized unit (if present). If the stack contains two units of the same type, the owning player may choose one unit.

Ignore any game markers on top of the topmost military unit.

Both players may inspect all tracks and displays at all times.

4.0 THE GAME TURN

Once players mutually agree upon a scenario and choose sides, be sure to follow all special instructions for the selected scenario that supersede the standard rules. Each side places units and game markers on the mapsheet according to the “Initial Deployment” instructions. Once placement is complete, begin normal play.

A scenario is divided into several “Game Turns“. Each complete game turn is divided into several player phases and segments. The sequence of play must be followed in the order presented below. Hence, once a player has finished a given phase or segment and gone on to another, he may not go back to perform a forgotten action or redo a poorly-executed one unless his opponent graciously permits it.

4.1 Outline Sequence Of Play

- Administrative Segment
- Several First Player Schwerpunkt Segments
- Several Second Player Schwerpunkt Segments
- One First Player General Segment
- One Second Player General Segment
- Victory Check Segment

4.2 Move Or Fight

The player in question must declare in what order he will carry out his Movement and Combat Phases in each of his player segments. He may choose to have his units move first and fight second, or fight first and move second. The decision is always up to that player.

Each player only makes *one* Phase Order Declaration per segment that is applied to *all* his units throughout that segment. He may never choose one phase order for some of his units and the other phase order for others. Neither player may have two of the same kind of phases during the same segment; they must always take one movement and one combat phase.

5.0 ZONES OF CONTROL

Most units in the game exert a *Zone Of Control* (ZOC) into the six surrounding hexes at all times.

Units that do not exert a Zone of Control (ZOC) are marked with a colored “No ZOC“ band across the top.

It is possible that both sides exert a ZOC simultaneously into the same hex(es). A friendly unit in a hex containing an *Enemy Zone Of Control* (EZOC) does negate that EZOC for the purpose of tracing supply lines into and through the hex; it does *not* negate that EZOC for (Regular) Movement, Retreat-after-Combat, and Administrative Movement.

A unit must stop its movement in a given Movement Phase in the first hex it enters containing an EZOC, and may move no farther that phase. A unit beginning its Movement Phase already in an EZOC may move out of that hex provided the first hex entered contains no EZOC. The presence of a friendly unit and/or ZOC in a hex into which an EZOC is being projected does *not* negate that EZOC for movement purposes. Units are able to make a one hex EZOC-to-EZOC Advance-after-Combat move during their Combat Phases. Units may *not* conduct Administrative Movement when entering or exiting an EZOC.

Note: Friendly ZOCs do not affect the movement of other friendly units.

6.0 SUPPLY

Units require supply to operate with their full factors. Units are always either *In Supply* or *Out Of Supply* (OOS). It is permitted to move units into hexes where they will, or likely will, become OOS.

6.1 When To Check Supply

Check the supply state of all units simultaneously during the Administrative Segment of each game turn. In Supply units remain In Supply, and Out Of Supply units remain OOS until the Administrative Segment of the next game turn.

Out Of Supply units are marked with an OOS marker. Units marked OOS during the Administrative Segment of the previous game turn *and* are still OOS conduct an *Attrition Check*.

6.2 How Units Are Supplied

A unit is In Supply when it can trace a supply line to an appropriate supply source. A supply line consists of an uninterrupted line of contiguous hexes traced (in the mind's eye) from the unit in question back to a supply source. Such path may be of any length, but may not

- enter hexes occupied by enemy units;
- enter hexes containing EZOCs unless there is a friendly unit in the hex to nullify that EZOC for supply tracing purposes.

6.3 Supply Sources

Both sides have supply sources – see the Exclusive rulesbooklet.

A supply source ceases to function when it becomes enemy-controlled. Supply sources regain their function the instant they are either friendly controlled, or controlled by neither player. This process may occur any number of times for each hex.

6.4 OOS Effects

OOS units may move, but have their movement allowance reduced. Regardless of their regular value, all *motorized* OOS units have their movement allowance reduced to 3 Movement Factors. Regardless of their regular value, all *non-motorized* OOS units have their movement allowance reduced to 1 Movement Factor.

An OOS unit is guaranteed to move at least one hex per movement phase even if insufficient Movement Factors are available. **Important:** All other movement restrictions and rules are in effect (a unit may not move from EZOC to EZOC etc.).

OOS units may participate in combat, but have their Combat Strength and Tactical Ratings halved.

6.5 Attrition Check

Units marked OOS during the Administrative Segment of the previous game turn *and* are still OOS during the Administrative Segment of the current game turn conduct an *Attrition Check*.

Roll one die for each unit in question, and cross-reference the result under the appropriate column of the *Attrition Table* after applying all modifiers. The unit suffers one step loss if the final die roll result is equal to or greater than the number stated by the table. An Attrition Check may result in elimination of a unit.

7.0 C3I POINTS

C3I is the abbreviation for “Command, Control, Communication & Intelligence“. The series uses *C3I Points* as an abstract term to show one side’s abilities and resources in conducting mobile operations.

Unlike most other wargames, in this series units are *not* guaranteed the ability to move and fight in a player’s segment. Instead, players must spend C3I Points in order to let their units move and fight during a Schwerpunkt segment.

7.1 Receiving C3I Points

During the Administrative Segment of every game turn, both players check the Game Turn Record Track and adjust their C3I Points Markers on the General Records Track according to the number listed. The weather of the current game turn may influence the number of C3I Points available to a player.

Note: C3I Points may be accumulated from game turn to game turn.

7.2 Spending C3I Points

After declaring in what order the Combat and Movement Phases will be carried out, a player spends *zero to three* C3I Points in *each* of his Schwerpunkt Segments (**not** in the General Segment), and consults the Activity Table to adjust the Activity Points Markers on the General Records Track according to the result.

Exception: A player spending *zero* C3I Points does *not* consult the Activity Table; his Schwerpunkt Segment immediately ends.

Example: Player A has three C3I Points left at the start of his second Schwerpunkt Segment. After declaring that he will carry out his Movement Phase first and his Combat Phase second, he decides to spend two C3I Points. He could have spent either zero (immediately ending his current Schwerpunkt Segment), one, two or all three C3I Points instead. He reduces his current C3I Points on the General Records Track by two, consults the Activity Table and rolls two dice. He adjusts his Activity Points Markers on the General Records Track according to the result.

8.0 ACTIVITY POINTS

Activity Points are used to generate movements and combats during Schwerpunkt Segments (**not** in the General Segment). During a Schwerpunkt Segment, the phasing player decides how many Activity Points he will spend for movement and how many for combat, but the total may never exceed the number of available Activity Points (see 7.2 above). A player may even spend all Activity Points for movement (leaving none for combat) or vice versa.

Activity Points may *not* be accumulated from segment to segment; unused points are lost. See also 11.0 and 12.0.

9.0 STACKING

Stacking is the piling of more than one unit into the same hex. The number of units allowed in each hex is called the *stacking limit*. Stacking limits are only in effect *at the end* of each Movement Phase or upon completion of Retreats or Advances-after-Combat. Stacking limits do *not* apply *during* movement; any number of friendly units may move through a hex at no extra MP cost. Markers have no stacking value and may be added to any stack.

If a hex is found to be overstacked at the end of a Movement Phase or upon completion of Retreats or Advances-after-Combat, the owning player must remove the excess units (owning player’s choice) from the game.

10.0 REINFORCEMENTS

Reinforcements are units entering play after the game begins. Check the Reinforcement Schedule and the game turn number printed on the counters to determine at what time they appear.

All reinforcements enter play In Supply and at full strength. Reinforcements may not be delayed.

10.1 Reinforcement Arrival

Players place eligible Reinforcements either on the map (determine the entry hex on the Reinforcement Schedule), or in the Administrative Movement Boxes #1 during the Administrative Segment (player's choice). A reinforcement placed in an Administrative Movement Box may enter play only by Administrative Movement.

A reinforcement placed on the map is subject to all stacking rules. Reinforcements must be placed in the Administrative Movement Box if the entry hex is enemy controlled, or placement of the unit in question would cause overstacking.

11.0 MOVEMENT

The maximum number of units that a player may move during one Movement Phase during any Schwerpunkt Segment is limited by the number of available *Activity Points*. Reduce the Activity Point Marker on the General Records Track by "1" for each unit that has moved.

In general, a player is free to spend none, some, or all available Activity Points for movement purposes, but the Movement Phase always ends when the player has no Activity Points remaining. A unit need *not* be able to trace a supply line from a friendly supply source to its location hex in order to be "activated" for (Regular) Movement.

11.1 Restrictions

With the exception of static units that may never move, every unit has a *Movement Allowance* (MA) printed in the bottom-right corner of the counter.

The MA is the number of Movement Points (MPs) available to the unit in one Movement Phase. Units move from hex to adjacent hex (no "skipping" of hexes is allowed), paying varied costs to do so, depending on the terrain in and around the hex being entered. The movement of each player's units takes place only during his own Movement Phases.

Exceptions: Random Events, Combat Refusal, Advance-after-Combat, Retreat-after-Combat. Each unit may move only *once* during a Movement Phase, and no unit may move farther than its MA allows. No friendly unit may ever enter hexes containing enemy units or move off the map. MPs may not be accumulated from phase to phase, nor may they be transferred from one unit to another. Units that move are not required to expend all their available MPs before stopping. The movement of each individual unit or stack must be completed before that of another is begun. A move may not be redone unless the opposing player consents.

11.2 Terrain Effects

The movement costs to enter a hex or cross a hexside are listed on the *Terrain Effects Chart* (TEC). Some terrain costs are different for motorized and non-motorized unit types. In addition, weather conditions may have an impact upon terrain costs.

12.0 COMBAT

In general, *Combat* takes place between adjacent opposing units during the Combat Phase of a player segment. The player whose Combat Phase it is, is considered “the attacker“, and the other is “the defender“, no matter what the overall situation may be. Attacking is always voluntary; a unit is never required to attack. The attacker need not declare all of his attacks beforehand, and he may resolve them in any order he likes, as long as the resolution of one is completed before that of the next is begun.

The number of different combats that a player may initiate during one Combat Phase of a Schwerpunkt Segment (**not** General Segment) is determined by the number of Activity Points generated by the Activity Table. Reduce the Activity Points Marker on the General Records Track by “3“ for each combat initiated. It does not matter how many enemy and/or friendly units participate in a combat, each combat initiated costs the attacker *three* Activity Points.

The Combat Phase ends when a player has no Activity Points remaining. A unit need *not* be able to trace a supply line from a friendly supply source to its location hex in order to initiate combat.

Note: No unit is forced to move in order to participate in combat (or vice versa). No unit may conduct Administrative Movement and attack during the same Player Segment.

12.1 Combat Limits

An enemy occupied hex may be attacked in one combat by as many friendly units as the attacker can bring to bear from the surrounding hexes; however, no single attack may target more than one hex. No single attacking unit may have its combat strength divided and applied to more than one combat. Likewise, no defending unit may have part of its combat strength attacked by one or a few attackers while another part is attacked by others. Stacked defending units may only be attacked as if they constituted one combined unit. A unit may neither attack nor be attacked more than once per Combat Phase (**Exception:** 14.0 Random Events). Units that have their combat strength in brackets may not attack; they may only defend.

12.2 Combat Resolution

Procedure:

- A. The Attacker declares an *Attack*, spends three Activity Points and reduces the Activity Points Marker on the General Records Track by “3“.
- B. Each player determines his *Tactical Points Value* (see 12.32).
- C. Compare the Attacker’s Tactical Points Value to the Defender’s and determine *Tactical Superiority* (see 12.32).
- D. The defender may conduct *Combat Refusal* if he holds Tactical Superiority and the defending force consists entirely of motorized units (see 12.4).
- E. Each player draws, selects and reveals *Combat Chits* according to the Tactical Superiority determination (see 12.3).
- G. Determine the *Combat Odds* by applying all modifiers (see 12.5).
- H. The Attacker rolls *two dice* and cross-references the result under the appropriate column of the CRT after applying all modifiers (see 12.6 and 12.7).
- I. Apply the *result* immediately (defender first), including any mandatory or voluntary Retreat-After-Combat/Advance-After-Combat results. Place drawn Combat Chits back into the containers (see 12.8).

12.3 Combat Chits

The Combat Chits are placed in two containers or cups - one for each player - from which they are drawn at random. Some Combat Chits are added to and removed from play during the course of the game according to the Reinforcement Schedule.

12.31 Drawing Combat Chits

To determine their Tactical Points Value, each player selects one unit with the *highest* Tactical Rating involved in the combat. Each player randomly draws a number of Combat Chits from his container *equal to* the Tactical Rating of the selected unit. Keep in mind any modifier to the Tactical Rating. Both players place the drawn Combat Chits back into the containers *at the end* of Combat Resolution.

Solitaire guideline: Draw Combat Chits normally. Then select chits first for the player who does not have tactical superiority and then for the player who does. In the case that neither player has tactical superiority select first for the defender and then for the attacker.

12.32 Tactical Superiority

To determine who has Tactical Superiority in a given combat, compare both players' Tactical Points Value.

- If the Tactical Points Values of both players are equal, *neither* player has Tactical Superiority. In this case, each player may use *up to two* from the drawn Combat Chits.
- If the Tactical Points Values are not equal, the player with the *higher* Tactical Points Value has Tactical Superiority. The player holding Tactical Superiority may *use up to three*, the other player *one* Combat Chit from his drawn chits.

Note: Neither player is forced to play Combat Chits, nor may a player ever play more combat chits than he drew for that combat. A player may not draw additional chits because of Tactical Superiority.

12.4 Combat Refusal

A defending force consisting entirely of motorized units *and* holding Tactical Superiority may (defending player's choice) retreat two hexes if neither of the two retreat hexes are in an EZOC. **Important:** Defending units conducting Combat Refusal *must* retreat two hexes (they may not retreat one hex).

Following the retreat, enemy units which were attacking the original defender's hex may advance into it, but may not advance into a second hex. The Activity Points spent by the attacker are lost.

12.5 Combat Odds

Compare the combined combat strength of the participating attacking units to the total combat strength of the units defending the hex, keeping in mind all modifiers. Express the comparison as a numerical odds ratio (attacker to defender). Round off this odds ratio downwards in favor of the defender to conform to the simplified odds ratio categories found on the Combat Results Table (CRT). Note that the CRT does not contain odds ratio categories for all odds ratios; move downwards in favor of the defender in such cases.

Examples: (1) The Attacker's total combat strength is 29, the defender's total is 13; the odds ratio in this combat is 2:1. (2) The Attacker's total combat strength is 3, the defender's total is 4; the odds ratio in this combat is 2:3.

12.6 Combat Resolution Die Rolls

To resolve a combat, find the column of the CRT corresponding to the odds ratio and roll two dice. Apply all required Die Roll Modifiers (DRMs). Treat final dice roll results of less than "2" as "2", and results of more than "17" as "17". Cross-reference the final result with the proper odds column on the CRT to get the combat result.

12.7 Combat Modifiers

As detailed below, certain situations provide modifiers to the final combat result. All modifiers (DRMs, modifiers of the combat strength, modifiers of the tactical rating) are cumulative. In these cases, round down all remainders, but no unit or stack ever has its combat strength or tactical rating reduced to less than one. In addition, the final combat strength of all units on the same side may not be reduced to less than one.

Important: The final DRM of a combat may never be less than “- 10” or higher than “+10”.

12.71 Combat Chits

The selected Combat Chits are simultaneously revealed by both players. The effects of Combat Chits are explained on the Combat Chits Charts. Some combat chits may be useless in certain situations or their effects may be reduced.

Combat Chits which increase the number of Combat Hits are set in effect first. After that, each player may determine the order in which they play Combat Chits reducing Combat Hits. Following the spirit of this rules section, each player may reduce losses in the order most favorable for him.

Example: !!! To be added!!!

12.72 Concentric Attack

Whenever a defending hex is attacked by units in directly opposite hexes, or by units in three hexes with one hex between each one and the next, or by units in more than three hexes, a *Concentric Attack* is taking place. The presence of other units of the same side as those being concentrically attacked in hexes next to the attacked hex in no way serves to negate the effect. The Tactical Rating of attacking units is increased by one (+1) if the attacker is attacking concentrically.

[ILLUSTRATION: Please place “standard” Concentric Attack diagram or the one from **Turning the Tables** page 10 here]

12.8 Combat Results

Combat results consist of two numbers separated by a slash (“ / “). The number to the left of the slash applies to the attacking units and the number to the right of the slash applies to the defending units. The numbers themselves indicate how many Combat Hits a side suffers. Each Combat Hit must be either absorbed as a *Step Loss* or a *Retreat Hex*. The final number of Combat Hits may be increased or reduced by Combat Chits. A final combat result of zero (“0”) means that the side receiving that result is entirely unaffected.

Results against the defender are always applied *before* those against the attacker. All step losses must be equally distributed among all involved units; no unit may absorb two step losses until all other units have absorbed one step loss; no unit may absorb three step losses until all other units have absorbed two step losses.

12.81 Retreat-After-Combat

Only the defender may retreat; the attacker always has to absorb all Combat Hits as Step Losses. Defending non-motorized units may never retreat more than *one* hex; defending In Supply motorized units (only) may retreat up to *two* hexes. Retreating does not cost MPs or MFs. Retreat-after-Combat allows the defender to *cancel either one* (all defending units retreat one hex) or *two* (all defending units retreat two hexes) Combat Hits from the total number of Combat Hits scored against his force during that combat. The defender may convert a *maximum of two* Combat Hits to retreat hexes; further Combat Hits must be absorbed as step losses. A Combat Hit taken as a retreat hex requires that *all* defending units retreat one hex. Units that begin a retreat stacked may split up.

If the final number of Combat Hits *exceeds* the total number of defending units, the defender *has to retreat* all defending units at least one hex; this retreat absorbs one Combat Hit. The defender may retreat (voluntary) a second hex if all requirements are fulfilled, but the maximum retreat path length of two hexes is still in effect.

If the defender must retreat, but cannot, he has to absorb all Combat Hits as step losses and takes *one additional* step loss.

Note: A motorized unit may *not* retreat two hexes if it only got one Combat Hit.

12.811 Retreat Hexes

In general, retreating units must try to retreat towards the nearest friendly supply source. No unit may retreat off the map, or into enemy occupied hexes, or into friendly occupied hexes causing overstacking.

Retreating units may (defending player's choice) enter a hex containing an EZOC, but must enter an EZOC if forced to retreat and no other hex is available. Each stack retreating into an EZOC suffers *one* step loss for each hex in an EZOC. A unit may be eliminated in this way.

Stationary units can never retreat. Motorized units can never retreat into Swamp hexes.

12.812 Retreat Hex Is Attacked In The Same Combat Phase

If a unit retreats into a friendly-occupied hex (including Combat Refusal, see 12.4) that is later attacked in the same Combat Phase, the unit retreated does *not* add its values to the hex' defense. It cannot be used to absorb Combat Hits and it cannot retreat. The unit is eliminated if the unit(s) with which it is stacked retreat or are eliminated.

Important: This rule is not in effect for combats generated by Random Event (see 14.0).

12.82 Advance-After-Combat

Whenever the defending hex is vacated in a combat, one, some or all of the involved attacking units may occupy it (paying attention to the stacking limit). This is true even if the advance is made from an EZOC hex directly into another EZOC hex (but see below).

If the attacker had Tactical Superiority during combat resolution and the defender retreats his units two hexes, or all defenders are eliminated, attacking *In Supply motorized* units (only) may advance a second hex. Units may *not* advance a second hex if the advance is made from an EZOC. Units advancing a second hex are not required to follow the exact retreat path of the defender.

Advances are not mandatory, but the decision to do so must be made immediately before the next combat resolution process is begun. Advancing does not cost MPs or MFs. Advancing units may split up. Defenders never advance after combat; they simply hold their position.

Stationary units can never advance.

13.0 GENERAL SEGMENT

Unlike in Schwerpunkt Segments, movements and combats do *not* cost C3I or Activity Points during the a General Segment. But each unit may either move *or* attack (owning player's choice) during a single General Segment, never both (move and attack). All other rules are in effect.

14.0 RANDOM EVENTS

Players have more information than their historical counterparts, can predict many events, and are able to prevent certain events from happening simply by not doing them. To reflect things

beyond the control of the player, Random Events (REs) are inserted into the normal sequence of play.

When conducting a RE, the normal sequence of play is interrupted for the duration of the event. Each RE thus constitutes a sort of mini-phase within a combat phase. There may be any number of REs during a given combat phase.

REs are generated by *unmodified* die rolls of 2 or 12 during combat resolution (Step G of the Combat Resolution Process). After applying all combat results for that combat, including any Retreats-after-Combat and/or Advances-after-Combat, the phasing player rolls one die and consults the Random Events Table. When the RE is done, continue with the normal sequence of play.

Movements and Combats generated by REs are free and do not cost Activity Points. All other rules are in effect. Generating REs is mandatory, but executing a RE is voluntary. REs may be generated during the Limited Activity Segment.

15.0 DESIGNER'S NOTES

Board wargames are constantly and – in certain areas – dramatically evolving during the last decades. Besides improvements like components quality, graphical presentation, or research, I dislike one evolution. In the seventies, games of moderate level complexity averaged about eight pages of rules, one map and one countersheet. Today, typical intermediate complexity games have magazine sized rulesbooks, two maps and 600+ counters. As a result, players have to spend a considerable amount of time to get their feet wet with the game system, teaching the rules to an opponent is very difficult, and finishing the campaign game in one setting impossible. The hobby has lost a significant number of gamers in this way because time and space are the most critical assets for many players today.

The central ideas of the *Schwerpunkt Series* were developed because of a strong demand of players for fast playing, easy-to-learn, non-simplistic games with an easily assimilated number of components:

- (1) for an experienced player, learning the game is possible in less than two hours;
- (2) teaching the game to an opponent takes not more than 15 minutes;
- (3) playing the game to completion is possible in one setting;
- (4) each game consists of an easily assimilated number of components (e.g. only one map).

Certain concepts of GMT's *Schwerpunkt Series* first appeared in Moments in History's *TtT/T3* system, consisting of *Turning the Tables* (published by MiH in 1998), *Drive to the Baltic!* and *Velikye Luki* (both published by MiH in 2000) by the same designer. However, the *Schwerpunkt Series* is much more than a streamlined and revised version of the *TtT/T3* system. In addition to the incorporation of various players' suggestions and ideas, the changes and modifications were done in order to cover all important aspects of WWII battles/campaigns in the ETO. As the result, the *Schwerpunkt Series* is no longer limited to the Eastern Front but can deal with every ETO WWII battle/campaign. Let me now take the opportunity to highlight some design decisions made while the *Schwerpunkt Series* was conceptionally outlined.

Basic Concepts

The *Schwerpunkt Series* is based on the idea of "Mechanical Simplicity". Mechanical simplicity means structuring the many complex elements of a game in a way that does not overburden the player with memorization or bookkeeping. Mechanical simplicity does not

mean simplicity; it means a clear definition and contrast of themes. As a result, the game mechanics are realistic in effect and smooth in execution.

In order to make a game really playable, I find it imperative to concentrate on the most important factors of the subject chosen. Therefore I incorporated many aspects directly into the basic game system rather than portraying them as independent functions under the player's direct control. In other words, the *Schwerpunkt Series* concentrates on the "interesting stuff" – maneuver and combat – and avoids elements that are beyond the scope of the commander in charge.

Friction: Serious students of military history will agree that friction was and still is the most important aspect of warfare. Battles and campaigns normally develop a dynamic course of their own which can never be fully controlled by the opponents. I dislike game systems giving players full control over everything, allowing them to do almost anything they want with their forces, resulting in completely synchronized actions. This aspect has been integrated into many game mechanics like Action Point determination, or Combat Chits. These concepts add friction with a minimum of complexity to the game system, avoid unrealistic chess-like game play, and force the player to fight his opponent rather than the game system.

Sequence of Play: A traditional "Igo-Hugo" sequence of play was out of the question because it is too limited to capture the decisive aspects of ETO WWII battles/campaigns. By dividing a game turn into Schwerpunkt Segments and General Segments for each side, the sequence of play allows a kind of interactivity without burdening players with the amount of work and bookkeeping of an elaborate interactive game system. Moreover, it forces players to plan *Schwerpunkte* for actions and operations like their historical counterparts did.

The other important point of the sequence of play is allowing each player to decide what to carry out first in each of his segments: Fight or Move. This easy mechanic gives the player more control over his activities, thereby reflecting the decisions of real-world HQs ("Assault followed by Breakthrough" or "Maneuver before Combat") in a smooth way.

C3I Points: This rather abstract term reflects each side's abilities to control and run operations (command control efficiency) as well as available resources (fuel, ammunition, general supplies). Similar to the decision what to carry out first in each of his segments (Fight or Move?), C3I Points give the player some control over his activities, but face him with the dilemmas of uncertainty and friction. C3I Points work hand in hand with the sequence of play, preventing completely synchronized actions found in most games at this complexity level.

Combat Units: Similar to my previous designs, the military units in a *Schwerpunkt Series* game represent the fighting formations actually used rather than the administrative organizations. I really wonder why so many games are still showing administrative organizations... Such an approach is misleading because administrative organizations may seriously differ from the fighting formations actually used.

Order of Battle: Research has always been an important aspect of my designs. To my comfort, I am living in Central Europe with access to local primary sources. Important information is available from native speakers and battlefield tours. My military education and practise as well as extensive experience in military history are of additional help. In short, I guarantee that each game of the *Schwerpunkt Series* comes with a state-of-the-art OOB.

Combat System: The combat system integrates various important aspects of combat with a strong emphasis upon uncertainty and combined arms warfare. The combination of Tactical Superiority determination and Combat Chits made it possible to go with a rather elaborate

combat system without increasing the complexity of the game or lengthening the rules. Players will notice that the combat system captures the flair of World War II warfare, provides a strong tactical feel during resolution, and produces realistic results. However, it is still easy to handle and can be quickly resolved.

The *Schwerpunkt Series* is a game system full of choices and uncertainty yet still very playable. Its mechanics guarantee a high solitaire suitability. Moreover, no two games will ever be the same. In addition, the *Schwerpunkt Series* is made for YOU, the player. I am open to all ideas and suggestions. The large-sized hexes as well as dividing the rules into Series and Exclusive Rulesbooklets are just two examples that we are listening what you want.

Enjoy the games!

Dirk Blennemann - July 2001

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