

Standard Combat Series:

Series Rules, ver 1.8

©1994. The Gamers, Inc. All Rights Reserved. ©2015. Multi-Man Publishing, LLC.

Series Design: Dean Essig

ver 1.8 Rewriting: Larry Davidson

ver 1.6 Rewriting: Dean Essig

ver 1.5 Rewriting: Dave Demko

Playtesting: Dave Combs, John Best, Mike Haggett, Nelson Isada, William Moody, Dave Powell, Rod Schmisser, Roger Taylor, Ric Walters

Introduction

The Standard Combat Series games enable both experienced and beginning players to enjoy simple to play and quick to learn games. These games attempt to bring out common wargame themes, terms, and techniques.

Note about version 1.8

These rules are identical to v1.7 except that known errata and clarifications have been added.

How To Learn Rules

Games are meant to be enjoyable pastimes, not tedious tests. In order to learn this game, begin by lightly reading the rules and thumbing through the game's component parts. Don't memorize anything. Punch out a few units from both sides and set them up on the map in any desired fashion. Now, with the rules in hand, follow the "Sequence of Play", re-reading as needed. Once you are moving along with your random game and rarely have to look things up, set up the real game and give it a try. By this time the terminology should be well under control and you will be able to play any SCS game with little additional effort.



Multi-Man Publishing

The Components

The Map

A. The Hex Numbering System. The numbering system identifies individual hexes on the map. If the game uses more than one map, letters identify the map in question. A hex number pertaining to a given map will begin with that map's letter, as in A10.10. The digits before the decimal point indicate the hex row, reading along the map's horizontal dimension from left to right. The digits after the decimal identify the exact hex along the given hexrow, reading along the vertical dimension from bottom to top. Not all hexes have printed numbers, but the numbering applies to all of them. Each fifth hex (xx.05, xx.10, xx.15) has a printed hex number to create gridlines. For example, to find hex 29.17, follow the gridline for xx.15 until you find the 29.xx hexrow, then count two hexes to 29.17.

B. Map Edge Hexes. Only hexes with at least 1/2 the hex showing are playable. Destroy units forced off the map.

C. Off-Map Movement. Unless specifically allowed in a given game, units cannot conduct any sort of off-map movement.

D. Charts and Tables. The map may include various charts and tables to facilitate game play. These are sometimes found on separate player aid cards. The Turn Record Track provides a place to keep an accurate record of the current turn. Place the Turn Record Marker ("Turn") here to show the current turn. Advance the marker one box each time both players have completed their "Player Turns."

The Playing Pieces

Each game includes one or more countersheets. There are two main types of counters: units and markers. The units represent the military formations that took part in the battle. The markers are used for record keeping or to note the status of units.

The Rules

Every Gamers' Brand game contains separate Series and Game rulebooks. The Series rulebook contains the rules generally applicable to all the games in the series. The Game rulebook gives the details needed for a specific game, including any special rules, scenarios, and set up information. If the Game rules contradict the Series rules, the Game rules take precedence.

Set Up Notes

Aside from any special notes in the Game rules concerning setup, the following are always true:

1. "w/i #" means to set up a given unit within the stated number of hexes (#) of the hex listed, inclusive. For example, w/i 4 means a unit could setup in any hex that is four or less hexes from the hex given.
2. Units can never start over-stacked, but may be stacked up to the limit.
3. Units generally start at full strength and in supply.
4. When the notation "inclusive" follows set up boundaries, it means that units may set up anywhere within the given zone *including* on the boundary lines.
5. The second moving player always sets up first.

Cumulative Effects

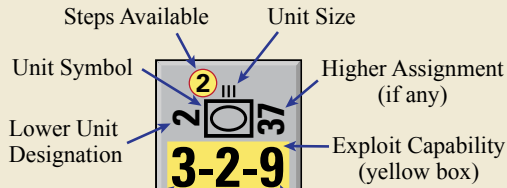
In all cases where a unit is subject to multiple modifiers, the effects are cumulative. A unit halved for terrain and halved for supply in a combat is quartered overall. Retain fractions created by this process until after applying all modifiers, then use the Standard Rounding Rule.

Standard Rounding Rule

Round fractions as per: .01 to .49 down, .50 to .99 up. Retain fractions until final application. When your opponent tries to

The Gamers
Quality Wargames Since 1988

SCS Unit and Marker Information



If there is only one number to the left of the Movement Allowance (instead of two) then it is a combined Attack and Defense Strength.

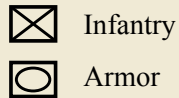
Out of Supply Marker



Turn Record Marker



Unit Symbols



Unit Size Indicators

...	Platoon
I	Company
II	Battalion
KG	Kampfgruppe
Grp	Group
III	Regiment
X	Brigade
XX	Division
XXX	Corps
XXXX	Army
XXXXX	Army Group

pre-calculate combats to hit the 1/2 break, make sure he is following the Fog of War rule, below.

For example, if three units attack a single one, you might have 2.5, 3.25, and 4.125 (total 9.875) and the defender 2.125 until the odds are determined. At that point, you'll have 9.875 to 2.125 or 4.65 to 1. Now apply the standard rounding rule which will give a 5:1 attack.

Fog of War

Except when calculating the odds for an attack he has **committed** to make, a player **cannot** examine the units comprising an enemy stack. He can observe the stack's top unit only. He may look under any marker(s) that may be covering this top unit. A player cannot cancel an attack after announcing it.

1.0 Sequence of Play

A "game-turn" is a sequence of steps, the order of which is "the sequence of play." Each turn consists of two "player turns." Each player-turn consists of a set sequence. Both players play through their player-turn to finish a game-turn. At the end of the game-turn, advance the Turn Marker and begin the process again. Players must follow the Sequence of Play strictly in the order given. The Game rulebook identifies who is the First and Second Player. Each game will have its own variation of the following basic Sequence of Play.

First Player Turn

Movement

Place any phasing-side reinforcements into the entry hexes called for by the Order of Arrival. The phasing player can move his units. Phasing units can conduct overrun combat.

Combat

Phasing units adjacent to enemy units can attack.

Exploitation

Exploitation-capable phasing units can move. They may also overrun.

Supply

The phasing player ensures that each of his units are in supply. If not, mark them Out of Supply.

Second Player Turn

Repeat the above switching roles with your opponent.

2.0 Zones of Control (ZOCs)

Zones of Control (ZOCs) represent a unit's ability to inhibit enemy movement around it. The ZOCs of enemy units are called Enemy Zones of Control (EZOCs). Friendly ZOCs have no effect on friendly units.

2.0a Only units with a **printed Attack Strength** (Not Barrage, Supply Range or Defense only) of 1 or more have ZOCs.

2.0b A unit's ZOC consists of hexes **adjacent** to it that it **could** move into during regular movement.

2.1 ZOC Effects

2.1a Pay +2 MPs to enter a hex containing an EZOC. Given the MPs, units can move directly from EZOC to EZOC and can move into and exit any number of EZOCs.

2.1b Units that begin a phase in an EZOC cannot overrun in that phase. Units that begin the Exploitation Phase in an EZOC cannot move.

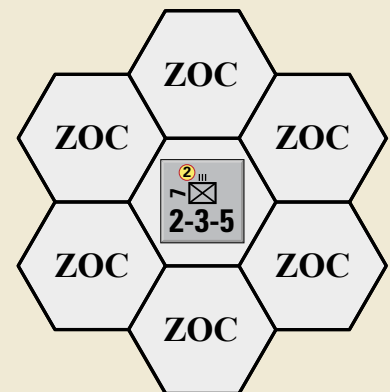
2.1c A unit can attack only units in its ZOC.

2.1d Remove one step from a stack that retreats into an EZOC. Retreating stacks lose one step total, not one step per unit. Do this for each EZOC hex retreated into.

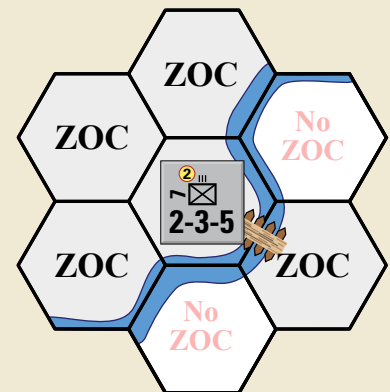
2.1e EZOCs do not inhibit Advance After Combat (10.0).

2.1f EZOCs block supply lines (12.1a).

Normal ZOC Structure

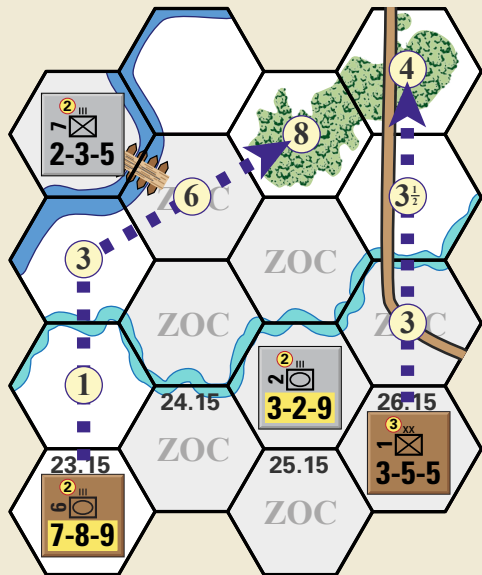


ZOC Structure Limited by Terrain



Movement is prohibited across river hexsides except at bridges - the ZOC extends only across the bridge.

Movement Example



This example shows the Movement Point (MP) costs involved in moving units. The numbers in the circles show the accumulation of MPs expended as a unit enters various hexes. The MP cost to enter each hex is taken from the Terrain Effects Chart above.

Unit 6 is moving in the gap between units 7 and 2. It costs 1 MP to enter the first open terrain hex, 2 MPs to enter the second hex (1 for open terrain and +1 to cross the stream), 3 MPs to enter hex 24.17 (1 for open and +2 to enter an EZOC) and 2 MPs to enter the woods hex 25.18. At this point unit 6 could continue on to hex 26.17 but decides to stay in the safety of the woods. Unit 6 could not continue on to hex 26.18 because unit 6 has a Movement Allowance of 9 and it would cost 2 more MPs to enter hex 26.18.

Unit 1 spends 3 MPs to enter hex 26.16 (1 for open and +2 to enter an EZOC), it only costs 1/2 an MP to enter 26.17 and another 1/2 MP to enter 26.18 because unit 1 is using the road. Although unit 1 has 1 MP remaining upon reaching 26.18, it does not move further.

2.1g Multiple EZOCs give no additional effect. Friendly ZOCs have no effect on EZOCs. A hex can have friendly ZOCs and EZOCs simultaneously.

2.1h Friendly units negate EZOCs in their hexes for Supply purposes ONLY.

3.0 Movement

During his Movement Phase, the player can move as many or as few of his units as he wants. He can move each of his units as far as he wants within each unit's Movement Allowance and any other applicable restrictions.

Procedure:

The phasing player moves units individually or as stacks keeping track of their remaining Movement Allowance by expending Movement Points. Units must follow a contiguous path through the hex grid. Units can move in any direction or series of directions. The movement of one unit (or stack) must be completed before starting to move another.

Terrain Effects Chart

Terrain Type	Movement Cost	Combat Effect
Open	1	ne
Woods	2	Dx2
Road	1/2	ot
Stream	+1	Ax1/2
River	P	P
Bridge	Negates River	Ax1/4

A = attacker D = defender
ne = no effect P = prohibited
ot = use the other terrain of the hex or hexside

This Terrain Effects Chart (TEC) is used for the examples in this Series rulebook. Each game will have its own unique TEC.

modifications (such as from supply) and EZOCs have no effect on a unit's ability to use this rule, although units that begin the Exploitation Phase in an EZOC still cannot move.

3.2 Terrain Effects on Movement

3.2a According to the Terrain Effects Chart, each hex and hexside feature costs Movement Points. A unit must pay the total MPs required to enter a hex *before* entering that hex, with the exception of units moving using rule 3.1e.

3.2b Units may use roads (or road-like features such as railroads, trails, tracks or bridges) only when following a continuous path along the road to enter a given hex. Such units pay the road movement cost and ignore the MP costs of the hex entered or hexside crossed.

3.2c A hexside feature crossed that is not negated by a road **adds** its cost to that of the hex.

3.2d Units cannot enter or cross prohibitive terrain (unless negated by roads).

3.3 Restrictions on Movement

3.3a Units cannot enter enemy occupied hexes.

3.3b Only friendly units move during a friendly phase. Combat results can force enemy units to retreat.

3.3c The map edge is a "hard boundary." Destroy units that cross it and count them for victory purposes.

4.0 Stacking

A stack occurs when a hex contains more than one unit. Each game will have its own stacking limit.

4.0a Enforce stacking at each phase's end, at the *instant* of overrun and at the end of an Advance After Combat. In the overrun case, count both overrunning units and any units which just happen to be in the hex. Adverse overrun combat results only affect the units actually overrunning. Reinforcements can overstack initially, but these stacks must break up by that phase's end. When stacking is enforced, kill off any excess stacking found in any hex (owning player's choice of units). In the case of a stacking check at the moment of overrun, simply put the moving units back into their starting hex and redo their move (do not kill anything).

4.0b Game markers (Out of Supply, etc.) never affect stacking.

3.1 How to Move Units

3.1a The player can move all, some or none of his units.

3.1b Each unit has a Movement Allowance (MA). A unit cannot expend more Movement Points in a single phase than its Movement Allowance (EXCEPTION: see 3.1e).

3.1c Calculate movement using Movement Points (MPs). According to the Terrain Effects Chart each hex or hexside feature costs a special amount of MPs. The player must keep a running total of the number of MPs each unit expends while it moves.

3.1d Movement Allowances are independent and one unit's expenditures do not affect other units. A unit cannot save unused MPs or transfer them to another unit.

3.1e A player can always move a unit (with an MA greater than 0) one hex—regardless of the MP cost involved. Such movement cannot be through or into prohibitive terrain nor can it be used to perform an overrun. Movement Allowance

4.0c Order of Stacking. The player can arrange his stacks any way he likes with the following restriction: The top unit in every stack must have an **Attack Strength** (Not Barrage, Supply Range or Defense only) of one or more (if such a unit exists in the stack).

5.0 Reinforcements

Reinforcements are units that enter after play begins.

Procedure:

Place reinforcements into their entry hexes at the beginning of their entry turn's Movement Phase. Place them into the hex containing the entry area designation (if several hexes are given, they may be split up) and start their movement there. Reinforcements always enter supplied. A player cannot delay the entry of reinforcements.

5.0a Reinforcements can overstack on placement provided they split up during that phase.

5.0b Reinforcement placement does not cost MPs. Reinforcements can use their full MA in their first phase.

5.0c EZOCs have no effect on reinforcement placement. Do not place reinforcements into hexes containing enemy units. If enemy units block a reinforcement's entry hexes, the reinforcements arrive in any hex at or within 10 hexes along the map edge. Blocking includes surrounding map-edge entry hexes in such a way that will result in overstacking losses to the reinforcements. If entry occurs on the map (that is, **not** on an edge) and the hex is blocked, the units enter anywhere at or within 5 hexes of the intended hex.

6.0 Overrun Combat

Overrun Combat is combined movement and combat. At a 2 MP cost, units can conduct an "overrun attack" during the Movement or Exploitation Phases. To overrun as a stack, units must begin movement stacked. Units that begin the phase in an EZOC cannot overrun. Units that overrun can stack (adjacent to the target hex) with units that are not overrunning and that hex's stacking total must be within the stacking limit. Adverse combat results only affect the units actually engaged in the overrun.

Procedure:

The player moves a unit or stack adjacent to the target hex, paying this adjacent hex's terrain cost and any EZOC cost. The units then expend 2 MPs for the overrun. The player calculates the odds, rolls the dice, and applies the results from the Combat Results Table as in any combat. If all defending units vacate the target hex, the overrunning units must enter it.

6.0a Resolve overruns like any other attack (see rule 7.0) but resolve them during the Movement Phase immediately after announcing them. Overruns are **not** resolved in the defender's hex—at all times the attacking and defending stacks are in adjacent hexes.

6.0b More than one stack can never overrun a single target at once.

6.0c Units can overrun only those target hexes that would cost them 2 or less MPs to enter in regular movement. For this rule, use the target hex's terrain cost only, **ignore** EZOCs.

6.1 Restrictions on Overruns

6.1a Only units allowed to move in the Exploitation Phase can overrun during that Phase.

6.1b An attacking stack can overrun only once in a phase. A given target **hex** can be overrun only once in a phase—units in that hex can be overrun again should they retreat to another—yet to be overrun—hex. Units can overrun during the Movement Phase **and** attack normally during the Combat Phase. Properly managed, a unit can attack up to three times in a turn.

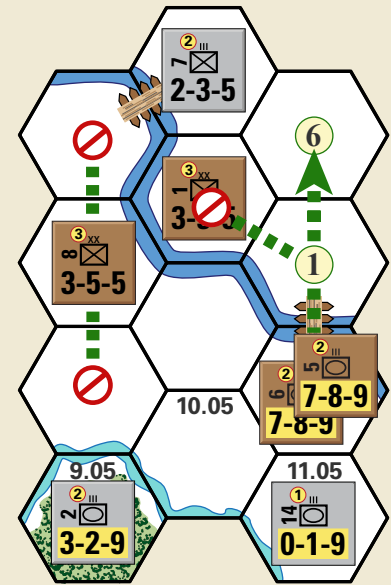
6.1c Supply status has no effect on a unit's ability to overrun, although being out of supply may reduce a unit's Movement Allowance and Attack Strength.

6.1d Units cannot use roads (and road-like features) to execute overruns. Units can use a road to get to the hex adjacent to the overrun target, but cannot use the road to lessen the cost of the target hex to allow overrun.

6.1e Units (overrunning and stationary combined) cannot overstack in the overrun attack hex (see 4.0a).

6.1f All game-specific modifiers (air points, combined arms modifiers, etc.) apply to overruns like any other combat.

Overrun Example



6.2 Overrun Results

6.2a Overrun attackers can Advance After Combat, but **regardless of the result** the overrun **ends** the regular movement for them. The attacking units **must** enter (or traverse) the defender's hex if it becomes vacant during an overrun.

6.2b Apply any retreat results the attacker gets in an overrun.

7.0 Combat

Combat is the act of attacking one hex. A unit can conduct combat against any enemy occupied hex in its ZOC. Other than overruns, combat occurs **only** in the Combat Phase. Note: In some games a unit may temporarily lose its ZOC (Out of Supply or Disorganized) but it still has the ability to attack hexes into which it would normally have a ZOC.

A player is never forced to attack. Units *must* defend if attacked. Units within a stack cannot be attacked singly—stacks always defend together. Units from more than one hex can engage in the attack on a single hex, but only one hex can be the defender. Execute attacks in any desired order. Attacks are announced and resolved one at a time—there is no need to announce attacks in advance. To announce an attack, the phasing player reveals all the units involved in the attack and then the defender reveals the defending units. In games where the defender can respond in some way *before* the attack is resolved (such as allotting air points), the attacker initially need only reveal the *number* of units attacking from each hex before the defender responds.

Procedure:

After announcing the attack, the combat's odds are determined (see below) and the correct odds column on the game's Combat Results Table is found. The phasing player rolls two dice (depending on the game, this roll could be interpreted as either a 2-12 or 11-66—see the specific Combat Results Table for the version being used). Players read the result and apply it as listed below.

7.1 Combat Results

The Combat Results Table (CRT or Combat Table) gives results that affect the attacker (A), the defender (D), or both. The possible results are:

- Number of steps lost

r# - Number of hexes to be retreated.

A result of A1r1 would mean the attacker must lose one step and retreat one hex. The attacking forces must lose a total of one step (strongest unit) and all attacking units must retreat one hex.

Execute the result immediately upon determining it. After executing it, move on to other combats. The *defender* always executes his result first.

7.2 Restrictions on Combat

7.2a No unit must attack.

7.2b No unit can ever divide its strength between more than one combat. Any number of units can attack in a single attack, and attacks can be made from any direction or set of directions. While no individual unit in a stack can divide its attack, stacks always can. In other words, units stacked together could attack different hexes, but no single unit can contribute to more than one attack.

7.2c Attack all units in a hex as a single Defense Strength. The defender cannot withhold units in a hex from a combat.

7.2d Units can attack only once in a Combat Phase. A given target **hex** can only be attacked once in a Combat Phase—**units** in that hex can be attacked again should they retreat to another yet to be attacked hex. Units can make only one overrun attack in a phase. Units which overrun **are eligible** to attack in the regular Combat Phase as well.

7.2e Units with a printed Attack Strength of zero can participate in an attack with other non-zero units. While they add nothing in the way of Attack Strength, such units can help absorb step losses and Advance After Combat. Units without an actual printed **Attack Strength** (such as Barrage, Supply Range or Defense only) cannot participate in an attack.

7.3 Terrain Effects on Combat

Combat into or across certain terrain types, as listed on the Terrain Effects Chart, is prohibited. Furthermore, units *cannot* attack into terrain they might not otherwise be able to move into from their current hex.

Generally, terrain modifies attacking and defending combat strengths as a multiplier. A stack defending in a certain terrain type might be “x2,” meaning multiply that

stack's Defense Strength by two. Terrain affects only those units that are subject to a condition. Say *three units are attacking across a stream and one isn't*—the three would be x1/2 and the last would be normal. Usually, only the terrain of the defender's hex and the hexsides between the attackers and the defender affect combat.

Alternatively, terrain could shift the final combat odds column instead of affecting the actual strength of the units.

7.4 Odds Determination

To determine the combat odds, compare the total modified Attack Strength with the total modified Defense Strength. Divide **both** numbers by the smaller number of the two. Apply the rounding rule to the results of the divisions and express the two numbers as a ratio **attacker to defender**.

Odds columns are limited to those printed on the table. Resolve attacks at odds greater than the table's right-most column on that column. When called for, column shifts for such attacks also start from the right-most column (there are no imaginary columns to the right of the right-most column).

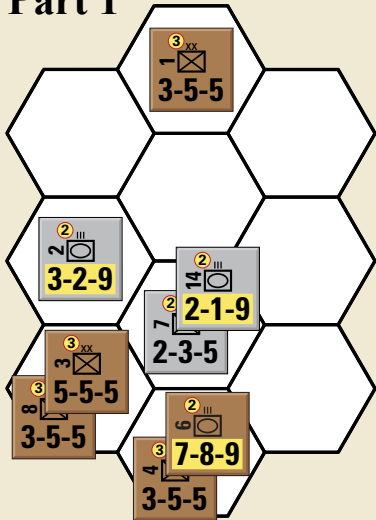
Attacks found to be at odds less than the left most column incur the following: the attacker loses one step and the defender is unaffected—do not roll on the table (this rule also applies to attacks which are shifted off the Combat Results Table's left side).

Note to experienced gamers: The implications of the standard rounding rule on odds should be clear: this is far from the usual “round in favor of the defender” rule. Examples: 3:4 is 1:1, 5:2 is 3:1, 9:6 is 2:1, and 11 to 8 is 1:1.

8.0 Step Losses

Steps allow a unit to take damage in increments. The unit's side displayed shows a unit's current strength. Most units have a full and a reduced strength side. Full strength units that take a step loss are flipped over and become reduced strength. Reduced strength units which take a step loss are destroyed and removed from play. Note that the unit's sides have differing strengths. The full strength side is the stronger of the two. Further step losses can be shown by the placement of a step loss marker under the reduced strength unit—these additional step losses do not affect the unit's strength.

Example of Combat Part 1



In the above, four of the friendly units (the brown units) are to attack units 7 and 14. The total Attack Strength is 18, the Defense Strength is 4. The odds are then 5:1. Two dice are rolled on the Combat Results Table. With a given roll, the result on the game's 5:1 column is D2r2. Units 7 and 14 have two steps each. The owning player takes one step from each defending unit. The owner declines to lose any steps in order to reduce the retreat requirement, and then retreats the units two hexes. This results in the situation at right.

8.0a When a result calls for a step loss, the **first** step lost **must** be from the side's strongest unit. The "strongest unit" being that with the highest **printed** Attack Strength (for the attacker) or highest **printed** Defense Strength (for the defender).

8.0b All units *in a particular combat* must absorb one step loss before any single unit of them absorbs two.

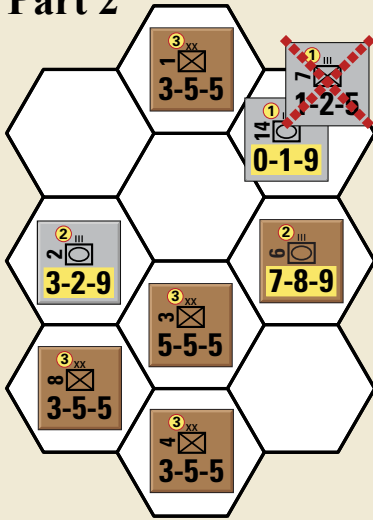
8.0c Given 8.0a and 8.0b, the owning player is free to distribute step losses among any units he wants, provided they were actually involved in the combat. Step losses beyond the absorption capacity of a side are ignored.

8.0d Some units have only one step. These units have printing on only one side. A single step loss eliminates any such unit.

9.0 Retreats

9.0a Retreats are given as the number of hexes the affected units must retreat. Unless using the "no retreat option" (9.2, below), all of a side's units in a combat must retreat that number of hexes.

Example of Combat Part 2



At this point, the two units have retreated into unit 1's ZOC and the player chooses to kill unit 7 to satisfy the step loss required for retreating into an EZOC. Unit 3 has advanced after combat to hold the original combat hex. It can go no further because it is not exploitation capable. Unit 6, however, is and has advanced the full two hexes allowed by the combat result. In the ensuing Exploitation Phase, unit 6 will be eligible to move because unit 14 does not have an EZOC. If unit 6 had advanced into a hex which did contain an EZOC it would lose the ability to use the Exploitation Phase.

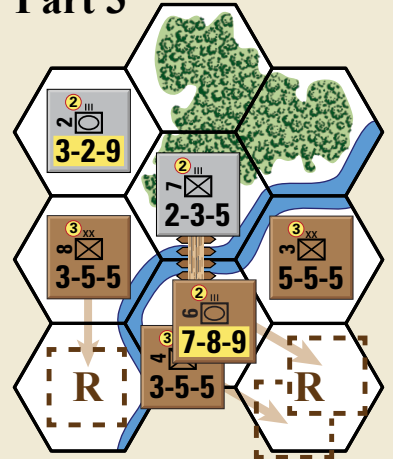
9.0b Units can only retreat into or through hexes that the units could move through during movement. Units which cannot retreat or continue their retreat for this reason must lose one step per retreat hex the stack cannot do. The owning player selects the unit or units that take these losses. Note: That is one step from the stack, **not per unit**, for each hex not retreated.

9.0c Retreat is always given in hexes, not Movement Points. Except where prohibitive terrain prevents retreat, terrain has no effect on the retreat's length.

9.0d Any hex containing an EZOC (friendly units **do not** negate this) which a retreating unit enters during its retreat costs the retreating unit one step. This loss is in addition to the combat result itself. A stack must lose one step, total, per EZOC hex entered. The owning player chooses the unit to lose this step.

9.0e Retreating units can stay together as a stack or retreat using separate paths.

Example of Combat Part 3



In this case, units 8, 6, and 4 are attacking 7. Unit 3 cannot attack because of the river, and units 4 and 6 are x1/4 because they are attacking across a bridge giving them a total Attack Strength of 2.5. Unit 8 has its full Attack Strength of 3, bringing the attacker total to 5.5. The defender is worth 6 because its Defense Strength is doubled due to being in a woods hex. The odds are 5.5 to 6 or 1:1. In a fit of misfortune, the player rolls a 2 on the dice giving an A2r1 result. The attacking units lose two steps and retreat to the two hexes marked 'R' ending the combat. Even though unit 6 contributed only 1.75 points to the attack, the first step loss must come off of it because it has the highest **printed** Attack Strength. The other step loss can come off either unit 4 or 8. The defender cannot Advance After Combat.

9.1 Retreat's Path

9.1a The owning player retreats his own units.

9.1b Each retreat path hex must be farther away from the unit's original hex than the last (e.g., The second hex retreated is two hexes away from the combat hex.).

9.1c If possible, the unit must retreat toward a supply source.

9.1d If possible, the unit may avoid hexes containing an EZOC. When determining a retreat path, a unit may avoid EZOCs even if doing so violates rule 9.1c.

9.2 No Retreat Option

When the Combat Results Table calls for one or more retreat hexes, the owning player can opt to convert any retreat amount into step losses, on a one step per one hex basis. Therefore, if the defender suffers

an “r3” result, he may opt for any of the following: *retreat 3, no step loss; retreat 2, one step loss; retreat 1, two step losses; or no retreat, three step losses.*

The owning player can choose any combination of retreat hexes and step losses to fulfill his retreat result, provided the total equals the table’s retreat result. Again, step losses affect single units, retreat hexes affect the entire force involved in the combat.

10.0 Advance After Combat

Any time an attack causes the defender’s hex to become vacant, attacking units can occupy the hex. The attacking player chooses which units, if any, he wants to advance with. If the defender retreats further than one hex, only exploit capable units can advance as many hexes as the defender’s retreat result. Note that even if the defender expends step losses to cover part of his retreat result, the Advance After Combat is equal to the original result. The defender’s original hex **must** be the first advance hex. After entering that hex, advancing units can go anywhere (they can split up or stay together)—except for hexes containing enemy units or prohibitive terrain. While advancing after combat, units **ignore** EZOCs. Any unit involved in the combat can Advance After Combat (involved meaning it contributed at least a zero Attack Strength to the combat). Only exploitation capable units, however, can advance more than one hex. The stacking limit must be followed at the end of any advance.

10.0a If the combat destroys the defender leaving an unfulfilled retreat result, the attacker can advance the retreat result’s number of hexes.

10.0b Calculate advances, as retreats, by number of hexes, not Movement Points.

10.0c The defender cannot Advance After Combat.

10.0d Attacking units **must** advance into (or through) the defender’s hex if it becomes vacant during an overrun attack.

11.0 Exploitation

The Exploitation Phase allows friendly units that are specified as exploitation capable to move up to their full Movement Allowance. They may also conduct overrun attacks during this phase.

11.0a Generally, only units with a yellow box around their unit values are exploit capable. The Game rules can define conditions that allow other units access to the Exploitation Phase.

11.0b A unit that is in an EZOC at the Exploitation Phase’s beginning **cannot** move or overrun in the Exploitation Phase.

11.0c Units which are not exploit capable (or not otherwise allowed access to the Exploitation Phase) cannot apply 3.1e to move.

12.0 Supply

SCS games simulate supply in an abstract “trace” manner. Individual games vary in the exact manner of handling supply.

Procedure:

During the Supply Phase, the phasing player checks each of his units to determine if a supply line trace exists. If a trace is not

possible, he marks the unit with an Out of Supply marker. If, in a later Supply Phase, a supply line trace exists for such units, the owning player removes the Out of Supply marker.

12.1 Tracing Supply Lines

12.1a A *Supply Line Trace* is a path free of enemy units and EZOCs between each unit and the side’s supply source. Generally, supply line traces may be any contiguous hex length. The Game rules list the “Supply Source” for each side. Impassable terrain hexes/hexsides, enemy units, and non-negated EZOCs block supply line traces. If the path used is not blocked, a supply trace is possible. If the path is blocked (and no other unblocked path is available—the player may check any potential path), mark the unit Out of Supply. The owning player checks each unit or stack for a supply line trace independently.

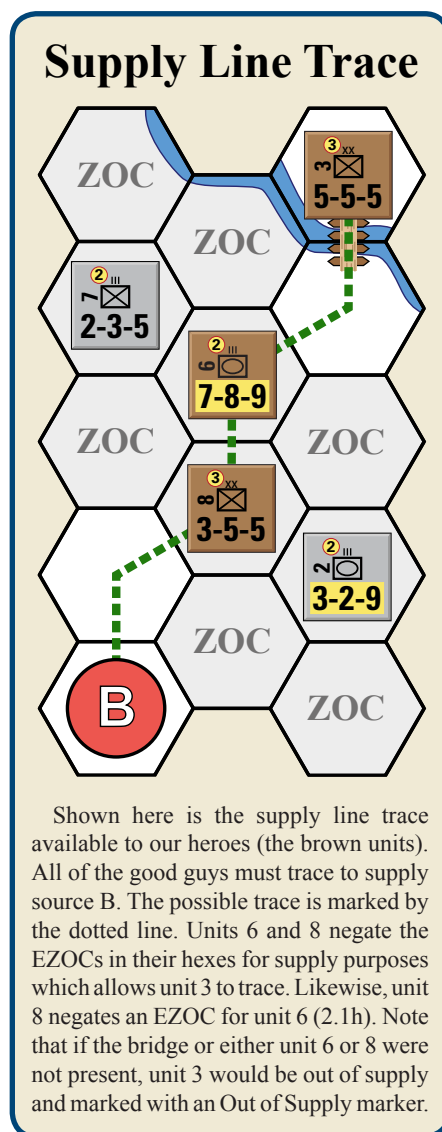
12.1b After a successful trace, units are “in supply” **until** the next Supply Phase—regardless of changing circumstances. Conversely, Out of Supply units must wait until (at least) the next Supply Phase to qualify as being in supply.

12.2 Out of Supply Effects

The Game rules specify the Out of Supply effects. A unit is subject to the Out of Supply effects from the moment it receives a marker until it is removed or the unit is destroyed.

13.0 Hex Control

Control of a hex is often important for determining victory or other game functions. A player can gain control of a hex by having one of his units occupy or pass through the hex. A ZOC is not sufficient to gain control of a hex. Hex control can change back and forth during the course of a game. In some games the term “hold”, “capture” or “take” may be used instead of “control”.



Designer's Notes

This series was designed for two reasons. First, it was meant to offset our other series which, by an order of magnitude, are much more complicated than the SCS. Second, it was designed to be a basic—read FUN—game which can be played at times when the others seem like too much of a good thing. These games are made for the “break out the beer and pretzels, and here we go” type of evening. While none of our games are designed with the beginner as their *raison d'être*, the SCS was designed as something the beginner would be able to handle—as opposed to being devoured by.

I want to make the reasons behind a few things in this series known. First of all is our standard rounding rule. I have been forever pained by the “11 to 6? Oh, I'm so sorry, that's only a 1 to 1 attack.” More importantly, watching players scrounge the map looking for a strength point or two to “make the odds break” is downright embarrassing. By making the “table break” happen at the 1/2 value, I hope to make players spend less time pre-calculating and more time just shooting from the hip. It's the shoot from the hip gun fight that is fun in wargaming, not the ravings of the accountant gone mad looking for each individual strength point. If your opponent starts to pre-calculate combats in *this* system (even after making it tougher on him), feel free to slap him silly! Sure, he can start scrounging for enough points to make that last 0.5, **but only if you let him dodge around the Fog of War rule !**

Quite a few people seem to think our standard rounding rule is an attempt at limited intelligence—it isn't. The Fog of War rule is the limited intelligence part of this game. The standard rounding rule merely represents a different way of expressing what happens to the remainder in odds (and other) expressions.

Another very carefully set up set of rules involves the determination of who gets to exploit, and who doesn't, specifically the effect of EZOCs on the matter. Because of the EZOC restriction, the development and use of reserves is rewarded. A player must be aware of his units. He cannot assume that just because a unit is “mech” it will be able to function in the Exploitation Phase. Likewise, units are also restricted in their ability to overrun if they begin movement in an EZOC. The assumption here is that units in contact with the enemy will not have the ability to quickly disengage, reconsolidate, and plan future movements so as to take advantage of fleeting opportunities. Units in a “safe” reserve location can, and it's those units which I feel should be allowed to overrun and use the Exploitation Phase.

These version 1.8 rules can be used directly with any of the games in the series. It reflects a continual process of refinement and correction which will make each of our series rules the best they can possibly be. Players all over the world have added their voice here to make these rules and the system better by pointing out weak points and errors — for them and their effort we are grateful.

The Gamers
Quality Wargames Since 1988



Multi-Man Publishing