RAID AND RIPPOSTE
A MARK H. WALKER DESIGN
Raid and Riposte

Raid and Riposte represents the defense of Tanenhause by the Soviet 1st Paratroop Regiment from May 13-20th, 1985. Led by Colonel Michael Balakirev, the Soviet paratroopers held off repeated assaults by Bundeswehr and U.S. Army forces for several days. I designed the game to play quickly. I think most folks will be able to play in an hour or so. The rules are straightforward, if disagreements arise; I suggest you resolve them by arguing loudly.

1.0 Scale
Units represent companies, platoons, batteries, heroes, and leaders.

An inch is approximately 750-1000 meters. Turns equal a few hours of combat.

NOTE: These are only gross approximations. Above all else, Raid and Riposte is a game, not a simulation.

2.0 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 stacking in the hex. Units from opposing sides (NATO and Soviet) may only occupy the same area during assault combat.

3.0 Terms
- **Unit:** Generic term for pieces that move and attack on the game map. Does not include the administrative markers.
- **Administrative Markers:** Includes Suppressed/Recovering, Airstrike, Turn/Initiative markers.
- **NATO:** West German (gray) and American (green) units.
- **Soviet:** Soviet (Russian) 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, d’espirit du corps, and overall coolness. 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.
- **Terrain Modifier (TM):** The TM is the effect terrain has on combat. The TM is added to the
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defender’s DF (Exception: tanks defending in assault combat). The TM is printed on the map as a number from +2 to -1.

4.0 Sequence of Play

4.1 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.

4.2 Rally Phase

Perform the following actions in the listed order.

1. Roll for cadre entry, if applicable (5.34).
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.

4.21 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 three 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 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.

Designer’s Note: I find it frustrating, doubtfully realistic, and extremely boring, for units to sit idly by while their cardboard comrades fight to the death. 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.

4.3 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 that they may take and may pass at any other time.

5.0 Operations Phase

5.1 Action Point System

Each unit is marked with a specific number of circles on