

CSS: Enemy at the Gates

Rules Rulings

BASE RULES

Chits at end of Turn

- If the last Chit in cut is not a Division or Formation, it is discarded (e.g., any DC, Wind or Event chit).

Hard Units

- DGs never affect or are inflicted solely on Hard Units (including stacking solely by hard Units or Hard Units moving through stacks with DGs).
- If Hard Units mix with Soft Units, creating overstack at the end of an Activation, DGs are added (and stay with the Soft Units).
- A Soft Unit that, when in column, is a Hard Unit sheds DGs when in Column.
- -2 defense for Hard Target in hex when hex the target of Direct Fire applies even when a Hard Target is the Target Unit.

Assault

- The Rule from Fulda indeed changed (cannot assault during the same Chit expend DP to place assault marker).
- Units must be in column to assault over bridges (and if they have only trucks on their column side cannot).

Indirect Fire

- Apply as applicable to units in column or not if Soft Unit Targets (e.g., terrain will help for deployed units only).
- Pick a target unit for a rout check the same way you do for Direct Fire.

Rout

- Auto-fail on 9; auto-succeed on 0.
- Terrain mod only applies to a Deployed unit.

SWs

- Treat SWs as having a FZ regardless of weapons type solely for the purpose of this rule; can combine ratings only if both unit and SW exert FZ on target hex.
 - Indirect Fire Support units: Use the indirect fire power (only) if greater than range of the unit to which it is attached

(e.g., if a 5-4 1-range infantry, a 4-10 mortar fires at 9 if adjacent but otherwise 4; in both cases black fire power if used).

- Same principle applies to Direct Fire SWs weapons.

EXCLUSIVE RULES

Teufelsberg (2.4)

- **Important:** The NATO ability to elect a Formation or Division from cup trumps any interrupt purchase (which does not happen if NATO elects the next chit).

Terrain

- A Customs House adds MP cost even when destroyed; it does not create a gap in the walls that otherwise does not exist.
- Units can deploy in Cities and Town hexes if the front side is Leg.
- Each NATO Position is Barracks of the owning nation.

Ferries

- Units can deploy after taking a ferry, but only units in column can leave a hex with a ferry after taking a ferry.
- Can assault across a ferry if in column.

On Fire

- Also apply effects of Series Rules (e.g., units rout if end activation in hex with rout to HQs; cannot enter such hexes).

Fatigue

- Each Chit costs 1 fatigue point (e.g., Division + 2 Formations = 3 Fatigue).
 - During Fatigue Phase, adjust TQ before adjusting Fatigue for not purchasing the Division Chit (or not).

Mobs

- If placed next to non-German speaking units, they attack.
- They attack if move next to them (via random event movement).

Charge:

- Units that are successfully charged are placed in the rout box (if there is a path, otherwise eliminated). If already suppressed, they become prisoners.
- Successful charge requires moving into the hex.
- Use the same TQ mods as other TQ checks.

Engineering

- PDs disappear if unoccupied; Entrenchments persist.

Paramilitary forces

- 5.1 applies to all East German Paramilitary Forces
- No stacking penalty if not from different striped Formations (e.g., all MND can stack without penalty with other MND).
- WG Police Dispatch Points are for assaults; they are not replenished and cannot be used to buy formations. WG Police Formation Purchase must occur in Step E of the Prep Phase (so no interrupt to purchase them).
- When NATO buys a WG Police Formation, no one suffers Fatigue.

Counters

- The British 4-factor AT unit should be Blue, not Purple. SWs without + should have them.

Charts

- Woods should have -2 for Direct Fire (only, not Indirect Fire).
- Slope missing -1 for Fire across the slope.

Aircraft/ATGMs

- ATGMs can target Helos and Hexes
- Note: The Spenatz units can be set up in airfields for transport.

CAMPAIGN GAME

All Scenarios:

- NATO Leaders may freely stack with any NATO forces; use DCs to move HQs or reposition NATO leaders.
- Stasi and UPG can gain DCs from another formation that rolls for them (e.g., subtract those allocated to those Divisions from the rolling Division).
- Any Police can appear in the Black or Water-Police locations. Deploying HQs triggers mob rolls like any other police unit.
- 286th Artillery X stays deployed where it is, even if attached to the IGMRB.
- Use starting TQs printed on Charts, not those in the scenario book.
- Reinforcement Hex means the Reinforcement hex for the 0900 restriction (so if it may start within 2 or 3 of such a hex, it may move).

- Socialist Party Units in 52.57 should start instead in 60.57.
- 1st Mot XX AR-1 enters 30.01 or 37.01.
- 8 Breaches only in all scenarios; no new breaches in Man Your Stations.
- Extra HnrGard units set up with the other such units (same for MND and spare Socialist Party HQ/Leader).
- NATO divisions each gain TQ for airfield recapture.
- Random events that require Division-wide TQ Check: Check against Division current TQ and if the result is lower reduce TQ by 1.
- When a sabotage succeeds and what happens to the saboteur is not specified, roll a die and it returns that many turns later as reinforcement.
- Mobs that appear b/c of sabotage can be from those already removed from the game.

Sudden War

- No 35th Motorized XX (and special forces for that division cannot conduct sabotage).

Man Your Stations

- Deploy (and then with Formations can move) WGP each turn before War Breaks out, including mobs.

War is Coming

- All WGP may set up freely in West Berlin. Roll for mobs using the number placed.

Scenario 1

No HQs/Leaders for certain sides is intentional.

Scenario 2

No Soviets allowed within 3 of NATO arrival hexes

Use Campaign set-up hex for MND.

Advanced Scenarios

Use values from Campaign Game if missing.

Advanced Scenario 1: Ignored duplicate entry for 35th Garrison.

Advanced Scenario 2: Add MND from Scenario 2.

Sabotage should occur on NATO DC Chit if Event not in play.

Scenario 7: Brits: All in 30.31 should go in 31.36, all in 52.34 should go in 52.35, all in 20.31 should go in 21.36, all in 22.30 should go in 21.36.

Political Undesirables set up the same in Scenario 8 as 6/7.