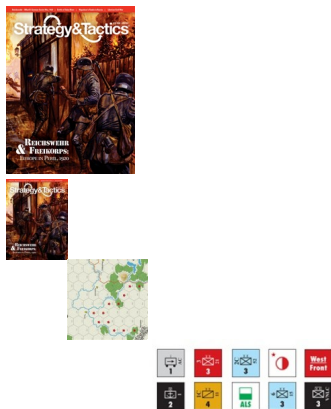


Reichswehr & Freikorps: If the Red Army Invaded Germany, 1920



Reichswehr & Freikorps is a two-player (Soviet versus German) strategic level game, designed by Brian Train and Ty Bomba. The game includes 176 large-sized die-cut counters, with the Division as

Rating: Not Rated Yet

Price

Price £17.95

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Manufacturer [STRATEGY & TACTICS](#)

Description

Reichswehr & Freikorps is a two-player (Soviet versus German) strategic level game, designed by Brian Train and Ty Bomba. The game includes 176 large-sized die-cut counters, with the Division as the primary maneuver unit, including Infantry, Naval Infantry, Cavalry and Armored Car units. The colorful map features the German/Polish border, with each hex representing approximately 15 miles across, and includes such prominent locations as Danzig, as well as various charts and tables for easy reference during play. The rules entail a variety of standard and unique rules, such as Fog of War, Port Supply, Railroad Movement, Replacements, Red Army Morale, German Sudden Death Victory Conditions, Red Army Sudden Death Victory Conditions, and the full range of historical unit types, such as the East Prussian Volunteer Light Infantry Corps, and Fedotov's Detachment, etc.

The game sequence is as follows:

Mutual Railhead Adjustment Phase

Red Army Player Turn

Red Army Reinforcement & Movement Phase

Red Army Combat Phase

German Player Turn

German Railroad Movement or Regular Movement or Combat Phase

German Railroad Movement or Regular Movement or Combat Phase

German Railroad Movement or Regular Movement or Combat Phase

Victory in the game is determined by the accumulation of VPs for control of important hexes, and the arrival of important reinforcements.