

STANDARD RULES

BARBAROSSA



**ARMY GROUP
SOUTH, 1941**

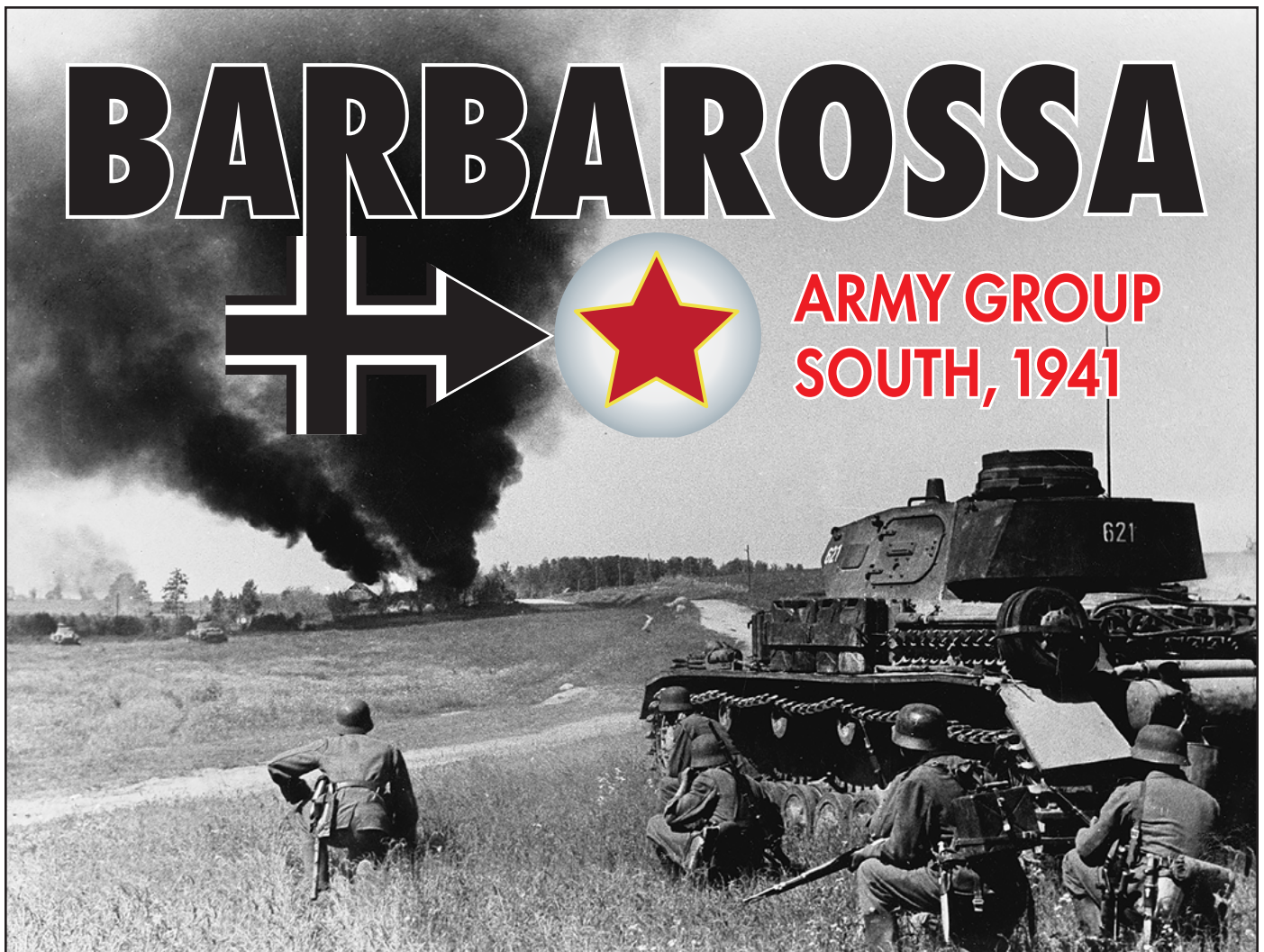


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1.0 Introduction

The Barbarossa portion of GMT's *East Front Series* (EFS) is a set of games that covers the operations of the three Axis Army Groups in the Soviet Union from June through December, 1941. Each game portrays just one Army Group's operations. The series currently consists of six games: *Crimea*, *Kiev to Rostov*, *Army Group North*, *Army Group Center*, *Army Group South*, and *Typhoon*. More are planned. While these games can be linked so that players could play the entire 1941 campaign from the Baltic Sea to the Black Sea, they are intended for individual play. Details and additional rules for each individual game are contained within the Playbook found with each game.

Each game requires two players, but team play works well for large scenarios. One team controls the Axis forces (Germany, Finland, Hungary, Italy, Romania, and others), and the opposing team controls the Soviet forces (Russia, Belorussia, Ukraine, and others). The playing pieces represent the actual military units that participated in the campaign and the maps represent the terrain over which they fought. Players maneuver their units across the map and conduct combat as described in the rules of play. Objectives, battle casualties, and certain actions all result in a final Victory Point total that is used to determine the winner.

Not all the rules found here will be used in every game or scenario in this series. Check the Playbook of each game for any exceptions and additional information.

Occasional reference is made below to naval units and their functions. Naval units are found only in certain games in this series. A separate Naval Module rules booklet covering them will be included there.

2.0 Game Components

Every game includes at least the following. See the Playbook for each game for a complete listing.

- Game maps
- Die-cut playing pieces
- One Barbarossa Standard Rules (BSR) Booklet
- One Playbook
- Axis and Soviet Unit Set Up Cards
- Player aid cards
- One ten-sided die

2.1 Game Map

The maps have a grid of hexagons (hereafter called "hexes") to facilitate the movement and positioning of the playing pieces. A game piece occupies only one hex at a time. Each map has an identifying letter (or two letters for a special map) and each hex on the map has a four-digit identification number used for game reference purposes. Each hex on the map represents about 5.0 miles (8.0 km) of real terrain from side to side. The Playbook provides specifics for map designations and configurations.

2.2 Playing Pieces

2.21 There are five types of playing pieces:

Combat units represent the military units that fought in the historical campaign. They have a printed movement allowance and combat strength values. Untried units [8.4] are also combat units.

Non-combat units are Mobile Supply Units and Supply Dumps.

Air units have aircraft silhouettes.

Naval units have ship silhouettes [see Naval Module].

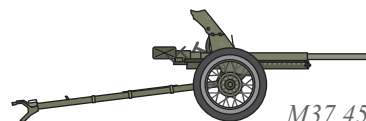
Player Aid markers are used on the map and on off-map tracks and displays to note unit status or hex condition. There should be enough markers provided with the game. If you need more, make some with blank counters or order more from the publisher, GMT Games. The number of markers does not constitute a design limit (**Exception:** The number of Bridge and Ferry markers is limited to those found in the game).

2.22 How to Read the Units

a. Nationality Background Colors

The background color on each combat unit distinguishes its nationality. This also affects play.

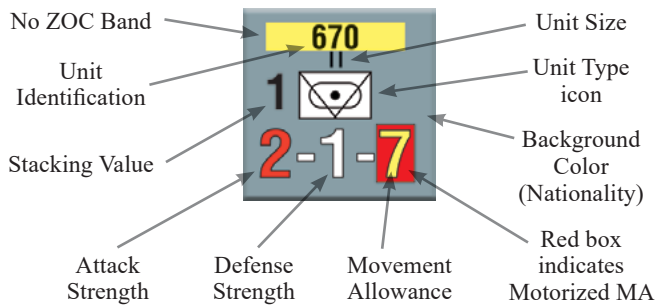
Nationality	Color
Soviet Ground Units	 Brown-Bronze
Soviet Air Units	 Copper-Brown with Red back
German Ground Units	 Gray
German SS Ground Units	 Black
German LW Ground Units	 Sky Blue
German Air Units	 Sky Blue with Blue Water back
Estonian Ground Units	 Gray with blue stripe
Finnish Ground and Air Units	 White with blue stripe
Hungarian Ground and Air Units	 Dark Blue
Italian Ground and Air Units	 Light Purple
Romanian Ground and Air Units	 Medium Green
Slovakian Ground and Air Units	 Light Green
Ukrainian Ground Units	 Light Tan



M37 45mm Anti-tank gun

b. Explanation of Ground Unit Values

Explanation of a Combat Unit:



Attack Strength is a combat unit's strength when attacking.

Attack Strength Color Code:

Red The unit is armored [see 15.57, 15.58. and 16.33a].

Defense Strength is a combat unit's strength when defending.

Movement Allowance is the maximum number of clear terrain hexes a unit can enter in one movement phase using normal movement procedures.

Movement Allowance Color Codes:

Yellow Infiltration capable [11.4]
 Orange Pays motorized terrain costs (non-motorized and some motorized units) [10.28]
 Green Super-Heavy artillery [10.28]
 Gray Armored train and Rail Artillery movement [11.12 note]
 Blue Flotilla movement only [22.51]

Motorized Box denotes the unit pays terrain costs according to the Motorized column on the Terrain Effects Chart. It also shows whether the unit can move in the Motorized and Reaction phases.

Stacking Value is the amount of space that a combat unit occupies in a stack of units.

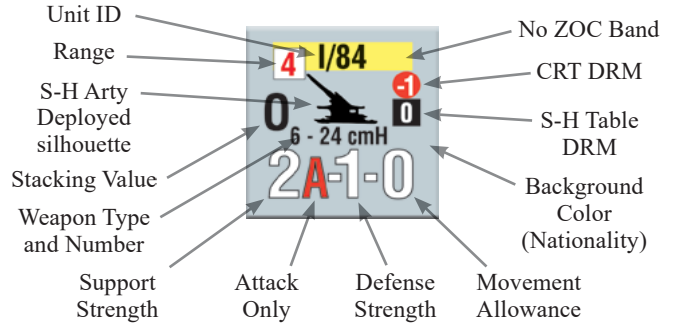
No ZOC Band (when present) indicates the unit does not project a Zone of Control [3.25] into any adjacent hex.

Unit Identification is the historical name (or number) of a unit. Each is unique. For an explanation of the use of abbreviations on the units, refer to the appropriate Playbook.

Original Unit		Replacement Unit	
Front	Back	Front	Back
29/12 Pz 2 8-7-7	29/12 Pz 2 6-4-7	29/12 Pz 2 4-3-7	29/12 Pz 1 2-2-7
Full Strength	Reduced Strength	Full Strength	Reduced Strength
1st Step	2nd Step	3rd Step	4th Step

Note: Setup Codes. As existing games are re-printed or re-released, the starting hex locations and scenario symbols on the counters generally will not be included.

Explanation of an Artillery Unit:



Artillery is any combat unit with a range value.

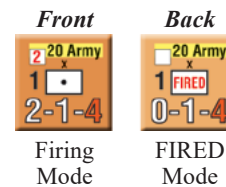
Support Strength is the value of an artillery unit when computing strength [15.3] for a Declared Attack.

Range is the maximum number of hexes the artillery unit can be from a Defender hex and still provide Fire Support. When counting range, do not count the artillery unit's hex but do count the Defender hex (enemy or friendly).

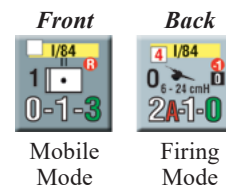
CRT DRM is a die roll modifier value that can be applied by Axis Super-Heavy artillery units and Soviet railroad artillery units [15.54].

Super-Heavy Artillery (S-HA) Table is a die roll modifier value that can be applied by Axis Super-Heavy artillery units when bombarding fortifications.

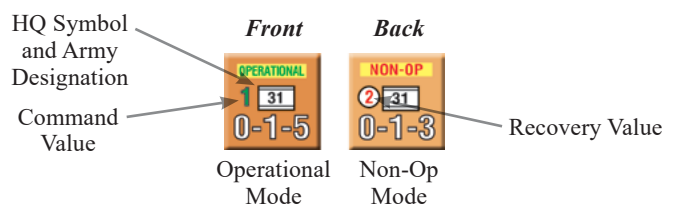
Example of an Artillery Unit:



Example of a Super-Heavy Artillery Unit:



Example of an HQ Unit:



Command value is the maximum number of qualifying Soviet combat units an HQ can activate and move in the Motorized Movement and and move in Reaction Movement phases, and the maximum number of Retreat Orders an HQ can issue during the Reaction Phase [21.12c].

Recovery Value is the highest possible die roll number allowed to return a Non-Op HQ to Operational status [21.28].

Ground Unit Size Symbols:

- I company (or artillery battery)
- II battalion
- III regiment
- X brigade
- XX division

Ground Unit Type Symbols:

Armored (motorized) units

-  Armor
-  Armored anti-tank
-  Armored engineer
-  Assault gun

Motorized Units

-  Reconnaissance (Recon)
-  Motorcycle infantry
-  Motorized infantry
-  Motorized engineer
-  Motorized anti-aircraft
-  Motorized anti-tank

Non-Motorized Units

-  Infantry
-  Mountain infantry
-  Airborne infantry
-  Parachute infantry
-  Security infantry
-  Border guard
-  Ski infantry
-  Engineer
-  Cavalry
-  Base unit
-  Headquarters
-  Anti-aircraft
-  Anti-tank

Special Units

-  Armored train
-  Flotilla

Artillery Units

-  Field artillery
-  Coast defense artillery
-  Rocket artillery
-  Railroad artillery
-  Super-Heavy Artillery (mobile mode)
(range value is blank)
-  Super-Heavy Artillery (firing mode) (silhouettes vary) (includes an attack DRM and range)

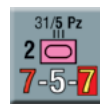
Special Codes

A double-box unit type symbol () indicates two like-sized historical units combined into one game unit.

 Indicates that the unit cannot be rebuilt.

Unit Type Box Color Coding

Color	Type
	Red Soviet Guards
	Yellow Soviet Militia
	Blue Kriegsmarine/Soviet Naval
	Green Soviet NKVD
	Light Blue Soviet Airborne
	Light Blue Luftwaffe/Parachute



German Panzer and Motorized Formations: All component units of each major formation (usually, but not always, a division) have a unique color in their unit type box.

c. Air Unit Values

Examples of Air Units:

Designation	Ju 87 B	Yak-1b F	Unit Type
Air Combat Rating	1-2/2	3-0/0	CAS
			Interdiction Rating

Air Combat Rating is the strength of an air unit in air combat. Firing units use this rating to attack in air combat; mission air units only defend with this rating.

Close Air Support Rating consists of points used as combat die roll modifiers [15.55].

Interdiction Rating is the value from surviving interdiction mission units applied toward creating a Zone of Interdiction [14.64].

Air Unit Types

Code	Type
B	Bomber
F	Fighter
T	Transport

d. Ground non-combat units

Example of a non-combat unit - MSU (trucks):



- Attack Supply Point (ASP) number.
- This unit has zero attack and defense values. Its movement point value functions the same as a ground combat unit.
- Top right-hand letter indicates game Army Group (*Mitte* in this case) for use in combined games.

Example of a non-combat unit - Supply Dump:

Game Indicator;
M for
Mitte(Center)
ASP number

- Attack Supply Point (ASP) number
- This unit has no attack, defense, or movement point values.
- Top right-hand letter indicates game Army Group (*Mitte* in this case) for use in combined games

e. Player Aid Markers

See *Player Aid Card* for graphics.

Activated

Ammo Level - S-HA

Axis Logistics Pause

Bridge (completed)

Bridge (under construction)

Bridge Destroyed

Citadel Destroyed

Declared Attack

Declared Attack - Mandated Attack

Do Not Move GT 1 (front)

Do Not Move GT 2 (back)

Emergency Supply

Ferry (completed)

Ferry (under construction)

Fired

Fortified Belt Destroyed

Fortified Line Destroyed

Fuel Shortage

Game Turn

Garrison Hex

Interdiction Level (Axis and Soviet)

Mandated Attacks Not Yet Made

Naval Evacuation [use only with Naval Module]

Number marker

Orders (front side)

Orders (back) - Additional Retreat

Orders (back) - No Retreat

Out of Supply

Overrun

Rail Cut

Rail Cut (multiple hex)

Railhead

Railroad Bridge Destroyed

Railroad MP

Receiving Replacements

Replacements Track marker - Armaments

Replacements Track marker - Infantry

Road Net Limit

Step Loss Track marker

Strongpoint (active)

Strongpoint under-construction

Victory Point marker

Weather

2.3 Player Aid Cards

Various visual aids are provided to simplify and display certain game functions. Place these to the side of the map(s) for easy reference. The use of each chart or table is explained in the appropriate rules section.

2.4 The Die

The game uses a ten-sided die. Read the number “0” as ten (10), not zero (0). To perform many game functions, you will roll the die to obtain a result. Occasionally, you will modify the actual die roll result by plus (+) or minus (-) amounts. These are called Die Roll Modifiers (DRMs).

2.5 Frequently Used Abbreviations

AA	Anti-aircraft	14.4
AS	Attack Strength	2.22b
ASP	Attack Supply Point	6.41
CAB	Combined Arms Bonus	15.57
CAS	Close Air Support	14.5
CRT	Combat Results Table	16.1
DRM	Die Roll Modifier	2.4
DS	Defense Strength	2.22b
GT	(Game) Turn	4.2
HQ	Headquarters	21.1
LOC	Line of Communications	6.14
MA	Movement Allowance	10.21
MG	Machine Gun	21.6
MP	Movement Point	10.21
MSU	Mobile Supply Unit	6.41
RCP	Railroad Conversion Point	19.21
RP	Replacement Points	7.0
RSC	Regiment Substitute Counter	23.11
S-HA	Super-Heavy Artillery	13.4
TEC	Terrain Effects Chart	10.21
TRT	Turn Record Track	4.22
VP	Victory Point	24.11
ZOC	Zone of Control	3.2
ZOI	Zone of Interdiction	14.64

3.0 Basic Concepts

“No one is forgotten, nothing is forgotten.”

Red Army slogan

3.1 Terminology

3.1.1 Friendly and Enemy

- **Units.** If you are the Axis player, all Axis units are friendly and all Soviet units are enemy. The situation is reversed for the Soviet player.
- **Turn Segments and Phases.** A turn divides into Segments that further divide into Phases. During some phases both players conduct activities; during others only one player, called the active (or friendly) player, can perform activities. If his opponent conducts any activities in that phase, then the opponent is the non-active (or enemy) player. Axis player phases are friendly to the Axis player and enemy to the Soviet player. Soviet player phases are friendly to the Soviet player and enemy to the Axis player.
- **Hexes and Supply Sources.** Those last occupied or controlled by Axis combat units are friendly to the Axis player; those last occupied or controlled by Soviet combat units are friendly to the Soviet player.

3.1.2 Controlled Hexes.

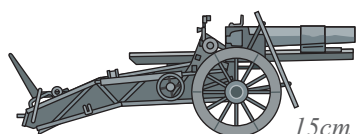
- A hex is controlled by a player if:
- One (or more) of his combat units occupies the hex, or
 - One of his combat units currently projects an uncontested Zone of Control [3.2] into the hex.

3.1.3 Contested Hexes. If both friendly and enemy combat units project a Zone of Control into a vacant hex, both zones co-exist and the hex is contested. Neither player controls a contested hex.

3.1.4 Contiguous Hexes. This is an unbroken series of connected adjacent hexes used for movement, range, and Supply Routes.

3.1.5 Movement Phases. The capitalized terms (“Movement Phase” and “Motorized Movement Phase”) refer to the relevant specific phase in the Sequence of Play [4.21], whereas when the lower case term (“movement phase”) is used, it refers to both phases.

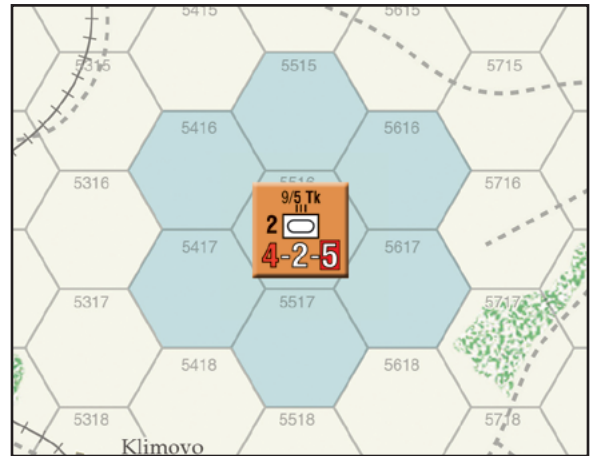
3.1.6 Armored Units. These are considered Motorized units for all purposes and the term Motorized unit as used throughout the rules, includes all Armored units in all cases (except where specifically noted otherwise e.g. 7.31c, 7.61c and 10.45c).



15cm sIG33 Inf. Gun

3.2 Zone of Control

All combat units have a Zone of Control (ZOC). An enemy ZOC affects tracing a friendly Supply Route [6.1], inhibits the movement of friendly units [10.3], and restricts a unit’s retreat [16.4].



Example of a ZOC

3.2.1 The hex a combat unit occupies and the six hexes adjacent to it constitute that unit’s ZOC [**Exceptions:** 3.22, 3.24, 3.25, and 3.26]. A combat unit always controls the hex it occupies, even when an adjacent enemy unit projects its ZOC into it.

3.2.2 A unit projects its ZOC into, and out of, all hex types and across all hexsides, except those prohibited to its movement [see the Terrain Effects Chart], regardless of the movement point cost to enter adjacent terrain, or of the presence of an enemy unit in that hex.

Exception: The Terrain Effects Chart (TEC) lists certain exceptions; for example, ZOCs do not project across a major river hexside [unless frozen; 5.23].

3.2.3 There is no additional ZOC effect when more than one unit projects a ZOC into a hex. A friendly unit’s ZOC does not affect the movement of other friendly units.

3.2.4 Weather can affect ZOC.

a. Into hexes affected by Mud weather [5.0] red-box MA and orange-MA units project their ZOCs (if they otherwise would have a ZOC) only if:

- The hex contains a town or city
- The hexside is crossed by a motorway, main road, minor road, or railroad

b. During Frozen weather conditions a ZOC projects across major river, lake, and shallow water hexsides where it was previously not projected.

3.2.5 Limited ZOC. A unit with a No ZOC band does not project a ZOC into any of the six adjacent hexes. It controls only the hex it occupies. If at least one combat unit in a hex projects a ZOC (it does not have the No ZOC band), then all combat units in that hex project a ZOC into the adjacent hexes.

Note: Some units have a No ZOC band only on their reduced strength side.

3.26 A unit with an Overrun marker [11.38] on it cannot project its ZOC into the six surrounding hexes.

3.27 Non-combat units and player aid markers never have a ZOC.

3.3 Stacking

Stacking refers to placing more than one unit in a hex at the same time. The position of a combat unit within a stack has no effect on play.

3.31 Most combat units have a printed stacking point value. HQs and non-combat units have no printed stacking value; their stacking value is zero. Units with zero stacking value and all player aid markers can be added to stacks without limit.

Exception: Armored trains [21.31].

3.32 A maximum of ten (10) stacking points can occupy a hex at the end of any game phase. Units currently moving or retreating can pass through stacks of friendly units without regard to the stacking limit.

3.33 If a stack exceeds the stacking limit at the end of any phase, the owning player immediately places the excess in the Cadre Box of the Unit Rebuilding Track. The following units can exceed the stacking limit at the end of a movement phase under special circumstances:

- Rocket artillery [13.32b and c]
- Engineer, armored engineer, and motorized engineer [15.53c]

3.34 Inspection. Players can freely inspect enemy stacks. Players cannot inspect Untried units until they become Tried. Game markers should be placed on top if they affect combat units, or on the bottom if they affect the hex [EXAMPLES: Garrison and Supply Status markers pertain to units; Railhead and Rail Cut markers pertain to the hex,]. Place strongpoint markers on the top of the units.

3.4 Halving and Rounding

3.41 Attack strength, support strength, or movement allowance can be halved. Defense strength is never halved.

EXAMPLES OF HALVING: Combat effects of certain terrain [15.41]; certain weather effects [15.42]. Units moving during their Reaction Movement [12.4] have their MA halved.

3.42 Some units can be subject to halving while others are not. Total the strengths of the affected units, halve that total, and drop the fraction. Now add their remaining strength to the units that are not halved.

3.43 Halving of strength is cumulative. It can happen more than once to the same unit or group of units in a single combat.

3.44 Because fractions are dropped, a unit's attack strength might be reduced to zero. If reduced to zero, it cannot attack, even if it is with units that are allowed to attack.

3.5 Unit Steps

Steps represent the durability or staying power of combat units. Units lose steps as a result of combat [16.2], overrun [11.37i], and Soviet Surrender [20.21].

3.51 A combat unit has up to four steps.

- A unit with values on only its front has just one step.
- A unit with values on both sides of its unit counter has more than one step. Many of these are only two steps.
- Certain units are one-step units even though they have values on both sides:

HQs, Tried and Untried units (militia and MG units), Axis Base units, artillery units

3.52 Units with three or four steps are all shown on the Step Reduction Organization Card. They use a reduced strength replacement counter carrying the same unit identification as the original full-strength counter.

a. When the original, full strength counter is reduced to its third step (or immediately to its fourth), pick up the original and replace it with the reduced strength replacement counter at its new step value.

b. The original stays on the Step Reduction Organization Card until sufficient replacements [7.0] are received to restore it. Then replace the reduced strength replacement counter with the appropriate restored strength level of the counter.

Note: A stripe marked across the reduced strength side of a counter shows it has more than two steps. Additionally, a lighter unit nationality color is used on a unit's reduced strength side so that its status can be seen at a glance.

4.0 Starting the Game

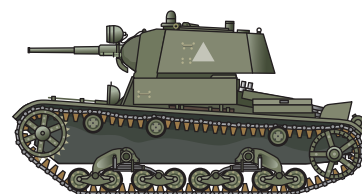
4.1 Preparing for Play

Refer to the Playbook for general set up instructions, and then refer to each scenario for possible additional instructions.

4.2 Turn Outline



The game is played in successive Game Turns (GTs) (hereafter called "turns") each composed of the segments and phases outlined below. Examine the Expanded Sequence of Play for a more detailed listing of the events within each Phase.



T-26S (M1939)

4.21 Sequence of Play

See the rear pages of the Playbook for the Expanded Sequence of Play.

A. Strategic Segment

1. Weather Phase
2. Replacements Phase
3. Reinforcements Phase
4. Air Phase
5. Naval Readiness Phase [Naval Module]
6. Supply Status Phase

B. Axis Player Segment

1. Movement Phase
2. Attack Declaration Phase
3. Soviet Reaction Phase
4. Combat Phase
5. Motorized Movement Phase
6. Engineering Phase

C. Soviet Player Segment

1. Motorized Movement Phase
2. Attack Declaration Phase
3. Axis Reaction Phase
4. Combat Phase
5. Movement Phase
6. Engineering Phase

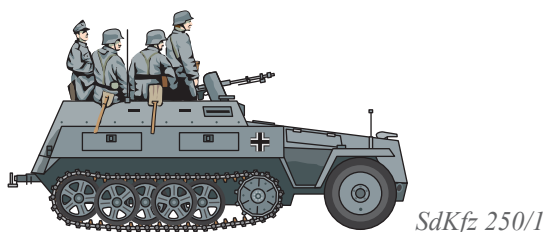
D. Administrative Segment

1. Soviet Surrender Phase
2. Recovery Phase
3. Victory Determination Phase

4.22 Indicate the current turn on the Turn Record Track (TRT) by advancing the Turn marker to show the turn about to begin.

4.23 Follow the above Sequence of Play each turn until the final turn of the scenario. At that time evaluate the players' performance according to the scenario victory conditions to determine the winner.

Note: Some scenarios have victory conditions which can cause the scenario to end prior to the last turn.



SdKfz 250/1

5.0 Weather Phase

“Even schoolboys know it snows in Russia.”

Common post-war Soviet comment



Weather influenced the operations of both sides for much of the campaign in the Soviet Union. The game rules are written assuming Dry weather.

5.1 Weather Determination

5.11 Weather affects the following game functions:

- ZOC [3.24]
- Supply Route length [6.13, 6.14c and 6.15b]
- Air Unit Readiness [Air Unit Status Track, 9.1]
- Movement Point cost of terrain [TEC, 10.37]
- Overrun [11.35]
- Infiltration movement [11.45 and 11.46]
- Combat [15.41b, 15.41c, 15.42, 15.57d and 15.57e]
- Railroad conversion [19.22]
- Flotilla movement [22.54]

5.12 The Axis player determines the turn's weather condition during each Weather Phase by using the scenario Weather Table.

5.13 Use the column of the Weather Table that corresponds to the Climate Condition applicable for that turn. Refer to the scenario Turn Record Track (TRT). Each Game Turn Box on the TRT gives the Climate Condition for the turn.

5.14 The Climate Condition indicates the column to be used on the scenario Weather Table. Use this column when making the die roll. Where there is a (+1) or (+2) DRM in the Game Turn Box, apply that DRM to the die roll for that turn.

5.15 The Weather Table

a. The Weather Table can have up to four climate condition columns (Dry, Mud, Frost, and Snow). These generally represent seasonal weather patterns named for the weather normally experienced. Each Climate Condition applies to a particular set of turns [see TRT].

b. Each Climate Condition column can contain up to four types of weather (Dry, Mud, Frost, and Snow) in varying proportions. Each row in a column contains one weather type.

EXAMPLE: Mud Climate is a series of turns where you use the Mud column on the Weather Table. Mud weather could become the weather for the current turn should that result occur when using the Weather Table.

Note: The actual Weather Table you use differs for each game in this series. When combining games for one scenario, the weather might differ for each game area because you use separate Weather Tables pertaining to each game area [5.34].

5.16 Procedure. Roll the die, apply any Weather DRM shown on the TRT, and index the numerical result with the corresponding line on the current Climate Condition column. The result is the weather for the entire turn. This weather applies to the entire scenario area. Different weather may occur next turn.

5.2 Lingering Weather Conditions

The effects of Mud or Snow weather can extend beyond the turn it occurs. See the Effects on Movement Chart for a list of all weather effects on movement. See also 6.15b.

5.21 Lingering Mud

Mud

a. During Mud or Frost Climate: If a Dry weather turn immediately follows a Mud weather turn, Mud effects continue to apply but only in those hexes containing woods. If Dry or Frost weather follows for a second consecutive turn, then Lingering Mud in woods hexes no longer applies.

b. During Dry or Snow Climate: Lingering Mud cannot occur.

5.22 Lingering Snow. If a Frost weather turn immediately follows a Snow weather turn, Snow weather conditions continue to apply everywhere. If Mud follows Snow, Mud weather conditions apply everywhere.

EXAMPLE ONE, GT 79: The Climate condition is Frost. The die roll for the turn's weather shows a result of S (Snow), therefore apply Snow for the current turn.

EXAMPLE TWO, GT 80: The weather result is ST (Snow with Storm). The weather for the turn remains Snow, but now with Storm added.

EXAMPLE THREE, GT 81: The weather result is F (Frost). However, Frost does not change Snow weather. The weather remains Snow for this turn. If the weather on GT 82 also results in Frost, the weather continues as Snow. It continues as Snow until Mud occurs, at which time apply Mud. If Frost follows Mud, then apply Frost.

5.23 Frozen

Frozen conditions affect the movement allowance of motorized units [engines will freeze], but mainly make some barriers passable to movement [because ice accumulates].

a. Frozen effects apply starting with the beginning of the second consecutive turn of Snow weather during Snow Climate.

b. Frozen effects cease immediately during Mud (or Dry) turns, regardless of Climate. Frozen effects return if the conditions in 5.23a occur again.

c. The following become frozen and remain frozen during all the Frost and Snow weather turns that follow [subject to 5.23a]: swamp, canal, river, major river, lake, and shallow water.

5.24 Frozen Effects on Movement Allowance

a. Axis motorized units lose one MP from their printed MA before any halving of MA [see also 10.37].

b. Ski units spend only one MP to enter: clear, hills, marsh, or swamp.

5.3 Special Weather Effects



5.31 Storm. Certain results on the Weather Table include Storm in addition to the weather. Storm lasts for the entire turn, but is not a climate or weather condition. Storm supplements the current weather by affecting Air Readiness [9.0], flotilla movement [22.54], and certain naval procedures [see Naval Module].

5.32 Limited Mud. During Dry Climate no more than two turns in a row of Mud are allowed. If on the third turn Mud occurs, disregard that Mud result and use Dry (no Storm).

5.33 Limited Dry Weather. During Dry Climate no more than five turns in a row of Dry are allowed. If on the sixth turn Dry occurs, disregard that result and use Mud (no Storm).

5.34 Combining Games. Each game has its own Weather Table that applies to the area covered by that game's maps. Use each game's Weather Table to determine the weather for that game's area. For those hexes that overlap the next game, use the weather applicable to the map on top.

6.0 Supply

There are two types of supply: General Supply and Attack Supply. A unit requires General Supply to move without penalty. A unit requires Attack Supply [15.2] to attack without penalty. Attack Supply is provided by Attack Supply Points [ASPs]. ASPs are represented on the map by supply units. A supply unit is either a Mobile Supply Unit (MSU) or a Supply Dump.

6.1 Supply Routes

6.11 During the Supply Status Phase both players determine the General Supply status [6.3] of their ground units by tracing Supply Routes [of length shown in 6.12]. A Supply Route is a designated path of contiguous hexes leading to a friendly Supply Source [6.2].

6.12 A unit is in General Supply if it can trace a Supply Route to a friendly Supply Source. A Supply Route includes one or more of the following components, in this order:

Component	Maximum length
Line of Communications (LOC) [6.14]	7
Road Net hex [6.15]	21
Railroad Net hex [6.16]	unlimited

6.13 No component of a Supply Route can be traced:

- Through a hex in an enemy ZOC unless that hex is occupied by a friendly combat unit
- Across lake or major river hexsides (unless frozen) unless across a non-destroyed bridge or a friendly Bridge or Ferry marker
- Into or through any number of swamp hexes in Dry or Mud weather unless along a road or railroad. If the road or railroad cannot be used to trace an LOC, the hex cannot be a part of

the LOC (the road, or railroad, must enter the swamp hex from a hex in the LOC and exit into a hex in the LOC)

- Into or through a hex with a non-destroyed enemy citadel, fortified belt, strongpoint, or strongpoint under-construction
- Across a non-destroyed enemy fortified line hexside

6.14 Line of Communications (LOC)

a. A unit traces its LOC over hexes of any type to a Supply Source, or to a hex in a road net [6.15] or railroad net [6.16] leading to a Supply Source.

b. LOC Length. An LOC is traced through no more than seven contiguous hexes to a Supply Source, road net hex, or railroad net hex. Do not count the hex the unit occupies but do count the hex occupied by the Supply Source, road net hex, or railroad net hex. Calculate LOC hexes on an Inset map [17.0] by counting mega hexes [17.13]; disregard the number of Inset hexes within each mega hex.

c. Reduce the LOC length to five contiguous hexes when:

- Tracing the LOC along a minor road or railroad into or through any swamp hex during Dry or Mud weather
- Tracing the LOC into or through even one marsh hex not along road or railroad during Dry weather
- Tracing the LOC during Mud or Snow weather
- Tracing the LOC into or through even one hex where Lingering Mud or Snow conditions apply [5.2]

6.15 Road Net



a. A road net is traced through a continuous series of contiguous hexes [3.14] connected by main road and motorway, not more than 21 hexes in length, which leads either to a friendly Supply Source or to a railroad hex which forms part of a friendly railroad net [6.16]. Count the Supply Source hex or railroad hex as the start of the 21 hexes.

Note: Town, city, or major city hexes do not interrupt a road net. Please assume that the roads pass through these.



b. Reduce the road net length to 15 hexes when the weather is Mud or Snow or when tracing the road net through any hex still affected by Mud or Snow conditions [5.2].

Note: During Lingering Weather conditions players should be mindful that the road net might include an affected hex.

6.16 Railroad Net. A railroad net is traced through an unlimited series of contiguous hexes connected by friendly railroad available for use that leads to a friendly Supply Source. A railroad net can include hexes converted [19.2] to friendly use during the course of the scenario and can include Ferry markers [22.3]. A friendly railroad net cannot include:

- Rail Cut markers [19.4],
- Non-destroyed enemy fortifications [18.0], or
- Any hex available for enemy railroad movement.

6.17 The General Supply status of a hex is also determined for other purposes, such as strongpoint construction, rail conver-

sion, MG unit placement, Air unit mission range or bridge unit placement.

Note: Game map graphics do not always show railroad lines through cities or major cities. Every city or major city main map hex counts as a railroad hex for purposes of railroad movement and railroad conversion. On an Inset map [17.0] they count as a railroad hex only if the line is actually printed in the hex.

6.2 Supply Sources

6.21 A Supply Source friendly to one player will not be friendly to the other player, even if captured. If captured, a Supply Source will cease giving supply. If recaptured by the friendly player, it will provide supply starting the next friendly Supply Status Phase if it is still friendly.

Note: Most map-edge hexes are not Supply Sources.

6.22 Units available for play but currently held off the map have General Supply while off the map. Any unit entering the map is in General Supply during the turn it enters the map.

6.23 Soviet Supply Sources are:

- A friendly port [can be limited; see Naval Module, 26.26]
- A major city hex
- Many of the railroad, main road, or motorway hexes at a scenario map-edge hex, as listed in scenario instructions
- Any location designated by scenario instructions

6.24 A Soviet major city (single or multi-hex) does not function as a Soviet Supply Source if it is unable to trace an overland Supply Route [per 6.1] to another Soviet Supply Source. A Soviet major city hex may otherwise function as a Supply Source. Scenario instructions may also apply.

6.25 Axis Supply Sources. These are any playable map-edge railroad, main road, or motorway hexes designated as Supply Sources by scenario instructions. Ports can be used when allowed by scenario instructions.

6.26 Temporary Supply Sources

a. A player can designate a friendly Mobile Supply Unit (MSU) [6.41], or Supply Dump, or Large Supply Dump [6.48] as a temporary, one-time Supply Source for units or stacks of units, or hexes [6.17], for up to five designated hexes (or five Inset map hexes, or a combination of Inset and main map hexes) for each ASP spent to provide this supply. This can be done each turn with as many ASPs as there are available. The hex does not need to be occupied.

b. Each designated hex traces an LOC of up to seven hexes [6.14b], or five hexes [6.14b and c], to the hex containing the MSU or Supply Dump to be used.

c. During the Supply Status Phase, remove the designated MSU, or turn the designated regular Supply Dump to its MSU side, or reduce the designated Large Supply Dump to its lesser value side: a 4-ASP Large Supply Dump would reduce to a 3-ASP Large Supply Dump, or a 3-ASP Large Supply Dump would

reduce to a 2-ASP Supply Dump. For each ASP removed the player removes the Out of Supply [6.34] or Emergency Supply [6.33] markers on the hexes that the owning player designates [6.26a]. All combat units [and strongpoints, see 6.36] that were under those markers are now in General Supply.

d. Bridge markers can be placed on any of these hexes and strongpoint construction can begin in them. Even if the hexes subsequently revert to Emergency Supply or Out of Supply, the Bridge, Ferry, or strongpoint under-construction markers can remain.

6.3 Supply Status

6.31 After tracing Supply Routes, units will be either:

- In General Supply [6.32], or
- Out of Supply, but using Emergency Supply [6.33], or
- Out of Supply [6.34].

6.32 A unit is in Supply if it can trace a Supply Route to a friendly Supply Source during the Supply Status Phase. Remove Emergency Supply or Out of Supply markers from those units.



6.33 If a unit was in Supply last turn but cannot now trace a Supply Route, it changes to Emergency Supply. Place an Emergency Supply marker on the unit. A unit with an Emergency Supply marker suffers no adverse effects. It is treated as in Supply.



6.34 A unit is Out of Supply if it cannot trace a Supply Route and already has on it either an Emergency Supply marker or an Out of Supply marker. If so, turn the Emergency Supply marker over to its Out of Supply side. A unit judged Out of Supply during the Supply Status Phase remains Out of Supply for the rest of the turn, even if it moves to a location where it could be in General Supply. A player can choose to leave units Out of Supply. A unit cannot be eliminated solely through lack of supply.

6.35 Out of Supply Effects on a Combat Unit

- Reduce its printed Movement Allowance by two MPs in all movement phases (prior to halving or applying weather effects) [*Exception:* Do not reduce the MA of cavalry, flotilla, or armored train units].
- Out of Supply Axis motorized units are subject to Fuel Shortage [6.5].
- It cannot conduct Railroad movement [11.1].
- It cannot conduct Strategic movement [11.2].
- An Out of Supply artillery unit cannot use its support strength when attacking or defending unless placed in Attack Supply.
- Out of Supply German Panzer and Motorized divisions do not qualify for the Panzer Division Integrity Bonus [15.22 and 15.58d], unless placed in Attack Supply [15.2].
- If the defending force includes any unit with an Out of Supply marker, the attacker applies a (-1) DRM.
- It cannot conduct Unit Conversion [8.6].

- It cannot receive replacements [7.74]. However, Soviet units can be strengthened by the use of Zap units [7.43] regardless of their supply status.

6.36 Strongpoint Deterioration. Check all strongpoints and remove any [18.13b] that are unoccupied and not adjacent to a friendly combat unit and which are Out of Supply at the end of the Supply Status Phase. They do not receive Emergency Supply markers but can be supplied by a temporary supply source [6.26]. Other fortifications are not subject to deterioration.

6.37 Armored trains and flotillas do not require General Supply.

6.4 Supply Units

A supply unit represents food, fuel, and munitions, not men and equipment. Each scenario limits the number of supply units available to both sides [see the set up cards].

6.41 Each supply unit has sides that correspond to the number of Attack Supply Points (ASPs) that it represents. The front side of a supply unit is a Mobile Supply Unit (MSU) containing one ASP. The reverse side is a Supply Dump containing two ASPs.

6.42 A supply unit is a non-combat unit and has no stacking point value. Remove it from the map if it is alone in a hex when an enemy unit enters its hex. An MSU cannot enter an enemy ZOC unless moving with a combat unit or joining a combat unit in that hex. Supply units cannot be captured. MSUs can retreat if stacked with a retreating combat unit. Supply Dumps cannot retreat.

Note: Because a supply unit is not a combat unit, an attack cannot be declared [12.1] against it.

6.43 When removed from the map by combination [6.48b], spent for supplied combat, temporary supply, enemy action, or voluntarily [as part of 6.48d] the supply unit is again available for play. Store them off-map.

6.44 A supply unit always has General Supply regardless of its location and does not need to trace a Supply Route for Strategic Movement [11.23].

6.45 Number Received. During the Reinforcement Phase both players consult the scenario instructions and applicable Attack Supply Charts to determine the number of ASPs they receive. ASPs enter the map in the form of Mobile Supply Units (MSUs) [6.46] or Supply Dumps [6.48]. If insufficient supply units are available, then excess ASPs are lost. ASPs cannot be accumulated off-map. Players cannot have more supply units in play at any one time than those allowed by the scenario. Place these Supply units in the Active Box to await entry on map in the player turn.



6.46 MSUs. MSUs have an orange MA. They move the same as motorized units but move only in the friendly Movement Phase [unless activated; see 10.13]. They can conduct:

- Railroad movement [11.1]
- Strategic movement [11.2]
- One-hex movement [11.5]
- Map exit [11.6]

6.47 MSU Entry

a. Map Entry

- MSUs enter through the scenario map edge during the friendly Movement Phase at friendly road or motorway map-edge hexes designated as Supply Sources by the scenario instructions, or by railroad movement through a friendly map edge railroad hex designated as a Supply Source by the scenario instructions.
- Axis MSUs can be placed on Base units [6.6] during the Reinforcement Phase, up to the Base ASP limit for each Base unit each turn [see scenario instructions]. They then can move from there and use railroad movement if railroad capacity allows.

b. An MSU can enter the map by air transport [14.7], or by naval transport; see Naval Module 28.0.

c. The Soviet player can alternatively place one of the new MSUs he receives each turn in any city or major city hex (main map or Inset map) that can trace a Supply Route [6.12] to a Supply Source. If that hex cannot trace an Supply Route to another Supply Source (outside of this city), then it cannot serve for MSU placement.



6.48 Supply Dumps (dumps). There are two types of Supply Dump: regular Supply Dump and Large Supply Dump. Neither type of supply dump can move by itself. It can move only by railroad movement [or by naval transport, see Naval Module; 28.0].

a. Map Entry

- Supply Dumps can enter the map during the friendly Movement Phase through any friendly map edge railroad hex that has been designated as a Supply Source by scenario instructions.
- Supply Dumps can be placed on Axis Base units [6.6] the same way as MSUs are, up to the Base ASP limit.

b. Supply Dump creation on-map. A player can, at the end of any phase, combine two MSUs in the same hex to create a two-ASP regular Supply Dump. In this case, turn one MSU over to its Supply Dump side and remove the other from the map.

Note: Players should use this procedure to accumulate extra ASPs in one place and to free an MSU for use on a later turn.

c. Large Supply Dump Creation from ASPs on the Map.

A player can increase the value of an on-map Supply Dump to create a Large Supply Dump.

EXAMPLE ONE: During his Movement Phase a player moves a 1-ASP MSU to an existing 2-ASP regular Supply Dump. He then removes that MSU and replaces the 2-ASP regular Supply Dump with a 3-ASP Large Supply Dump. He could also move two 1-ASP MSUs to an existing 2-ASP regular Supply Dump and create a 4-ASP Large Supply Dump.

EXAMPLE TWO: During his Movement Phase a player moves (by Railroad movement) two 2-ASP Supply Dumps to the same location and replaces them with a single 4-ASP Large Supply Dump.

EXAMPLE THREE: During the Reinforcements Phase a player can convert 3 newly arrived ASPs into a 3-ASP Large Supply Dump or 4 newly arrived ASPs into a 4-ASP Large Supply Dump. He can then move the Large Supply Dump onto the map using railroad movement. He could also combine 3 or 4 MSUs in the same hex to create a Large Supply Dump.

d. Supply Dump Reduction

A player can reduce the value of an on-map Supply Dump by movement of supply units away from the hex or by use in combat. Unless reduced by use in combat [6.48e], the final 2 ASP regular Supply Dump counter in a hex, when flipped to its 1 ASP MSU side, loses the other ASP in the dump.

EXAMPLE ONE: Reduce a 2-ASP regular Supply Dump by turning it over to its 1-ASP MSU side (and thereby the other ASP in the Supply Dump is lost).

EXAMPLE TWO: Reduce a 3-ASP Large Supply Dump by replacing it with a 1-ASP MSU and a 2-ASP regular Dump. If there are no appropriate size unused supply units available, then this procedure cannot be done. If there is only one appropriate supply unit available, then the other ASP is lost.

EXAMPLE THREE: Reduce a 4-ASP Large Supply Dump by first turning it over to its 3-ASP side and then placing a 1-ASP MSU in that hex.

Note: A player does not need to have an unused supply counter available to conduct reduction as a result of combat usage as long as that Combat Phase continues and another ASP will be required from the same Dump.

Note: Some of the examples above can be a very inefficient way of getting supply to where it is needed, and should not be used often. Some advance planning is advised.

e. For ASPs in combat [15.2 and 15.45] remove the MSU or reduce a regular or Large Supply Dump at the end of the Combat Phase. For ASPs spent by use in combat (or Limited Artillery Supply [13.5]), a 2-ASP regular Supply Dump can be reduced to leave an MSU [exception to 6.48d].

f. Managing Existing on-map Dumps

There may be instances where a player already has a hex with one or more Dump counters on-map at the start of their turn and wants to both Reduce these [6.48d] by removing ASP as MSUs and Dumps from the hex and later in the same turn, increase the size of any remaining dump(s) in that hex.

If so then the following procedure must be followed in the order given:

1. Any hex containing a Dump, Large Dump or several such counters must first have all ASP, as supply counters, extracted from the hex before any new ASP (in the form of new MSU or Dump counters) are added. This means that if any MSUs or Dumps are being removed by Dump-reduction [6.48d] and then moved from that hex by road movement, rail transport [11.1] or Air transport [14.7], such Dumps or MSUs are moved first before any new supply counters can be added to that hex.
2. Once this reduction is completed rotate any supply counters remaining or use any convenient marker such as a DNM marker to mark that hex. Once this is done the player cannot later that turn again extract by movement any more MSUs or Dumps, but can add more supply counters to the hex, following the normal rules [6.48c]. Rotate back or remove any marker from this hex at the end of the player turn.

6.5 Axis Fuel Shortage

Certain Axis groupings of units (usually divisions) are subject to further movement restrictions, called Fuel Shortage.

6.51 Nearly all groupings are German panzer and motorized divisions. Any other German or Axis-Allied groupings that qualify are listed in the Playbook. They are subject to Fuel Shortage regardless of map location or what map they are on.

Note: All units of the same division (or group) have the same color code in their unit type box.

6.52 Conduct the Fuel Shortage procedure at the end of the Supply Status Phase.

6.53 Procedure. The Axis player rolls the die for each group that still has at least one of its units in Out of Supply status (disregard the supply status of the remaining units in the division). Roll each turn for each qualifying group. Apply the DRMs listed beside the Fuel Shortage Table. Compare the modified die roll result to the Axis Fuel Shortage Table. Results are:

- Fails** All units of that group have Fuel Shortage this turn.
- Passes** Fuel Shortage effects do not apply this turn to the units of that group. All other effects, including Out of Supply effects, still apply.

6.54 Fuel Shortage Effects

- a. No units of the affected group can move during their Movement, Motorized Movement, or Reaction phases.
- b. They can attack and defend and can retreat or advance as a result of combat. Combined Arms Bonus [15.57] is allowed. Panzer Division Integrity bonus [15.58] is not allowed unless that division group is provided Attack Supply.



- c. Place a Fuel Shortage marker with all units of the group (regardless of their actual supply status).

- d. Remove all Fuel Shortage markers during the Recovery Phase.

- e. Units of the group that are in the Active Box [8.3] are not affected by Fuel Shortage during their turn of entry.

- f. Units of a group that passes its Fuel Shortage die roll that are stacked with units of a group that fails are not affected by the failing group.

6.55 Other Affected Units. Non-divisional armored and motorized units are affected by Fuel Shortage results only if stacked with a unit of a group with a “Fails” result on the Fuel Shortage Table, even when there are units from other groups in the hex that do pass their Fuel Shortage rolls.

Note: The Axis player has the option during the Supply Status Phase to use an ASP as a temporary Supply Source [6.26] to put all of a group’s units into General Supply and thereby avoid Fuel Shortage effects [and Out of Supply effects; 6.35].

6.6 Axis Base Units

Some games in this series include a special type of Axis combat unit called a Base Unit. Generally, these simplify the procedure for moving ASPs over long distances. Some scenarios may designate them as a Supply Source. Rules for these units can be found in the Playbook for the appropriate game.

7.0 Replacements

Both players receive Replacement Points (RPs) when allowed by scenario instructions. All RPs are received during the Replacements Phase but most are spent during the friendly Engineering Phase. An RP represents the manpower and equipment necessary for combat units to replace combat losses, or to rebuild formations destroyed in combat.

7.1 The Unit Rebuilding Track

Players use their respective Unit Rebuilding Tracks to rebuild units that have been removed from the map. The four unit status boxes range from Cannot Rebuild (lowest) to Active (highest). Units move from lower boxes to higher boxes, one box per turn, as they receive replacements during the Engineering Phase.

Note: In practice players should begin by rebuilding units in the Active Box, then move units in the Cadre Box to the Active Box. Finish by moving units from the Eliminated Box to the Cadre Box. This sequence ensures the “one box per turn” limit.

7.11 The Active Box. Units arriving here due to rebuilding can enter the game map the next turn as reinforcements (per 8.3), or remain in the Active Box for as long as desired. Units remaining in the Active Box can regain one step per turn by spending one (or two, as required) RP(s). Soviet Non-Op HQs in the Active Box can roll for recovery of Operational Status [21.28]. Their Non-Op status does not affect any other units anywhere on the Unit Rebuilding Track.

7.12 The Cadre Box. Units in this box lack some of their troops and much equipment, but can be rebuilt fairly quickly.

One (or two) RPs of the required type will move one unit of that type to the Active Box [7.11] on its one-step strength level.

7.13 The Eliminated Box. Units in this box have lost most of their troops and equipment. One RP (of either type) will move any one eligible unit up to the Cadre Box [see Unit Rebuilding Track].

7.14 The Cannot Rebuild Box. Units that can never be rebuilt are marked with an “R” in a circle and go to the Cannot Rebuild Box. Units cannot leave this box.

7.2 The Soviet Replacements Table

The Soviet player receives most of his RPs by using the Soviet Replacements Table. Scenario instructions specify which table to use, and which turns to use it.

7.21 During the Replacements Phase the Soviet player uses the appropriate Replacement Table to determine the number of the various types of replacements he receives that turn. The appropriate table can vary according to the scenario and the current turn. Each Replacements Table is divided into separate columns for each type of replacement.

7.22 Procedure: The Soviet player rolls the die. He adds a (+1) DRM if the weather is Mud or Snow, and a (+1) DRM for each remaining accumulated Mandated Attack [12.3]. The final DRM cannot exceed +3. He locates the final number result on the die roll column and cross-indexes it with the four replacement category boxes on that line. Any box containing a number or a letter provides a replacement type or an event. The categories are:

- Type I Replacements
- Strongpoints [7.41]
- Other Replacements (A and V)
- Special Events [7.5]

7.3 Soviet Replacements Types

Replacements are recorded immediately as they are received. The numbers on the Replacements Table show the number of Replacement Points (RPs) received of each type.

7.31 Type I (Infantry) Replacements. Record points received using the Soviet Infantry Replacements marker on the Soviet Loss/Replacement Track. These points can be saved from turn to turn. If the marker reaches the Track end, the excess is lost. Spend RPs in the Soviet Engineering Phase to advance units on the Unit Rebuilding Track, or strengthen units on the map, as follows:

a. From the Eliminated Box to the Cadre Box:

One Type I RP moves one unit of any type

b. From the Cadre Box to the Active Box, or to strengthen units on the map: One Type I RP moves any one unit of the following types:

Any of the thirteen non-motorized unit types (including non-motorized NKVD), but excluding HQ, non-motorized anti-tank and anti-aircraft units.

c. From the Cadre Box to the Active Box, or to strengthen units on the map: Two Type I RPs move any one unit of the following types:

Anti-aircraft, anti-tank, HQ, or any of the six listed motorized unit types [2.22b], including motorized NKVD.

7.32 Type A (Armaments) RPs. Record points received using the Soviet Armaments Replacements marker on the Soviet Loss/Replacement Track. These points can be saved from turn to turn. If the marker reaches the Track end, the excess is lost. Spend RPs in the Soviet Engineering Phase to advance units on the Unit Rebuilding Track as follows:

a. From the Eliminated Box to the Cadre Box:

One Type A RP moves one unit of any type.

b. From the Cadre Box to the Active Box, or to strengthen units on the map: One Type A RP moves a unit into the Active Box, or restores one step of the following types:

Armored, field artillery, rocket artillery.

7.33 Type V (Aircraft) RPs. Each point the Soviet player receives moves one Soviet Air Unit from the Destroyed, Damaged, or Flown Box during the Replacements Phase to the Ready Box on the Soviet Air Unit Status Track, regardless of weather. If the point is not used, it is lost. Type V RPs cannot be accumulated. Air units that have a “cannot rebuild” symbol (an “R” in a red circle) on them cannot be rebuilt.

7.4 Special Soviet Replacements Types

7.41 Strongpoints



a. The number shows the number of regular strongpoint under-construction markers the Soviet player can place during his Engineering Phase.

b. Additional Strongpoints may also be received.

- An E result gives the Soviet player one additional strongpoint under-construction (or two with 2E, or three with 3E).
- Place these on or within five hexes of a friendly major city hex.
- One can be placed on a friendly location that can count for VPs (usually a town, city, or major city).
- The strongpoint(s) can be built within five hexes of a city (not just major city) if an NKVD unit is on that city during the period of construction.

Note: On the Inset map [17.0] count a mega hex as one hex of the construction range.

c. Strongpoints under-construction cannot be accumulated for placement on a future turn.

d. Non-Op HQs prevent Soviet regular strongpoint placement, but have no effect on E strongpoint placement [18.43c and 21.26a].

7.42 Armored Trains

- a. Receive armored train RPs only as indicated on the set up cards. Spend the armored train RP in the Soviet Engineering Phase or it is lost. It cannot be accumulated.
- b. Spend one point for one NKVD or Army armored train unit. Newly rebuilt NKVD armored trains are not subject to the seven-turn [7.45b] delay that applies to other NKVD units.
- c. Regardless of how an armored train unit is lost, always place it in the Cadre Box. When moving it from the Active Box, place it on any friendly city or major city hex that has a railroad.

Design Note: When an armored train unit is rebuilt, very few personnel are required; the main component is the new train.

7.43 Soviet “Zap” Units



Zap units were training units and during 1941 they also served as collection units for many of the individual soldiers and small groups escaping east ahead of Axis forces. They would hold large numbers of loosely organized manpower, but few heavy weapons. In critical situations they could be pressed into front-line duty. Game-wise they function as dual-purpose units that can either be committed to combat as weak, one-step units, or be used as on-map Type I RPs. They also provide a way to get RPs to units that are besieged at a port or are surrounded.

- a. A single Type I RP builds one Zap unit during the Engineering Phase. Place rebuilt Zap units in the Active Box.
- b. The Soviet player can move Zap units that start the turn in the Active Box to any eligible on-map location during the friendly Movement Phase, at one per location each turn. Eligible locations are:
 - Any friendly town that is in general supply [6.1] from overland via main road, motorway or railroad hexes to a friendly map-edge supply hex.
 - Any friendly city, or major city (regardless of supply status) in Belorussia or Russia - Playbook scenario rules may apply.
 - Through a friendly map-edge Supply Source.

A friendly unit must be in the placement hex if an enemy ZOC projects into the hex.

- c. A Zap unit functions as a single step for a reduced unit that requires only one Type I RP to strengthen to the next level. Each Zap unit is one Type I RP that rebuilds one step.
- d. **Strengthen on-map.** Move the Zap unit to the unit to be strengthened. The receiving unit can move, can be at any location, and can be in an enemy ZOC. During the Soviet Engineering Phase remove the Zap unit and increase the reduced unit by one step. A unit cannot strengthen by both absorbing a Zap unit and taking an RP in the same turn.
- e. **Exchange on-map.** A supplied Zap unit already on-map at the start of the Soviet Engineering Phase at any city or major city that is in General Supply can be exchanged to recreate a unit currently in the Cadre Box and requiring one Type I RP. Remove the Zap unit from the map; then take the unit to be rebuilt from the Cadre Box and place it at the Zap unit's former location.

Placement cannot exceed the stacking limit, and it cannot be in an enemy ZOC. Place a Do Not Move 2GTs marker on it.

Note: The Do Not Move GT 2 marker becomes a Do Not Move GT 1 marker during the Recovery Phase this turn.

- f. Always return a Zap unit to the Cadre Box after use, regardless if it is used as a replacements step, eliminated in combat, or has surrendered.

7.44 Militia Conversion

- a. During his Engineering Phase the Soviet player can remove from the map any on-map Militia units [21.7] (Tried and Untried) that meet all the following conditions:

- Not in an Axis ZOC (even if stacked with another friendly unit).
- Not still marked as Garrison [21.8].
- Can trace a Supply Route (of any length) to a friendly map edge Supply Source [6.12 and 6.13].

- b. For each Militia unit removed, immediately move one Zap unit from the Cadre Box to the Active Box (up to the availability of Zap units).

- c. Removed Militia units go to the Cannot Rebuild Box.

7.45 Rebuilding NKVD Units

Any NKVD unit can be rebuilt. All use only Type I RPs [Exception: Armored Trains 7.42b].

- a. Any NKVD unit in the Eliminated Box that receives one RP moves immediately to the Cadre Box.
- b. Procedure for any NKVD unit in the Cadre Box receiving one (or two) RPs:
 - If it is a one-step unit, place it seven turns ahead of the current turn on the Turn Record Track; it enters as a regular reinforcement starting that turn.
 - If it is a multi-step unit, place it seven turns ahead of the current turn on the TRT at its reduced strength level; during those seven turns it can receive the next RP without restarting the seven turn period.
- c. Move a rebuilt NKVD unit from the TRT to the Active Box once the Turn marker advances into the Turn Box containing the NKVD unit.
- d. A reduced two-step NKVD unit on the map recovers its full strength by the same method as other units of its type and without the seven-turn delay for the full-strength level.

7.5 Soviet Special Events

Special Event codes **M**, **R**, and **S** as found on the Soviet Replacements Table indicate a single occurrence of that event. These take effect on the turn received. Multiple occurrences of the same event for the same turn are indicated by a number, such as 2 or 3, along with the code letter.



- 7.51 **Mandated Attack (M).** Receive one Mandated Attack [12.3] each time a code **M** occurs (unless disallowed by scenario instructions). For each Man-

dated Attack received, move the Mandated Attacks Not Yet Made marker one space along the Soviet Loss/Replacement Track.

7.52 Reinforcement Group or Garrison Release (R)

- a. With each **R** result the Soviet Player can either:
 - Choose one Soviet Special Reinforcement Group [if available for Release; 8.2], or
 - Release all units on any two hexes designated as Garrison (multiple Garrison units on a single hex are a single release), or
 - Ignore the result.
- b. Use an **R** result the turn it is received or it is lost.
- c. If multiple **R** results occur (**2R** or **3R**), the Soviet player can choose to receive a combination of Special Reinforcement Groups and release pairs of Garrison hexes up to the number of **R** results indicated.

7.53 Additional Supply (S)

- a. With each **S** result the Soviet player can either:
 - Remove an Emergency Supply marker from any one hex, or
 - Remove an Out of Supply marker from any one hex, or
 - Receive one additional ASP (as reinforcement), or
 - Ignore the result.
- b. Choose the result during the Supply Status Phase. Use an **S** result the turn it is received or it is lost.
- c. If multiple **S** results occur, the Soviet player can choose to receive a combination of the above, including more of the same result, up to the number of **S** results indicated.
- d. The Emergency Supply or Out of Supply marker is removed at the end of the Supply Status Phase. The unit, or stack, is now in General Supply for the remainder of this turn.

7.6 Axis Replacements

The Axis player receives Types **I**, **A**, and **V** RPs as indicated on the scenario set up cards. All replacements are German nationality unless otherwise indicated. There is no Axis Replacements Table.

7.61 Type I (Infantry) RPs. Record points received using the Axis Infantry Replacements marker on the Axis Loss/Replacement Track. These points can be saved from turn to turn. If the marker reaches the Track end, the excess is lost. Spend RPs in the Axis Engineering Phase to advance units on the Unit Rebuilding Track as follows:

- a. From the Eliminated Box to the Cadre Box:
One Type **I** RP moves one unit of any type.
- b. From the Cadre Box to the Active Box, or to strengthen units on the map: One Type **I** RP moves a unit to the Active Box, or restores one step of the following types:
Any of the thirteen non-motorized unit types (excluding non-motorized anti-tank and anti-aircraft units).

- c. From the Cadre Box to the Active Box, or to strengthen units on the map: Two Type **I** RPs restore one step of the following types:

Anti-tank, anti-aircraft, or any of the six motorized (non-armored) unit types.

- d. German 1-2-5 (not 2-2-5) Regiment Substitute Counters (RSCs) [23.0] can be created during the Replacements Phase. Each costs one Type **I** RP. Place them in the Active Box and reduce the Loss/Replacements Track by one level for each one created.

7.62 Type A (Armaments) RPs. Record points received using the Axis Armaments Replacements marker on the Axis Loss/Replacement Track. These points can be accumulated. If the marker reaches the Track end, the excess is lost. Spend RPs in the Axis Engineering Phase to advance units on the Unit Rebuilding Track as follows:

- a. From the Eliminated Box to the Cadre Box:

One Type **A** RP moves one unit of any type.

- b. From the Cadre Box to the Active Box, or to strengthen units on the map: One Type **A** RP moves a unit to the Active Box, or restores one step of the following types:

Field artillery, coast defense artillery, rocket artillery, or any of the six motorized or four armored unit types.

7.63 Type V (Aircraft) RPs. The Axis player receives Type **V** RPs only as indicated on the set up card. These can be of any nationality the Axis player desires. During the Replacements Phase one point moves one air unit from the Destroyed, Damaged, or Flown Box to the Ready Box on the Axis Air Unit Status Track, regardless of weather. Type **V** RPs cannot be accumulated.

7.7 Spending Types A and I Replacements Points



7.71 Units can receive replacements while on the map. Place a Receiving Replacements marker on all on-map units that are to receive a replacement. Both players place all Receiving Replacements markers during the Replacements Phase.

7.72 Units receiving replacements are not eligible to move or attack as long as they have a Receiving Replacements marker on them. Remove the marker if the unit defends in combat.

7.73 During his Engineering Phase a player adds one step to each of his units marked to receive replacements and decreases the RPs available by one (or two per [7.31c or 7.61c]), for each step added. He then removes the Receiving Replacements marker from each unit receiving replacements.

7.74 A unit cannot receive an RP if it is unable to trace a Supply Route to a Supply Source.

Note: A Zap Unit can replace step losses [7.43d] regardless of its supply status [6.35].

7.75 Soviet units receiving replacements or absorbing Zap units can regain only one step per turn.

7.76 Axis units can regain multiple steps in a single turn, up to their full strength [7.61b], by receiving replacements and by absorbing any number of RSCs [23.3].

7.8 Soviet Reservists

7.81 Any Soviet infantry division size unit starting the turn in the Active Box on its one-step side can be placed one per hex onto any friendly town, city, or major city in Russia, Belorussia, or Ukraine that can trace a Supply Route to a friendly Supply Source.

7.82 Place Soviet Reservists during the Reinforcements Phase. The unit then becomes a Garrison [21.8]. Place a Garrison marker on the unit.

7.83 There is no limit to the number of such divisions that can be placed during one turn (subject to availability in the Active Box), or on any one location during the course of the game, but only one can be placed on a single location per turn (subject to the stacking limit).

Note: The Soviet player can alternatively enter one-step units directly into a city or major city during the Reinforcement Phase from the Active Box of the Unit Rebuilding Track. These are not garrisons. Soviet Reservists offers the Soviet player the added flexibility to place infantry divisions onto a wider variety of locations, but they become garrisons that require release.

8.0 Reinforcements

Both players receive reinforcements. These are new units arriving from outside the game area. All are received during the Reinforcements Phase.

8.1 Reinforcement Entry

Place reinforcement units on the scenario's set up card prior to the start of play.

8.11 Placement

a. Each unit has a designated entry turn. This is the earliest turn it can be brought onto the map. However, entry can be delayed at the owning player's option until any later turn.

b. Place arriving units on the map location indicated by the set up card: at the map-edge or on-map, during the Reinforcements Phase. There is no MP cost for placement.

8.12 Map-edge Entry

a. Motorized units and cavalry units can enter in either their Movement Phase or their Motorized Movement Phase. All others enter during their Movement Phase.

b. Units enter through a scenario map-edge hex one at a time or stacked. When they enter, they pay the terrain MP cost for that

first hex. They can enter using road movement rates, railroad movement, or strategic movement.

c. Reinforcements cannot use overrun [11.3] or infiltration movement [11.4] directly from off the map onto the first map hex. The entry hex can be in an enemy ZOC but cannot be occupied by an enemy unit.

d. Units entering through a map edge are in General Supply for the turn of entry.

8.13 Placement On-Map

a. Some units are placed directly on-map, at a specified hex. The placement hex must be friendly. A friendly combat unit in the hex negates enemy ZOC for placement of reinforcements. There is no MP cost for placement directly onto the map.

b. If an entry hex is blocked, a unit cannot enter there until that entry hex is no longer blocked.

c. A unit can move from its entry hex during any friendly movement phase that turn. There is no movement point cost to place a reinforcement unit on the map.

d. Placement cannot exceed the stacking limit. If placement of a unit or a group of units will cause the stacking limit to be exceeded on a single hex at the end of a phase, then those excess units cannot enter until stacking space is created [because the hex is blocked by friendly units].

8.14 Units can enter using air transport [or naval transport, see Naval Module] only when specifically designated on the set up card or in scenario rules.

8.15 Place air unit reinforcements in the Ready Box (unless otherwise specified) of the Air Unit Status Track. If there is Storm this turn, place them in the Flown Box; they then check for Readiness [9.2].

8.16 HQ and artillery units cannot conduct any functions until they enter the map.

8.2 Special Reinforcement Groups

8.21 The entry of each Special Reinforcement Group is optional. A player is not required to choose any Group.

8.22 A Group cannot be chosen for play until the first turn a unit from the same group is available [see set up cards]. It can be chosen only on one of the turns listed in the range of turns shown for that Group. On the turn the Group is chosen, its units enter play as reinforcements.

8.23 When a Group is chosen for entry, adjust the VP Track that turn if any VPs, plus or minus, are listed for that Group.

8.24 Some Groups have units that become available on later turns. A Group can be chosen if any of its units are available to enter on the current turn. The remaining units that enter later are treated as scheduled reinforcements. An additional **R** result is not needed for these remaining units and there is no further VP adjustment for that Group.

8.25 Number of Groups

- a. The Soviet player can choose a Group only on turns he obtains an R result on the Soviet Replacements Table. A single **R** means he can choose only one Group from those available. A **2R** means he can choose up to two Groups; a **3R** means up to three Groups.
- b. The Axis player can choose any number of eligible and available Groups for entry during any turn. They enter automatically. No die roll is required.

8.3 Units in the Active Box

Use the Active Box on the Unit Rebuilding Track to hold units rebuilt from the Cadre Box.

8.31 Units that start the turn in the Active Box are placed during the Reinforcements Phase on any friendly city or major city at one unit per city that can trace a Supply Route to a friendly Supply Source (but not by spending an ASP). They cannot be placed in an enemy ZOC, even if another friendly unit occupies the hex.

8.32 They can, instead, enter the map during any movement phase in which they are allowed to move if entering at a map-edge hex designated as a friendly Supply Source.

8.4 Untried Units

Soviet Machine Gun (MG) [21.6] and Militia [21.7] units have Tried and Untried modes.

8.41 Untried Unit Modes

- The back side of the unit is its Untried mode and shows unknown values. This is shown by the “?” symbol.
- The front side of a unit is its Tried mode and shows actual unit strength values.

8.42 Placement

Unless stated otherwise by scenario instructions, draw MG and Militia units randomly from an opaque cup as follows:

- a. Draw them one at a time, using separate opaque cups for each type and place them Untried on the At Start or Reinforcement sections of the scenario set up cards. Any units not drawn are set aside on their Untried sides. They are not used and cannot be examined by either player.

Note: The hex location marked on the Tried side of an Untried unit is only for historical reference.

- b. Place an Untried unit in its Untried mode (question mark side up) with the actual strength unknown to either player.

Note: An alternative method is to turn all Untried units to their Untried side, mix them around while keeping the Untried side face-up, and then place these onto the set-up card. The term “opaque cup” is the short way to describe the process.

8.43 Soviet Militia Units

The Untried side of each Militia brigade-size unit has the name of the Soviet city, major city, or region where it was raised.

- a. Place each Militia unit on or within five hexes of its designated placement city hex (do not count the city hex, but do count the hex of placement). The placement hex can be Out of Supply, but the hex qualifies if it can trace an LOC [6.14] to the designated city.

- b. A Militia unit cannot be placed in an Axis ZOC unless a friendly unit occupies the placement hex.

- c. If an Untried Militia unit’s placement city is entirely Axis controlled when the unit is drawn, set it aside. Draw another Militia unit in its place. If the city is recaptured, the Militia brigade can go back into the opaque cup.

8.44 Soviet Machine Gun (MG) Units

- a. Place each At Start unit on the hex specified on the set up card.

- b. Place reinforcement MG units during the Reinforcement Phase on the hex specified on the set up card. If not specified, place them on any non-destroyed Soviet fortification hex in General Supply.

- c. An MG unit cannot be placed in any hex already containing an MG unit. It cannot be placed in an Axis ZOC unless a friendly unit occupies the placement hex.

8.5 Withdrawals

A unit may be required to withdraw, as shown on the set up card.

8.51 During the Reinforcement Phase pick up a unit designated to withdraw that turn. It does not “move” off the map; just pick it up. It withdraws at the strength shown on the set up card.

- a. If the unit has less than the strength shown (including in the Cadre or Eliminated Box), the owner deducts the necessary steps from accumulated replacements steps of the same type, or if that is not possible he reduces his choice of units of the same type currently on-map, step-for-step.

- b. If the unit is currently surrounded, withdraw a different non-surrounded on-map unit of the same unit type and at least equal attack and defense strengths.

- c. If the set up card indicates the unit withdraws “at any strength,” the unit need not be restored to full or any other strength level (it can be in the Cadre Box or Eliminated Box, but if surrounded a different unit will withdraw).

- d. Some withdrawn units may return. They return at the same strength they had when they left. They cannot be increased while out of play.

- e. If a withdrawing unit is stronger than the strength shown on the set up card, the extra step(s) withdraw with the unit.

Note: A game-wise Axis player will detach RSCs [23.0] from units before they withdraw in order to “keep” those steps.

8.52 Any air unit of the aircraft type designated for withdrawal is allowed. The air unit can come from any Air Status box [14.13].

Design Note: Even if the aircraft have been destroyed, the ground crews are available to redeploy.

8.53 A player can cancel the withdrawal of any unit [*Exception:* 8.54]. He pays one VP for each unit not withdrawn.

8.54 Withdraw: Cannot Cancel

a. Not all withdrawals can be cancelled. Certain withdrawals are marked “Cannot Cancel” on the set up cards. These occur because of special historical circumstances. A player cannot pay VPs to cancel the withdrawal of Cannot Cancel units.

b. If a Cannot Cancel unit is surrounded when required to withdraw, withdraw instead a non-surrounded unit (or combination of units) of the same type with at least the same number of steps.

8.6 Unit Conversions

The Reinforcements section of some scenario set up cards includes units indicated as “Remove - Receive.” This is a unit conversion. This procedure is required on the indicated turn.

8.61 During the Reinforcements Phase the owning player removes the exact indicated “Remove” unit(s) from any supplied location or from a Unit Rebuilding Track box. He removes the exact units. He cannot cancel the removal.

8.62 If any of the “remove” units are not in General Supply, the removal is delayed until the units are in Supply. After removing the indicated unit, immediately place the indicated “Receive” unit in the same location as the removed unit or in the Active Box. Units removed are permanently removed from play.

8.63 The new unit enters play at no more than the same step strength as the unit removed. If the removed unit is reduced, the new unit enters reduced. If full strength, it enters at full strength. If more steps are removed than received, the excess are lost.

8.64 If more than one unit is removed in a single conversion, place the new unit(s) in any one of the hexes (or Eliminated or Cadre boxes) occupied by the units to be removed. Reduce steps from the “Receive” unit to be the same as the number of steps removed from the on-map unit(s) it converts unless set-up card or scenario instructions indicate otherwise.

- If the “Receive” unit has fewer steps than the number of on-map “Remove” units, it is placed full-strength and any excess on-map steps lost.
- If none of the “Remove” unit(s) are on-map and instead any of the “Remove” unit(s) are in the Cadre box, the replacement is put there.
- Otherwise if all “Remove” unit(s) are in the Eliminated box the “Receive” unit is put there.

Units removed are permanently removed from play.

EXAMPLE: Three one step Regiments are to be converted. One unit is on-board and the other two units are in the cadre box. The on-board Regiment is converted to a Division unit at the same on-board step-strength, so the Div counter takes a loss and is placed on the one-step side replacing the original on-board divisional regiment unit.

8.65 For air unit conversions, unless stated otherwise on SUC or scenario rules, the new air units arrive during the Replacements Phase and are placed in Ready Box on the Air Unit Status Track. Removed air units are permanently removed from play from any Air Status box [8.52].

8.7 Do Not Move Markers



Do Not Move markers are usually used on units to show either disorganization or slow reorganization.

8.71 The set up cards for each game in the series use a code to designate which units are not allowed to move for one turn or two turns. See the Playbook for each game.

8.72 Units with a Do Not Move marker cannot move even when adjacent to enemy units. They can attack and retreat. They cannot advance after combat. Engaging in combat does not remove the Do Not Move marker.

8.73 During the Recovery Phase, remove Do Not Move 1 GT markers from all units. Then turn over any Do Not Move 2 GT markers to their 1 GT side. Replace any “Do Not Move 3 GT” markers with “Do Not Move 2 GT” markers.

9.0 Air Unit Readiness

9.1 Air Readiness

Determine Air Readiness during the Air Readiness Phase. Units starting this phase in the Ready Box on the Air Unit Status Track automatically remain in that box and remain in Ready status. On any Storm turn, move all air units of both sides that start in the Ready Box (including reinforcement and replacement air units) to the Flown Box before determining Air Readiness.

9.2 Readiness Resolution Sequence

9.21 Roll the die for each air unit in the Flown Box and adjust the die roll for applicable (cumulative) DRMs. If the result lies within the range listed in the Flown Box, the air unit passes and moves to the Ready Box. Units that do not pass remain in the Flown Box. Dummy air units always move automatically to the Ready Box.

9.22 Roll next for all air units in the Damaged Box and adjust the die roll for applicable (cumulative) DRMs. Air units that pass the die roll move up to the Flown Box. Air units that fail this die roll remain in the Damaged Box.

9.23 Air units in the Destroyed Box do not check for Air Readiness. They leave the Destroyed Box only through the use of Air Replacement Points [7.33 and 7.63], by Withdrawal [8.52] or Conversion [8.65].

10.0 Ground Unit Movement

A player can move any number that he desires of his eligible ground units during his Movement, Motorized Movement, or Reaction phases of each turn. Retreating [16.4] and advancing [16.5] are not movement and do not require movement points.

IMPORTANT NOTE: To show fundamental differences between the Axis and Soviet armies, the respective player Segments are not identical [refer closely to the Expanded Sequence of Play]. Also, Axis and Soviet units often move at differing rates during some of these movement phases. For example, Axis motorized units have full MA during the Axis Movement Phase, but Soviet motorized units move at only half their MA during the Soviet Movement Phase. Refer to the Movement Phase Chart.

10.1 When Units Are Eligible to Move

10.11 Movement Phase

a. Refer to the Movement Phase Chart for those Soviet and Axis units eligible to move during their respective Movement Phases.

b. In addition to regular movement, the following specialized forms of movement are allowed during the Movement Phase:

- Reinforcement Entry [8.1]
- Railroad Movement [11.1]
- Strategic Movement [11.2]
- Overrun [11.3]
- Infiltration Movement (Axis only) [11.4]
- One-Hex Movement (Axis only) [11.5]
- Map Exit [11.6]
- Air Transport [14.7]
- Armored train movement [21.32] (including railroad artillery; 13.33a)
- Flotilla Movement [22.51]

10.12 Motorized Movement Phase

a. Refer to the Movement Phase Chart for Soviet and Axis unit types allowed to move during their respective Motorized Movement phases.

b. In addition to regular movement, the following specialized forms of movement are allowed during the Motorized Movement Phase:

- Reinforcement Entry [8.1]
- Overrun [11.3]
- Infiltration Movement (Soviet only) [11.4]
- One-hex Movement (Soviet only) [11.5]
- Map Exit [11.6]
- Armored Train Movement [21.32] (including railroad artillery; 13.33a)
- Flotilla Movement [22.51]

Notes:

1) Only Soviet or Axis motorized or certain yellow MA [usually cavalry] reinforcements can enter and move during their respective Motorized Movement phases. Activated units can also move.

2) Consider placing Activated markers on armored trains that move in the Motorized Movement Phase.

10.13 Soviet Non-Motorized Unit Activation

a. Unless not allowed due to Non-Op Soviet Headquarters (HQ) units [21.22 and 21.25], each Soviet HQ that is not interdicted can activate one in-range non-motorized unit or MSU per command point during the Motorized Movement Phase.

b. Each operational HQ can also activate one in-range Guards unit [21.41] at no command point cost (even if the HQ's command value has been reduced to zero by Air Interdiction).

c. HQs cannot activate motorized units, cavalry, armored trains, Super-Heavy artillery, flotillas, or other HQs.

d. Activated units move up to their full printed MA as modified by weather [10.3], terrain [10.41], and supply [6.35].

e. Place an Activated marker on each activated unit to indicate no movement allowed for it in the Movement Phase. Remove all Activation markers during the Recovery Phase.

10.2 Movement Restrictions

10.21 Move units (or stacks of units) one at a time, from hex to adjacent hex. A unit cannot jump over a hex. Each unit spends Movement Points (MPs) from its Movement Allowance (MA) to enter each hex. The Terrain Effects Chart (TEC) lists the costs in MPs for the various types of terrain. There is no limit to the number of units that can move through a single hex.

10.22 Units can move together as a stack. When a stack begins movement, the MA of the stack is that of the unit with the lowest MA in the stack. Stacks cannot pick up or add units while moving. Once a stack has ceased moving, other units can move onto its hex (up to the stacking limit). Units dropped off by a stack have completed their movement for that phase. Units in a stack that has not moved can move away from that stack singly, or in smaller stacks.

10.23 A unit can move only once during a Movement, Reaction, or Motorized Movement Phase. It cannot spend more movement points than its total MA [except One-Hex movement; 11.5]. Unused MPs cannot accumulate for use on later turns or transfer to other units. A unit is never forced to move.

10.24 A unit cannot enter a hex containing an enemy combat unit. It can enter or move through a hex containing an enemy non-combat unit (immediately remove the enemy non-combat unit). It can enter or move through friendly occupied or controlled hexes at no extra MP cost.

10.25 A non-combat unit cannot move into an enemy ZOC unless moving with a combat unit or joining a combat unit in that hex. It can, however, move adjacent to an enemy unit that does not project a ZOC into that hex.

10.26 Movement can be reduced or eliminated entirely by lack of supply, weather, Interdiction, or an enemy ZOC. Movement can be increased by using strategic movement or railroad movement. Units with a Receiving Replacements, Fuel Shortage, Garrison, or Do Not Move marker cannot move.

10.27 Maps

- a. Subject to terrain or scenario restrictions, movement between adjacent maps is allowed without an added MP cost.
- b. Unless specifically allowed by scenario instructions, movement off a map-edge (not between maps) is prohibited.
- c. Unnumbered partial hexes on any exposed map edge are not available for play.
- d. Units forced to retreat off a map edge (or outside of the scenario area) cannot return to play. Do not count them toward Victory Point [24.4] calculations.

Note: Zap units, MSUs, Supply Dumps, and Regiment Substitute Counters [23.0] can be reused.

10.28 The following units pay motorized movement costs, but do not move in the Motorized Movement Phase or Reaction Phase [12.4]:

- Axis and Soviet Super-Heavy artillery (green MA) [see 13.41 for additional movement restrictions]
- All other Axis artillery, assault gun and anti-tank with orange MA
- All other Soviet artillery, anti-tank units, or AA units with orange MA
- Axis and Soviet MSUs (orange MA)
- Certain other units with orange MA [see Playbook]

Note: A Soviet HQ unit can use Activation [21.12a] to move orange MA artillery, anti-tank, and AA units and MSUs in the Soviet Motorized Movement Phase.

10.29 AA units with no movement allowance are restricted to railroad movement [11.1] or Naval Transport [Naval Module, 28.0]. They cannot otherwise move and cannot retreat or advance as a result of combat. They are restricted during movement to final positioning (upon concluding railroad movement or naval transport) in a town, city, or major city.

Design Note: AA units without MA were area defense organizations deployed for protection of communications centers. They were not tactically mobile.

10.3 Zone of Control and Weather Effects on Movement

10.31 Friendly ZOCs do not affect friendly unit movement.

10.32 Units entering an enemy ZOC stop moving immediately.

Exception: Overrun [11.3].

10.33 Friendly units can enter enemy ZOCs using all types of movement except:

- Strategic movement [11.2]
- Units using Reaction movement [12.4] can enter an enemy ZOC only if the hex already contains one or more friendly combat units
- Railroad movement [11.1]

Note: Armored trains and railroad artillery move only along railroads. This is not Railroad Movement, so they can enter an enemy ZOC.

10.34 A unit entering an enemy ZOC pays one additional MP. If it does not have the necessary MP, it cannot enter the hex.

Exceptions:

- (1) Reacting units [12.4] do not pay this additional MP.
- (2) Crossing a non-bridged major river hexside [10.45c], Infiltration movement [11.4], and One-Hex movement [11.5] are not affected because a friendly unit spends its entire MA to cover all MP costs associated with moving the one hex.

10.35 Units cannot move directly from one hex in an enemy ZOC to an adjacent hex also in an enemy ZOC.

Exception: Infiltration Movement [11.4].

10.36 Units can begin their movement by exiting a hex in an enemy ZOC, move through one or more hexes not in an enemy ZOC, and then re-enter a hex in an enemy ZOC if enough MPs remain.

10.37 Weather Effects On Movement

a. The weather condition for the turn determines the MP column to use on the TEC. See the TEC for the differing MP costs. Changing weather can also affect ZOCs [see 3.24].

b. All Axis motorized units lose one MP during Frozen conditions [5.24] and Snow weather.

10.4 Terrain Effects on Movement

The Terrain Effects Chart identifies all the types of map terrain and lists the MPs to spend to enter each terrain type. Certain other terrain features are found on the hexside. A unit spends MPs to cross these hexsides in addition to the cost to enter the terrain in the hex itself.

10.41 Each hex contains one or more terrain types [EXAMPLE: clear and hill]. Units not on roads pay the highest MP cost to occupy the hex [EXAMPLE: In Dry weather a unit not moving on a road pays 2 MPs to occupy a hex containing both clear and hill terrain]. Generally, units using road movement pay reduced

MP costs to enter or occupy map hexes. Hex or hexside terrain which carries a plus (+) sign adds the indicated number of MPs onto the highest hex terrain cost when units not on roads cross a hexside or occupy a hex with (+) terrain.



EXAMPLE: The weather is Dry. An Axis motorized unit with MA of seven has spent no MPs, but now crosses hexside A (a river hexside) and occupies hex B. This single hex move costs the motorized unit 5 MPs (2 MPs for the hill terrain, +2 MPs for the woods, and +1 MP for crossing the river).

10.42 Terrain Effects and Railroads. Units moving from hex to hex along a railroad [but not using railroad movement; 11.1] are affected as follows.

- When a unit enters a hex with woods terrain along a railroad, reduce the total woods cost by 1 MP (in any weather). Do not reduce the MP cost if the unit exits the hex across a hexside not crossed by a road or railroad.
- When crossing a canal, river, or major river hexside on a railroad, the MP costs for these types of hexside terrain are negated. Crossing units do pay the terrain costs to enter the hex on the far side of the river (or canal or major river) crossed.
- Motorized units (or all those with orange or green MAs) can enter a swamp hex when entering along a railroad that crosses the hexside and by spending 3 MPs per hex. They can also enter by a road that crosses the hexside and move at that road's movement rate.

10.43 Road Movement during Dry Weather

There are three types of roads: motorway, main road, and minor road.

- Units moving directly from hex to hex along a road (the road symbol crosses each hexside) spend MPs at the applicable road movement rate, instead of paying the hexside and hex terrain costs.

A unit that enters a hex via a road, and then leaves that hex via a lower class of road (in the same movement phase), pays the MP cost for the lower class of road for both the entry into and exit from the hex; see Example 3 below.

Similarly, a unit that enters a hex via a road and then leaves that hex not via a road (in the same movement phase), ignores the road movement rate for both the entry into and exit from the hex and uses the underlying terrain movement cost; see Example 4 below."

Refer to the TEC and the examples below.



EXAMPLE: The Weather is Dry in all cases. The example hex is bounded by hexsides A-F. Hexsides A and B are river hexsides. The example hex is hills terrain with woods. Main roads cross hexsides C and F. A minor road crosses hexside D.

EXAMPLE 1: A unit enters the hex using road movement and ends movement in the hex. The MP cost to make this move through hexsides C or F along a main road is a half MP. The cost for using the minor road through hexside D is 1 MP.

EXAMPLE 2: A unit enters and passes through the hex while remaining on the same road type. The unit enters the hex on the main road through hexside C, remains on the main road as it crosses the hex, and enters the adjacent hex through the main road crossing hexside F. The MP cost is $\frac{1}{2}$ MP to cross hexside C and another $\frac{1}{2}$ MP to cross hexside F. The total cost of C to F is 1 MP.

EXAMPLE 3: Movement through the hex using different road types. A unit entering through the minor road hexside D spends 1 MP because the hex contains non-clear terrain. If the unit continues moving by road it will change road types and cross hexsides C or F along a main road where the cost to enter either adjacent hex will be a half MP. The total cost is 1.5 MPs. However, entering through hexsides C or F and exiting through hexside D would cost 2 MPs because the rate of 1 MP for leaving the hex is also applied to entering the hex.

EXAMPLE 4: Entry through road hexside, then exit through non-road hexside. The road rate for the hex is ignored and the MP cost is the non-road cost of the hex. A Soviet motorized unit entering through C then exiting to E spends 3 MPs (or 4 MPs if Axis motorized) plus 1 MP for the clear terrain. A Soviet motorized unit entering through D, then exiting to E, spends 3 MPs plus 1 MP for the clear terrain for a total of 4 MPs (or 5 MPs if Axis motorized). Note that Soviet units spend 1 MP less for woods.

EXAMPLE 5: An Axis motorized unit enters the hex through road hexside C, but exits through non-road hexside A. The unit again pays 2 MPs for the hills plus 2 MPs for the woods, plus 1 MP to enter clear terrain hex A, plus 1 MP for crossing a non-bridged river hexside, for a total cost of 6 MPs.

b. Optional Rule: Road Movement Alternative

This rule presents an alternative to examples 3 and 4 above as a different method of exiting a road through a non-road hexside. Refer to the illustration. Entry through a road hexside and then exit through a non-road hexside is at the cost of the hex entered, not the hex exited.

EXAMPLE: In preceeding Example 4, a unit entering through C (or F) spends a half MP, then exiting to E spends 0.5 MP for the road then 1 MP for the clear terrain for a total of 1.5 MPs. A unit entering through D and then exiting through E spends

2 MPs. A unit entering through C and then exiting through D spends 1.5 MPs.

Design Note: EFS is one of the few game systems where it is how a unit exits a hex that determines the MPs spent for how it enters the hex. Yet our observation of just how the game has been played over the years revealed that a distinct group of players prefer the more traditional technique shown in this optional rule. While optional rules belong in the Playbook for each game, the movement rules are fundamental to game play. It very much represents gaming tastes. Use of this rule should be clearly agreed to by the players from the start.

10.44 Road Movement during Non-Dry Weather

a. Motorway

- No weather condition changes the MP cost of a motorway. It always costs a half MP per hex to move along it.
- All Soviet units can use the motorway movement rate.
- Only the following Axis units can use motorway movement rates (during any weather condition):
 - All motorized (including armored)
 - All orange MA (MSUs and artillery)
 - All green MA (Super-Heavy artillery)
- All other Axis units use the terrain cost of the other terrain in the hex, and can use other road types in the hex. They cannot use the motorway in any manner, including strategic movement or using a motorway bridge.

Design Note: This was German policy. There was only one motorway and it was reserved for motor vehicles. Since the infantry could clog the road, they were assigned nearby minor routes. The motorway had only a crushed rock surface and was not complete in some places. By late fall 1941 motorized units had nearly destroyed the motorway through heavy usage.

b. Main roads. During Mud or Snow weather turns, the MP cost to enter any hex along a main road increases to one MP per hex.

c. Minor roads

- During Frost weather a unit spends 1 MP to enter any hex along a minor road.
- When Snow weather conditions apply, a unit spends 2 MPs to enter any hex along a minor road.
- During Mud weather (or in hexes where Lingering Mud conditions apply) a unit spends 2 MPs to enter a clear terrain hex on a minor road. All non-clear hexes require paying MPs at the Mud Column rate (see TEC) for that other terrain except woods (ignore Woods). Mud does not negate the effects of a minor road crossing a river or canal.

EXAMPLE: Go back to the example for 10.43. If hexside D is crossed in either direction, it will cost 3 MPs. Both contain hill terrain which costs 3 MPs during mud turns. Both hexes also contain woods; but because movement is along the minor road, ignore woods. If both hexes sharing hexside D were clear terrain hexes, the MP cost to enter either hex on the minor road would be 2 MPs for Axis or Soviet non-motorized units that do not have

orange or green colored MAs and for Soviet armor units. The MP cost would be 3 MPs for all other units except for green MA units that cannot move at all on minor roads in Mud.

10.45 Rivers

There are two types: river and major river.

a. Bridged major river hexsides

- Any unit can cross on a road bridge. When using road movement, it pays road movement rates to enter the hex on the other side.
- Any unit can cross by using a Bridge marker [22.2]. It pays the hex terrain cost of the hex entered on the other side of the bridge.
- A railroad bridge can be used for both ground and railroad movement during the same phase. Use of a bridge for railroad movement does not affect ground movement use of the bridge.

Notes:

- 1) The river symbol must cover an entire hexside for that hexside to be treated as river.
- 2) All bridges over major rivers are marked on the map; none are implied. Other rivers (and canals) have an implied bridge.
- 3) Where both a road and a railroad cross the same hexside, treat them as two separate bridges. These are separately subject to damage and repair [22.43 and 22.44].
- 4) A railroad bridge by itself does not constitute a road; it is just a bridge.

b. Non-bridged river hexside

- Units spend 1 MP in Dry weather [see TEC] to cross the hexside in addition to the cost to enter the hex on the other side. When frozen, the river has no MP effect.
- In a few places a hexside will be covered twice with river, indicating a deep meandering river bend. Here, a unit effectively crosses the same river twice to get to the hex on the other side. In these situations double the cost to cross the hexside.

Design Note: The deep meandering river bends are obvious but what you see is really art. Art is intended to make the object pleasing to the eye. After all, we have to study the game map quite a lot. River covers only the hexside, sometimes twice. It does not continue into the interior of the hex to which the end of the river points because there is no shared hexside.

c. Non-bridged major river hexside

- The following unit types are prohibited from crossing:
 - All types of armored units
 - All types of artillery units
- A non-prohibited Axis unit (including an MSU) can cross if it begins its Movement Phase (not Reaction or Motorized Movement phase) adjacent to the hexside to be crossed. It then spends its entire MA (similar to One-hex movement) and moves to an adjacent hex on the other side and stops for the phase. It can also cross during an advance after combat

[16.5], even if it had moved next to the major river during that same turn.

- A non-prohibited Soviet unit crosses using the same method as an Axis unit but only during the phase it has its full MA (it then spends its full MA to cross).
- When non-bridged major river hexsides are frozen [5.23], all unit types can cross. They spend 1 MP extra (like non-frozen rivers) to cross the hexside.

Design Note: Crossing a river depends on bridges that can handle certain weights. The prohibited units would have a weight exceeding that found with divisional bridging capabilities and would require special bridging units [as found in rule 22.2].

d. Canal. Any length of river marked by a special graphic as “canal” is treated as river for all purposes [*Exception:* 22.51d].

10.46 Woods. The TEC shows the cost for Axis units. Soviet units spend one (1) MP less than Axis units.

10.47 Lakes and Shallow Water Hexes and Hexsides. Certain sea and coastal hexes are specially marked on the game map as shallow water. Lakes are marked (graphically) by darker outlining and lighter colored water.

Note: A lake hexside is one totally enclosed by a lake.

a. Naval units cannot enter these hexes or cross these hexsides; but unless frozen, flotillas always can. These are prohibited to ground movement unless frozen.

b. Crossing by Ground Units

- No more than 3 stacking points of ground units in each phase can move across lake and shallow water if the next hex contains land. Ground units move across it the same way as they would cross a major river hexside [10.45c].
- To make this move, an engineer unit must occupy the departure land hex at the beginning of that phase at the moment of crossing and it has completed its move for that same movement phase.
- An engineer unit that has not moved can move across this hexside by itself, but then ends its movement. An engineer unit can support crossings across multiple adjacent qualifying hexsides during the same phase.

Design Note: The Germans would make use of assault boats to make such crossings. Assault boats were controlled by engineer units. The Soviets would use similar but usually more primitive methods.

c. A Bridge or Ferry marker cannot be used to cross a lake or shallow water hexside.

d. Shallow Water. Ground units can cross frozen lake or shallow water hexsides without an MP cost. They can enter frozen shallow water hexes by spending 2 MPs for each hex.

10.48 Swamps. Motorized, green MA, and orange MA units can enter or exit swamp hexes only through hexsides crossed by roads or railroads. They follow the path of roads or railroads while in swamp hexes. During frozen conditions these unit types can enter or exit swamp hexes through any hexside and do not require a road or railroad to do so. If conditions thaw (no longer frozen) those units are stuck in a swamp hex. They cannot move, advance, or retreat from that hex until it is again frozen or there is a road or railroad leading out. In this case of a stuck unit a player has the option to pick up his unit and place it in the Cadre Box.

10.49 Major City Hexes. Because ZOCs do not extend into major city hexes [even from an adjacent major city hex], friendly units can:

- Exit a major city hex and move directly into an adjacent hex in an enemy ZOC (where movement must stop)
- Enter a vacant adjacent major city hex, paying normal MP costs, and exit the major city hex if there are sufficient MPs to do so

10.5 Untried Unit Movement

10.51 An Untried unit with an unknown MA cannot move until it becomes Tried and has an MA greater than zero.

10.52 Untried units that have MA on their Untried side can move (using that MA) and still remain Untried. None of these units are motorized.

11.0 Specialized Movement

A unit can conduct only one type of specialized movement in a Movement Phase. Air transport [14.7] also qualifies as specialized movement.

EXAMPLE: A unit cannot use strategic movement [11.2] to conduct map exit [11.6].

11.1 Railroad Movement

11.11 Any combat unit or supply unit in General Supply can conduct railroad movement if it begins its Movement Phase on a railroad hex. The railroad hexes must all be part of a friendly railroad net [6.16].

11.12 A unit conducts railroad movement only during the friendly Movement Phase and only once per turn. A unit conducting railroad movement cannot otherwise move during that phase.

Note: Armored trains [21.3] and railroad artillery [13.33] conduct armored train movement, not railroad movement. Armored train and railroad artillery (both gray MA) move according to their printed MA. Like an armored train, a railroad artillery unit can move in only one of the two movement phases each turn.

11.13 Procedure

a. To be eligible to conduct railroad movement a unit begins on a railroad hex no closer than three hexes (two hexes intervening) from an enemy combat unit and remains at least three hexes (two hexes intervening) from an enemy combat unit in each hex occupied or entered. Terrain in the intervening hexes is not considered.

b. Units move up to 60 railroad movement points along friendly connected railroad hexes, changing railroads only in hexes where two or more railroad lines join.

c. Each hex entered costs one railroad movement point, regardless of terrain. Each railroad hex in a Zone of Interdiction costs twelve railroad MPs to enter [14.65].

A major river hexside costs 30 railroad MPs when using a Ferry marker [22.33].

d. A unit cannot conduct railroad movement into or through any active enemy fortification.

11.14 Railroad Capacity

a. Both sides can move units equaling only a limited number of stacking points each turn. This is the railroad capacity.

b. Each railroad capacity point equals one stacking point (or equivalent) of ground units.

c. Scenario instructions in the Playbook list total railroad capacity for each side. The railroad capacity stated in each scenario's rules is the total used for the entire scenario area [*Exception*: 11.18].

Note: This is not "per map" as was done when this game series was first published.

11.15 Other Capacity Values

- An HQ, or a unit with zero stacking value, uses one stacking point of railroad capacity.
- An MSU (one ASP) uses one stacking point of capacity.
- A Supply Dump uses a number of stacking points of capacity equal to the number of ASPs it contains.

Note: Armored trains and railroad artillery do not count against railroad capacity.

11.16 Axis railroad capacity is reduced by half during snow weather turns.

11.17 Reinforcements for both sides can enter play using railroad movement. Certain groups of reinforcements do not count against railroad capacity during the turn they enter if noted this way on the Set up Card [they use special trains].

11.18 When combining games and moving from one game area to an adjacent game area, units starting in the first area use the railroad capacity of only that area, not the capacity of the next area [you are not switching trains], and continue to do so until they cease railroad movement that turn. Next turn they use the capacity of the new game area.

11.2 Strategic Movement

11.21 During their Movement Phase, eligible units can use strategic movement. Increase their Movement Allowance by half (multiply by 1.5, after any reductions to the printed MA for weather effects). For the total amount of increase refer to the MA Conversion Chart.

EXAMPLE 1: A Soviet motorized unit with a MA of 8 using strategic movement in the friendly Movement Phase has a revised MA of 6 (half of 8 = 4, because Soviet motorized units move at half their MA during their Movement Phase; then 1.5 times 4 = 6).

EXAMPLE 2: A non-motorized Axis unit with a MA of 5 would have a revised MA of 7.5 (1.5 times 5 = 7.5).

11.22 Any unit conducting strategic movement moves solely along motorway, main road, or minor road hexes. A unit can conduct strategic movement only once each turn.

Note: Not all Axis units can use the motorway [10.44a] for road or strategic movement.

11.23 To be eligible, the unit:

- Begins its movement on a minor road, main road, or motorway hex
- Trace a Supply Route [6.12] from each hex occupied or entered
- Remains at least three hexes (at least two hexes intervening) from an enemy combat unit in each hex occupied or entered. Terrain in the intervening hexes is not considered
- Does not begin movement while in a Zone of Interdiction or move into a Zone of Interdiction

11.24 Units that cannot conduct strategic movement:

- Railroad artillery [13.33]
- Armored train [21.32d]
- Flotilla [22.51f]

11.25 Weather does not negate any type of road [10.43] for strategic movement.

Note: During Mud weather other terrain costs apply in minor road hexes, but units can still conduct strategic movement into these hexes.

11.3 Overrun



Although similar to combat [15.0 and 16.0], an overrun is a feature of movement; it is not combat. It is, instead, an attempt to push an enemy unit aside during movement. A unit does not actually enter a hex while the enemy unit is still there; the entire overrun procedure is performed from an adjacent hex.

Units can continue moving after a successful overrun. Units of both players can conduct overruns.

11.31 An overrun is allowed during the Movement Phase or Motorized Movement Phase. The hex subjected to an overrun is called the Overrun hex. Only one hex can be the object of an

road if the overrunning units remain on the road. There is no additional cost to enter a ZOC extending into the Overrun hex from another hex.

EXAMPLE: If the Overrun hex is hill terrain, the total MP cost is 1 MP to overrun plus 2 MPs for the hill (for a total of 3 MPs), plus the cost to cross the hexside (if any).

- c. Leave the overrunning stack in the hex adjacent to the Overrun Hex.
- d. Total the attack strength of the overrunning unit or stack.
- e. Total the defense strengths of all enemy units in the Overrun hex. Artillery units use only their defense strengths.
- f. Compare the attack strengths of the units conducting the overrun to the defense strength of the unit(s) in the Overrun hex to determine whether any odds DRMs apply [see Overrun Table].
- g. Combine any Defender disadvantage DRMs with Attacker Odds DRMs for a total attacker DRM [see Overrun Table]. Offset the total Attacker Odds DRM with the defender's Terrain DRMs (these are cumulative). The net DRM after offsetting cannot exceed +3 or -3.
- h. Now roll the die and apply the net DRM to the number rolled. Refer to the Overrun Table for the result. Any unit lost to satisfy a required step loss result is placed in the Cadre Box. Units that cannot be rebuilt go to the Cannot Rebuild Box. A unit unable to retreat can be counted as the required step loss.
- i. A **Successful** result means:
 - Remove any required step losses
 - The active player retreats any remaining defending units two hexes [per 16.4]
 - Remove units unable to retreat to the Cadre Box (units that cannot be rebuilt go to the Cannot Rebuild Box)
 - Supply Dumps, Bridge markers, and Ferry markers cannot retreat. Remove them and set them aside for reuse. An MSU suffers the fate of the combat units with which it is stacked (retreat or removal) [see also 6.42]
 - The overrunning units move into the now vacated hex. If that hex is in the ZOC of an enemy unit, movement for the overrunning units is finished for the phase unless they can perform a new overrun against the unit projecting that ZOC
 - If the vacated hex is not in an enemy ZOC, the overrunning units can continue moving to the limit of their remaining MA and can conduct additional overruns if they have sufficient movement points available
- j. An Overrun **Fails** result means:
 - The units conducting the overrun remain in their adjacent hex and cannot move for the remainder of the phase. Remove any overrunning units that exceed the stacking limit at the end of the present movement phase (either Movement or Motorized Movement). The remaining units have the option to conduct combat during the ensuing friendly Combat Phase.

- If Soviet cavalry participates in a failed overrun, remove one step of loss from that cavalry unit (or group of cavalry) in addition to any required loss.

11.38 Overrun Markers



Place an Overrun marker on defending units that retreat from the Overrun hex.

- a. A unit with an Overrun marker:
 - Loses its ZOC into all adjacent hexes
 - Is turned to Fired status, if it is an artillery unit
 - Is not eligible for Reaction movement [12.4]
- b. An overrun or a Declared Combat against a unit (or stack) that already has an Overrun marker receives a (-1) DRM.
- c. HQs that receive an Overrun marker are turned to their Non-Op side [21.23 and 21.24] whether they remain in play or are placed in the Cadre or Eliminated box.
- d. Remove Overrun markers from friendly units during the enemy Engineering Phase.

11.4 Infiltration Movement

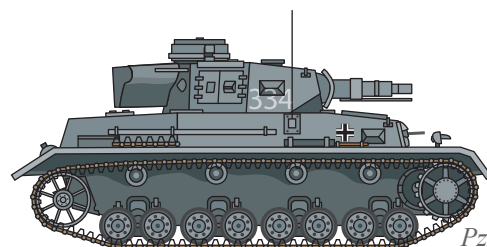
11.41 A unit eligible for infiltration movement can move directly from one enemy ZOC to an adjacent hex also in an enemy ZOC when it starts its movement adjacent to an enemy unit. This can be the ZOC of either the same enemy unit or a different enemy unit.

11.42 Eligible Units:

- Motorized units, if they have a printed yellow MA of 7 or greater
- Cavalry units (with a yellow MA)
- Ski units (with a yellow MA) [11.46]
- Mountain units [11.48]

11.43 An eligible unit can conduct infiltration movement only in those movement phases where the Movement Phase Chart indicates the unit has its full printed MA available (even if the unit is Out of Supply).

EXAMPLE: An Axis armor- unit (6-4-7) moves with 7 MPs in the Movement Phase but only 3.5 MPs in its Motorized Movement Phase. It can conduct infiltration movement only during its Movement Phase.



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11.44 Infiltration movement costs the unit's entire MA. The unit must have sufficient MA to enter the destination hex if it could have entered the hex under regular movement conditions. Disregard the MP cost to enter enemy ZOC [10.34].

11.45 Infiltration movement is not allowed into a hex where Mud weather conditions apply. It is allowed during all other weather conditions.

11.46 Ski units can infiltrate only into hexes having Snow weather conditions.

11.47 Infiltration movement is not allowed across fortification hexsides or into hexes containing active enemy fortifications.

11.48 Special Infiltration Movement Situations

a. Mountain units can conduct infiltration movement into or out of a hill, mountain, or alpine hex [due to their training].

b. If a friendly combat unit starts the phase in a destination hex, any unit (except green and orange MA units) can conduct infiltration movement to enter that hex. The initial friendly unit in the destination hex is free to move elsewhere that same movement phase after the infiltration movement is completed.

11.5 One-Hex Movement

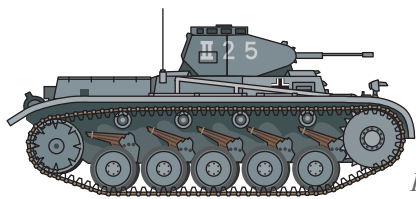
A unit that has enough MA to move into some hexes, but not others, might be able to use one-hex movement to move into a hex that it has insufficient MA to enter.

11.51 All combat units can conduct one-hex movement. They conduct one-hex movement only during those movement phases where the Movement Phase Chart indicates the unit has its full printed MA available.

11.52 One-hex movement is allowed only into an adjacent hex. The moving unit cannot have spent any MPs that phase prior to conducting one-hex movement. It then spends all its MPs and moves just the one hex. It is not restricted by weather or supply status. It cannot conduct overrun.

11.53 One-hex movement is not allowed:

- Across a hexside or into a hex prohibited to the moving unit [see TEC]
- From a hex in an enemy ZOC to an adjacent hex also in an enemy ZOC [Here, the unit might qualify instead for infiltration movement]
- By units with zero (0) MA or no MA.



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11.6 Map Exit

Units may be required to move off the map in order to fulfill scenario victory conditions.

11.61 A unit can exit during any movement phase in which it is allowed to move. It spends one MP to exit the map from a full hex at the map-edge. [A partial hex at the edge of the scenario area is not playable; 10.27c].

11.62 Exited units are not eliminated and do not require general supply. They cannot return to the map and do not count for VPs as eliminated units [24.4].

11.63 After friendly units exit through any hex in a specific exit area [see scenario instructions], enemy units cannot subsequently enter through (or trace supply through) any hex of that exit area.

12.0 Pre-Combat Actions

12.1 Attack Declaration

Combat takes place between adjacent opposing combat units at the active player's option [**Exception:** 12.16 and 12.3] during the Combat Phase. Combat cannot take place unless it is declared.

12.11 A player declares his attacks in his Attack Declaration Phase. Place a Declared Attack [12.32] marker on each Defender hex targeted by an attack [see also 12.35]. Once an attack is declared, it becomes required.

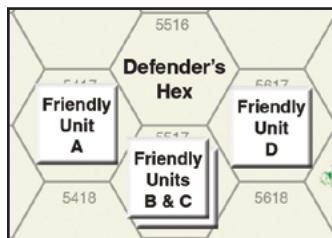
12.12 Which Units Can Attack

a. The active player must have friendly units eligible to attack that are adjacent to enemy combat units in Defender hexes where attacks are allowed [12.14].

b. All combat units are eligible except:

- Units with zero attack strength [see also 3.44]
- Flotillas during Storm [22.54c]
- Units that are still Untried, unless attacking with a unit with known attack strength greater than zero

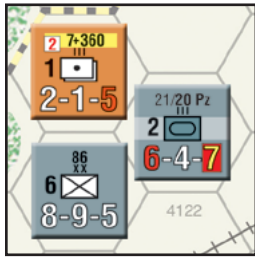
12.13 Attacking is Voluntary. Multiple friendly combat units can be adjacent to an eligible Defender hex, but the attacker need not include all of them in a Declared Attack on the hex. They are not required to attack.



EXAMPLE: Friendly units A, B, C, and D are adjacent to an eligible Defender hex. An attack is declared utilizing units B and D. Units A and C, also adjacent, are not required to participate.

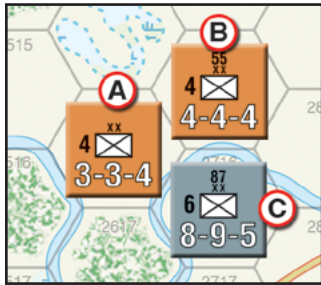
12.14 Hexes Eligible to Be Attacked

a. The enemy-occupied hex contains terrain that allows adjacent friendly combat units to enter the hex and cross the hexside.



EXAMPLE: The defending unit can be attacked by the infantry and armor units because they are able to move into the Defender hex.

b. An attacking unit can choose to ignore enemy (defending) units in adjacent hexes whose ZOC does not extend into the attacker's hex.



EXAMPLE: Hexes A and B are potential Defender hexes. Because the ZOC of the Soviet units does not extend across the major river hexsides, the Axis unit in Hex C can attack either of the Soviet units without being required to attack both. The Axis unit can cross the hexside.

12.15 Hexes Not Eligible to Be Attacked

a. A unit cannot attack an unoccupied hex.

b. An attacking unit cannot participate in a Declared Attack against a hex that it cannot enter, or across a hexside prohibited to its movement by the TEC.

Exception: An armored unit can attack across a major river hexside when attacking with units that are eligible to cross that hexside. Any type of motorized unit can attack a swamp hex if the defending unit projects a ZOC (per 3.2) into the hex with the attacking units. Any unit not eligible to enter a swamp hex is halved before combat.

Design Note: Nearly all armored units in this game are mixed arms task forces with various small units attached to them. They are only predominately armor, not strictly pure armor, and thereby retain most aspects of other types of units mixed with them.

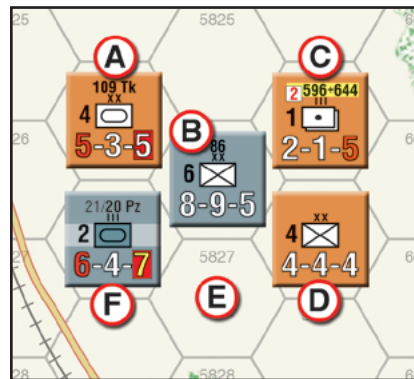


EXAMPLE 1: Dry weather means movement across a sea (or lake) hexside is prohibited [see TEC]. No friendly unit can enter the enemy hex through hexside A. Therefore, an attack across this hexside is prohibited. No attack can be declared.



EXAMPLE 2: The enemy-occupied hex contains swamp, and the weather is Dry. Even though the friendly armor unit cannot cross hexside A because it is not crossed by a road or railroad [see TEC], it can attack that hex [under the rule 12.15 exception above].

12.16 Required Attacks. When a unit attacks, all enemy combat units that project a ZOC into the attacking unit's hex are required to be attacked by either that attacking unit, or by at least one other eligible attacking unit. If a stack of units is adjacent to enemy units in multiple hexes projecting ZOCs into the friendly stack's hex, at least one unit must attack each of the adjacent enemy hexes [subject to 12.14].



EXAMPLE: The weather is Mud and all hexes are clear terrain hexes. Soviet units occupy hexes A, C, and D. Axis units occupy hexes B and F. The Soviet armor unit does not project a ZOC into hex B (during Mud turns, motorized units only project ZOCs into adjacent hexes through hexsides crossed by motorway, roads or railroads, or into town or city hexes). The Axis player desires to attack the Soviet armor unit with his units in hexes B and F. Given the current positioning of the units, the infantry unit in hex B could not attack the armor unit in hex A unless it also engages the Soviet unit in hex D.

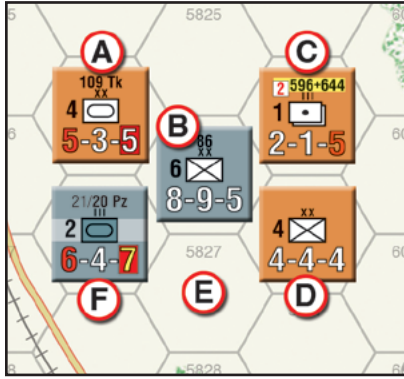
Because the Axis infantry unit in hex B is in the ZOC of the Soviet infantry unit in hex D, it must attack that hex (when attacking, a unit is required to attack every enemy-occupied hex that projects a ZOC into its hex). If another Axis combat unit with sufficient strength occupied hex E, it could attack the Soviet unit in hex D, thereby freeing the unit in hex B to join in the attack on the Soviet armor unit.

The Soviet unit in hex C has no effect because it does not project a ZOC into hex B. It can be ignored or attacked, but if it is attacked, the Soviet unit in hex D must also be attacked (as it projects a ZOC into hex B). Note that because the Soviet artillery unit is in the ZOC of the Axis unit in hex B, it cannot provide artillery support to hex A [13.11d].

The Soviet unit in hex C has no effect because it does not project a ZOC into hex B. It can be ignored or attacked, but if it is attacked, the Soviet unit in hex D must also be attacked (as it projects a ZOC into hex B). Note that because the Soviet artillery unit is in the ZOC of the Axis unit in hex B, it cannot provide artillery support to hex A [13.11d].

12.17 Multiple Hex Attacks. Two or more Defender hexes can be targeted in a single attack if:

- The provisions of 12.14, 12.15, and 12.16 are met, and
- All attacking units are adjacent to all defending units, and
- All attacking artillery units are in range of one or more of the Defender hexes.



EXAMPLE: In the figure above, the Axis unit in hex B could be designated to attack the Soviet units in A, C and D because it is adjacent to all three units (and it meets the other prerequisites for attack). The Axis unit in hex F could not participate in this attack because it is adjacent to only one of the three enemy units (the armor unit in hex A).

12.2 Minimum Combat Odds



12.21 Combat cannot be declared if the initial combat odds are worse than 1-4. Odds are checked at the moment the Declared Attack marker is placed on the Defender hex. Where the defender has Untried units [15.43], assume each has a defense strength of one (1) for determination of minimum allowable initial odds.

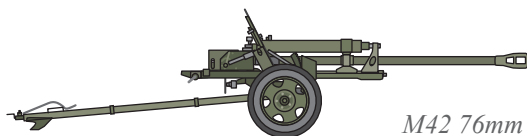
12.22 Computing Combat Odds

- Total the attack strengths of adjacent friendly non-artillery combat units designated to attack [15.1].
- Adjust for terrain [15.41] and weather [15.42] effects on combat strength.
- Total the defense strengths of all non-artillery combat units in the Defender hex(es) [15.11].
- Divide the total attack strength by the total defense strength to arrive at a combat odds ratio, which is rounded off, always in favor of the defender.

EXAMPLES: 10 attack strength points against 2 defense points is 5-1 odds, 10 to 3 is 3-1 odds, 10 to 4 is 2-1 odds, 10 to 5 is 2-1 odds, and 10 to 6 is 3-2 odds.

12.23 If the initial odds ratio is 1-4 or higher, place a Declared Attack marker on the Defender hex.

Note: Final combat odds may differ [15.47] and can be at worse than 1-4 odds [15.47c].



M42 76mm

12.3 Soviet Mandated Attacks

“Prikaz I.V. Stalina”

(Stalin Directive)

From time to time Stalin ordered special attacks. These are Mandated Attacks. These usually occur as a result from the Soviet Replacements Table [7.51] but can be assigned in certain scenarios. Mandated attacks follow the requirements of 12.1 but with the added restrictions shown below.

12.31 A Mandated Attack can be made any turn, and need not be made during the same turn it is first required. Mandated Attacks can accumulate, so the Soviet player could declare more than one in a single turn. He cannot declare a Mandated Attack before it is required by a Replacements Table result.

12.32 During his Attack Declaration Phase the Soviet player declares any Mandated Attacks. He then immediately places a Mandated Attack marker on each defender hex; he also also places a marker on each attacking unit conducting the Mandated Attack. These are part of this attack and cannot be changed. A Mandated Attack is also a Declared Attack.

Note: Some units may have been moved because of HQ activation [12.35] to perform Mandated Attacks.

12.33 A Mandated Attack requires an attack with at least six steps of combat units (excluding artillery), and at an initial odds calculation of at least 3-2. If Axis Reaction reduces the final odds and it still meets minimum combat odds, the attack still qualifies as a Mandated Attack.

12.34 An overrun [11.3] does not fulfill the requirements for a Mandated Attack [It is not a Declared Attack].

12.35 HQ Doubling Effects. For each Mandated Attack, one operational HQ doubles its remaining non-interdicted command value during activation [21.12a]. To obtain the doubling for the HQ at least one of the units now activated by that HQ must participate in a Mandated Attack during the subsequent Combat Phase. The same HQ (or any other) can double every turn there are Mandated Attacks to fulfill.

12.36 The Soviet player is penalized for not making timely Mandated Attacks.

a. Any turn the Axis player newly captures (not recaptures) one or more scenario Victory Point locations (even if that location does not currently provide the Axis player any VPs) and still holds it during the Administrative Segment, all Mandated Attacks not yet made are converted into Victory Points [see Victory Point Schedule] for the Axis player. The VP Track is adjusted, and the “Mandated Attacks Not Yet Made” marker returns to the zero box of the Soviet Loss/Replacement Track.

b. If the number of accumulated Mandated Attacks on the Soviet Loss/Replacement Track reaches nine (9), each additional Mandated Attack immediately converts to an Axis Victory Point.

EXAMPLE: Soviet has 8 MA in-hand on the Soviet Loss Track. He rolls on the Replacement Table and gets another 2 MA; this

is converted to 9 MA in-hand and 1 VP immediately awarded to the Axis player.

c. During the Replacements Phase, each accumulated Mandated Attack becomes a (+1) DRM to the Replacement Die Roll.

EXAMPLE: Two “Mandated Attacks Not Yet Made” becomes a (+2) DRM.

12.4 Reaction Movement

After Attack Declaration the defending (non-active) player can conduct reaction movement during his Reaction Phase. Reaction movement allows the defender local reaction to combat. Thus, if the moving player makes no Declared Attacks, no reaction movement is possible.

12.41 During his Reaction Phase the defender can move any one eligible unit for each Defender hex at up to half its MA [see the Movement Allowance Conversion Chart]. Specialized movement [11.0] is not allowed during this phase.

a. A unit is eligible if it:

- Has red-box MA
- Is within three hexes of a Defender hex
- Does not have a Fuel Shortage or Overrun marker on it
- Does not begin movement in an enemy ZOC or in a Defender hex
- Does not move into or out of a hex in an enemy air Zone of Interdiction [14.65]

b. Additionally, for a Soviet unit to be eligible, it:

- Is within command range [21.11] of an HQ with a non-interdicted command point [21.12c]
- Cannot be within command range of a Non-Op HQ
- Cannot be an NKVD unit

Design Note: NKVD units were not under Army command, and doctrine did not exist to allow such tactical flexibility.

12.42 With a multi-hex combat, multiple reacting units could move to the same combat, but only one reacting unit can move into a Defender hex. Reaction need not be into the Defender hex of the combat that triggered it, or even toward any combat.

12.43 A reacting unit can enter a hex adjacent to an attacking enemy unit only if entering a hex already occupied by a friendly combat unit [including a Defender hex]. It cannot force creation of an additional combat. When the reacting unit enters an enemy ZOC, it does not pay the MP cost to enter an enemy ZOC. Instead it stops for the remainder of that phase.

12.5 Orders Markers



12.51 Both players have the option to place an Orders marker regarding retreats for each Declared Attack:

a **No Retreat** or an **Additional Retreat** marker.

A single Orders marker placed on any hex of a multiple-hex combat applies to all friendly hexes in that combat. All friendly units in that combat will have the same Order. A different hex in

the same combat cannot have a different Order [12.53f]. Refer to [15.52] and [16.45] for the impact of Orders markers.

12.52 The defender issues Orders during his Reaction Phase after defensive artillery support has been added. The attacker issues his during the Combat Phase before resolving any combat [see also 15.33].

12.53 Orders Placement (Both Players)

a. Place all Orders markers face down. Reveal them as each combat is resolved.

b. The defender can place an Orders marker (either type) only where the Defender hex includes eligible terrain. Eligible terrain is woods, alpine, mountain, city, major city, or any type of friendly active fortification [**Exception:** Citadel; 18.51d]. Include towns when weather causes the town to give a DRM for defense. Where there is more than one Defender hex in a single combat, the Order can be placed if at least one of the Defender hexes includes eligible terrain.

c. The attacker can place an Orders marker (either type) only in a combat where the defender has already placed Orders. He can place Orders without qualifying terrain in the hexes his units occupy when the defender has placed Orders.

d. An Additional Retreat Orders marker cannot be placed on hexes where Mud conditions apply.

e. Orders markers do not apply to units with a MA of zero.

f. If an Orders marker is placed on one hex in a multiple unit combat, apply it to all hexes for that side in that combat and to all those units as a group. Separate Orders are not placed on different units in the same combat. If a multiple combat situation, each with separate and different Orders, becomes just one combat (now multi-hex), the defender removes the conflicting Order(s) of his choice so that only one Orders marker remains.

g. Orders markers cannot be placed in an enemy air Zone of Interdiction [14.65], but citadel [18.51d] and NKVD effects [12.54b] still apply [These are “effects,” not “orders” as issued by an HQ].

12.54 Soviet Retreat Orders Placement

a. Soviet Orders markers require Soviet HQ command points [21.1]. At least one of the Soviet hexes in that combat must be within the command range of an Operational HQ that has an available, non-interdicted command point to issue the Order. It cannot be within the command range of a Non-Op HQ. Non-Op HQs cannot issue Orders. The Non-Op HQ effect takes precedence over Operational HQs [21.22 and 21.25].

b. An NKVD unit occupying qualified terrain [12.53b] automatically gives a No Retreat Orders marker to that hex without requiring an HQ command point [21.12d; see also 21.51d]. Place revealed No Retreat Orders markers on these hexes. These cannot be removed by a Non-Op HQ [21.25]. They can, however, be removed by an Operational HQ [21.12e and 21.51c].

13.0 Artillery

Artillery units can participate in combat from either adjacent or non-adjacent hexes with their support strength added to the total friendly combat strength. Artillery must be within range of the Defender hex when conducting artillery support.

13.1 Artillery Support

13.11 Only eligible artillery units can conduct artillery support (attacking or defending). Artillery units are not required to contribute support strength. Eligibility requirements:

- a.** The artillery unit conducts support only in conjunction with friendly combat units in a Declared Attack.
- b.** The artillery unit (of either side) can be within range of any one of the Defender hexes in that one combat. If the number of hexes from the artillery unit to the Defender hex does not exceed the unit's printed range, it can support. When counting range, do not count the artillery unit's hex but do count the Defender hex (enemy or friendly).
- c.** Regardless of its General Supply state, each attacking artillery unit is required to trace an LOC to an ASP providing Attack Supply to that combat.
- d.** Defender artillery in an enemy ZOC cannot offer support to friendly units in another hex.

13.12 Artillery Support Strength

Once a player commits an artillery unit to support, that unit cannot transfer its support strength to any other combat. Add that artillery unit's support strength to the friendly unit strength in that combat and re-compute combat odds. Turn the artillery unit over to its "Fired" side at the conclusion of that combat [see also 13.42b Note]. Turn the artillery unit back to its active side during any (either player's) Engineering Phase.

13.13 Support Strength Limit

- a.** A single artillery unit can support only one combat within its range per combat phase. It cannot split its strength, lend unused points to other artillery units, or accumulate unused points for use on a later turn.
- b.** In any combat, attacker support strength cannot exceed (unadjusted) attack strength and defender support strength cannot exceed (unadjusted) defense strength. Excess support strength points of the same unit are not available for this phase.

Note: If separate combats, each with separate artillery support become just one combat (now multi-hex), any excess support strength is lost [see also 13.14 and 13.15].

13.14 Axis Unit Combination Limits

- a.** Up to four artillery units (any type) can combine their support strength to provide support (attacking or defending).
- b.** Axis Super-Heavy artillery units do not count against the four unit limit [13.42d].

13.15 Soviet Unit Combination Limits

- a.** Only one coast defense or field artillery unit can provide artillery support (attacking or defending). The limit increases to a maximum of two units if both are:
 - Within command range of the same non-interdicted HQ [21.14] and not within the command range of a non-Op HQ, or
 - In the same Defender hex, or
 - One can be in the Defender hex while the other is within range of the Defender hex and in command range.

Note: A non-Op HQ does not allow combining since it has only a recovery value, not a command value.

- b.** Up to two rocket units can be added in addition to the one (or two) artillery unit limit. The rockets do not need to be within command range.
- c.** As many Soviet railroad artillery units [and naval artillery; see Naval module] as desired can be added in addition to other artillery if all are within command range of an Operational HQ. These do not need to be stacked with other artillery types to be included.

13.16 Terrain Effects

- a.** Artillery is not halved when it supports across a major river hexside or from swamp. Artillery units supporting into a (non-frozen) swamp are halved.
- b.** Artillery can conduct support across lake or sea hexsides.

13.2 Artillery in a Defender hex or an Enemy ZOC

13.21 When one or more artillery units are the only unit type defending together, use only their total defense strength. They cannot provide support to themselves or any other Defender hex.

13.22 When an artillery unit occupies a Defender hex with any non-artillery combat unit, it can provide support only for the defense of its hex, in which case it does not use its defense strength. Artillery units in the Defender hex that are not qualified [see 13.13] to contribute their support strengths contribute their defense strengths instead. An artillery unit in a Defender hex (or attacker's hex) is subject to all combat results.

13.23 When attacking and in an enemy ZOC, an artillery unit can support only an attack on the enemy units that project a ZOC onto its hex (owner's choice if there is more than one attack against these).

13.3 Special Situations

13.31 Axis-Allied Artillery

- a.** Unless located in the Defender hex, Axis-Allied artillery units provide defense support at half strength (drop fraction) to any nationality, including their own (German artillery is not reduced).
- b.** No more than two Axis-Allied artillery units can combine to provide defense support in a single Declared Attack.

c. Up to two German artillery units can combine (attacking or defending) with Axis-Allied artillery in addition to the two unit Axis-Allied limit.

13.32 Rocket Artillery

a. Rocket artillery units have an “A” following their support strength. This means they use their support strength only when supporting an attack; they cannot support a defender.

b. Up to two attacking rocket artillery units can stack above the stacking limit. Regardless of the combat result or whether the attacker had a No Retreat order, they either retreat [16.4], or are eliminated (Eliminated Box) after combat. They cannot advance after combat [16.5].

c. All attacking Soviet rocket units, regardless if stacked above the stacking limit, and even if not required to retreat by the actual combat result, nevertheless are required to retreat after combat, or they are eliminated after combat. Axis attacking rocket units may also optionally be retreated.

13.33 Railroad Artillery

a. A railroad artillery unit can move only when on its Mobile side. It moves exactly like an armored train (grey MA) in either the Movement Phase or the Motorized Movement Phase, but not both [11.12 note and 21.32]. It does not use railroad capacity.

b. A railroad artillery unit functions in combat exactly like Super-Heavy artillery [13.4]. It has both Mobile and Firing modes and changes mode by the same procedure.

13.4 Super-Heavy Artillery

Super-Heavy Artillery (S-HA) units possess the heaviest of the artillery pieces, including the monster weapons designed to reduce fortifications to rubble.

13.41 Super-Heavy Artillery Movement

a. Super-Heavy Artillery can enter a hex only through a hexside crossed by a main road, minor road, motorway, or railroad.

b. Movement is allowed along connected minor road hexes only during Dry or Frost weather turns.

c. Strategic movement is allowed.

d. A Super-Heavy artillery unit can move, including using railroad movement, only when it is on its mobile side.

13.42 Super-Heavy Artillery Mode

a. All Axis S-HA units have only one step; the two sides of the counters instead show different modes. The front side is the Mobile side, with a blank range box and zero support strength. Units on their Mobile sides can move, but they cannot provide support to Declared Attacks. The back side represents the Firing mode, with printed range, support strength, and attack DRM. Units in Firing mode cannot move.

b. S-HA units change modes during the friendly Engineering Phase. If the S-HA unit did not move during the previous friendly Movement Phase, it can change from Mobile mode to Firing mode. It can then provide support next turn. If the S-HA unit is in Firing mode during the Engineering Phase, it can change to

Mobile mode during the Engineering Phase and move during the next friendly Movement Phase.

Note: Axis S-HA does not have a “Fired” mode because their sides are used to indicate Mobile or Firing modes. Use Fired Artillery markers to indicate they have fired.

c. S-HA (and railroad artillery) units have an “A” following their support strength. This means they cannot provide support strength or DRMs when defending. They contribute only their defense strength when occupying Defender hexes.

d. Axis S-HA does not count against the artillery combination limit [13.14]. Any number of S-HA units can be included.

e. Each S-HA unit contributes its support strength and DRM only to attacks where the Defender hex contains any type of fortification [18.0]. The DRMs supplied by attacking S-HA and engineer units combined cannot exceed the defense DRMs for qualifying terrain [15.54] in the Defender hex.

f. S-HA units in Firing mode cannot retreat.

13.43 Super-Heavy Artillery Bombardment. When at least one Axis S-HA unit is included in a supplied Declared Attack on an active fortification, the Axis player has the option to conduct Bombardment. He conducts Bombardment first, after he has spent his Attack Supply but before the strengths of both sides are calculated for regular combat. S-HA units cannot attack by themselves. Soviet S-HA units cannot conduct Bombardment.

a. Use the Super-Heavy Artillery Effects Table to determine Bombardment effects before resolving combat (but after commitment of air, artillery, and reaction). Use the Table only when attacking an enemy fortification.

b. When more than one S-HA unit conducts Bombardment against one target, combine all into just one resolution of the Table. Apply only the single best DRM listed below the Table [These are repeated on the unit’s Firing mode side]. S-HA units not listed still use the Table but do not have a DRM on the Table.

c. Only those S-HA units with an asterisk for strength can destroy citadels or fortified lines. They cannot destroy strongpoints or fortified belt hexes. Those with only an asterisk for support strength apply only a DRM to the combat, not support strength.

d. Apply all Bombardment effects prior to resolution of regular combat [the S-HA bombardment occurs first].

13.44 Bombardment Results

a. **No Result** means:

- The S-HA unit(s) had no effect; the fortification DRM cancellation does not take effect. Fortifications are not destroyed or suppressed

b. **Suppressed** means:

- Citadel is not destroyed
- For each firing S-HA unit cancels one fortification (+1) DRM in the hex

c. Destroyed means:

- Citadel or fortified line is destroyed permanently if an asterisk strength S-HA unit was firing; otherwise, citadel or fortified line is Suppressed
- Strongpoint or fortified belt is Suppressed

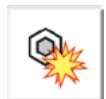
d. Results of 3 or less allow Attacking Axis units to disregard Asterisk (*) results on the CRT in the ensuing Declared Attack die roll.

e. With Table results of **1 or less**, apply the **3 or 2** line results and apply one defender step of loss in addition to any Citadel Destroyed step loss. The defender chooses this step of loss. A citadel can be destroyed only once. Bombardment results take effect immediately, before the regular combat is resolved.

f. Regardless of the Bombardment result:

- Firing units do not take any step loss (even if adjacent)
- Any S-HA support strengths still apply in regular combat odds calculation

13.45 When the citadel is Destroyed, each S-HA or Coast defense artillery unit in the Defender hex is reduced by one step.



Place a Citadel/Fortified Line Destroyed marker on the hex to show that the citadel (or fortified line) is destroyed.

13.46 A scenario may indicate the number of times certain S-HA units can provide support. This is recorded by using the Ammo Level markers on the Loss/Replacement Track. Unless otherwise stated, start each unit's Ammo Level marker on the 4 Box. Move it down one box each time the unit provides support or conducts Bombardment. Once a unit's Ammo marker reaches zero, it cannot fire again until provided with new Ammo [see scenario rules].

13.5 Limited Artillery Supply

Artillery of both sides may require spending an extra ASP in order to provide defense support for the Defender hex.

13.51 Limited Artillery Supply conditions begin with the second Frost turn during Frost Climate. Once begun, the requirement remains in effect for the rest of the scenario [or until the next Dry Climate begins].

13.52 When Limited Artillery Supply conditions exist, an artillery unit cannot provide defense support unless it can trace a LOC to a friendly ASP.

13.53 During the resolution of each combat where an ASP allows defense support [13.52], the owner rolls the die and checks the Limited Artillery Supply Table. If the result is spend one ASP, then remove the designated MSU, or if a Dump was used, reduce the Dump by one ASP. As many artillery units as are able to trace supply to the ASP can draw from the same ASP (note the Limited Supply Table DRMs), or each can draw from different ASPs (and the die is rolled separately for each ASP). An ASP not spent can be rolled against in the next combat.

Note: Attacking artillery already requires an ASP already designated for the attack and does not separately require supply under this rule.

14.0 Airpower

“Wo bleibt die Luftwaffe?” (“Where is the Luftwaffe?”)

Often asked by German soldiers



Air units represent the tactical aircraft used by both sides. Each air unit equals one fighter or bomber group of forty to seventy aircraft. Both sides have “Dummy” air units (with no aircraft) to aid in deceiving the opponent concerning the content of an air mission or interception.

14.1 Air Units

14.11 There are three types of air units: Fighters (F), Bombers (B), and transports (T). Air units do not have “steps” like ground units and therefore cannot be taken as losses in ground combat. They are subject instead to losses from air combat [14.3] or AA Fire [14.4].

Design Note: All air units have their aircraft type marked on the counter. This is usually for historical reference, but units are also differentiated for limited and unlimited ranged flight by aircraft type [14.22]. The Soviets usually employed more than one aircraft type in their air formations, so the type listed is the prevailing type in that unit.

14.12 Air Unit Classification

a. Mission units. Bomber (B) and Transport (T) air units are always mission units. Mission units cannot initiate air combat.

b. Firing units. All Fighter (F) units not declared as mission units are firing units. If both players have air units in the Mission hex and one or more firing units are present, Interception may occur. Interception is air combat.

c. Dual purpose air units. Some Fighter units on both sides possess both CAS ratings and Interdiction ratings in addition to their Air Combat Rating. In any CAS mission where dual purpose fighters are revealed, the owner declares whether those fighters are mission units or firing units at the moment the units are revealed. The declaration is irreversible. In any Interdiction mission where enemy fighters are present, the owner declares first whether each fighter is serving as a mission unit or a firing unit.

14.13 Store air units in the appropriate box of the Air Unit Status Track whenever they are not in use. The capacity of each box is unlimited.

14.14 A player can conduct missions [14.2] or intercept enemy air missions with air units from the Ready Box, as he desires, each turn [up to the limit in 14.21b]. An air unit is not available to conduct a mission unless it is in the Ready Box.

Note: Multiple air unit nationalities can be present in a mission, unless restricted by scenario rules.

14.2 Air Missions

14.21 An air unit can conduct one of the following air missions each turn: Close Air Support (CAS) [14.5], Interdiction [14.6], or Air Transport [14.7]. An air unit performing one of these air missions is called a “mission” unit.

Note: In games where the Naval Module rules are in play, add the Naval Movement Interdiction and Shipping Attack missions.

a. Only those air units (actual or Dummy) that are in the Ready Box after Air Readiness [9.0] is checked can perform an air mission.

b. The maximum number of air units (including Dummy air units) that can be allocated to a single air mission or to a single hex is:

- Three active player air units, or
- Three non-active Axis air units, or
- Two non-active Soviet air units.

c. Air units assigned to conduct a single air mission can include fighter and dummy air units that are not capable of conducting the mission.

EXAMPLE: Fighter air units can be sent as escort for mission air units.

d. When conducting an air mission, the owning player (active or non-active) places his air unit(s) in the hex he desires to be the Mission hex. He does not move them hex-by-hex across the map [**Exception:** 14.7]. A Mission hex is the location on the map where a player chooses to place his air units for their air mission.

14.22 Range Limitations

a. A Mission hex for the following air unit types cannot be more than 25 hexes away (measured like artillery range) from any friendly Supply Source, town, city, or major city hex that is in General Supply during the Supply Status Phase:

- Axis single-engine air units [14.22d]
- Any Axis air units performing CAS missions
- All Soviet air units of any type [Except the Soviet long-range bombers: TB-3 and DB-3]

b. Transport air units can conduct air transport missions only up to a range of 60 hexes [see also 14.74].

c. All other Axis air units and Soviet TB-3 and DB-3 air units can conduct missions in any hex without considering range.

d. Axis single-engine air units are the following types:

Bf 109E, Bf 109F, Ju 87, Hs 123, B-534, CR.42, IAR 80, MC.200, PZL P.11

Design Note: Soviet doctrine called for fighters to be located within a range of 120km from the front lines and designed them to be able to operate within a range of 200km.

14.23 Place air units upside down on their Mission hex. Their identity and strength is unknown to the enemy player until air combat [14.32] is conducted.

14.24 Air Unit Mission Allocation

a. The active player moves air units from his Ready Box and places up to three air units face down on each Mission hex (or in the Naval Movement Interdiction Box - Naval Module, 31.12). These can be any combination of mission and firing units.

b. A non-active Axis player can move up to three air units (or a non-active Soviet player can move up to two air units) from his Ready Box and place them face down on any allowed Mission hexes.

14.25 Resolving Air Missions. After all missions and interception of those missions for both sides have been designated, resolve each mission one Mission hex at a time.

- For each Mission hex the active player reveals his units and declares them to be mission units or firing units [14.12]. Then the non-active player does the same.
- Conduct air combat [14.32].
- AA Fire is conducted against surviving mission air units [14.4].

14.26 Completion of Mission

a. As units complete their mission for the turn, place them in their Flown Box. Air combat [14.3] or AA Fire results [14.4] might cause them to be placed instead in the Damaged or Destroyed Boxes.

b. Air units (as firing units) that accompany mission units and do not engage enemy air units in air combat also go to their Flown Box upon completion of the air mission, but their owner immediately conducts the Air Readiness procedure [9.0] for each. A unit that fails remains in the Flown Box. If it passes, move it to the Ready Box.

Note: This is an important change from previously published editions of these standard rules.

14.3 Air Combat

When air units move to a hex containing enemy air units [see 14.52, 14.61, and 14.76], air combat may occur between those units if either or both players have firing air units. If there are no firing air units, there is no air combat.

14.31 Air Initiative in Air Combat

Before air combat begins players first determine whether one side has Air Initiative. Air Initiative determines the order in which firing units are placed in air combat.

a. Preparation. Both sides turn over all their air units in the hex to their front sides. Remove Dummy air units to the flown box. Declare firing units and mission units. For Interdiction procedure, the Axis player declares first. For CAS and air transport missions, the active player declares mission units first before any air combat.

b. In all cases the active player uses the Air Initiative Table to determine other air combat conditions (such as which friendly firing units will have combat with enemy air units).

c. If a player has only mission units he cannot have Air Initiative or Local Tactical Advantage [14.32d]; his opponent receives Initiative instead.

d. Roll the die and refer to the Air Initiative Table. Results are:

No Air Combat	No air combat occurs. The firing units go to their Flown Box (and immediately apply 14.26b). Mission units conduct their mission after possible Anti-aircraft Fire [14.4].
Air Initiative	Conduct the Air Combat procedure [14.32] with the side indicated by the Table as having Air Initiative. One side may also have Local Tactical Advantage [14.32d].

Note: If air combat occurs, all firing units go to the Flown, Damaged, or Destroyed box after air combat, depending upon the air combat result.

14.32 Air Combat Procedure

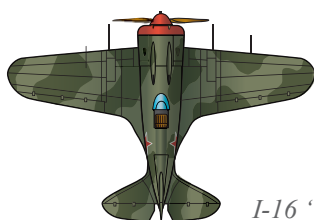
Air combat occurs when one air unit fires on another air unit, the target being either a mission unit or an enemy firing unit.

a. Selection. The player having Air Initiative selects those enemy air units that his air units will fight. First, he assigns a single friendly firing unit to each enemy firing unit that is present. Second, he assigns a single friendly firing unit to each enemy mission unit present.

b. Concentration. If one player has more firing units than the other player has units present, excess firing units can be assigned to any enemy air unit. All enemy units must have an attacker assigned to them before determining whether there are any excess units. Units attacked by more than one enemy unit fire at only the first attacker.

c. Firing. All firing is simultaneous, so all units fire before applying results. Subtract the target unit's Air Combat Rating from that of the firing unit to determine the rating difference. The owner then rolls the die and refers to the column on the Air Combat Table which equals the difference in rating for the air combat result. Where multiple firing units concentrate on a single defender, all excess firing units will fire before applying any results.

EXAMPLE: A Bf 109F (rating of 4) firing at a MiG3 (rating of 2) uses the "+2" column of the Air Combat Table. The MiG3 returns fire using the "-2" column.



I-16 "Rata"

d. Local Tactical Advantage. If the player with Local Tactical Advantage has any unengaged firing units after the initial round of combat, he can select a new target for each of them. An engaged enemy air unit cannot be chosen as a new target. To be unengaged, a firing unit will have forced its initial round air opponent to return to the Air Unit Status Track. Regardless of air unit type, targets of Local Tactical Advantage fire cannot return fire. Now resolve each new air combat.

e. Surviving mission units will continue the mission. Place all surviving firing units in the Flown Box; rule 14.26b does not apply.

14.33 Air Combat Results. Refer to the Air Combat Table and apply air combat results to each combat. Air units affected by air combat results are returned to their respective air unit status cards. The results are:

- A** Aborted units go to the Flown Box
- D** Damaged units go to the Damaged Box
- X** Eliminated units go to the Destroyed Box
- **No result:** Mission air units remain in the hex, and Firing air units go to Flown Box

14.4 Anti-Aircraft Fire

"We will laze about as long as the war goes on."

A contemporary pun on the Soviet acronym, PVO (Protivovzduchnaya oborona), for anti-aircraft defense

After the completion of all Air Combat, surviving mission units undergo Anti-Aircraft (AA) Fire from eligible units. AA Fire may damage or drive away enemy air units.

14.41 AA Fire comes from the Mission hex and all six surrounding hexes. If any unit in those hexes is eligible, AA Fire takes place. Otherwise, there is no AA Fire and the mission units conduct their missions. Resolve AA Fire against mission units [not firing units] using the AA Fire Table.

14.42 Units Eligible to Conduct AA Fire

Axis units eligible:

- Most Combat units [see below for those that cannot]
- Naval units

Axis units not eligible:

- Axis-Allied cavalry units (German cavalry units are eligible)
- Flotillas
- Units with No ZOC bands [except AA units]
- Non-combat units

Soviet units eligible:

- All division size non-cavalry units
- Anti-aircraft units
- HQs
- Naval units

Soviet units not eligible:

- Cavalry units
- Flotillas
- Units of less than division size, other than AA or HQ
- Non-combat units

14.43 To resolve AA Fire, each player fires once against each enemy mission unit in the Mission hex (regardless of the number of eligible ground units). Apply the DRMs listed with the AA Fire Table. Aborted mission units go to the Flown Box. Damaged mission units go to the Damaged Box. Destroyed mission units go to the Destroyed Box.

14.44 Positive and negative AA DRMs can never be greater than +2 or -2 before netting out a final AA DRM to apply to the AA Fire die roll.

EXAMPLE: An Axis Ju 87 air unit with an AA DRM of -1 conducts a CAS mission against a hex in range of one Soviet HQ and two Soviet AA units. The Soviet player has an initial +3 DRM, but it is reduced to +2 to comply with the +2 DRM limit. The Axis -1 DRM is netted out, leaving a +1 DRM to be applied to the Soviet AA Fire die roll against the Ju 87 air unit.

14.45 Mission units that survive AA Fire perform their mission and then go to the Flown Box.

14.5 Close Air Support Mission

The Close Air Support (CAS) mission represents aircraft providing direct support to ground units in combat thereby allowing them an advantage in that combat.

14.51 Air units of both players that have a CAS rating can conduct CAS missions. First the attacker and then the defender assign all desired air units from the Ready Box to CAS missions.

Exception: Soviet air units cannot conduct CAS missions within range of a Non-Op HQ [21.26b].

14.52 Placement

a. Only one mission is allowed per combat during each Combat Phase. Any in-range hex [14.22] under a Declared Attack marker can be a CAS mission hex.

b. Where more than one Defender hex is involved in a single Attack Declaration, the mission air units need only to reach any one of the Defender hexes.

c. The attacking player allocates his CAS missions first, and then the defending player allocates his CAS missions.

14.53 Air units remaining in a Mission hex after air combat and AA fire will affect (ground) combat with their CAS ratings. If all remaining mission units belong to one side (attacker or defender) the total of the CAS ratings is the CAS DRM for the combat die roll [15.55]. If both attacker and defender mission units remain in the Defender hex, net the opposing CAS rating points. This is the net CAS DRM for the combat die roll.

Note: If more than one hex that has CAS mission units becomes just one combat (now multi-hex) combine them and net the DRMs.

14.54 After each combat place all mission air units assigned to that Declared Attack in the Flown Box.

14.6 Interdiction Mission

Only those Axis air units that have an Interdiction rating can conduct Interdiction. Soviet units may also have an interdiction rating but this is available only under optional rules as described in the Playbooks.

14.61 Conduct Interdiction missions during the Air Phase (of the Strategic Segment). Procedure:

- The Axis player allocates his air units to interdiction missions per 14.24 as the active player.
- The Soviet player can place interceptor air units against those missions as the non-active player.
- After all missions have been designated, resolve air combat, then AA Fire.

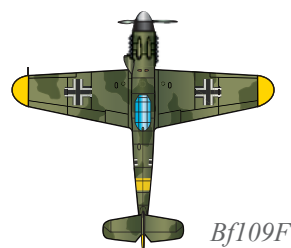
14.62 The Mission hex for an Interdiction mission can be any in-range hex [14.22].



14.63 Mission units remaining after air combat and AA Fire cause an Interdiction marker to be placed in the Mission hex. The marker indicates either Interdiction Level 1 or 2. Determine the Interdiction Level by totaling the Interdiction ratings of the remaining mission air units. If the total is 1, the Interdiction Level is 1. If the total is 2 or more, the Interdiction Level is 2. After placing an Interdiction marker, place the mission units in the Flown Box.

14.64 Interdiction of either Level creates a Zone of Interdiction (ZOI).

- A ZOI consists of the Mission hex and the six adjacent hexes.
- Friendly ZOIs can overlap. Add them together in the overlap area, but the maximum Interdiction Level allowed in any hex is 2.
- Restrictions within a ZOI [14.65 and 14.66] do not apply in hexes containing woods. Interdiction does not affect movement across a bridge [although the road rate may be affected; see 14.65], Bridge marker, or Ferry marker.



14.65 Zone of Interdiction Effects on Enemy Units

- A unit conducting railroad movement or armored train movement through a ZOI spends 12 railroad MPs per interdicted hex.
- Flotillas pay an additional 3 Flotilla MPs to enter any interdicted hex.
- A unit cannot begin strategic movement in a ZOI. A unit cannot enter a ZOI using strategic movement. Instead, it stops its strategic movement in the hex before the ZOI.
- The road (any type) movement rate is not allowed in a ZOI. **Exception:** Road movement rates still apply within a ZOI where roads and motorway are in hexes with woods, and for bridges where one (or both) of the two adjacent hexes have woods.
- Air Transport missions [14.7] that begin or end on a hex in a ZOI are subject to AA Fire [14.76], calculated as one AA unit per Interdiction Level (see Table), plus any actual AA units within range [14.41].
- There is no additional effect where zones overlap.
- A ZOI does not affect Supply routes or bridge or Ferry markers that are already placed on the map.
- ZOI affects Reaction movement [12.41a].
- ZOI affects placement of Retreat Orders [12.53g].
- Within a ZOI any level of Air Interdiction reduces the number of artillery units that are able to provide artillery support to one per combat. One supplied, in-range artillery unit can always support a combat, even if all available artillery is interdicted.
- Major river bridges in a ZOI, where restrictions apply [14.64c], cost a unit half its available MA to cross the bridge. If insufficient MA remains when reaching the bridge, then movement ceases at the bridge and resumes next movement phase.

EXAMPLE: In Dry weather, hex 1829 (Novyy Borisov) is interdicted and receives a level 1 interdiction marker.



An enemy unit begins in hex 1729—which is not impacted by interdiction effects due to the woods—and wishes to move (directly along the Motorway) into hex 1828. Without the interdiction the cost along the road is 1 MP, but now road rate cannot be used and the bridge between 1829 and 1928 is also interdicted; the cost will be 3 MP for the two clear terrain hexes (ignoring the road) and the cost of crossing the river without a bridge.

However, there is an alternate route (shown by the dashed line) via hex 1828 which is woods and hence the bridge between 1829 and 1828 can still be used. The cost is 2.5 MP for the two clear terrain hexes as before, but the bridge is used and the road in hex 1828 provides cover from Interdiction and allows its 0.5 MP road rate to be used.

14.66 Axis ZOI Effects on Soviet HQs

a. Reduce the command value of each Soviet HQ unit within the Zone of Interdiction by an amount equal to the sum of all Interdiction Levels that affect their hex (maximum of two). HQ command values might be reduced to zero for those HQs with 1 or 2 command points. Each decrease in command value reduces or eliminates the following HQ capabilities:

- Soviet activation [21.12a] of non-motorized units [**Exception:** Guards units, 21.41]
- Making motorized units eligible for Reaction Movement [12.41b and 21.12c]
- Issuing Retreat Orders [12.54a and 21.12d]
- Removing one mandatory No Retreat [21.12e]
- Allowing two artillery units within command range of an HQ to contribute their support strengths to a given combat [13.15a and 21.14]

b. The Soviet HQ might become Non-Op. Immediately after all Interdiction markers are placed that put the HQ in their ZOI, roll one die for each Operational HQ within that Zone of Interdiction. If the die roll is less than or equal to the Interdiction Level shown on the Interdiction marker (marker at 1 or 2), turn the HQ to its Non-Op side.

Also, roll once for each HQ that enters that Zone of Interdiction in the Movement Phase [see 21.28 for HQ recovery of Operational status].

14.67 Remove all Interdiction markers during the Recovery Phase.

14.7 Air Transport Mission

14.71 An air transport unit conducts an air transport mission during the Movement Phase provided the Air Transport unit starts in the Ready Box. This air mission may be subject to enemy Air Combat [14.3] at the destination hex, so players may wish to allocate fighter escort for protection [14.75c].

14.72 The ground units eligible for air transport are:

airborne (or parachute), infantry, mountain, engineer, MSU, or HQ

Exception: Non-Op HQ units and units with a Do Not Move or Overrun marker are not eligible.

14.73 Capacity. A single air transport unit can carry only one stacking point per mission. An HQ, or a unit with zero stacking value, or one MSU (one ASP) uses one stacking point of capacity. A Supply Dump cannot be carried. A two-stacking point combat unit can be carried if two air transport units fly and complete the same mission together. If one does not, then apply rule 14.77d.

14.74 Range. Mission hexes for air transport cannot be more than 60 hexes (count like artillery range) from any friendly starting location: a friendly Supply Source, town, city, or major city hex (including those on an Inset map). The starting location does not require General Supply.

14.75 Air Transport Mission Procedure

- a. A ground unit starts its Movement Phase on a town, city, or major city hex, or from the Active Box of the Unit Rebuilding Track. This is the location from where the transport unit counts its range. The transported unit can start Out of Supply.
- b. The ground unit and the air transport unit then move together within its 60-hex range, without regard to terrain, to another friendly town, city, or major city hex (but not to the Active Box). Count the range from a map edge (west for Axis, east for Soviets) for units that start in the Active Box.
- c. The Air Transport unit arrives at the Mission hex, together with any Air Fighter escort units the player wishes to allocate up to the allowed Air mission grouping size limit including the Air Transport unit(s) [14.21b]. The opposing player may now choose to contest the mission. If Enemy fighter Air units are allocated to oppose the mission then the normal round of Air Combat ensues [14.3].
- d. If the Air Transport mission unit remains (for failure see [14.77]) then also check for AA Interception [14.76]. If the Air Transport mission finally succeeds, the Air Transport unit does not remain with the ground unit. Place it in the Flown Box once the mission is complete. The ground unit remains in the Mission hex and cannot conduct (ground) movement this turn. Place a **Do Not Move 1 GT** marker on the ground unit, even if it does not arrive.

14.76 AA Interception

If a unit is transported to or from a friendly hex adjacent to an enemy combat unit, the air transport unit is subject to AA Fire from that enemy combat unit.

If either the Air Transport starting or destination hexes are in an enemy ZOI the AA Fire Table is used (regardless if AA is present) [14.65].

In addition, if the air transport passed over any enemy AA qualifying unit while moving to the destination, or is now adjacent to an enemy AA qualifying unit [14.42] in the destination hex, apply that unit's qualifying AA as another (+1) DRM for each such unit (also include any specific 'AA unit' DRM in addition, up to the limit [14.44])

[There is no additional AA Fire when returned to the Air Unit Status Track].

EXAMPLE 1: The Starting or Destination hex is in an enemy ZOI; as per 14.76 the AA table is used with no DRM.

EXAMPLE 2: As in the previous Example, but the Air Transport path to the Destination hex also has to pass directly over an enemy combat unit that qualifies for AA; apply the (+1) DRM.

14.77 Air Combat and AA Results on Transported Units

- a. If the air transport is **Destroyed**, the combat unit goes to the Eliminated Box. Supply units, Zap units, and RSCs are lost and return to Available status.
- b. If the Air transport **Aborts**, the transported unit does not arrive and is placed back on its starting location.
- c. If the Air transport is **Damaged**, the transported unit arrives at the destination hex.
- d. When two stacking points are carried [14.73] and one air unit is **Destroyed** or **Aborts**, return the transported unit to its starting location. If both are **Destroyed**, the transported unit goes to the Eliminated Box (any Zap units lost go to the Cadre Box. Supply units and RSCs lost are returned to Available status for reuse).

14.78 Transported RSCs can conduct recombination [23.3] and Zap units can conduct on-map strengthening [7.43d] during the turn they are transported. The combined unit keeps the Do Not Move marker.

15.0 The Combat Phase

15.1 Combat Organization

The attacking player conducts each combat during his Combat Phase in any order desired. Players follow several steps to conclude each combat. As a combat is selected, the attacker makes the final determination of the friendly non-artillery combat units that will participate. For participation eligibility and requirements, follow rule 12.1.

15.11 The defender reveals any Untried units. Combine the defense strength of all units in a Defender hex into a single total. The defender cannot withhold a unit in a hex under attack.

15.12 A unit's attack or defense strength cannot be divided among different combats or loaned to other units and cannot be accumulated from turn to turn.

15.13 Multiple Hex Attacks. An attack can involve any number of attacking or defending units and can be directed against more than one defending hex. To resolve the attack as a single combat, follow rule 12.17.

15.14 With the exception of units designated for Mandated Attacks, the final units chosen to attack in any Declared Attack need not be the same units designated during the Attack Declaration Phase.

15.15 An enemy Defender hex can be attacked by as many friendly combat units as can be placed in the six adjacent hexes.

15.16 No unit can attack or be attacked more than once per Combat Phase.

Note: An overrun is not a Declared Attack [11.31 note].

15.2 Attack Supply

15.21 As each attack is resolved, the attacker declares whether the attack will be Attack Supplied, and designates the MSU or Supply Dump containing the ASP to be spent. More than one ASP may be required (and spent) to bring all attacking units into Attack Supply, but no ASP can provide Attack Supply to more than one attack. Generally, one ASP is spent to place one attack in Attack Supply. All attacking units (including artillery) trace an LOC of not more than seven hexes [6.14, and note the reduction to five hexes in 6.14c] to a designated ASP (or ASPs). If not, then the attack is not supplied and no ASP is spent.

IMPORTANT NOTE: Units with Out of Supply markers suffer no Out of Supply effects while they are participating in an attack that is Attack Supplied. Do not remove their Out of Supply markers. The spent ASP allows such units to function normally during the attack only. After the attack is concluded, those units with Out of Supply markers are still subject to all Out of Supply effects.

15.22 If no Attack Supply is provided to a Declared Attack:

- Apply a (+2) DRM to the die roll
- If any Panzer or Motorized Division has an Out of Supply marker on any one of its attacking units, the Panzer Division Integrity Bonus [15.58] is not received
- The attacker cannot allocate artillery support strength to that attack [exception per 15.34 Note]
- The defender may not be able to allocate artillery support strength in Limited Artillery conditions [13.52]
- The attacking force removes an additional step loss if the final combat result contains an asterisk (*) [16.3]

Exception: Flotillas [22.56] and Armored Trains [21.34] are not affected by lack of Attack Supply.

15.3 Artillery Support in Combat

15.31 An artillery unit only provides support. It cannot attack by itself.

15.32 Defender Artillery Support

a. The defender adds any artillery support strength committed during the Reaction Phase to the defense strength.

b. The defender now checks supporting defending artillery not in the Defender hex. If any of these units are now in an enemy ZOC (after earlier combats), they can no longer contribute their support strengths (nor can the defender allocate other “available” artillery units to replace them).

15.33 Attacker Artillery Support. After the defender has allocated his artillery support the attacker allocates his artillery support to each combat as it is resolved [see also 13.0 for restrictions on the use of artillery].

15.34 Artillery requires an ASP in order to provide artillery support while attacking. It traces either to an ASP allocated for that combat or to an ASP specifically designated for that artillery unit.

Note: An artillery unit could still provide support (if it uses an ASP) even though other attacking units cannot use any ASP (this attack then has no Attack Supply [15.22] and the (+2) DRM applies).

15.4 Combat Odds Determination

15.41 Terrain Effects on Combat

a. Swamp.

- Halve the total combat strength of units attacking from a swamp.
- Artillery support strength is halved when firing into a swamp hex, but is not halved when firing from a swamp.
- There is no DRM for a unit defending in a swamp.

Design Note: Swamps are terrible places to deploy and maneuver ground units. Artillery shells with point-detonating fuses were ineffective in the mire, and setting time fuses for airburst was an inexact science.

b. Major Rivers. The total attack strength of non-artillery units attacking across a non-frozen major river hexside is halved, regardless of whether other friendly units in the same combat are attacking on the defender’s side of the major river. Halving is not affected by a bridge.

Exceptions:

- 1) The halving does not apply to frozen [5.23] major rivers. However, apply a (+1) DRM if all attacking units attack across a frozen major river (not just river).
- 2) Artillery support strength is not halved when firing across a major river hexside.

c. Rivers. When frozen, a river (not major river), or canal, does not provide a DRM during combat.

d. City, Major City, Mountain, and Alpine

- The total attack strength of red attack strength armored units is halved when attacking into these terrain types.
- A city or major city in the Defender hex causes a (+1) DRM to the die roll.
- Mountain or alpine causes a (+2) DRM.

15.42 Weather Effects on Combat

a. Mud. Attacking and defending artillery support strength is halved when attacking hexes affected by Mud weather [note 5.21]. Total all halved artillery units (including any fractions), then drop the final fraction.

b. Storm. Flotillas cannot attack [22.54c].

15.43 Untried Units

a. All Untried defending units are now turned to their Tried sides. Immediately remove from play those Untried units that show “Remove” on their Tried side. They are not counted as part of the defending force for step loss calculations.

b. If all defending units in a declared combat are marked “remove,” remove the Declared Attack marker and the “Remove”

units. Their removal counts as a combat, thereby attacking units are allowed to advance after combat [16.5]. Any ASPs allocated to the attack are not spent. Advance the designated attacking units, as desired, into the now vacant Defender hex up to the stacking limit. These units cannot move and cannot be re-allocated to other Declared Attacks.

15.44 Bunker Busting

“Forward and at the enemy”

Sturmgeschütze training manual

If declared, eligible Axis units double their attack strengths when part of a Declared Attack (but not an overrun) against any hex containing non-destroyed strongpoint, fortified belt, fortified lines, city, or major city terrain. They do not double against citadels. Soviet units are not eligible.

a. Eligible units:

Anti-aircraft, motorized anti-aircraft, assault gun

b. Only one eligible unit can be declared as a bunker buster unit per attack. Other participating eligible units use their normal attack strengths.

c. An AA unit that contributes a DRM to AA Fire during the current Combat Phase cannot be designated as a bunker buster. It instead uses its normal attack strength.

Design Note: Assault guns were originally designed to support infantry against prepared positions and they performed very well in this role. Beginning in March 1942 they received a new main gun. With this, they began to gain a reputation as tank killers. The AA guns proved to be as effective in their improvised role against bunkers as the 88mm AA guns in North Africa became against Allied tanks there.

15.45 Spend Supply Points. At the end of his Combat Phase the attacker spends (removes) ASP(s) designated to provide Attack Supply for his attacks [see also 6.48e and 15.21].

15.46 Totaling Strength

a. The attacker totals the attack and support strengths of all his combat units involved in the attack.

b. The defender totals the defense strengths of all units which are the object of a specific attack and applies artillery support strength.

Note: Artillery support strength cannot exceed friendly total non-artillery strength [13.13b]. Excess support points are ignored.

15.47 Final Combat Odds Determination. The “final” combat odds are determined by the total strength allocated as a result of combat organization [15.1]. Players use the final combat odds to determine the outcome of that combat.

a. Initial combat odds can change because of subsequent defender reaction movement [12.4], allocation of defender artillery support [13.1], and revealed Untried unit strengths [15.43].

b. Initial combat odds can also change because the attacker has the option in each combat, up to the time of resolving that combat, of declaring additional units to make that attack, per [15.14]. These units cannot have already been engaged in any other combat this phase.

Note: Other than in the case of Mandated Attacks [12.32] the attacker can also withhold or change some units performing that specific attack [15.14], as long as the attack is made.

c. If the final combat odds become less than 1-4, the attacker resolves that combat during the Combat Phase by using the 1-4 column on the CRT and applying a (+2) DRM.

d. The attacker cannot otherwise reduce the odds.

EXAMPLE: He cannot declare 3-1 odds when he has 4-1 odds.

e. Combat odds greater than 10-1 are resolved as 10-1.

15.5 Final DRM Determination

Using the categories in this section, the attacker nets friendly and enemy DRMs to arrive at a final DRM that will be applied to the combat die roll. Each plus one (+1) DRM offsets a minus one (−1) DRM. The plus or minus DRM total remaining after offsetting is the final DRM. The final DRM cannot exceed +3 or −3.

15.51 Terrain Effects. Only defending units benefit from terrain effects.

a. Defending units benefit from only the highest hex terrain DRM. These are in ascending order: hill, mountain, or alpine terrain. These effects are not cumulative.

b. If there is hexside terrain that could confer a DRM to the defender, the DRM is applied only when all defending units are behind hexside terrain, and all attacking units attack through it or through hexsides that provide the same or larger DRM [see also 18.22 Exception].

c. Whenever the Defender hex contains hex and hexside terrain, the effect is cumulative.

EXAMPLE: City and major city DRMs (and town during Mud or Snow) are cumulative with hexside (such as river) and hex terrain (such as hill).

d. When two or more defending hexes are being attacked in a single combat, apply the highest hex terrain DRM found in any Defender hex to the entire combat. Applying hexside terrain DRMs is dependent on 15.51b above.

e. When a fortified line covers the same hexside as river or canal, the effects are cumulative.

f. If the hex contains a completed strongpoint, apply a (+1) DRM [*Exception:* See 18.41d]. Refer to 18.0 for additional information regarding fortifications.

15.52 Defender No Retreat Orders [12.53b]. When in effect, apply a (+1) DRM. The attacker receives no DRM benefit if he places a No Retreat order on his units (the order refers only to the “retreat” requirement). The No Retreat DRM applies only to defending units.

15.53 Engineer Effects

a. Apply a (–1) DRM when the attacker declares Engineer Effects and his units include at least one engineer type unit (engineer, motorized engineer, or armored engineer) and the Defender hex has eligible terrain [15.53b]. This DRM is applied only once per combat even if the attacker has multiple engineers involved and the defender has multiple modifiers that can be negated by engineers.

b. Terrain eligible for engineer effects: city, major city, river (not major river), canal, or non-destroyed fortification that provides a defender DRM benefit, and attacks across shallow water. A town becomes eligible only when Mud or Snow weather effects apply to its hex.

c. Special Engineer Stacking. For both players, one attacking engineer unit can stack above the stacking limit. If a player does this, Engineer Effects automatically apply and this engineer combines its strength with the other attacking units. However, the engineer unit cannot remain over the stacking limit at the conclusion of the combat phase. It either advances after combat, or it retreats two hexes according to retreat rules. It is eliminated if it cannot advance or retreat.

d. An engineer unit is required in order to allow a unit to attack across a non-frozen shallow water hexside [They are using assault boats]. No more than 3 stacking points of non-engineer units can attack across a shallow water hexside. One engineer can participate in combat across the hexside in addition to the non-engineer (s) and can advance after combat. Artillery units can support the combat. Engineer Effects in combat [15.53a] are allowed when attacking across shallow water. Armored units cannot attack across shallow water hexsides.

15.54. Each Attack Supplied Axis Super-Heavy Artillery and Super-Heavy Railroad Artillery unit provides a (–1) DRM used only to offset any terrain DRMs the defending force receives for town (during Mud or Snow), city, major city, or for a non-destroyed fortification. Axis S-HA DRMs (or S-HA and Engineer Effects DRMs) cannot exceed the Soviet DRMs received for the above terrain.

Note: Some railroad artillery and S-HA units also possess support strengths that add to attack strength.

15.55 Close Air Support Air Mission [14.5]. Each Attacker CAS point equals a (–1) DRM. Each Defender CAS point equals a (+1) DRM.

15.56 Lack of Supply

a. If any defending unit has an Out of Supply marker on it, apply a (–1) DRM.

b. If any attacking non-artillery unit is out of Attack Supply (or no ASP is spent), apply a (+2) DRM [15.22].

Note: The (+2) DRM applies even if attacking artillery is supplied.

15.57 Combined Arms Bonus (CAB)

a. Apply a (–1) DRM if both of the following are met:

- The attacking force contains at least one armored unit with red attack strength and at least one reconnaissance, motorized infantry, motorcycle, or motorized engineer unit
- The defending force does not contain armor (with red attack strength), anti-tank, motorized anti-tank, armored anti-tank, anti-aircraft, or motorized anti-aircraft unit

b. Only one CAB is allowed per combat.

c. CAB applies even if the required units attack from different hexes.

d. The CAB does not apply when all required unit types are attacking across canal, river, or major river hexsides, or when any defending units are in swamp hexes [except when frozen], non-destroyed fortifications, cities, major cities, mountain hexes, or alpine hexes.

e. The CAB does not apply during Mud or Snow weather or where Lingering weather applies.

f. Soviet units are not eligible for CAB [they lacked training and tactical proficiency].

15.58 Panzer Division Integrity Bonus

a. When enough component units of a German Panzer Division attack a defender, apply a (–1) DRM for that combat. Apply a DRM for each qualifying Panzer Division [**Exception:** 18.51d].

b. When enough component units of a German motorized division attack a defender, apply a (–1) DRM for that combat if the division qualifies. A Motorized division qualifies if one qualifying Panzer division [15.58a] participates in the same attack. A single Panzer Division can qualify only one Motorized Division in any one combat.

c. The Integrity bonus applies even if the component units of either division type are attacking from different hexes or if any of them has been reduced in strength.

d. The following conditions allow a Division of either type to qualify:

- None of the necessary component units can have an Out of Supply marker, unless they use Attack Supply
- A Panzer Division requires three of its component units to be present: its Panzer regiment (or one of its battalions), plus one of its motorized infantry regiments, plus either the second motorized infantry regiment or the recon unit
- A Motorized Division requires all three of its component units to be present (two motorized infantry regiments and the recon unit)

15.6 Combat Resolution Procedure

- Locate the odds column on the CRT to be used for the combat.
- Roll the die. Find the die roll number in the left-hand column of the CRT.
- Cross-index the die roll number with the odds column. Apply the final DRM value to arrive at the final die roll result. If

there is not a final DRM to be applied, the box where the die roll number and odds column intersect is the Combat Result.

- After obtaining the Combat Result, remove the Declared Attack markers from the Defender hex before applying the result.
- Apply the full combat result before moving on to the next combat.

16.0 Combat Results

16.1 Reading the Combat Results Table (CRT)

16.11 Each box on the CRT is divided into an upper result that applies to the Attacker and a lower result that applies to the Defender.

16.12 The Results are:

R	Retreat. All affected units retreat, unless under a No Retreat marker [16.45a]
e	Eliminated. Remove all the affected units from play. Place them in the Eliminated Box or Cannot Rebuild Box
1, 2, 3, or 4	Step Loss. The affected group of units loses one to four steps [16.2], as indicated by the number
*	Asterisk. Apply possible additional step loss [16.32]
—	No Result. There is no step loss and no retreat after combat

16.13 Apply all results to defending units first, and then apply results to attacking units.

16.14 Artillery units in a Defender hex are subject to all combat results (including taking any step loss), as are attacker artillery units adjacent to the Defender hex. Participating artillery units of either side not adjacent to the Defender hex are not affected by combat results.

16.15 No Retreat and Additional Retreat orders may increase or decrease the step loss result given by the CRT [16.45].

16.2 Combat Losses

“There is no such thing as a division being finished.”

v. Manstein, 25 October 1941

16.21 When a loss of combat strength is required, the owner removes the indicated number of steps from his participating group of units, not from each unit in that group.

16.22 Removing Losses. A unit takes losses in steps. When a unit that contains two or more steps takes its first loss, turn the unit over to its Reduced Strength side for the first step. If that unit loses another step, remove the unit counter if it is a two-step unit. If it is a three-step or four-step unit, replace it with the unit on the Step Reduction Organization Card [3.52] with

the same unit identification (but shown at its reduced strength). A third step loss on a four-step unit is indicated by turning the replacement counter over to its reduced side. If a fourth step of loss (or more) occurs on a four-step unit, remove the unit from the map. A unit's full strength counter and replacement counter cannot both be in play at the same time.

Note: Use the Step Reduction Card [3.52] to manage how to assign losses to three and four step units.

16.23 When removing a unit due to combat losses, place it in either the Cadre Box or the Eliminated Box, depending on how it suffers losses. A unit is placed in the Eliminated Box (eliminated) by an e combat result, or from being unable to retreat [16.46], or after being destroyed during Air Transport [14.77a and d], or due to Surrender [20.0]. All other units reduced beyond their last step are placed in the Cadre Box.

Exceptions:

- 1) Regardless of how they are lost, always place eliminated Zap units and armored trains in the Cadre Box.
- 2) Set aside Regiment Substitute Counters for re-use. They do not go to the Unit Rebuilding Track.
- 3) Any unit with the Do Not Rebuild symbol [7.14] goes directly to the Cannot Rebuild Box on the Unit Rebuilding Track.

16.24 An NKVD unit in certain terrain [12.53b] cannot take a step loss until all other units in the hex have been eliminated [21.51b].

16.25 When an artillery unit or armored unit step is lost (other than armored engineer), advance the Loss marker on the Loss/Replacements Track [24.41] by a number of boxes equal to the number of steps lost.

16.26 When a Soviet HQ is lost, place it on its non-Op side in the appropriate box [21.24].

16.3 Asterisk Results

16.31 The asterisk (*) result on the CRT applies only to attacking units [*Exception:* 16.32b] and is in addition to any other result; therefore, it may cause extra step losses. The losses due to the asterisk cannot be cancelled by Retreat Orders [16.45b].

16.32 Required Loss

a. The asterisk requires an additional one step of loss for each (cumulative) of the following conditions that apply.

- The attack was made without Attack Supply [15.22] (regardless of the supply status the attacking units had prior to spending attack supply).
- The attack is a Mandated Attack [12.3].
- The attack is made against a hex with one or more non-destroyed fortifications [18.0]. Fortified line applies only if all attacking units are attacking through the fortified line [13.44d].

b. If attacking or defending Axis units include a red attack strength armored unit with a Fuel Shortage marker, then the Axis takes an additional step loss when an asterisk occurs.

EXAMPLE 1: Soviet units, not Attack Supplied, make a Mandated Attack on an Axis defender in a strongpoint. They lose three steps more than the printed step loss if an asterisk result occurs [Due to no attack supply, the Mandated Attack, and the strongpoint].

EXAMPLE 2: Axis units, not Attack Supplied, attack a Soviet strongpoint behind a fortified line. They lose two steps in addition to the printed step loss if an asterisk result occurs. The first step is due to no attack supply. The second step is for the non-destroyed fortification, either strongpoint or fortified line, but not both.

16.33 Special Situation Asterisk Losses. When either Armor Attrition Loss [16.33a] or Engineer Loss [16.33b] conditions apply, the asterisk result requires the first 16.32 step loss to be either an armored unit (with red attack strength) or engineer unit. Where both armor and engineer conditions apply, the red attack strength armored unit takes the step of loss. Any remaining 16.32 loss and other numerical loss can be taken from any other unit type. Armor Attrition Loss and Engineer Loss are not cumulative with rule 16.32 losses.

a. Armor Attrition Loss

1) Armor Attrition Loss conditions take effect in all combat situations where an asterisk (*) result occurs, and:

- The attacking force contains one or more steps of armored units with red attack strength, and
- The defending force has one or more steps of armor, anti-tank, motorized anti-tank, armored anti-tank, anti-aircraft, or motorized anti-aircraft units, and
- At least one of the conditions of 16.32 applies, or a numeric Attacker loss result occurs on the CRT.

2) Where the asterisk requires an Armor Attrition Loss, a red attack strength armored unit takes the first step of loss. Other unit types will take any further step losses, as required by rule 16.32 and by any numerical loss.

3) Defender Loss. Any time the attacker suffers a required Armor Attrition step loss and the combat result requires any defender loss, the defender takes the first step of loss from an armored unit with red attack strength. If an armored unit with red attack strength is not present, then the loss comes from his choice of anti-tank, motorized anti-tank, armored anti-tank, anti-aircraft, or motorized anti-aircraft.

EXAMPLE: Attack Supplied Axis units with a red attack strength armor unit attack Soviet units that include a one-step Soviet anti-tank unit in a strongpoint. The combat result is 1/1. Here, the Axis force loses two steps. The asterisk normally requires one additional step of loss from any type of units [for strongpoint], but because Armor Attrition conditions are met the armor takes the loss for the asterisk. The "1" causes one more step of loss, although from any unit type. Because the attacker suffered an Armor Attrition loss and a defender loss is required, the Soviet force loses the one-step anti-tank unit.*

b. Engineer Loss

1) Engineer Loss takes effect in all combat situations where an asterisk (*) result occurs and:

- The attacking force includes one or more steps of units allowed under Engineer Effects [15.53] or Bunker Busting [15.44], and
- Engineer Effects or Bunker Busting effects are allowed and declared, and
- At least one of the conditions of 16.32 applies.

2) Where the asterisk requires a loss, a unit of the declared type [see 15.44a or 15.53a] takes the first step of loss required by the asterisk. The loss is not doubled if both 15.44 and 15.53 effects are declared and either unit (attacker choice) can take the required step loss. Other unit types will take any further steps of loss, as required by rule 16.32 and by any numerical loss.

EXAMPLE 1: Attack Supplied Axis units with engineers attack Soviet units in a strongpoint. Engineer Effects [15.53] are declared. When the combat result is without an asterisk, no Axis step is lost in addition to any numerical loss. If instead, the result is () or (R*), the asterisk requires an additional step loss due to attacking a fortification. Because Engineer Effects were declared, an engineer step is required to satisfy the asterisk loss. The R requires a retreat [16.4]. If an Axis armored unit with red attack strength is included and the Soviet force includes one of the listed types, the armored unit will take a step loss for Armor Attrition (if the asterisk occurs) and the engineer will not take any step loss [16.33].*

EXAMPLE 2: Attack Supplied Axis units with engineers attack Soviet units in a strongpoint. Engineer Effects are declared. The combat result is (1). Now the Axis force loses two steps. Since the attack is being made against a strongpoint, the asterisk result indicates that an additional step loss is required. Because Engineer Effects were declared the engineer takes the first step of loss for the asterisk. The "1" causes one step of loss from any unit type.*

EXAMPLE 3: Attack Supplied Axis units with engineers attack Soviet units in a strongpoint. Engineer Effects are declared. The combat result is (1) (no asterisk). Only one Axis step is lost (due to the "1") which does not have to be an engineer step. Even though Engineer Effects were declared, it takes the asterisk to require the first step of loss to be an engineer unit.

EXAMPLE 4: Attack Supplied Axis units with engineers attack Soviet units in a strongpoint. Engineer Effects are not declared. The combat result is (1). The engineers are still part of the attack force, but they did not provide Engineering Effects [a (-1) DRM] against the fortification. The asterisk still requires an additional Axis step loss for attacking the fortification, but the engineers are not required to lose a step to satisfy it.*

EXAMPLE 5: Attack Supplied Axis units with engineers attack Soviet units in a city. Engineer Effects are declared. The combat result is (1). The Axis force loses only 1 step even though Engineer Effects were declared; rule 16.32 does not require additional losses for attacks against city hexes.*

16.4 Retreating

When a combat result shows an **R** result, the owning player immediately moves his affected units individually (or as a stack) two hexes away from the Defender hex. A unit unable to retreat within the restrictions below is placed in the Eliminated Box [or sometimes the Cadre Box; see 16.42 and 16.43]. Retreating is not movement and uses no MPs.

Note: A rocket artillery unit artillery or overstacked Engineer unit may be required to retreat after combat [13.32]. Units in Citadels ignore retreats [18.51d].

16.41 A unit cannot retreat across a terrain hexside prohibited to its movement, or off the edge of the scenario area, or over enemy combat units or into or through enemy ZOC [**Exception:** 16.48]. A unit can always retreat into or through a hex containing a friendly combat unit even if any enemy unit projects ZOC into that hex.

16.42 Retreats and Stacking. A unit can retreat through a hex containing friendly units, even if it (temporarily) exceeds the stacking limit while passing through. A unit cannot end its retreat in violation of the stacking limit. If it has no alternative but to exceed stacking in the second hex of retreat, move it one more hex away from its original combat position. If it still exceeds stacking in the third hex, remove it and place it in the Cadre Box (or Eliminated Box if it cannot trace a LOC of any length). A player cannot remove units in a hex to make room for retreating units.

16.43 A unit cannot end its retreat in a Defender hex still under a Declared Attack. If it has no alternative but to end its second hex of retreat in that hex, move it one more hex. If it is unable to do so, or would exceed the stacking limit in the third hex, remove it and place it in the Cadre Box (or Eliminated Box if it cannot trace a LOC of any length).

16.44 All units retreating in a single combat do so at the same time [therefore, a unit cannot hold open a retreat route for another unit and then conduct its own retreat]. If the CRT result requires a defender retreat, the retreat remains required even when no attacking unit will be left that could occupy the defender's hex.

EXAMPLE: A one-step unit attacks two steps of defenders at 3-4 odds. The die roll is a "3" (no DRMs) resulting in a step loss for the attacker and a retreat for the defender. Even though the attacking unit will be removed because it had only one step to lose, the defender is required to retreat. The defending units retreat first and then the attacking unit is removed.

16.45 Units with Orders Markers



a. No Retreat. Units with a No Retreat marker do not retreat. When a retreat result occurs, apply one step of loss in addition to the printed combat result, and remove the No Retreat marker.



b. Additional Retreat. Units with an Additional Retreat marker retreat three hexes instead of the normal two hexes. Apply the following, and remove the Additional Retreat marker after the retreat.

- The retreat path is always determined by the non-owning player. However, the non-owning player cannot retreat units through prohibited hexes [causing elimination; 16.47], or through hexes where the unit may be subject to loss when retreating through enemy ZOC [16.48], if other safe retreat path hexes are available. If alternate allowed retreat paths are available, the non-owning player can choose any of them.
- Units with Additional Retreat markers cannot retreat through an enemy ZOC [exception to 16.48] unless the hex is occupied by a friendly unit(s).
- Units with Additional Retreat markers take fewer step losses. If the combat result for the force contains both retreat and a numerical result [*EXAMPLES: 1R, 2R, or 3R*], the number of steps lost is reduced by one.
- Attacking units with Additional Retreat markers cannot advance after combat [16.5], even if allowed to do so by the combat result.

16.46 Units That Are Unable to Retreat

a. Units that are totally surrounded and unable to retreat are eliminated. Place them in the Eliminated Box (or Cannot Rebuild Box, depending on unit type). Regiment Substitute Counters [23.0] are set aside for re-use. Place armored train and Zap units in the Cadre Box.

Notes: Units may be able to retreat through an enemy ZOC [16.48]. Changing weather can make retreat possible or impossible.

EXAMPLE 1: Freezing [5.23] can make retreat possible across major rivers and other frozen areas [5.23c].

EXAMPLE 2: Mud can take away retreat paths for Super-Heavy artillery [16.47a].

b. Units forced to retreat off a map-edge are removed from play and placed in the Cadre Box (or Cannot Rebuild Box).

c. The following units cannot retreat under any circumstances and therefore are eliminated if forced to retreat:

- Zero MA units
- Railroad artillery (in Firing mode)
- Super-Heavy artillery (in Firing mode)

d. Supply Dumps cannot retreat and therefore are removed (but can be reused). Other units stacked with any of these may still be eligible for retreat. An MSU can retreat but is removed if all other units with it have been eliminated.

16.47 The following units have restricted retreat paths. A unit that cannot follow its restricted retreat path is eliminated.

a. Super-Heavy artillery units on their mobile sides can retreat only through hexsides crossed by minor road, main road, motorway, or railroad. Where Mud or Snow conditions apply, they cannot retreat along minor road or railroad.

b. Armored trains or railroad artillery (in Mobile mode) can retreat only along a connected railroad and cannot retreat through one vacant hex in an enemy ZOC [exception to 16.48c].

c. A flotilla can retreat only through hexes where the TEC allows movement, and through shallow water. Flotilla units cannot retreat along frozen river hexsides or over other frozen areas [5.23c].

d. No unit (except Flotilla) can retreat across a non-bridged lake or sea hexside.

e. A unit can retreat across a major river hexside only if it starts adjacent and would be eligible to cross during the next movement phase that it has its full MA (adjusting for the current turn's weather condition). Once it crosses, it stops its retreat [as in 10.45c] instead of continuing to a second hex.

16.48 Retreating through Enemy ZOC. A unit cannot end its retreat in a vacant hex in an enemy ZOC. However, a unit can retreat through (and end its retreat in) hexes occupied by one or more friendly combat units even though an enemy unit projects ZOC into that hex (friendly occupation of the hex negates the ZOC for this).

a. If a unit has no alternative but to end its required retreat in a hex under a Declared Attack marker, the retreating unit retreats one additional hex. If this hex is also under a Declared Attack marker, or would exceed the stacking limit in the third hex, place the retreating unit in the Cadre Box or Cannot Rebuild Box.

b. A unit cannot retreat through two consecutive vacant hexes in an enemy ZOC. Any unit required to do so is placed in the Eliminated Box instead. Units marked with an "R" are placed in the Cannot Rebuild Box.

c. A unit (or stack) can retreat through one vacant hex in an enemy ZOC [**Exception:** 16.45b], but risks removal. When this type of retreat is concluded, the unit (or stack) loses one step (owner's choice). This step loss can be of types not eligible for retreat. Use the Retreat Table to determine the fate of the remaining steps. Roll the die and apply any necessary DRMs. Results are:

Yes The retreat has succeeded, and no further loss occurs.

No The retreat attempt has failed. Remove all retreating units and place them in the Cadre Box.

Note: Artillery units can be put into the Eliminated Box to improve the chances for the other units to retreat (to avoid the unfavorable (+2) DRM).

d. An HQ that retreats through a vacant hex in an enemy ZOC turns immediately to its Non-Op side [21.23].

16.5 Advancing

When the Defender hex becomes vacant of combat units as a result of a Declared Attack, the attacker has the option to advance attacking units [12.15b exception] into that hex up to the stacking limit. Advancing is not movement and uses no movement points.

16.51 The attacker decides whether to advance before resolving the next combat. He is not forced to advance a unit. Advancing units cannot attack again in that phase even if their advance places them adjacent to Defender hexes where the combat has yet to be resolved.

16.52 Only attacking units that participated in that combat can advance. Artillery units that participated in that combat may never advance.

a. Units can advance from any of the hexes from which the attack was made.

b. Units with Additional Retreat or Do Not Move markers cannot advance.

c. Non-participating units cannot advance, even if they are in the same attacking hex or served only to block an enemy retreat.

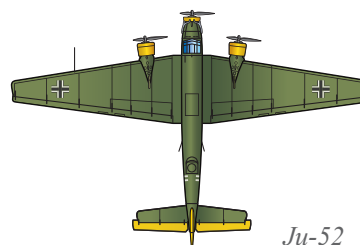
d. Anytime that a hex becomes vacant because an Untried unit is revealed to be a "Remove" unit, units already declared for that combat have the option to advance.

Note: Engineers [15.53c] and rocket artillery [13.32b] have special advance and retreat requirements.

16.53 Advancing units can enter only into a vacant Defender hex. They ignore enemy ZOC(s) to enter the hex.

16.54 In the case of multiple hex combat, victorious units can advance from any hex from which the attack was made and into any adjacent Defender hex, subject to terrain and the stacking limit.

Note: Conceivably, a unit could move adjacent to a major river, attack across it, and advance across it after combat in the same turn. Armored units cannot advance across a (non-Frozen) major river hexside unless there is a non-destroyed bridge on the hexside between it and the Defender hex.



Ju-52

17.0 Inset Map

The Soviet defense of certain cities became epic events of the war in the Soviet Union. These are the cities that would later be given the honorific of “Hero City” by the Soviet national government. To portray these famous sieges, the main map area of the city and some of the surrounding hexes are represented by an Inset map.

17.1 Inset Map Overview

17.11 An Inset map is not found in every game in this series. For each game that includes an Inset map, the specified area (usually a city) on the main game map is an area enclosed by a black outline. The enclosed area is what the Inset map represents.

a. Ground units within the Inset area of the main map are always placed on the Inset map. Do not use the main map hexes within the Inset area [However, they could be used for certain range computations].

b. There is no change in the Sequence of Play between the regular main maps and the Inset map [**Exception:** 17.6]. Movement of units on both maps and between both maps is done in any order during the appropriate game phase. Attacks are declared and resolved in any order on both maps.

17.12 There are two types of hexes on the Inset map:

- Transition hexes (all hexes adjacent to the Inset map boundary line; each hex contains a yellow dot)
- Inset hexes (all other hexes on the Inset map)

17.13 Mega Hexes. The Inset map includes groupings of seven Inset hexes, called “mega” hexes. Each has a hex reference number corresponding to a main map hex. Mega hexes are used only for reference and orientation purposes and to count certain ranges such as artillery range.

17.2 Inset Map Hexes

17.21 The scale of the Inset map differs from the main map, so its terrain from hex to hex does not always match exactly with terrain shown in main map hexes.

Design Note: Inset mega hexes generally conform to the corresponding main map hex but whereas a main map hex appears as completely one type of terrain (such as hills), the corresponding Inset map area may show hills in only some of the Inset hexes. Additional terrain details such as woods, roads, etc. sometimes appear in Inset map hexes when the corresponding main map area indicates none of these. At this scale we can enjoy the benefits of greater detail.

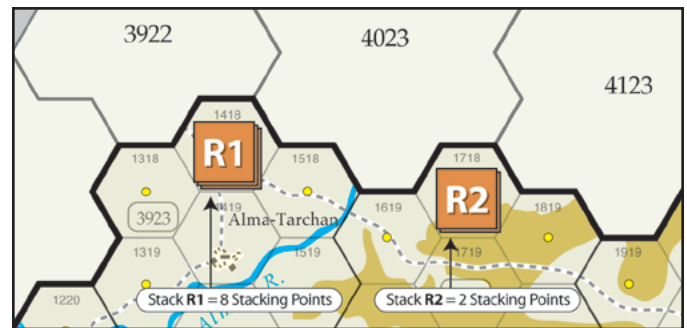
17.22 Transition hexes are found only at the edge of the Inset. These hexes mark the boundary between the main map and the Inset map. A thick black hexside provides an additional graphic to show the exact point of change between Inset map Transition hexes and main map hexes adjacent to the Inset map. Transition hexes differ from interior Inset hexes as follows:

a. Transition Inset hexes each contain a yellow dot to distinguish them from Interior Inset hexes.

b. ZOC projection between Transition Inset hexes and adjacent main map hexes differs from regular ZOC projection.

c. Stacking for combat between Transition hexes and adjacent main map hexes differs from stacking for combat on main map hexes.

17.23 Stacking on any Inset hex is limited to eight (8) stacking points. Additionally, stacking on multiple Transition hexes is further limited to a maximum of ten (10) stacking points that can be adjacent to any individual numbered main map hex shown on the inset.



EXAMPLE: Stack R1 in Transition hex 1418 contains 8 stacking points, which is the maximum allowed for an Inset hex. Stack R2 in Transition hex 1718 contains 2 stacking points. The two stacks, totaling 10 stacking points, are both adjacent to main map hex 4023. No additional Soviet units having a stacking value of one or greater can stack in Transition hexes 1518, 1619, or 1718 because 10 stacking points, the maximum allowed adjacent to a main map hex, are already present.

Design Note: Testing revealed that the Soviets could stack up to eight stacking points per Transition hex, presenting the Axis player with perhaps 24 defending stacking points to attack with just 10 stacking points (before adding artillery). In effect, this might artificially deny entry into critical areas of the Inset map.

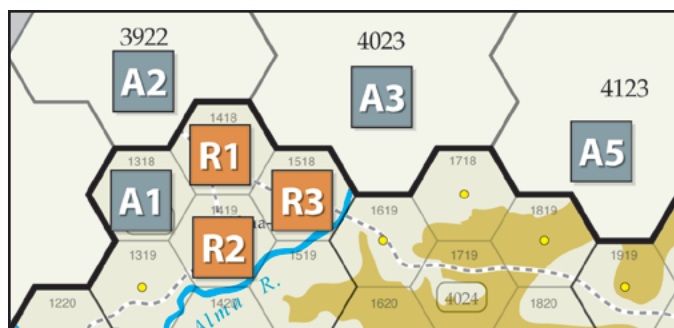
17.24 Strongpoints cannot be constructed on Transition hexes [same problem as above with denial of entry becoming a real problem for the Axis player]. Strongpoints are built only on Inset hexes where the Inset is used and not the main map hex.

17.3 Inset Map Zones of Control

17.31 While on an Inset map hex any unit with a ZOC controls the Inset hex it occupies and projects its ZOC into the six surrounding Inset map hexes.

17.32 ZOCs extend into adjacent main map hexes only from units having a ZOC that occupy Transition hexes directly adjacent to a main map hex. These ZOC effects are identical to main map ZOC effects.

17.33 Units in main map hexes having a ZOC exert their ZOC into all adjacent Transition hexes, but not into interior Inset hexes.



EXAMPLE: Soviet unit R1 exerts a ZOC into Map Q hexes 3922 and 4023 as well as Inset hexes 1318, 1419, and 1518. Unit R3 projects a ZOC into Map Q hex 4023 as well as adjacent Inset hexes but not into Q3922. Unit R2 does not exert a ZOC into any Map Q hex but does extend a ZOC into all adjacent Inset hexes. Axis unit A3 exerts a ZOC into Inset hexes 1418, 1518, 1619, and 1718 as well as Map Q hexes 3922, 4022 (not shown), 4122 (not shown), and 4123.

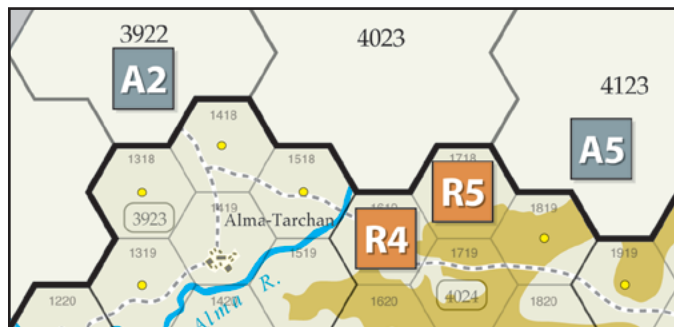
17.4 Inset Map Movement

A unit's printed Movement Allowance remains unchanged on the Inset map.

17.41 Adjacent Main Map Hexes

a. All standard terrain MP costs and effects on movement apply. Units function on Inset map hexes in the same manner, in all respects, as main map hexes.

b. Units unable to enter Inset hexes from main map hexes (because they have insufficient MPs remaining) remain in those adjacent hexes until their next available movement phase.



EXAMPLE: Axis unit A2 begins movement in Q3922. It moves to Inset hex 1418 by spending ½ MP since it is moving along a minor road (in Dry weather), then spends another ½ MP to move to 1419, where it stops. In his turn the Soviet player moves his R4 unit from Inset hex 1619 to Q4023 by spending 1 MP for crossing the river and 1 MP for entering a clear hex (and 1 MP to move into an enemy ZOC). It must stop since it has only now entered the ZOC of Axis A5 (A2 moved to 1419). Soviet R5 cannot move directly to Q4023 since that would be directly from enemy ZOC to enemy ZOC [unless it can use Infiltration movement; 11.4]. It could, however, move from 1718 to 1619 and then to Q4023 (thereby spending a total of 5 MPs).

17.42 Special Movement on the Inset Map

a. For railroad movement or strategic movement on the Inset map, each hex has the same cost as one main map hex. Each Inset hex occupied or entered cannot be closer than three hexes (two hexes intervening) on the Inset map from any Inset hex or main map hex containing enemy combat units.

b. Flotilla units move onto or exit the Inset map through main map all-sea or coastal hexes in the same manner as land units do through land hexes.

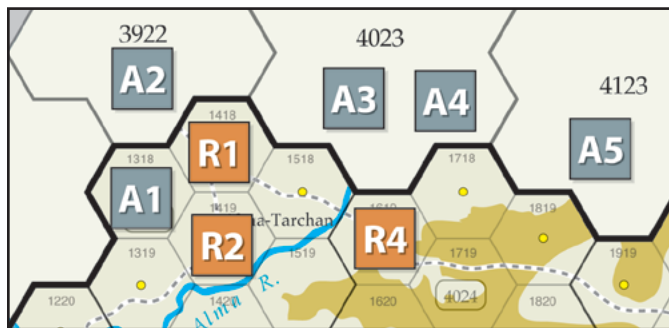
c. Naval units [see Naval Module] move from Inset map port hexes as part of normal naval movement and do not count hexes.

17.5 Inset Map Combat

"Come on fascist dogs. We are waiting."

Communist slogan

17.51 Attacks from main map hexes into Transition hexes are resolved with differing stacking point limits: up to ten stacking points in the main map hex, and up to eight stacking points in each Inset Transition hex attacked.



EXAMPLE: If Axis unit A3 attacks Soviet unit R1, it must also attack R4 because R4 exerts a ZOC into the adjacent Map Q hex 4023 (it occupies an Inset map hex adjacent to a Map Q hex). Axis A3 cannot attack Soviet R2 because they are not adjacent. Axis A5 cannot attack R4 because they are not adjacent. A2 can attack only R1.

17.52 Attacks conducted entirely from hexes on the Inset map to hexes on the Inset observe the eight point stacking limit for Inset map hexes.

Exceptions: Engineer units [15.53c] and rocket artillery [13.32b and c].

EXAMPLE: In the 17.51 example, if Axis unit A1 in Inset hex 1318 attacks, it must engage both R1 and R2 because both these units project a ZOC into its hex. Note that if A2 attacks R1 then A1 needs to engage only Soviet R2.

17.53 A unit forced to retreat by combat results can retreat off the Inset map onto any main map hex where it would be normally be allowed to move. It can also retreat from the main map onto the Inset map, or it can combine the two if retreating two hexes. Each hex counts as one hex of the retreat, whether it is on the regular or the Inset map.

17.54 Soviet Artillery Combination on the Inset

- a. Up to two Soviet artillery units (including coast defense artillery) can combine their support strengths for Defender hexes on the Inset map.
- b. As many more Soviet artillery units as desired can combine their support strengths provided all are within command range of a qualifying HQ [Exception to 13.15].
- c. Naval units [see Naval Module] providing artillery support for ground units are included within the combination limitations [13.15] only if they are on a port hex and are within command range of the HQ that allows the combining. Naval units can conduct artillery support (attacking or defending) regardless of their Readiness status.

Design Note: Artillery for each Inset map was organized under a single commander. He would have centralized control over batteries of all gun types in the area. Coast defense artillery ratings have been adjusted for their seemingly contradictory functions of engagement of both land and sea targets.

17.6 Axis Motorized Combat on the Inset

17.61 After movement is complete in the Axis Motorized Movement Phase, Axis red-box MA units can conduct combat. Non-red-box MA units cannot attack. The Axis player declares these attacks as he desires, using all regular combat rules [15.0 and 16.0]. Each Declared Attack requires its own Attack Supply. The combat can be supported by any artillery unit within range that has not already fired and by any available air units.

17.62 The Soviet player is not allowed this type of combat. Eligible Soviet units can conduct Reaction movement as triggered by this combat. Soviet artillery within range that has not fired can provide fire support and available air units can provide CAS. Soviet HQs can issue new Orders markers.

17.63 Axis motorized combat can be conducted only against Defender hexes on an Inset map. Supporting artillery can be located off the Inset (if they have the range).

17.64 Axis motorized combat is not allowed against Defender hexes where Mud weather conditions apply.

17.7 Special Situations on the Inset Map

17.71 Range Calculations

a. For distances on the Inset map, triple the range for all artillery (both sides), for air range limitations (both sides), and for the command range of HQs (Op or Non-Op). AA range doubles. LOC range [6.14b] for General and Attack Supply does not change.

b. Range can be computed partly on the main map and partly on the Inset map.

EXAMPLE: When measuring artillery range from the Inset map to the main map, each three unused range hexes carries to the main map as one main map range hex. Drop amounts less than three. When measuring range from the main map onto the

Inset map, triple all remaining range after deducting the main map portion.

c. When measuring range on the main map, then to the Inset map, and then back to the main map, either count just the mega hexes on the Inset map as regular hexes, or just use the main map hexes that are inside the Inset map boundary. Either method should work out with the same result.

Note: Players often reported forgetting that their main map artillery could be used to fire on the Inset map, and vice versa. The “disconnect” between the two maps cannot be avoided, so use extra care when moving units, allocating artillery support, etc.

17.72 AA units on the Inset map in enemy ZOC (from the Inset map or from off the Inset map) cannot conduct AA Fire. However, one can qualify as a “bunker buster” [15.44] in each attack.

Design Note: Because of the close-in nature of the Inset map, they are now engaged in front line fighting.

17.73 Inset Map Air Operations. Each Inset map hex is the equivalent of a main map hex for determining Mission hexes. There are no changes from the main map in numbers of allowed units or types of mission, but range is counted by the mega hex.

18.0 Fortifications

Fortifications give defensive benefits to friendly units. There are four types of fortifications: strongpoint, fortified line, fortified belt, and citadel. Strongpoints are available to both players, but fortified line, fortified belt, and citadel benefit only the Soviet player. Only strongpoints can be built during the game.

18.1 Common Features

18.11 A non-destroyed (active) enemy fortification blocks tracing a friendly Supply Route or railroad conversion through the hex it occupies, or through its hexside (in the case of a fortified line). Destroyed fortifications do not block Supply Routes.

18.12 Spend one additional MP to enter a hex containing any type of active enemy fortification. If the hex contains an active fortified line, movement across the fortified line hexside costs the extra MP. In hexes containing both fortified lines and strongpoints, the cost is still one additional MP regardless of the hexside crossed. A road (any type) or railroad does not negate this additional cost.

18.13 Fortification Destruction

a. A fortification is destroyed when any type of enemy combat unit remains on the fortification hex during its Engineering Phase. Citadels and Fortified Line hexes can also be destroyed by Bombardment [13.43 and 13.44]. Place an applicable Fortification Destroyed marker on those fortifications that are printed on the map.

b. Strongpoints markers are just removed from the map (and can then be reused). Strongpoints can also be removed because

of Strongpoint Deterioration [6.36] and voluntary removal by the owning player. A strongpoint under-construction is removed immediately if an enemy combat unit enters its hex.

18.14 Overrun and Combined Arms Bonus are not allowed against a hex containing an active fortified belt or citadel [11.35a].

18.15 Units cannot conduct an overrun against a strongpoint or across an active fortified line hexside unless combat odds are 12-1 and a motorized engineer accompanies the overrunning unit(s) [11.35c].

18.2 Fortified Line

A fortified line represents a continuous line of concrete pillboxes and bunkers. All fortified lines are printed on the map.

18.21 A fortified line is a hexside feature, although it is located in a specific hex. Fortified line always faces in one direction along the inside of a hexside. All effects on movement or combat apply only when crossing from the outside of the hex containing the fortified line over the facing side into the hex containing it and not from inside the hex containing the fortified line.

18.22 Combat Effects. If all Axis units are attacking across hexsides faced by fortified line, and the defending Soviet units are in the hex with the fortified line terrain symbol, then the Axis player applies a (+1) DRM to that combat die roll, cumulative with other effects. If even one Axis combat unit attacks through a hexside not faced by an active Fortified line, the DRM does not apply.

Exception: When attacked entirely through different terrain hexside types [such as fortified line and river] that confer equal combat benefits, the defender still receives a (+) DRM benefit.

EXAMPLE: A defender is attacked from two hexes with one having a river hexside and the other a fortified line hexside. Because each provides a (+1) DRM and both of these features are not in both hexes, the defender receives the (+1) DRM.

18.23 Axis Combined Arms Bonus is not allowed if all Axis units in that combat required for the CAB are attacking across active fortified line hexsides [15.57d].

18.24 Once destroyed, a fortified line hexside cannot be rebuilt.

Note: A fortified line may be destroyed prior to an attack by a Super-Heavy Artillery bombardment [13.43 and 13.44].

18.3 Fortified Belt

A fortified belt represents a more extensive array of defensive positions arranged in more depth than those described for fortified lines. All fortified belts are printed on the map.

18.31 A fortified belt is a hex feature that allows defense from all directions. When attacking a non-destroyed fortified belt the Axis player applies a (+1) DRM for that combat, cumulative with other effects.

18.32 The Axis Combined Arms Bonus is not allowed if the Defender hex includes a non-destroyed fortified belt [15.57d].

18.33 An Axis ZOC does not extend into a non-destroyed fortified belt hex.

18.34 Axis units defending a fortified belt hex (active or destroyed) do not receive its combat effects. A Soviet strongpoint built on an active fortified belt hex gives no additional combat effects.

18.35 Once destroyed, a fortified belt hex cannot be rebuilt.

18.4 Strongpoints



Strongpoints represent improved field fortifications prepared for defense against attack from any direction. Strongpoints are not printed on the map; they must be built. Both players can build strongpoints.

18.41 Combat Effects

a. If an active strongpoint is in the Defender hex, apply a (+1) DRM to the combat die roll.

b. A Soviet strongpoint on an active fortified belt gives no additional combat effects.

c. The (+1) DRM of an active Soviet strongpoint on a fortified line hex is not cumulative with the fortified line but still apply its DRM when the attack comes from a direction not covered by the fortified line.

d. When a Soviet strongpoint is on an active fortified line hex that is within four hexes of a Soviet friendly city or major city hex, apply a (+2) DRM for attacking through that fortified line hexside [representing defensive works built in depth by civilian workers and forced labor]. If an Axis unit attacks through a hexside not covered by a fortified line, apply only the (+1) DRM for the strongpoint.

18.42 The Soviet player cannot begin the construction of more strongpoints each turn than those allowed by the results from the Soviet Replacements Table [7.41]. The number of strongpoints allowed on the map for both sides is unlimited; the counter-mix does not constitute a design limit.

18.43 Soviet Construction Restrictions. A strongpoint can be built on any eligible hex. Note: [17.24]. The hex can be in an enemy ZOC.

- a. The hex cannot already contain another strongpoint but can contain a different type of fortification.
- b. Construction can start only on hexes in General Supply [see also 6.26d] or on hexes occupied by a Soviet unit (regardless of supply status).
- c. Non-OP HQs prevent construction of regular strongpoints within their command radius, but not of **E** type strongpoints [21.26].

18.44 Construction Procedure

- a. During the friendly Engineering Phase, place the strongpoint with its under-construction side showing.
- b. During the next turn's friendly Engineering Phase, turn the strongpoint under-construction over to its completed side if its hex is in General Supply. If the hex is not in General Supply, the strongpoint remains under-construction.
- c. Engineers can be used to complete the construction of a strongpoint in one turn [22.11].

18.45 Additional Construction Restrictions for the Axis

- a. Scenario rules may limit how many strongpoints the Axis player can build per turn.
- b. Each Axis strongpoint requires a constructing combat unit (any type except armored) for placement. During the turn the unit constructs the strongpoint the unit cannot engage in movement or combat [see also 22.11].

Note: Place the strongpoint under-construction directly on top of the constructing combat unit to indicate the unit that the marker affects. When complete, flip the strongpoint over to its constructed side and place on top of the upper most unit; because it affects the hex [3.34].

- c. During construction place the strongpoint with its under-construction side face up on the same hex as the constructing unit. Turn the strongpoint over to its completed side during the next friendly Engineering Phase, regardless of its supply status, but only if the constructing unit is still in that hex. If the constructing unit is not there, then remove the strongpoint.

18.46 A strongpoint under-construction does not block movement of combat units [or naval units] but does block:

- Movement of enemy non-combat units (unless accompanied by combat units)
- Tracing an enemy LOC through that hex
- Enemy railroad movement into or through its hex
- Enemy railroad conversion in its hex
- Armored train movement

18.5 Citadels

These hexes usually contain multiple heavy fortifications, some modern with subterranean levels, others originally started well over a century earlier. Soviet troops held these tenaciously.

18.51 Combat Effects of Citadels. Apply the following combat effects when Soviet units are defending an active citadel.

- a. The Axis player applies a (+1) DRM to his combat die roll (cumulative with other effects). Attacking Engineer Effects [15.53] or one Super-Heavy artillery unit attacking a citadel [13.44] can offset this DRM. Additional defender DRMs may be available for other terrain [such as a hill].
- b. Any combination of defending units double their defense strength up to a maximum increase of 3 defense strength points for the hex. These can be any unit type (defender's choice).

EXAMPLE: Three units of 2 defense points each defend a citadel. The total defense strength is $2+2+2$ + the 3 doubling bonus = 9 total defense strength points. If the defenders were reduced to just a single 2 defense point unit, then the new total would be 2 plus a 2 doubling bonus = 4 total defense strength. A 4 defense point unit computes as 4 + the 3 doubling bonus = 7 total defense strength points.

- c. The attack strength of all Axis armored units [*Exception:* Armored engineer units] attacking an active citadel is halved.
- d. All units on an active citadel ignore all **R** (Retreat) combat results (and its extra loss). This is not the equivalent of No Retreat orders; units in a citadel cannot be given Orders.

The maximum possible defense DRM in a single hex for combat against a citadel is a (+4) DRM plus effects of supporting air units, computed as:

- Citadel (+1)
- Strongpoint (+1), if a strongpoint has been built here
- Hill (+1)
- River hexside (+1)
- Air support (variable number)

The Axis can offset these by a maximum of three (3) DRMs along with the DRM effects of air units, computed as:

- One engineer (−1) DRM [15.53]. Just one engineer is required. Additional engineers have no effect [15.53a]
- Each Super-Heavy artillery unit can offset either the citadel (+1) DRM or a strongpoint (+1) DRM [13.44]
- Panzer Division Integrity Bonus (−1) DRM [15.58]. Just one Bonus is allowed against a citadel
- Air units (variable number)

The citadel and fortified line may become destroyed [13.43] before netting the final DRM.

Design Note: Most citadels were relatively small and could not hold a full division, hence the limit on the doubling effect. Retreats do not apply since units deployed there would be under orders to stand. The two Maxim Gorki batteries at Sevastopol, for example, were in contact with fortress HQ even after the guns had been destroyed. Their garrisons were full of fanatical political officers issuing death or glory orders. It should also be noted that the Soviets did not name citadels; only the Germans did.

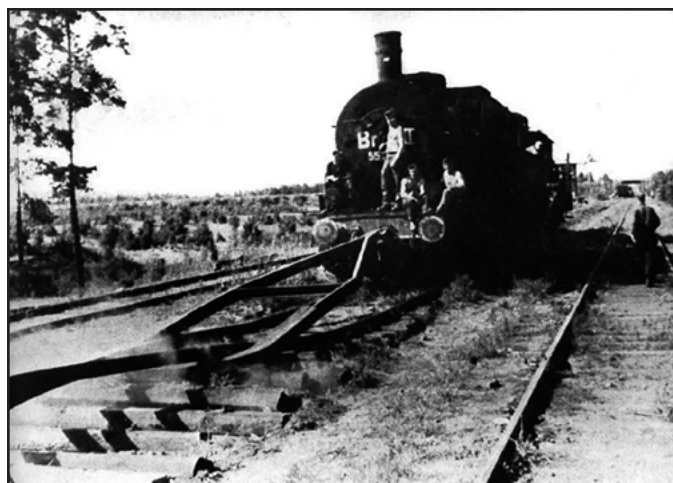
18.52 A ZOC does not extend into or out of a non-destroyed (active) citadel.

18.53 Axis units defending a citadel hex (active or not) do not receive its combat effects.

18.54 Soviet units on an active citadel hex are always in General Supply [6.3] and are not subject to Surrender [20.0].

18.55 A destroyed citadel confers no combat or other effects. A citadel is destroyed when either:

- Occupied during the Axis Engineering Phase by an Axis combat unit, or
- An attack against it includes Axis Super-Heavy artillery with asterisk strength that achieves a **Destroyed** result. These units make a separate attack, immediately before regular combat, using the Axis Super-Heavy Artillery Effects Table [13.43].



19.0 Railroad Conversion

The Soviet Union had a railroad track width different from that of other European nations.

19.1 Railroad Hex Status

19.11 Only friendly railroad hexes can be used for friendly railroad movement and for tracing friendly supply. Scenario instructions will specify those railroad hexes friendly to the Soviet or Axis players.

19.12 Both players can convert railroad hexes to friendly use during their respective Engineering phases. All hexes converted in a single phase are added only to a functioning railroad net [6.16]. Add them from one converted hex to the next contiguous hex connected by the same railroad line. A player cannot leave gaps. Gaps may appear later due to enemy action [19.4].

19.2 Railroad Conversion by Axis Units

19.21 To convert a railroad hex, the Axis player is not required to have a unit occupying that hex. Instead, he uses Railroad Conversion Points (RCPs), as indicated in the scenario instructions. These are available every turn. He spends RCPs to convert any railroad hex that is:

- In General Supply, and
- not in an enemy ZOC (unless a friendly unit occupies the hex), and
- adjacent to a friendly Railhead marker. As each hex is converted, the Railhead marker is moved into that hex, and
- free from any non-destroyed enemy fortification [18.11].

Note: Previously converted railroad hexes marked with Soviet Rail Cut markers are always eligible for re-conversion.

19.22 A swamp, marsh, mountain, or alpine hex costs two RCPs to convert. Any hex where Mud or Snow weather conditions apply costs two RCPs to convert. All other hexes cost one RCP. As the Axis Player spends the RCPs, he converts the affected hexes immediately by moving his Railhead marker or by removing Rail Cut markers [19.25].

19.23 Each turn, the Axis player can spend RCPs to advance Railhead markers on railroad lines, but no more than four RCPs can be spent to move any single Railhead marker from its start hex (in Russia; additional RCPs may be available for use elsewhere according to the scenario). Unused RCPs cannot be accumulated from turn to turn.



19.24 The Axis player uses Railhead markers to indicate the extent of his rail conversion. Railheads arriving as reinforcement are placed in the indicated hex during the Reinforcement Phase of the Strategic Segment. From there railroad hexes can be converted normally later that same turn.

a. As the Axis player spends RCPs, he moves the Railhead marker into the converted hexes.

b. Whenever a Railhead marker moves onto a railroad junction hex (where multiple railroad lines converge), the Axis player places additional Railhead markers oriented toward each railroad line which enters the hex. If the Axis player still has RCPs available, construction can continue (this turn) along any (or all) of the railroad lines exiting the junction hex where each converted hex costs one (or more) RCPs regardless of the direction from the junction. The Railhead marker is advanced as RCPs are spent to convert a hex along each line.

EXAMPLE: Axis player has 6 RCPs available and he converts a line in clear terrain at cost of one RCP per hex. A rail junction is reached after converting two hexes—he places a new railhead for the junction and can now continue to convert two more hexes along each line to keep within the scenario limit of four RCPs per line, spending a total of $2+2+2 = 6$ RCPs.

19.25 Rail Cut Markers



a. Rail Cut markers are placed at the start of each scenario according to scenario instructions.

b. A Rail Cut marker without an arrow indicates that just the hex containing the marker is not converted or has lost its conversion for use by Axis units. When an Axis Railhead marker enters a hex containing a Soviet Rail Cut marker without an arrow, remove the Rail Cut marker.

c. Rail Cut markers with an arrow indicate that the hex with the marker and all hexes in the direction of the arrow are not converted for Axis use, and are available for Soviet use. When an Axis Railhead marker enters a hex containing an “arrow” Rail Cut marker where the arrow points away from the Railhead marker, the Rail Cut marker is moved back one hex to the next Soviet railroad hex. The marker is removed only when it enters a hex containing another Rail Cut marker.

Note: The Axis player should remember that moving through a railroad hex does not convert it. The Soviet player could still use it for railroad movement, even deep behind the Axis front line, if it is left unguarded.

19.3 Railroad Conversion by Soviet Units

The Soviet player can convert an Axis railroad hex to Soviet use if a supplied Soviet engineer unit [22.12] or Operational HQ [21.15] occupies the hex at the end of the Soviet Engineering Phase. The engineer (or HQ) cannot have engaged in combat or specialized movement [11.0] during that turn. The Soviet player pushes back the Railhead marker and places (or advances) a Rail Cut marker with an arrow to indicate its conversion.

19.4 Cutting Railroad Lines



During his Engineering Phase, the Soviet player has the option to place a Rail Cut marker on any Axis-converted railroad hex that is occupied by any Soviet combat unit. Axis units cannot place Rail Cut markers and Soviet units cannot cut their own railroads.

Design Note: During this time period the Axis expected to capture Soviet railroads and to convert them to their own use. The Soviets, on the other hand, destroyed Axis railroads.

20.0 Soviet Surrender

Many surrounded Soviet units readily surrendered, but certain units were more likely to fight to the death. Only Soviet combat units are subject to Surrender.

20.1 Surrender Qualifications

20.11 During the Surrender Phase, the Soviet player is required to make a surrender check for each hex with a Soviet combat unit that is in an Axis ZOC and that cannot trace a line of hexes of any length free of Axis ZOC to:

- A friendly port
- A non-surrounded major city
- A map-edge Supply Source

20.12 Certain units are not subject to Surrender:

- Naval units
- Flotillas
- Armored trains
- All units in a non-destroyed citadel hex
- Dumps and MSUs

20.13 A unit can trace its line of hexes into or through a hex containing a friendly combat unit even if enemy units project a ZOC into that hex.

20.2 Surrender Procedure

20.21 Refer to the Surrender Table. Roll the die for each qualifying hex. Modify the die roll by applicable DRMs.

The results are:

Surrender	Remove all Soviet units from the hex and place them in the Eliminated Box.
Full Attrition	Each unit in the hex loses one step. Any unit removed due to this step loss is placed in the Eliminated Box.
Partial Attrition	Only one unit in the hex loses one step, Soviet player's choice; the rest are unaffected. Any unit removed from the map is placed in the Eliminated Box.
No Effect	The Soviet units remain without loss.

Note: Soviet MSU and Supply Dump units can mitigate DRMs on the Surrender Table that would otherwise apply, by keeping units in General or Emergency Supply. Any Soviet MSU or Dump that remains in a hex where all Soviet units have surrendered is removed and placed in the pool of available supply counters for later use.

20.22 The DRM for an HQ applies regardless of its supply status.

Design Note: The DRM for GTs 31 through 61 represents the period of particularly low Soviet national morale that culminated in a partial evacuation of Moscow.

21.0 Soviet Special Units

21.1 Operational HQs



Operational Soviet Headquarters (HQ) units serve several important command and control functions.

21.11 Every Soviet HQ has a Command Range of four hexes. The range is traced without regard to terrain or enemy units or their ZOC. When counting command range, do not count the hex occupied by the HQ unit. Each HQ has zero stacking value; however, when moved by railroad, air, or naval transport, each HQ counts as one stacking point.

21.12 The command point value of an Operational HQ has various functions, all of which can be exercised up to this value per phase during any turn. It indicates:



a. The number of non-motorized units which the HQ can activate for movement during the friendly Motorized Movement Phase [10.13]. The HQ cannot activate itself, units from off the map, or cavalry [since cavalry is already allowed to move]. To be activated, units must be within command range of the activating HQ. Place Activated markers on any activated units.

b. One Soviet Guards unit within command range can be activated in addition to those allowed by the HQ's command point value [21.41]. Place Activated markers on any activated units.

c. The number of motorized units within command range eligible to be moved by each Operational HQ during the Soviet Reaction Phase.

d. The total number of Orders markers that the HQ can place during a single phase within command range [12.54].

e. One command point can be used to remove one mandatory No Retreat Order imposed by NKVD units [12.54b and 21.51c]. Removed NKVD orders cannot be changed to Additional Retreat.

EXAMPLE: If there are two combats but the only HQ within range has only one command point, an Orders marker can be placed on only one of those combats; or, one NKVD No Retreat Order can be cancelled.

21.13 Command points cannot be accumulated from turn to turn or lent to other HQs. Air Interdiction can affect an HQ's command point value [14.66].

21.14 Each Operational HQ can allow up to two Soviet artillery units within its command range to provide support to one Declared Combat [13.15a].

21.15 Engineer Function. An Operational HQ can also convert railroad hexes [19.3] to Soviet use. The HQ converts only the hex it occupies (regardless of its Command value).

Design Note: Some engineers are assumed to be with the HQ units.

21.2 Non-Operational HQs



21.21 Each Soviet HQ is back-printed with a Non-Operational (Non-Op) side. Instead of a command point value, the Non-Op HQ has a recovery value. Each Non-Op HQ is still a one-step unit with a stacking value of zero. Each Non-Op HQ retains a command range of four hexes.

21.22 If the command range of Operational and Non-Op HQs overlap, the Non-Op HQ's command range and effects take precedence where the overlap occurs.

21.23 Turn an HQ to its Non-Op side when:

- Specified by Scenario Set up
- It receives an Overrun marker
- It retreats through a vacant hex in an Axis ZOC
- It suffers certain Air Interdiction results [14.66b]

21.24 If an HQ (Op or Non-Op) is eliminated due to combat or an overrun, place it in the appropriate box (Cadre or Eliminated) of the Unit Rebuilding Track on its non-Op side.

21.25 A Non-Op HQ cannot:

- Allow activation doubling for Mandated Attacks [12.35]
- Allow artillery to combine [13.15a]
- Be transported by air [14.72]
- Activate non-motorized units [21.12a]
- Activate any Guards unit [21.12b]
- Activate any motorized unit(s) during the Soviet Reaction Phase [21.12c]
- Issue Orders markers [21.12d]
- Remove NKVD mandatory No Retreat Orders [21.12e]

21.26 Non-Op HQ Restrictions. The following apply to Soviet activity on hexes located within its command range.

a. Construction Restrictions

- New regular strongpoints cannot be placed, but strongpoints received by **E** results can be placed and strongpoints and bridges under-construction can be completed.
- Bridge Destruction [22.43c] is not allowed.
- Railroad conversion is allowed.

b. Soviet air units cannot conduct CAS [14.5] or Interdiction [14.6] missions, but Soviet fighter units can oppose Axis Interdiction and CAS missions.

c. No more than one Soviet artillery unit, including those in the Defender hex, can contribute its support strength to a Defender hex in command range.

21.27 Non-Op HQ Movement Restrictions

a. While a Non-Op Soviet HQ can always move during the Soviet Movement Phase, the number of Soviet combat units that can begin movement within Non-Op command range at the beginning of a movement phase is limited during each movement phase to one less than that HQ's recovery value.

EXAMPLE: If the HQ's recovery value is 3, only two Soviet combat units located within the Non-Op HQ's command range can move during the Soviet Motorized Movement Phase (if motorized), and the same (or different) two units can move during the Soviet Movement Phase.

b. Where two or more non-Op HQs have overlapping zones, treat the combined zone as a single zone and use the HQ of the lower recovery value to determine the movement of other units.

c. Any Soviet combat unit that begins its movement outside of the command range can enter and freely move within that command range. Once a unit ceases moving within four hexes of a Non-Op HQ, it becomes subject to the Non-Op HQ Movement Restriction.

Note: Moving a Non-Op HQ can be critical, because the 4-hex command range moves with it. Moving the command range can free units to move (during a later phase) which would otherwise remain restricted.

d. Placement or repositioning of a Bridge marker within Non-Op command range counts as the movement of one unit. Removal

of a Bridge because an enemy combat unit enters its hex does not count against this one unit limit.

e. Air transport [14.7] that begins or ends within Non-Op command range counts as the movement of one unit.

f. The movement of flotilla and naval units is not restricted.

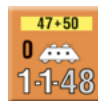
21.28 Recovery of Operational Status

a. During the Administrative Segment the Soviet player can attempt HQ recovery. He rolls the die for each Non-Op HQ. If the die roll is greater than twice the HQ recovery value, the HQ remains Non-Op. If the die roll is equal to or less than twice the HQ recovery value, turn the HQ over to its Operational side. The Soviet player can also roll for Non-Op HQs in the Active Box (not the Cadre or Eliminated boxes).

b. If the HQ has an Out of Supply marker on it, do not double its recovery value.

21.29 HQ Disbandment. During the Administrative Segment the Soviet player can disband any number of his Non-Op HQs. Disbanding an HQ is done instead of doing the recovery die roll for that HQ [you can't fail the die roll and then decide to disband the HQ]. Place disbanded HQs in the Cadre Box (in Non-Op status). The Axis player scores one VP for each Soviet Non-Op HQ disbanded.

21.3 Soviet Armored Trains



These units represent groups of trains numbered for their controlling NKVD or Army railroad security regiments. The Axis deployed very few armored trains to the eastern front and these were strictly for internal security.

21.31 Stacking. Only one armored train is allowed in a hex at the end of any phase. If an armored train is forced to stack with another armored train, it is eliminated instead.

21.32 Movement

a. An armored train (gray MA) moves only on railroad hexes, up to its printed MA each turn (subject to Air Interdiction effects; 14.65). It can move during either the friendly Motorized Movement Phase or the friendly Movement Phase, but not both in the same turn.

Note: To keep track of movement consider placing an Activated marker on a Soviet armored train if it moves during the Motorized Movement Phase.

b. An armored train can move into but not through an enemy ZOC. It can move only on contiguous connected railroad hexes not converted to Axis use. It can retreat through enemy ZOC only if a friendly unit occupies that hex [16.47b and 16.48].

c. An armored train does not count against railroad capacity. It cannot transport units.

d. Even though it conducts regular movement on railroads, an armored train cannot conduct Specialized Movement [11.0].

21.33 An armored train blocks an enemy Supply Line through the hex it occupies.

21.34 Armored trains do not require Attack Supply or General Supply. They are not subject to Surrender.

21.35 Armored trains are not “armored” type units for purposes of movement, combat, or VP calculation [24.41]. Armored trains are rebuilt only from armored train RPs. When eliminated, place the armored train in the Cadre Box [7.42c], never the Eliminated Box.

21.4 Guards Units

Only the Soviet player has Guards units. Soviet Guards units are denoted by use of “Gd” in their unit Identification and their red unit type box.

21.41 During the Soviet Motorized Movement Phase, an Operational HQ can activate one Guards unit that is within the HQ’s command range. This activation is in addition to any other activations allowed by an HQ’s command value, and is allowed even if Interdiction has reduced the command value to zero [14.66]. This activation cannot be doubled by rule 12.35.

21.42 Non-Op Soviet HQs do not allow Guards activation [21.25] within their command range.

Note: Guards rocket units can use special stacking [13.32b].

21.5 NKVD Units



These internal security troops were not under army control, but during emergency conditions many were committed to front line duty.

21.51 Automatic No Retreat

a. Whenever any NKVD unit defends in eligible terrain [12.53b], it automatically confers a No Retreat Orders marker on that hex. A town in the hex allows No Retreat when the town gives a DRM during Mud or Snow weather.

Note: NKVD units do not confer Orders during overrun because Orders cannot be placed until combat is declared and overrun is not combat.

b. Any step losses required by this combat result cannot be assigned to an NKVD unit until all other units in the hex have been eliminated. If more than one NKVD step occupies a Defender hex, the Soviet player specifies the unit that creates the No Retreat. That NKVD unit takes the last step of loss even if an HQ cancels a No Retreat order.

Note: See 7.45 for how to rebuild NKVD units.

c. The Soviet player can apply a command point from an in-range operational HQ to remove the No Retreat requirement [21.12e].

d. Beginning GT 31 only motorized (red-box MA) NKVD units confer No Retreat Orders markers.

Design Note: After about two months into the campaign only the most fanatical of NKVD troops still had the determination for such warfare.

21.52 Surrender die rolls receive a favorable DRM for any hex in which there is at least one NKVD unit of any type [see Surrender Table].

21.53 Motorized NKVD units cannot conduct Reaction Movement or Overrun.

Design Note: Since NKVD units were not under Army command, doctrine did not exist to allow them tactical flexibility.

21.6 Soviet Machine Gun (MG) Units



21.61 Turn MG units from their Untried side to their Tried side only if engaged in a combat or an overrun. As they are revealed, remove from play those units that show “Remove” on their Tried side.

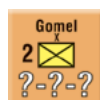
21.62 Each Untried MG unit projects a ZOC. They are combat units and are subject to supply restrictions and Soviet Surrender.

21.63 Place all removed MG units in the Cannot Rebuild Box.

21.7 Soviet Militia Units



All Soviet units with yellow colored unit type boxes are Militia units. Militia units function as normal combat units, but with some differences.



21.71 Untried Militia. Unless scenario set up instructions specify differently, place all Soviet Untried Militia units in the counter mix in an opaque cup to be drawn at random for placement on the Scenario Set up Card. Place Untried Militia units on the map on their Untried sides. Like Untried MG units [21.61], reveal them only if engaged in a combat (attacking or defending) or an overrun. As they are revealed, remove from play those units that show “Remove” on their Tried side.

Design Note: Militia performance was erratic. Soviet Commanders were often the last to know how their Militia units would perform in battle.

21.72 Militia units can be voluntarily converted into Zap units during the friendly Engineering Phase [7.44].

21.73 When removing a Militia unit from the map, for any reason, do not place it back into the opaque cup. It cannot return to play.

21.74 A Militia brigade unit cannot move more than five main map hexes from the nearest hex of its placement town, city, or major city (count the hexes like artillery range). If forced to retreat (by combat or overrun) outside of the five-hex range, it is immediately eliminated.

Note: This rule refers only to brigade size militia units. These are very loose organizations that would disintegrate when outside of centralized control.

21.8 Garrisons



21.81 Units designated as Garrison are shown as such on the set up cards or created by special placement.

21.82 A garrison unit cannot conduct movement. It cannot attack, but can defend in combat. A garrison artillery unit can provide artillery support. After it has been released, a garrison unit can perform all game functions. Garrisons are released on a hex-by-hex basis [7.52].

21.83 Release all units on a single garrison hex when:

- The hex is attacked, or
- An enemy combat unit projects its ZOC into the garrison hex at the end of any phase, or
- It is released by a release date listed in the scenario instructions.

21.84 Soviet Garrisons

- A Soviet Reservist unit [7.8] becomes a garrison unit upon placement.
- An **R** result obtained from the Soviet Replacements Table [7.52a] can release one or two (as desired) Soviet garrison hexes. This does not cost a VP [24.3].

22.0 Other Special Units

22.1 Engineers

22.11 An Axis or Soviet engineer unit can construct a completed strongpoint during the same turn the strongpoint is received [7.41, 18.44c, and 18.45c]. Place an available strongpoint on its completed (active) side on any engineer in General Supply during the friendly Engineering Phase. That engineer cannot engage in combat, specialized movement [11.0], or air or naval transport during the turn, or convert railroad hexes [19.3] or cut Axis railroad hexes [19.4] during that Segment.

Note: Axis Engineers can move and construct a Strongpoint in the same turn (exception to 18.45b).

22.12 A Soviet engineer unit on an Axis railroad hex at the end of the Soviet Engineering Phase can convert that hex to Soviet use [19.3].

22.13 A stack can attempt an overrun against a hex with a strongpoint or through a hexside containing a fortified line only if it contains a motorized engineer unit [18.15].

22.14 An engineer unit can perform only one of the following functions during any one turn:

- Aid movement across a shallow water hexside [10.47]
- Aid construction of strongpoints [22.11]
- Conduct conversion of railroad hexes from Axis to Soviet use [22.12]
- Allow overrun of a fortified line hex or strongpoint [11.35c, 18.15, and 22.13]
- Allow Ferry construction [22.32]

22.15 In the same phase an engineer can:

- Allow Engineer Effects in combat [15.53], and
- Exceed the stacking limit [15.53c].

22.2 Bridge Markers



Historically, bridge construction engineers were available to both sides and frequent use was made of pontoon bridges. Both players can use their Bridge markers to cross canal, river, and major river hexsides where there is currently no bridge, or to cross hexsides where a bridge printed on the map has been destroyed.

22.21 Bridge markers have two sides. The front side is the completed (active) side. The back side is the under-construction side. A completed Bridge marker becomes a bridge across an adjacent canal, river, or major river hexside. Orient the arrow on the counter to point directly at the bridged hexside. An active Bridge negates only the cost to cross that hexside. If there are roads in the hexes on each side of the bridged hexside, these roads connect only if they were previously connected by a bridge that is now destroyed [22.4].

22.22 A Bridge marker does not move; it is removed or repositioned for construction. There is no limit to the number of times a Bridge marker can be removed or placed, but it can do this only once per turn. When not being used, store Bridge markers in the Active Box. A player is never forced to construct a Bridge.

22.23 Bridge Placement



a. A bridge under-construction can be placed only on a hex in friendly General Supply. The destination hex does not have to be in friendly General Supply. The construction hexside cannot contain a non-destroyed bridge (including printed on the map) but can contain a destroyed bridge. When completed across a destroyed bridge hexside, units can continue to move at the road movement rate across the Bridge marker to the opposite hex (where the road leads) while repair procedures continue on the destroyed bridge. A road Supply Route can also continue across a hexside with a Bridge marker. Once the printed bridge is repaired, remove the Bridge marker.

Note: An unsupplied (and therefore ineligible) hex can become eligible for bridge placement by use of a Temporary Supply Source [6.26].

b. A Bridge marker can remain in a hex indefinitely, fully functioning as a (road) bridge, even if the hex is later determined to be Out of Supply.

c. Place the Bridge marker during the friendly Movement Phase if Axis, or friendly Motorized Movement Phase if Soviet, with the under-construction side face up. Place the Bridge marker adjacent to the hexside to be bridged. Enemy ZOC can extend into the destination hex (the opposite, or adjacent, hex on the other side of the river), but the destination hex cannot be enemy occupied. A Bridge under-construction has no effect on movement.

Note: Non-Op HQs can limit Bridge placement [21.27d].

22.24 Bridge Completion

a. A Bridge marker crossing a (non-major) river or canal hexside turns over to its active side as soon as it is placed.

b. A Bridge marker crossing a major river completes its construction during the friendly Engineering Phase; therefore, it cannot be used during the preceding Movement or Motorized Movement phases.

c. When completed, turn the Bridge marker over to its active side with the arrow pointing at the bridged hexside if both placement and destination hexes are still friendly and no enemy ZOC extends into either hex (unless negated).

Note: Changing the hexside that a Bridge marker is pointed to requires following the entire construction procedure again, even if the hex that the Bridge occupies does not change.

22.25 Soviet Bridge markers function exactly like Axis Bridge markers but through GT 98 cannot be placed to cross a major river unless otherwise specified in a scenario [The Soviets generally lacked proper heavy equipment during 1941].

22.26 A unit cannot use an enemy Bridge marker. Remove the Bridge if an enemy combat unit enters its hex. Removed Bridges can be reused during any future turn.

22.3 Ferry Markers



Axis forces were unprepared to repair so many damaged railroad bridges over major rivers and resorted to stop-gap measures to forward supplies by constructing ferries. Only the Axis player has Ferry markers.

22.31 A Ferry marker allows railroad movement (not ground movement) across a major river hexside where the railroad bridge (printed on the map) has been destroyed.

22.32 Ferry markers are used nearly the same way as Bridge markers. Use rules 22.22 through 22.26 but with the following changes.

a. Place a Ferry during the Axis Movement Phase. A Ferry can be placed on any hex containing a hexside with a destroyed major river railroad bridge if the hex contains a converted Railhead marker in a railroad net that traces supply back to a map edge supply source.

b. Place the Ferry with its under-construction side up. During the Axis Engineering Phase turn the Ferry to its active side. An Axis engineer unit (any nationality) is required for both phases. It can move away on any subsequent turn. The major river hexside is now open to Axis railroad movement beginning the next turn.

22.33 Major Rivers and Ferries. A transported unit spends 30 railroad MPs to cross a major river (plus one additional railroad MP for the hex on the other side) on a Ferry. Units with insufficient railroad MPs remaining cannot cross the major river hexside by Ferry. They stop adjacent to the major river hexside and any remaining railroad MPs are lost.

22.34 Supply. Starting the turn after the Ferry is completed the Axis player can use it to trace General Supply and Attack Supply, and can extend his railroad net across that major river hexside.

22.35 Ferry marker removal is the same as Bridge marker removal except that once placed, a Ferry is not removed until either the railroad bridge is repaired, or an enemy combat unit moves into its hex.

Note: The main reason for the use of a Ferry is to link railroads while bridge repairs take place. So, you can place a Ferry and continue railroad conversion on the opposite bank of the river, once the Ferry is complete. Keep in mind that you cannot begin repairs to destroyed railroad bridges until you get the railhead there.

22.4 Bridge Destruction and Repair

22.41 Only the road and railroad bridges printed on the maps over major rivers or lakes are subject to Bridge Destruction. Both players can conduct Bridge Destruction.

Note: Bridge and Ferry markers are not subject to destruction or enemy capture. Instead, they can only be (temporarily) removed.

22.42 Any combat unit, in any supply status, can conduct Bridge Destruction during the friendly Engineering Phase. The unit can conduct Bridge Destruction when it is located in either of the two hexes that include the bridge hexside and an enemy unit is seven hexes or less from the hex containing the unit conducting Bridge Destruction (count hexes the same as artillery range). All bridges on that hexside are destroyed automatically [**Exception:** 22.43c] when Bridge Destruction is declared for that hexside. A destroyed bridge no longer allows ground or railroad movement across it until it is repaired. A bridge can be destroyed and rebuilt an unlimited number of times.

22.43 Bridge Destruction Procedure

a. Declare which bridges will be destroyed, as desired [note rule 10.45a, last bullet].



b. Place a Bridge Destroyed marker with its 2 point side face up in either hex adjacent to each bridge destroyed. The marker remains until the bridge is fully repaired.

c. A bridge cannot be destroyed by a Soviet unit that is within command radius (four hexes) of a Soviet Non-Op HQ.

22.44 Bridge Repair

a. Both players can conduct Bridge Repair. Conduct Bridge Repair during the friendly Engineering Phase on as many eligible bridges as desired. Repair of each bridge can be attempted only once per turn.

b. A bridge is eligible if a supplied friendly engineer unit is in either of the two hexes that include the bridge hexside. A railroad bridge also requires a friendly railhead marker adjacent to the bridge hexside in order to be eligible for repair. An engineer can conduct repair on only one bridge per turn.

c. A bridge is not eligible for repair if an enemy combat unit is in the hex on the other side of the bridge; however, that hex can be in an enemy ZOC.

Design Note: A railroad bridge across a major river would be extremely difficult to repair. It is required to carry more weight than a road bridge and the surface must be perfectly level. To accomplish this, the Germans massed bridging assets into large organizations, each controlled by an engineer regiment. Interestingly, such assets included cable ferry functions. By March 1942 the Germans operated four groups of ferry and pontoon crossings to supplement repaired bridges.

22.45 Bridge Repair Procedure

a. A player indicates the bridges he will attempt to repair.

b. He rolls the die, applies DRMs, and consults the Bridge Repair Table for each attempt. Results are:

Remove 1 Damage point Turn the Bridge Destroyed marker from its two-point side to its one-point side, or remove the marker if it begins with its one-point side face up.

Not repaired Do not remove the damage point.

22.46 Removal of the Bridge Destroyed marker signifies the bridge is fully repaired and can be used. A player can try each turn to repair the bridge until repair is complete. Additional damage points might be inflicted during the repair period, if an enemy unit later becomes adjacent to the hexside and again performs bridge destruction.

22.47 A bridge may start a scenario as destroyed. Check the scenario rules for a list of these.

22.5 Flotillas

Flotilla units are ground combat units that have special movement capabilities and restrictions [Naval Module 32.1].

22.51 Flotilla Movement

a. Flotillas can move up to their printed movement allowance in contiguous hexes that are connected by certain scenario-specified river, major river, canal, coastal, shallow water, lake, inland sea, or all-sea hexes. Flotillas can move in either, but not both, the friendly Movement and Motorized Movement phases. They cannot move during the Reaction Phase [they are not tied into an HQ communications system]. Each hex entered costs one flotilla movement point. They can retreat or advance after combat.

b. Flotillas can move into, but not through, an enemy ZOC [remember, an enemy ZOC does not extend across major river, lake, or all-sea hexsides]. They cannot enter enemy occupied hexes. Movement can be restricted by Air Interdiction [14.65].

c. Flotillas move on one of the two hexes that are adjacent to a major river hexside and will be in just one of those two possible hexes. They pay one flotilla MP for each hex entered, regardless of the land cost. They never pay the major river hexside terrain cost.



EXAMPLE: Here, the flotilla could move into hexes A or E by spending 1 flotilla MP. Flotillas can also move "to the other bank" by spending 1 flotilla MP to enter that hex, regardless of the actual hex terrain. The flotilla could switch sides of the major river, moving into hexes B, C, or D by spending 1 flotilla MP.

d. Flotillas move on canals, the same way they do major rivers, but only on those hexes that include the canal hashed hexside graphic.

e. Flotillas move on connected coastal or sea hexes at a cost of one flotilla MP for each hex entered. Land terrain in coastal hexes is ignored. Flotillas can enter shallow water [10.47].



EXAMPLE: The flotilla occupies a coastal hex. It can enter any of the adjacent hexes by spending 1 flotilla MP per hex.

f. Flotillas cannot conduct Specialized Movement [11.0].

22.52 A Flotilla blocks any enemy Supply Line through the hex it occupies. Flotillas cannot transport ground units.

22.53 Flotillas on river, canal, or coastal hexes can be overrun.

22.54 Weather Effects

a. Flotillas cannot move, advance, or retreat over hexes where Frozen conditions [5.23] are in effect.

b. When a Storm result occurs, flotillas cannot move and may be subject to repositioning. For convenience, place a “Do Not Move 1 GT” marker on them.

c. Flotillas cannot attack during Storm but can defend and can retreat.

22.55 Repositioning

a. Flotillas on shallow water, lake, inland sea, all-sea, or coastal hexes are subject to repositioning during Storm weather; those on canal, river, or major river are not repositioned. Where the coastal hex also includes a river or major river, coastal hex status takes priority.

b. During the Weather Phase the owner picks up each flotilla subject to repositioning and places it at the nearest friendly port within its movement allowance. If there is no such friendly port, the unit is not repositioned and stays in its current location. It cannot be repositioned from one port to another port.

22.56 Flotillas in Ground Combat

- Do not require Attack Supply (or General Supply)
- Are not subject to Surrender
- Cannot conduct Anti-Aircraft Fire
- Cannot receive artillery fire support unless with other unit types
- Do not receive the fortification DRM unless with other unit types
- Are subject to all combat results and can be removed to satisfy combat step losses
- Can retreat to an all-sea hex

22.57 When a flotilla is in an overrun hex, do not count it as part of the defending force. It retreats, regardless of the overrun result. It is eliminated if there is no valid retreat route.

22.58 Flotillas can engage in combat with other naval units and can be rebuilt but only when using the Naval Module.

23.0 Axis Regiment Substitute Counters

Only the Axis Player has Regiment Substitute Counters.

23.1 Steps and Regiment Substitute Counters

23.11 Each step of an Infantry, Mountain, or Security Division equals one Regiment Substitute Counter (RSC). Any full or reduced strength Division size unit with at least two steps remaining is eligible to conduct Detachment [23.2] of RSCs.

23.12 Independent Creation. Each German Type I RP can create one German 1-2-5 RSC. The RSC enters play as a reinforcement [7.61d and 8.3] during the Reinforcements Phase.

23.13 RSCs are available for reuse after map exit, combat loss [16.23, 16.42, and 16.43], or recombination [23.3]. Players store these available RSCs off-map on the scenario set up card.

23.2 Detachment

23.21 Any eligible unit can conduct Detachment as long as there are available RSCs. Up to three RSCs can be detached any turn from a unit depending on the number of steps that unit still has. A full or reduced strength unit can detach all but its last step as RSCs.

23.22 Restrictions

- Conduct Detachment at the start of the Axis Movement Phase. There is no MP cost.
- Place RSCs in the hex containing the detaching unit.
- Place the RSC in a supply status identical to the unit that detached it.
- The detaching unit must be on a land hex and can be in an enemy ZOC.

23.23 RSC Types

- **Regular RSCs** (rated 1-2-5). These are created by a one-step reduction in any eligible unit [23.11] or by independent creation [23.12].
- **Strong RSCs** (rated 2-2-5). These are created only when the step reduction in an eligible German unit causes a loss of two attack strength points.

EXAMPLE: A 7-8-5 German Infantry Division already reduced by one step to its 5-6-5 reduced strength side is selected to create an RSC. When reducing the division by the one step to create the RSC, the division is reduced to its 4-4-5 strength resulting in a reduction of just one attack strength point. Therefore, the only RSC allowed is a regular 1-2-5 RSC.

23.24 The Axis Player can choose to take a regular RSC where a strong RSC is allowed.

23.25 Either RSC type can restore any step in an eligible unit when recombining [23.3].

23.26 Axis-Allied RSCs. Some games contain RSCs for Axis-Allied units.

- a. The Axis Player uses these only for Axis-Allied units of the same eligible types as German RSCs. Each step equals one Axis-Allied RSC of that nationality.
- b. There are no Axis-Allied strong RSCs.
- c. Nationalities cannot be mixed.

EXAMPLE: Romanian RSCs cannot be used for German units and German RSCs cannot be used for Romanian units.

23.3 RSC Recombination

23.31 Eligible units [23.11] can recombine with any RSC (or multiple RSCs) of the same nationality. An RSC is not required to recombine with its original unit. Any eligible reduced unit can recombine with any RSCs of the same nationality up to its original full strength level.

23.32 The unit and one or more RSC(s) that occupy the same hex recombine at the end of any friendly Movement Phase (before counting for over-stacking). They can be in an enemy ZOC. Recombining does not cost any MPs. The strengthened unit assumes the lower of its own supply status or that of the RSCs recombining with it. The strengthened unit retains a **Do Not Move 1 GT** marker if it or any of the RSCs had such a marker.

23.33 RSCs cannot combine on-map or off-map to recreate a unit currently in the Cadre or Eliminated Boxes.

24.0 How to Win

24.1 Victory Points

 **24.11** Most game scenarios are won by scoring Victory Points (VPs). VPs are scored for controlling certain map locations, by causing enemy step losses of HQs, armored, and artillery, and for certain actions players choose. Record the current VP level by adjusting the Victory Point marker up or down on the VP Track.

24.12 Only the Axis player scores VPs. Those “scored” by the Soviet player are shown as negative numbers that are subtracted from the Axis VP total. The actual number of VPs gained or lost is listed on the scenario’s Victory Point Schedule. It is possible for the Axis player’s overall VP total to be a negative number.

24.13 The Axis player wins by scoring a VP total sufficient to achieve the desired Victory Level as shown below the Victory Point Schedule. The Soviet player wins by preventing the Axis player from achieving his minimum Victory Level total.

24.2 Location VPs

24.21 A victory location is any hex listed on the Victory Point schedule or otherwise listed in the scenario rules. Locations may vary according to the scenario.

24.22 The Axis player scores VPs for a victory location when it becomes controlled [3.12] by an Axis unit. Add those VPs to the Axis VP total.

24.23 The value of a victory location may change as the game continues. Score VPs according to its value on the turn it is captured.

24.24 Victory Location Occupation

a. Each Victory Point location controlled by the Axis requires occupation by one Axis combat unit step of any combat type (but also note [24.24d]).

b. For a multi-hex city or major city the required total occupation force can be in any single hex or combination of hexes of that city.

c. For Inset maps the occupation requirement is calculated on the basis of a mega-hex. Each mega-hex with a VP location requires a garrison of one step, regardless of the number of such hexes in that mega-hex.

d. Location occupation requirements can vary by country or region [see the Playbook for each game]. No Axis occupation is required for locations in Germany, Hungary, Romania, Slovakia, or (West) Poland.

24.25 Required Occupation Level

a. The Axis player can freely change the actual occupation unit(s) anytime during a turn.

b. If a victory location is judged to be without the required occupation level [possibly because an enemy unit has recaptured it] during the Administrative Segment, the current VP value for that location is subtracted from the Axis VP total. On the turn the location is restored to the required level, the then-current VP value is added to the VP total.

Note: Although the Axis player loses VPs for a location if it has an insufficient garrison, or even no garrison, if the location is friendly to the Axis player, he can still trace a Supply Route through the hex.

24.26 If the VP value of the victory location becomes zero (determined at the beginning of the turn), even if still has the required occupation force, place a Garrison marker on that hex. The designated occupation unit (or units) there now becomes a required garrison [21.8]. But in this case the Axis player may substitute the actual garrison unit in any movement phase for another unit as he desires, as long as a unit is in the hex at the end of the turn.

The Garrison marker can be removed under rule 21.83 or if the Axis player spends one (1) VP.

Notes:

EXAMPLE: On GT 18 Axis units capture a VP location worth 5 VPs. The Axis player then records 5 VPs on the VP Track during the current game phase. Soviet units attack the location during the same turn and take it back. The Axis player immediately reduces his VP total by 5 VPs. Next turn Axis units take it again and because it is still worth 5 VPs, he scores 5 VPs. On GT 20 Soviet units recapture the location again but because starting this turn the location is worth only 3 VPs, the Axis player reduces his VP total by 3 points. If he does nothing else, he has still netted 2 VPs in this process. If he takes it back again, he then scores only 3, not 5, VPs (unless the value changes again). Over all these turns he has scored a net of 5 VPs for the location.

24.3 Game Action VPs

24.31 Certain game actions taken during the course of play cause VPs to be added or subtracted from the VP total. Make these adjustments immediately, as each action is taken. These actions, the conditions associated with them, and their associated VPs are listed on the set up cards or discussed in the scenario rules.

24.32 The Axis player scores 1 VP for each HQ the Soviet player voluntarily disbands [21.29].

24.4 Step Loss VPs

24.41 Whenever an armored or artillery type step is lost, move the Step Loss marker one box to the right on the Loss/Replacement Track. When the step loss marker reaches the “6” level, move the marker back to zero and increase the VP total by one for Soviet losses, or decrease the VP total by one for Axis losses. Count the following unit types:

Armor, assault gun, armored anti-tank, artillery (all five types)

24.42 The “lost” steps of armored units starting any scenario at reduced strength are already counted in the VP totals [see Playbook]. Only those steps lost during the course of play will count as new VPs.

24.43 The Axis player scores 2 VP for each HQ removed by combat loss, step loss or unable to retreat.

24.44 The Axis player scores 1 VP for each Guards rocket unit (ignore other Guards units or non-Guards rocket units).

24.5 Formation Loss VPs

24.51 Panzer and Motorized Division Loss. In many scenarios, VPs are awarded at the scenario end. When all of the components of any Panzer or a Axis Motorized Division are in either the Cadre or Eliminated Box, the Axis player loses 4 VPs for each division.

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