

R U L E B O O K L E T

BARBAROSSA



Kiev to Rostov

Game Design by Vance von Borries

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1.0 Introduction

The *Barbarossa* portion of GMT's East Front Series is a multi-game set that covers the drives of the three Axis Army Groups from June through December, 1941. Although each game portrays just one Group's operations, all games can be linked together to cover the battles from the Black Sea to the Baltic. *Kiev to Rostov* is the fifth installment in the East Front Series (following *Typhoon*, *Army Group South*, *Army Group Center* and *Army Group North*). By linking *Kiev to Rostov* with *Army Group South*, players will be able to carry out the entire 1941 Army Group South campaign with the exception of the Crimea (the upcoming 6th installment to this series).

Kiev to Rostov is a two-player game, but team play works well for large scenarios. One team controls the Axis forces, and the opposing team controls the Soviet forces. The playing pieces represent the actual 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.

Note: There may be rule or chart references to units or situations not included in a specific EFS module. For example, the "How to Read Units" player aid card lists nationality colors for Romanian and Finnish units. You will not find any Finnish units in *Kiev to Rostov*, and the Romanians appearing in this game will not appear in *Army Group North*.

Important: Significant rule changes from the *Army Group North* game are indicated with the >> symbol and shading.

2.0 Game Equipment

Each game includes:

- Four maps
- 1120 Die-cut counters
- One Rules Booklet and One Play Book
- Axis and Soviet Unit Setup Cards
- Player aid cards
- One ten-sided die

2.1 The Game Map

Note: The playbook provides specifics on Map designations, Map alignments and game set up.

A grid of hexagons has been superimposed on the terrain features in order to regularize movement and positioning of playing pieces. These hexagons are hereafter called "hexes." Each hex 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.

2.2 Player Aid Cards

Kiev to Rostov includes Set-up Cards and Charts and Tables to help players set up the game, keep track of reinforcements, and resolve movement and combat functions. Place these to the side of the map(s) for easy reference.

2.3 The Playing Pieces

Many playing pieces represent the military units that fought in the historical campaign. These are called "units." Other pieces are

player aid markers.

2.31 How to Read the Units: The numbers and symbols on the pieces represent the strength, movement capability and type of unit represented by each piece. Refer to the "How To Read Units Card" for explanation.

2.32 Unit designations are the historical unit identifications. For an explanation of abbreviations on the unit counters refer to the Play Book.

2.33 Countermix Categories

- a. Combat units are any counters with a printed movement allowance and defense strength of at least one. Untried units also qualify. All combat units control the hexes they occupy and can participate in combat.
- b. Non-combat units are Bridge units, Mobile Supply Units (MSUs), and Supply Dumps.
- c. Air units are any units with an aircraft silhouette. They affect movement and combat in conjunction with friendly combat units and can separately affect certain special movement [11.0].
- d. Player aid markers are informational markers placed on the game map to note unit status or hex condition. Presence of a player aid marker may influence combat resolution.

2.4 Explanation of Unit Values

Refer to the "How To Read Units" Player aid card.

2.5 The Die

2.51 The game uses a ten-sided die. The number "0" is read as ten (10), not zero (0), as in some other games.

2.52 To perform many game functions, you will roll one die to determine a result. Often you will modify the actual die roll result by plus (+) or minus (–) amounts. These are called Die Roll Modifications (DRMs).

3.0 Basic Concepts Terminology

3.1 Friendly and Enemy

3.11 Units. If you are the Soviet Player, all Soviet units are friendly; all Axis units are enemy. The situation is reversed for the Axis Player.

3.12 Turn Phases. 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.

3.13 Map Edges, Hexes, and Supply Sources. Those last occupied or controlled by Soviet units are friendly to the Soviet Player; those last occupied or controlled by Axis units are friendly to the Axis Player.

3.2 Hex Status

3.21 Controlled

- a. A hex is controlled by one player if:
 - One or more of his combat units last occupied the hex or now occupy the hex, or
 - One or more of his combat units was the last to project an uncontested Zone of Control [3.4] into the hex.
- b. If both friendly and enemy combat units project Zone of Control into a vacant hex, both zones co-exist and the hex is contested.

3.22 Contiguous. This is an unbroken series of connected adjacent hexes used for movement, range, and tracing a Supply Route.

3.23 Converted. These are hexes containing former Soviet railroad lines now friendly to the Axis Player and usable for Axis Railroad Movement.

3.3 Stacking

Stacking is the placing of more than one unit in a hex. The position of a unit within a stack has no effect on play.

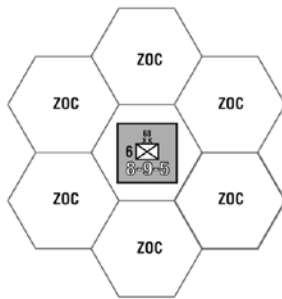
3.31 Most ground units have a printed stacking point value. Soviet HQs and non-combat units have no printed stacking value; their stacking value is zero [except during Railroad Movement; 11.13].

3.32 A maximum of ten (10) stacking points can occupy a hex at the end of any Movement, Combat, or Reaction Movement phase. Units can freely enter and pass through stacks of friendly units. If a stack exceeds the stacking limit at the end of these phases, the excess is removed by the owning player. He places those units in the Cadre Box of the Unit Rebuilding Chart.

3.33 Units with zero stacking value and all player aid markers stack freely without limit.

3.4 Zones of Control

The hex a combat unit occupies and the six hexes immediately surrounding it constitute the unit's Zone of Control (ZOC). Hexes into which a unit exerts a ZOC are called controlled hexes. ZOCs are important. Enemy ZOCs generally force your units to stop moving; Friendly ZOCs generally force enemy units to stop moving.



3.41 A combat unit always controls the hex it occupies, even if it does not exert a ZOC into any of the six surrounding hexes.

3.42 Combat units that do not exert a ZOC into the six surrounding hexes have a yellow No ZOC band across the top. If at least one unit in a hex exerts a ZOC (does not have a yellow No ZOC band), all combat units in that hex exert a ZOC.

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

3.43 A unit's ZOC can be modified by weather [see Effects on Movement Table].

3.44 A unit's ZOC extends into most hex terrain and across most hexside terrain [see Terrain Effects Chart].

3.45 A ZOC is not affected by other units, enemy or friendly, except when tracing a Supply Route [6.12] or during retreat.

3.46 If only units of one side project a ZOC into a hex, that side has uncontested control of that hex. If both enemy and friendly units project a ZOC into a hex, the hex is contested.

3.47 Units with an Overrun marker [11.44] temporarily lose their ZOC into the six surrounding hexes.

4.0 How to Play

4.1 Preparing for Play

Refer to the Playbook. It contains general set-up instructions, and each scenario has its own set-up instructions.

4.2 Sequence of Play

The game is played in game-turns composed of Segments. The Expanded Sequence of Play in the Play Book has a detailed listing of each Phase.

A. Strategic Segment

1. Weather Determination Phase
2. Supply Determination Phase
3. Replacements Phase
4. Reinforcement and Withdrawal Phase
5. Air Readiness Phase
6. >>Axis Air Interdiction Phase

B. Axis Player Segment

1. Movement phase
2. Soviet Reaction Phase
3. Combat Phase
4. Motorized Movement phase
5. Engineering Phase

C. Soviet Player Segment

1. Motorized Movement phase
2. Axis Reaction Phase
3. Combat Phase
4. Movement phase
5. Engineering Phase
6. Soviet Surrender Phase

D. Game-Turn Record Interphase

Rules Organization Note: Rules sections 5.0 (Weather) through 21.0 (Soviet Surrender) generally parallel the game turn sequence of play, with three exceptions:

- Reinforcements are covered immediately after Replacements because they are closely related. Actual entry of reinforcements can occur in several movement phases.
- Movement and motorized movement for both sides are covered when they first occur in a turn: the Axis Movement phase.
- Air combat and air mission procedures follow ground combat. [It is easier to leave them in one location rather than explain similar procedures multiple times].

5.0 Weather

Weather governed much of the campaign in the Soviet Union. Both sides were affected. Always assume Dry weather in the rules below unless otherwise stated. Other weather conditions will affect supply, movement, air unit readiness, and various other game functions.

5.1 Weather Determination

5.11 Conduct Weather determination during the Strategic Segment

of each turn. The Axis Player refers to the scenario Turn Record Track. Each Game Turn Box on the track contains the Climate Condition for the turn.

- a. The Climate Condition corresponds to one of the columns on the scenario weather table. The Axis Player uses this column when making the weather die roll.
- b. Where there is a (+1) or (+2) DRM in the Game Turn Box apply that DRM to the Axis Player's weather die roll for that turn.

5.12 The Scenario Weather Table

a. Each scenario weather table can have up to four climate condition columns (Dry, Mud, Frost, and Snow). Each climate condition represents a seasonal weather pattern named for the predominant weather condition normally experienced.

b. Each climate condition column can contain up to five weather conditions (Dry, Mud, Frost, Snow, and Arctic) in varying proportions. Each box in the column contains one of the weather conditions. There will be a predominant weather condition in each climate condition column. *For example, in a Frost climate condition column, the most frequently occurring weather condition would be Frost, with Dry, Mud, Snow, or Arctic conditions occurring less frequently [as they actually might during a late fall or early winter time frame].*

5.13 Weather Determination

- a. The Axis Player rolls the die, applies any DRM, and indexes the numerical result with the corresponding line on the applicable climate condition column. This result is the weather condition for the entire turn.
- b. The weather condition applies to all maps being used for the scenario.
- c. Certain results on the Weather Table include Storm in addition to the given weather condition. Storm lasts for the entire turn, but is not a weather condition. Storm supplements the current weather condition primarily by affecting Air Unit Readiness [9.12] and flotillas [23.34].

5.14 Lingerin g Mud. The effects of Mud can extend beyond the turn in which Mud first occurs. On any Dry weather turn immediately following a Mud weather turn, continue to apply all Mud effects in hexes containing woods terrain.

Exception: Super-heavy artillery units cannot use road movement on any minor road hex affected by Lingerin g Mud.

5.15 Lingerin g Snow or Arctic Conditions. The effects of Snow or Arctic weather can extend beyond the turn in which they first occur.

a. **Lingerin g Snow.** If Frost weather occurs in a turn immediately following Snow, apply Snow effects. It takes two consecutive turns of Frost results to change Snow weather to Frost.

EXAMPLE: On GT 79 the Climate Condition is Frost. The weather die roll yields a weather result of "S" (Snow) for the current turn.

On GT 80, the die roll provides a result of "ST", which means the weather condition for the turn is still Snow, but now with Storms added.

On GT 81, the die roll results in "Frost." However, because it takes a second consecutive Frost result to change Snow weather to Frost weather, the weather condition remains Snow for this turn. If the

weather die roll on GT 82 also results in Frost, then the weather will change to Frost.

>>b. Freezing Conditions.

1) Snow. All rivers, major rivers, lakes, seas and shallow seas freeze when a snow result occurs, and remain frozen until a mud or second consecutive frost result occurs.

2) Arctic. All rivers, major rivers, lakes, seas and shallow seas freeze for the remainder of any scenario after the first Arctic weather result occurs. All remain frozen regardless of any subsequent weather result obtained.

6.0 Supply

There are two types of supply: General Supply, which affects a unit's actions throughout the entire turn, and Attack Supply, which affects attacking units only during the Combat phase [6.8]. During the Supply Determination Phase both players determine the General Supply status of their ground units [6.6 and 6.7].

6.1 Tracing General Supply

6.11 To be in General Supply, a unit must be able to trace a Supply Route through a path of contiguous hexes to a friendly Supply Source [6.5]. A Supply Route includes one or more of the following components:

- Line of Communications (LOC) [6.2]
- Road Net [6.3]
- Railroad Net [6.4]

6.12 The following restrictions apply to all Supply Route hexes:

- a. A friendly Supply Route cannot be traced through any hex occupied by an enemy combat unit.
- b. A friendly Supply Route cannot be traced through a hex in an enemy ZOC unless that hex is also occupied by a friendly combat unit.

6.13 Combat units not on the game map do not require General Supply. Do not check their supply status.

6.2 The LOC

In most cases, units will not occupy a road net hex or a railroad net hex. They trace supply "cross country" to a Supply Source, or to a hex in a road or railroad net leading back to a Supply Source.

6.21 A unit cannot trace an LOC:

- a. across non-frozen lake or unfrozen major river hexsides without a bridge or friendly bridge unit.
- b. through a non-road or railroad swamp hex in Dry or Mud weather. A swamp hex may have roads in it, but if they 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).
- c. through a hex with an enemy Strongpoint (LOC can, however, be traced from a unit in this hex).
- d. across a non-destroyed enemy fortified line hexside [18.11].

6.22 LOC Length. Normally, LOC is traced through no more than seven contiguous hexes (do not count the hex the unit occupies) to a Supply Source, road net hex, or railroad net hex. Reduce the LOC

length to five contiguous hexes when:

- tracing the LOC along a road or railroad through any swamp hex during Dry weather.
- tracing the LOC through a marsh hex during Dry weather.
- tracing the LOC through a woods hex when Lingering Mud applies [5.14].
- weather is Mud, Snow, or Arctic.

6.3 Road Nets

6.31 A road net is any continuous series of connected main road or motorway hexes, 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.

6.32 Reduce road net length to 15 hexes when weather is Mud, Snow, or Arctic.

6.4 Railroad Nets

A railroad net is any continuous series of connected railroad hexes of unlimited length that leads to a friendly Supply Source. The Axis railroad net cannot include any Soviet Rail Cut markers, and every railroad hex in the net is converted to Axis use. The Soviet railroad net cannot include Rail Cut markers or enter a hex with an Axis Railhead marker.

Note: The game maps do not show railroad lines running through cities or major cities. Every city or major city hex does count as a railroad hex for purposes of rail movement and rail conversion.

6.5 Supply Sources

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

>> 6.51 Soviet Supply Sources are any friendly major city hex or any friendly railroad, main road, or motorway map-edge hexes that are designated as Supply Sources in the scenario instructions [see Play Book].

Note: A Soviet major city (single or multi-hex) functions as a Supply Source unless surrounded by Axis combat units or their ZOCs (unable to trace a land Supply Route to another Soviet major city in supply, or map edge supply source, or Soviet port able to trace General Supply by sea [6.54]). When surrounded, a Soviet major city no longer functions as a Supply Source for any Soviet units that can trace a Supply Route to it, unless allowed by scenario instructions.

6.52 Axis Supply Sources are any main road, motorway, or railroad map-edge hexes designated as Supply Sources in applicable scenario instructions [see Play Book].

Note: Axis Base Units [6.9] are not Supply Sources. They must trace a Supply Route to serve as a placement hex for Axis MSUs and Supply Dumps.

6.53 Both players can use Mobile Supply Units (MSUs) or Supply Dumps as temporary one-turn Supply Sources. During the Supply Determination Phase an MSU or Supply Dump [6.8] can be used as a temporary, one turn supply source for units or stacks in up to five hexes. Each hex traces an LOC not to exceed five hexes to the MSU or Supply Dump being used. Remove one MSU, or turn a Supply Dump to its MSU side. Once the supply counter is turned or removed, the Out of Supply or Emergency Supply markers on

the five eligible hexes are also removed. All combat units that were under those markers are now back in General Supply for the remainder of the turn. Bridge units can be placed on any of these hexes. Even if the hexes subsequently revert to Emergency Supply or Out of Supply, the bridge unit can remain [23.22c].

6.54 Soviet and Axis Ports. General Supply can be traced by sea from a port thereby adding a fourth possible component to a Supply Route. There is no limit to the length of the sea portion of a Supply Route. Refer to the Play Book for the number of units able to trace General Supply through each type of port. Scenario rules provide further instructions about tracing supply by sea.

6.6 Supply State Determination

6.61 After tracing Supply Routes, units will be either:

- In General Supply, or
- Out of General Supply, but using Emergency Supply (hereafter called Emergency Supply), or
- Out of General Supply (Out of Supply)

Note: A unit judged Out of Supply during the Supply Determination 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.

6.62 A unit is in General Supply if it can trace a Supply Route during the Supply Determination Phase. If the unit has an Emergency Supply or Out of Supply marker, remove the marker now.

6.63 If a unit was in General Supply, but cannot now trace a Supply Route, it is in 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 General Supply. An Emergency Supply marker does not prevent attacker or defender artillery from contributing its support strength to a declared combat [14.2 and 15.4].

DESIGN NOTE: Units are using reserve stocks to remain combat effective.

6.64 A unit is Out of Supply if:

- It has an Emergency Supply marker and it still cannot trace a Supply Route (turn the Emergency Supply marker to its Out of Supply side), or
- It has an Out of Supply marker and can still not trace a Supply Route (the Out of Supply marker remains on the unit).

6.7 Out of Supply Effects

6.71 Reduce the printed Movement Allowances of combat units by two MPs in each movement phase (prior to halving or applying weather effects).

Exception: Cavalry units are not affected [they depended very little on fuel for mobility].

6.72 Out of Supply motorized units cannot conduct Overrun [11.42e], Infiltration Movement [11.54], Reaction Movement [14.11b], or one hex movement [11.94].

6.73 German Panzer and Motorized divisions cannot use Panzer Division Integrity Bonus [15.68c.1], unless placed in Attack Supply.

6.74 Artillery units cannot use their Support Strengths when defending, and cannot do so when attacking unless placed in Attack Supply.

6.75 Attacker applies a (–1) DRM when the defending force includes any unit with an Out of Supply marker.

6.76 Strongpoint Deterioration. Non-occupied friendly Strongpoint markers which are not adjacent to a friendly unit and are judged to be out of General Supply have Emergency Supply markers placed on them. During the next Supply Determination Phase, remove any such Strongpoint marker still judged Out of Supply.

6.8 Attack Supply

Sustaining an attack required stockpiling and expending huge ordnance tonnages. Any attack made without all attacking units in Attack Supply adds a (+2) DRM to the attacker's combat die roll. If an asterisk (*) combat result occurs for any attack made without Attack Supply, the attacking force must lose one additional step over the printed combat result (cumulative with any other possible asterisk loss conditions [16.3]).

6.81 Attack Supply for both sides is provided by Attack Supply Points. During the Supply Determination Phase, both players consult the scenario instructions and their Attack Supply Charts to determine the number of Attack Supply Points (ASPs) they receive for that turn. ASPs can only enter the map in the form of Mobile Supply Units [6.84] or Supply Dumps [6.83]. One available ASP creates one MSU. Two available ASPs create a Supply Dump. MSUs and Dumps are represented by Supply counters [6.82]. If insufficient Supply counters are available, then excess ASPs are lost. ASPs cannot be accumulated off-map. Players cannot have more Supply counters in play at any one time than those provided in the counter mix.

6.82 Supply Counters. Both sides have a limited number of supply counters; the limit will vary with each scenario [see Play Book]. Each supply counter has sides that correspond to the number of ASPs that the counter represents. The front side of a supply counter is a Mobile Supply Unit (MSU), containing one ASP. The reverse side of the supply counter is a Supply Dump that contains two ASPs. A supply counter can never contain more than two ASPs. A supply counter has no combat strength (it is not a combat "step") and is immediately removed if it is alone in a hex when an enemy unit declares combat against it or enters its hex. It cannot enter an enemy ZOC unless a friendly combat unit occupies that hex. Supply counters cannot be captured. MSUs can retreat; Supply Dumps cannot retreat. When removed from play by expenditure or enemy action, the supply counter is again available for play next turn [it represents food, fuel, and munitions; not men and equipment]. A supply counter cannot be judged Out of Supply, regardless of its location.



6.83 Supply Dumps. Supply Dumps cannot move by themselves. They are moved only by Railroad Movement.

a. Map entry

1. If Rail Capacity allows, Supply Dumps enter the map during the friendly Movement phase through any friendly map-edge railroad hex that has been designated as a Supply Source by the scenario instructions [see Play Book].
2. Supply Dumps can be placed on Axis Base units [6.93] during the friendly Movement phase, up to the per turn ASP limit per Base. They then can move by Railroad Movement if Rail Capacity allows.

b. On-map Supply Dump creation

1. A player can, at the end of any phase and in any hex, combine two MSUs in the same hex to create a two-ASP Supply Dump. In this case, turn one (owning player's choice) MSU over to its Supply Dump side and remove the other from play.

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

2. Base Unit Removal [6.95] creates one Supply Dump for each Base Unit removed.

c. On-map Supply Dump conversion. A player can, during his friendly Movement Phase, turn a two-ASP Supply Dump to its one-ASP MSU side and move it. The other ASP in the Supply Dump is lost.

Note: This is a very inefficient way of getting supply to where it is needed, and should not be used often.

6.84 MSUs. There are two types of MSUs in the counter mix. Those MSUs with orange MAs of eight (trucks) move with the same movement point penalties as a motorized unit (but do not have the Motorized Movement phases); those with four movement points (wagons) are the same as non-motorized units. Both types move only in the friendly Movement Phase and both can use Strategic Movement.

a. Normal Entry. MSUs enter the map during the friendly Movement Phase through friendly road, rail or motorway map-edge hexes designated as supply sources [see Play Book].

b. MSUs can be placed on Axis Base Units [6.9] during the friendly Movement Phase, up to the ASP limit per turn per Base Unit, and then move by road movement, off-road movement, or Railroad Movement if Rail Capacity allows.

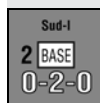
c. Air Entry. If an Air Transport mission is available, one newly created MSU can be placed in the Ready Box of the Air Unit Status Card for map entry during friendly Air Transport [11.72]. The MSU cannot move on the turn placed on-map, but can be expended.

Note: During Mud turns, if the MSU is transported to a town hex, an engineer unit must be present.

d. Soviet Major City Placement. The Soviet Player can place one newly created MSU in any major city that qualifies as a Supply Source (multi-hex major cities still receive only one MSU per turn) during the Soviet movement phase [6.51]. After placement, these MSUs can move normally. A friendly Soviet major city surrounded by Axis combat units or their ZOCs cannot serve as a placement hex for newly arriving MSUs.

6.85 For expenditure of ASPs in combat, see 15.3 and 15.56.

>>6.9 Axis Base Units



The deeper Axis forces advanced into the Soviet Union, the worse their supply situation became. Pre-war planning had envisioned pauses for logistic forward-basing.

The collapsing supply system mandated such halts in each Army Group. Axis Base Units represent the forward relocation of the logistics structure to sustain the frontline troops.

6.91 Place each Base Unit according to scenario instructions. Once placed, the Base Unit cannot move (or retreat after combat).

6.92 Each Base Unit has an inactive side and an active side. A Base Unit changes from inactive to active status according to scenario instructions. Regardless of status, each Base Unit has stacking value and defense strength but no movement allowance. A Base Unit controls the hex it occupies, exerts a ZOC, and counts as a single step for combat loss purposes. A Base Unit also counts as a Garrison step.

6.93 So long as a Base Unit is able to trace a Supply Route, it allows ASPs in the form of Supply Dumps or MSUs to be placed on the hex it occupies rather than entering through a map edge hex. The number of ASPs per Base Unit is determined according to scenario instructions.

6.94 Removal. Remove a Base Unit from play:

- As a result of combat or Overrun, or
- By voluntary removal [6.95]

6.95 Voluntary Removal. During the Supply Determination Phase the Axis Player has the option to remove a Base Unit from play if it cannot trace a Supply Route. If removed, the Axis Player places one 1-2-5 German RSC (the Base personnel) and One Supply Dump on the hex formerly occupied by the Base Unit. This Supply Dump does not count against that turn's ASP limit [it represents on-hand stocks of supplies already available at the Base Unit]. The Supply Dump can be converted to an MSU [6.83c], or used as temporary one-turn Supply Sources [6.53]. If the Base Unit is removed, it cannot return to play, and the Axis player loses the ability to place MSUs and Dumps at that location [the Axis Player should remove it only in extreme emergencies].

7.0 Receiving Replacements

Both players receive Replacement Points (RPs) if allowed by scenario instructions. RPs represent manpower and equipment forwarded to combat units to replace combat losses, or to rebuild formations destroyed in combat. RPs are received during the Replacements Phase but each side generally spends them only during their respective Engineering phases [see Sequence of Play].

7.1 Soviet Replacements

7.11 The Soviet Player receives most replacement points randomly from the Soviet Replacements Tables. Scenario instructions specify which table to use, and which turns to use it.

7.12 Each Soviet Replacement Table has separate columns listing: Fortifications, Type I Replacements, Other Replacements, and Special Events.

- a. The Soviet Player rolls the die, adds any DRMs for Mud, Snow or Arctic weather [a (+1) DRM], and unexecuted Mandated Attacks [a (+1) DRM for each unexecuted Mandated Attack], and locates this number on the die roll column.
- b. Cross-index this number with the four replacement category boxes on that line. Any box containing a number and/or a letter provides a replacement type or an event.

7.2 Soviet Replacements Categories

Replacements are received immediately, but usually are set-aside before they are spent during the Soviet Engineering Phase.

7.21 Fortifications. The number shows the number of Strongpoint Under Construction markers the Soviet Player can place during his

Engineering Phase. If an “E” result is included, the Soviet Player receives an additional one Strongpoint Under Construction. This “extra” Strongpoint, however, can be placed only on either a friendly city or within four hexes (three hexes intervening) of a friendly major city hex. A Strongpoint is lost if not placed on the turn received. Strongpoints cannot be accumulated. Non-Op Soviet HQs prevent regular Strongpoint placement, but have no effect on “E” Strongpoint placement [22.25a].

7.22 Type I Replacements

a. The number shows is the number of Type I (Infantry) Replacement Points (RPs) received. The Soviet Player records these points by advancing his



Infantry Replacements marker one space on the Soviet Loss/Replacement Track for each point received. He can save these points from turn to turn, but if the Replacements marker cannot be advanced further on the Loss/Replacement Track, the excess RPs are lost.

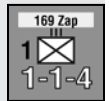
b. Militia. After the Soviet Player has added any Type I RPs to the Loss/Replacement Track, the Soviet Player can remove any on-map Militia units [22.62] that are:

- on their Tried sides, and
- are in General Supply, and
- are not in an Axis ZOC

>> For each step removed from the map, increase the Soviet Type I RP total on the Loss/Replacement Track by one point. Place removed Militia units in the Cannot Rebuild Box.

>> c. Zap Units

1. A Zap unit already on-map, at any town, city, or major city that is in General Supply, can be used to recreate a unit currently in the Cadre Box and requiring Type I replacements. Remove the Zap unit from the map during the Replacements Phase, then take the rebuilt unit from the Cadre Box and place the rebuilt unit at the Zap unit's former location (placement not to exceed stacking limits). Place a Do Not Move One GT marker on it. Remove that marker during the Soviet Engineering Phase.
 2. A Zap unit can provide a Type I replacement step for an eligible reduced on-map unit. Move the Zap unit to the unit to be strengthened. That unit can be at any location on the game map, and can be in an enemy ZOC. Remove the Zap unit, and increase the reduced unit by one step. Place a Do Not Move One GT marker on the strengthened unit.
 3. Always place a Zap unit in the Cadre Box, regardless if used as a replacements step, eliminated in combat, or surrendered. When these units are rebuilt during the Replacements Phase, place them in the Active Box.
- d.** The Soviet player spends RPs to advance units on the Unit Rebuilding Card as follows:



1. >> From the Eliminated Box to the Cadre Box: One Type I RP moves any one unit of any type.
2. >> In all other cases – moving a unit from the Cadre Box to the Active Box, or strengthening a unit in the Active Box or on map: One Type I RP moves or replaces any one step of any one unit of the following unit types:



3. In all other cases—moving a unit from the Cadre Box to the Active Box, or strengthening a unit in the Active Box or on map: Two Type I RPs move or replace one step of any one unit of the following unit types:

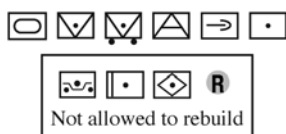


>> 7.23 Rebuilding NKVD Units. During his Engineering Phase, the Soviet Player can rebuild any type of NKVD unit using Type I RPs [except NKVD armored trains; 7.25]; **however:**

- Only one NKVD unit per turn can be rebuilt or strengthened.
- Any NKVD unit in the Eliminated Box that receives one Type I RP moves immediately to the Cadre Box.
- For any NKVD unit in the Cadre Box receiving one (or two) Type I RPs:
 - If it is a one step NKVD unit, place it seven turns ahead of the current turn on the Turn Record Track (TRT). It can enter as a normal reinforcement on that turn.
 - If it is a multi-step NKVD unit, place it seven turns ahead on the current turn on the Turn Record Track (TRT) at its reduced strength level, or keep it in the Active Box until completely rebuilt and then place it seven turns ahead on the TRT.
 - An NKVD unit cannot return to the map until it has completed seven turns on the TRT.

7.24 Other Replacements. Presence of a replacement code letter (A or V) in this column provides one of the following:

a. Armaments (Code letter A): These points represent tanks or heavy weapons. The Soviet Player receives one point to replace/rebuild one step of the following unit types:



The Soviet Player cannot save these points. If not spent in the Engineering Phase of the turn received, the point is lost. The Soviet Player should note the receipt of the point; there is no Armaments Replacement Marker.

b. Aircraft (Code Letter V). The Soviet Player receives one point to move one Soviet Air Unit from the Destroyed or Damaged Box (Soviet player option) immediately to the Ready Box on the Soviet Air Display (The newly reformed air unit is not subject to the current turn's Air Readiness check unless it is a Storm turn). This point is lost if there are no air units available in the Destroyed or Damaged boxes. It cannot be saved for use on a later turn.

7.25 Armored Trains

- >> Regardless of how an armored train unit is lost, always place the eliminated armored train unit in the Cadre Box [exception to 16.24 and 16.43].

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

- >> Armored train RPs are received on the Set-Up Cards. Each point can be used for an NKVD or Army armored train unit. The point is used in the Replacements Phase or it is lost. Place any newly rebuilt

NKVD armored train unit seven turns ahead of the current turn on the Turn Record Track, and enter as a normal reinforcement on that turn. Army armored train units go normally to the Active Box.

7.26 Special Events. The Soviet Player receives outside aid (or interference) when code letter M, R, or S is received:

Note: Special Event letters M, R, and S indicate a single occurrence of that event. 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.

a. Code Letter M (Mandated Soviet Attack): From time to time Stalin ordered special attacks. These are Mandated Attacks. One Mandated Attack accrues to the Soviet Player each time an M code is received (when allowed by scenario instructions). For each Mandated Attack received, move the Mandated Attacks Not Yet Made marker one space along the Soviet Loss/Replacement Track.

- A Mandated Attack [12.4] can be made any turn, and need not be made during the same turn it first becomes required. Mandated attacks can be accumulated, and more than one attack can be made in a single turn. A Mandated Attack cannot be made before being received.
- The Soviet Player will be penalized for not making Mandated Attacks in a timely fashion. Any turn where the Axis Player newly captures a scenario victory point location and still holds it at the end of the Soviet Player Segment, all Mandated Attacks not yet made are converted during the Game-Turn Interphase into Victory Points [see Victory Point Schedule] for the Axis Player. The VP Track is adjusted, and the "Mandated Attacks Not Yet Made" marker is placed in the zero box of the Soviet Loss/Replacement Track.

- During the Soviet Replacement 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.

b. Code Letter R (Reinforcement Pool or Garrison Hex Release): If this code letter is received, the Soviet Player can:

- Choose one Soviet Special Reinforcement Pool Group [if available or eligible for Release; 8.3], or
- Release all units on any one Soviet Garrison hex. Released units move and fight normally [22.82d].
- If more than one R result is received, the Soviet Player can choose to receive a combination of Special Reinforcement Pool Groups and release Garrison Hexes up to the number of results received.

c. Code Letter S (Additional Supply): If the Soviet Player receives this code letter:

- He can remove the Emergency Supply or Out of Supply marker from any one unit or stack as desired. The unit or stack is now in General Supply for the remainder of the turn, or
- He receives one additional ASP this turn.
- If more than one S result is received, the Soviet Player can choose to remove a combination of Emergency or Out of Supply markers and receive additional ASPs up to the number of results received.

7.3 Axis Replacements

The Axis Player receives Type I, A, and Air RPs as specified on scenario set-up cards. There is not an Axis Replacements Table.

7.31 Infantry (Type I) RPs. Record points received on the Axis Loss/Replacement Track using the Axis Infantry Replacements Marker. If the marker cannot be advanced, the excess RPs are lost. These points are spent in the Axis Engineering Phase; those not spent can be saved for use on a later turn.

a. The Axis Player spends RPs to advance units on the Unit Rebuilding Card as follows:

1. >> From the Eliminated Box to the Cadre Box: One Type I RP moves any one unit.

2. In all other cases – moving a unit from the Cadre Box to the Active Box, or strengthening a unit in the Active Box or on map: One Type I RP moves or replaces any one step of any one unit of the following unit types:

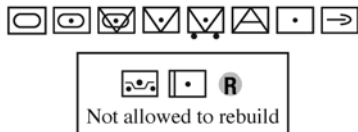


3. In all other cases - moving a unit from the Cadre Box to the Active Box, or strengthening a unit in the Active Box or on map: Two Type I RPs move or replace one step of any one unit of the following unit types:



b. >> German 1-2-5 Regimental Substitute Counters (RSCs) can be created at a cost of one Type I RP per RSC [24.5].

7.32 Axis Armament (Type A) RPs. These points can also be saved from turn to turn. Record points received using the Axis Armor Replacement Marker on the Axis Loss/Replacement Track. One Type A point will move one unit from the Cadre Box to the Active Box or replace one step (any Axis nationality) of the following unit types either on map or in the Active Box:



7.33 Axis Air RPs. Either spend these points during the Replacements Phase, or lose them. One point moves one air unit (any Axis Nationality) immediately from the Destroyed or Damaged box of the Axis Air Unit Display to the Ready Box. If no air units are available, or the point is not used, it is lost.

7.4 Spending RPs

7.41 The Axis Player places Receiving Replacements markers onto on-map units with step losses during his Movement Phase [10.12]. The Soviet Player places Receiving Replacements markers during his Motorized Movement Phase [10.22]. During the Axis and Soviet friendly Engineering phases, add one step to each unit marked to receive replacements and decrease the RPs available by one for each step added. Units receiving replacements can regain only one step per turn. Units cannot receive an RP if in an enemy ZOC, or if unable to trace a Supply Route to a Supply Source [6.51 and 6.52].

Exception One: Soviet major cities [7.42].

Exception Two: Zap Units replacing step losses [7.22c2]

7.42 Soviet Replacements in Soviet Major Cities

a. Due to sheer size, surrounded Soviet major cities [6.51, Note] still internally generated some resources to replace losses. During his Engineering Phase, the Soviet Player can spend the number of available RPs (of any type) for a major city as determined by the number of its hexes that are Soviet controlled, as follows:

Number of Hexes	Max # of RPs
1 or 2	0
3 or 4	1
5 or 6	2
7 or more	3

b. A unit must occupy a major city hex to receive a RP. The Soviet Player can spend allowed RPs to move units from the Cadre Box to major city hexes, subject to stacking limits.

c. NKVD. As an exception to the NKVD replacement procedure, only one NKVD unit in the Cadre Box can be placed in a major city hex by spending a Type I RP during the first time that major city is surrounded [the unit represents mobilizing the NKVD personnel policing the major city for combat duty]. If surrounded a second time (or more) no more NKVD units are available while surrounded.

7.43 The Unit Rebuilding Chart

This chart depicts the amount of rebuilding necessary to make units combat-worthy again. Those units that can never be rebuilt go to the Cannot Rebuild Box. The other three unit status boxes on the chart range from Eliminated (lowest) to Active (highest). Units move from lower boxes to higher boxes, one box per turn, as they receive replacements.

Note: UR/MG units removed from the map for any reason go to the appropriate box of the Unit rebuilding Chart and re-enter play through the normal replacement process. They no longer go back to the opaque cups for drawing at random for re-entry into play.

a. The Eliminated Box. Units in this box have lost most of their troops and equipment. One Type I RP will provide sufficient personnel to move any one eligible unit up to the Cadre Box [Refer to Unit Rebuilding Chart].

b. The Cadre Box. Units in this box have lost some of their troops and much equipment, but can be rebuilt fairly quickly. One (or two) RPs will move one unit of the appropriate unit type to the Active Box or the map [7.43c].

Exceptions: Most Soviet NKVD units and NKVD armored train units [7.23 and 7.25] and Soviet units rebuilt in surrounded Soviet major cities (7.42).

c. The Active Box. Units arrive on their one-step strength level. They can enter the game map the next turn as reinforcements, 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. Their Non-Op status does not affect any other units anywhere on the Unit Rebuilding Chart.

d. The Map (Soviet Only). After spending the appropriate RP(s), any unit on its one-step strength level or a Soviet ZAP Regiment can move from the Cadre Box to the map for placement on any friendly Soviet major city or city (in General Supply and not in an

Axis ZOC) during the Soviet Engineering Phase. There is a limit of one unit per Soviet city or major city per turn. No movement is allowed until the next GT.

8.0 Reinforcement/Withdrawal

8.1 Reinforcement Arrival

8.11 Reinforcements are new units arriving from other off-map areas, or rebuilt units. Reinforcements enter in a variety of ways. Refer to Scenario Set-Up Cards for:

- Turn and entry location of scheduled reinforcements.
- Availability and entry location of Special Reinforcement Pool Groups.

8.12 When a unit enters through a map-edge hex, it pays the terrain cost for that hex. Entering units can use road, railroad, or strategic movement, or air transport.

8.13 Entry of a unit can be delayed at the owning player's option. Entry of a unit must be delayed if enemy units occupy all of its possible entry hexes, or alternating entry hexes with the intervening hexes in one or more enemy ZOCs.

Exception: Infiltration capable reinforcements could enter such empty hexes between enemy units.

8.14 Some reinforcements are placed directly on the map (usually a town, city, or major city hex). To place that reinforcement on the designated hex, the hex must be friendly, in General Supply, and not in an enemy ZOC [major city hexes are not affected by enemy ZOCs]. Entry is delayed until the hex meets all placement qualifications.

8.15 Reinforcements are in General Supply during the turn of entry.

8.16 HQ units do not function in any manner until they have entered the map. Once on the map, they have no effect on units that are still off-map.

8.2 Scheduled Reinforcements

8.21 The turn designated for a group of reinforcements is the earliest turn it can enter. Non-motorized, orange MA, and green MA reinforcements arrive and enter play during the friendly Movement phase. Motorized units can enter either in the friendly Movement phase or the friendly Motorized Movement phase.

Note: Due to differing sequences of play, Axis motorized units obtain maximum movement when entered during their friendly Movement phase, while Soviet motorized units move farthest when entered during their Motorized Movement Phase.

8.22 Scheduled reinforcements cost no VPs.

8.23 Air units entering as reinforcements go directly to the Ready Box unless specified otherwise. Air units going to Ready Boxes do not check for Readiness unless it is a Storm turn. Air units going to Flown or Damaged Boxes do check for Readiness unless Scenario instructions specify otherwise.

8.3 Special Reinforcement Pool Groups

These are optional groups of units that can be brought into play, but usually at a Victory Point [25.1] cost. A group enters play as a normal reinforcement on the turn it is selected.

8.31 Soviet Special Reinforcement Pool Groups. Only after obtaining an R (or 2R) result on the Soviet Replacements Table is it possible for the Soviet Player to enter one (or two) Special Reinforcement groups (there may be several available). The option to enter a group can be exercised only on a turn it is available. If no group is currently available (all have been chosen, or earliest turn of entry has not arrived) this option is lost. When the chosen group is removed from the set-up card for entry, adjust the VP track for any VP penalty. Some groups have multiple turns of entry. A group can be chosen if any units are eligible to enter on the current turn. Remaining group units that enter later are treated as scheduled reinforcements [we suggest you place these units ahead on the Turn Record Track to enter on allowed turns]. An additional "R" result is not needed to bring these remaining units in, and there is no additional VP cost.

8.32 Axis Special Reinforcement Pool Groups. Any group enters automatically at the Axis Player's option if it is allowed to enter play that turn. There is no limit to the number of eligible Axis groups that can enter on one turn. As the units are removed for entry, adjust the VP Track for any VP penalty.

8.4 Rebuilt Units

The Unit Rebuilding Chart has an Active Box to hold units rebuilt from the Cadre Box. These units enter the map as reinforcements during either movement phase in which they are allowed to move, by:

- placement on any supplied friendly city or major city (maximum one unit from the Active Box per major city) not in an enemy ZOC (such units can move normally after placement), or
- entry through any friendly map-edge hex designated as a friendly Supply Source, or
- >> Soviet Reservists.** A Soviet Infantry or Cavalry division in the Active Box on its one-step side can be placed onto any friendly town in General Supply and not in enemy ZOC. It then becomes a Garrison (place a Garrison marker) subject to Garrison Release [22.82]. 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 town during the course of the game, but only one can be placed on a single town per turn (subject to the stacking limit).

DESIGN NOTE: The Soviet Player can already enter one step units directly into cities and major cities from the Active Box of the Unit Rebuilding Chart during the appropriate movement phase, or from the Cadre Box during his Replacements Phase. Soviet Reservists offers the Soviet Player the added flexibility to enter one step infantry and cavalry divisions into towns as reinforcements, but at a cost—they become garrisons that require release.

d. NKVD. A rebuilt NKVD unit enters from the TRT once the Game Turn marker advances into the turn on the TRT where the NKVD unit is located. Place it on-map in the same manner as units from the Active Box [8.4a, b].

8.5 Untried Soviet Militia

8.51 Some Soviet Militia counters have a printed reverse side showing unknown values. The Untried side of each Militia unit has the name of the Soviet city/major city or region where it was raised. These are Untried Militia units [22.62].

>> **8.52** Place these units in an opaque cup for random drawing and placement as At Start or Reinforcement units. Any units remaining not drawn are set aside on their Untried sides and not used. At Start units set up as specified on the scenario Set Up Cards. Reinforcement Militia units are placed in play during the Reinforcement Phase on their Untried sides.

8.53 Place each Untried Militia unit on or within five hexes of a designated placement city hex (do not count the city hex, but do count the hex of placement). Untried Militia units cannot be placed in an Axis ZOC.

>> **8.54** All Militia units removed from the map for any reason do not go back into the opaque cup, but are placed instead on the Soviet Unit Rebuilding Chart in the Cannot Rebuild Box.

8.6 Soviet UR/MG Units

>> Place all UR/MG units in the counter mix in an opaque cup. Unless specified differently by Scenario instructions, these units are placed randomly and Untried in the At-Start or Reinforcement

sections of scenario set-up cards where specified. Any excess UR/MG units still in the opaque cup are set aside unused on their Untried sides.

8.61 Each At-Start UR/MG unit is placed Untried at start on the hex specified.

8.62 Each reinforcement UR/MG unit enters play during the Soviet Movement Phase, and is placed Untried:

- a. On any friendly Soviet major city or city hex (in General Supply), or
- b. On any completed Soviet fortification hex in General Supply, or
- c. On the hex specified on the set-up card.

8.63 Restrictions. UR/MG units cannot be placed in any hex already containing a UR/MG unit and cannot be placed in an Axis ZOC.

>> **8.64** UR/MG units removed from the map for any reason are placed on the Soviet Unit Rebuilding Chart where they can return to play through the normal replacement process as Tried units.

Note: The procedure found in earlier game editions of returning UR/MG units to an opaque cup to be redrawn for re-use is no longer used.

Reinforcement Arrival Chart

<i>Phase</i>	<i>Entering Unit</i>	<i>From</i>	<i>Placement</i>	<i>MA</i>	<i>Ref</i>
Axis Movement	All	Set-Up Card	Per Set-Up Card	Full	8.11
	Any	Active Box	Map edge/city/major city	Full	8.4
Axis Mot Movement	Axis Mot and Cav	Set-Up Card	Per Set-Up Card	Half	8.11
	Axis Mot and Cav	Active Box	Map edge/city/major city	Half	8.4
Axis Engineering	Any	Cadre Box	Active Box	N/A	7.43b
	Any	Elim Box	Cadre Box	N/A	7.43a
Soviet Replacements	One step Non-mot unit	Cadre Box	Replace ZAP unit town/city/major city	None	7.22c1
	Soviet Mot	Set-Up Card	Per Set-Up Card	Full	8.11
Soviet Mot Movement (incl NKVD)	Soviet Cav	Set-Up Card	Per Set-Up Card	Half	8.11
	Sov Mot and Cav	Active Box/TRT	Map edge/city/major city	Half	8.4
	Sov Non-Mot&Cav	Set-Up Card	Per Set-Up Card	Full	8.11
	Sov Mot	Set-Up Card	Per Set-Up Card	Half	8.11
Soviet Movement (incl NKVD)	Sov Non-Mot&Cav	Active Box/TRT	Map edge/city/major city	Full	8.4
	Sov Mot	Active Box/TRT	Map edge/city/major city	Half	8.4
	ZAP Rgt	On Map	Move to Eligible unit; place Zap unit in Cadre Box: unit gains one step	Full(ZAP)	7.22c2
	Soviet reservists	Active Box	One per Town w/Garr Marker	None	8.4
Soviet Engineering	Any one-step	Cadre Box	City/Major City	None	7.43d
	Any NKVD	Cadre Box	Multi-step: Active Box or TRT	None	7.23c
			One-step: TRT	None	7.23c
	Any	Cadre Box	Active Box	N/A	7.43b
	Any	Elim Box	Cadre Box	N/A	7.43a

8.7 Withdrawals

A Set-Up Card may indicate that units should be withdrawn.

>> 8.71 During the Reinforcement/Withdrawal Phase remove from the map those units designated that turn to withdraw. Units withdraw at the strength shown on the set up card. If the unit is not at that strength, then the owner deducts the necessary steps from accumulated replacements steps of the appropriate type, or he reduces units of the same type currently on the game map, step-for-step. If a withdrawing unit is currently in the Cadre or Eliminated box, the owning player either withdraws another on-map unit with the same unit type symbol and at least equal attack and defense strengths, or he pays one VP (which cancels that withdrawal).

8.72 Any air unit of the type designated for withdrawal will suffice. The air unit can come from the Ready, Flown, Damaged or Destroyed Boxes [even though the planes have been destroyed, the air and ground crews are available to redeploy]. Remove the air units from the Air Unit Display during the Reinforcement/Withdrawal Phase.

8.73 A player can choose to cancel the withdrawal of any unit, but pays one VP for each unit not withdrawn.

Note: The Active Box on the Unit Rebuilding Chart can be a handy place to store newly received Strongpoints, supply units, scheduled reinforcements, and special reinforcement pool groups. Enter these units and markers in the applicable phase. Although this is a good way to have everything “in one place,” players may still have a lot of referencing to verify entry hexes and map-edges.

9.0 Air Unit Readiness

9.1 Air Readiness

9.11 During the Air Readiness Phase of the Strategic Segment, roll one die for each air unit in the Flown Box. If the die roll result lies within the range (adjust for weather DRMs, which are cumulative) listed in the Flown Box, move it to the Ready Box. Units that do not pass the die roll remain in the Flown Box. Do not make Air Readiness die rolls for Dummy air units; they automatically move to the Ready Box at the end of the Air Readiness Phase. Roll next for all air units in the Damaged Box. Air units passing the die roll result move up to the Flown Box. Failing air units remain in the Damaged Box. Units starting in the Ready Box automatically remain in that box (unless the weather result includes Storms).

9.12 On any Storm turn, all air units of both sides that start the Air Readiness Phase in the Ready Box (including reinforcement and replacement air units) are immediately placed in the Flown Box. Each unit must pass the Air Readiness die roll to return to the Ready Box [see the Air Operations Card].

9.13 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 or by Withdrawal [8.72].

10.0 Ground Movement

Each player can move some or all of his eligible ground units during the friendly Movement, Motorized Movement, or Reaction Movement phases of each turn.

Important Note: To simulate 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 closely to the Movement Phase Chart on the 11x17 Chart Card).

Note One: During the movement and motorized movement phases, Out of Supply markers do not prevent unit movement.

Note Two: Fractions are retained when printed MAs are halved or increased because the unit may use road movement or move through cities and major cities.

10.1 Friendly Movement Phase

10.11 For Soviet and Axis unit types allowed to move during their respective friendly Movement phases, refer to the Movement Phase Chart on the 11x17 Chart Card.

10.12 Axis units receiving replacements cannot move during the entire Axis Segment. Designate them at the beginning of the Axis Movement Phase by placing Receiving Replacements markers on them. Feel free to make more of these markers as needed. Remove markers or realign units during the Game Turn Interphase.

10.13 The following specialized forms of movement are allowed during the Soviet or Axis Movement phases:

a. Railroad Movement. The MA for combat units, MSUs, and Supply Dumps conducting Railroad Movement is sixty (60) connected friendly rail hexes [11.1]. Railroad artillery (in mobile mode) and armored trains move at their printed MAs.

b. Flotillas can move through up to sixteen connected major river, coastal, or sea hexes. Axis Air Interdiction can reduce a flotilla's movement rate [11.2].

c. Strategic Movement. Any eligible unit with an MA greater than zero moves at one and one half times its normal MA [11.3].

d. Overrun Movement. Axis and Soviet motorized units and stacks (and Soviet cavalry units) may qualify for Overrun [11.4].

e. Infiltration Movement. Axis motorized units with MA of seven or greater can spend their entire MA to move directly from one enemy ZOC to another, when not prohibited by weather, terrain, or supply. Soviet motorized units cannot conduct this movement during the Soviet Movement Phase [11.5]. **>>** Soviet and Axis cavalry units with yellow MA of 6 can also conduct Infiltration Movement during their respective Movement phases.

f. One Hex Movement. A unit may be able to move one hex even if it lacks sufficient movement points to do so [11.9].

g. Reinforcements. All Soviet (except for UR/MG units) and Axis reinforcements enter the map and move during their respective friendly Movement phases. Soviet and Axis non-motorized, orange MA and green MA combat units, MSUs, and Supply Dumps can only enter during their respective Movement phases.

10.14 Specialized forms of movement allowed during the Soviet Movement Phase:

Soviet Armored Train Movement. Armored trains move through up to forty-eight (48) connected friendly railroad hexes if moved during this phase. Axis Interdiction can reduce an armored train's movement rate [11.15].

10.2 Motorized Movement Phase

10.21 For Soviet and Axis unit types allowed to move during their respective Motorized Movement phases, refer to the Movement phase Chart on the 11x17 Card.

10.22 Soviet units receiving replacements cannot move during the entire Soviet Segment. They are designated before any movement in the Soviet Motorized Movement Phase. Designate them the same way as Axis units are designated [10.12].

10.23 Specialized forms of movement allowed during the respective Soviet and Axis Motorized Movement phases:

- Overrun Movement. Identical to Movement phase
- Reinforcements. Only Soviet or Axis motorized reinforcements may enter and move during their respective Motorized Movement phases.
- Flotilla Movement

10.24 Specialized forms of movement allowed only during the Soviet Motorized Movement Phase:

a. Infiltration Movement. Soviet motorized units with MA of seven or greater can spend their entire MA to move directly from one enemy ZOC to another. Axis motorized units cannot execute Infiltration Movement in their Motorized Movement phase.

b. Armored Train Movement. Identical to Movement phase

Note: Because the Soviet Motorized Movement phase occurs before the Soviet Movement Phase, the Soviet Player may want to mark armored trains that move in the Motorized Movement Phase. The units can be turned, or Activated markers can be used.

c. Soviet non-motorized unit activation. Soviet in-range HQ's with non-interdicted command points can activate one non-motorized unit (including orange MA or green MA units) per command point. Activated units move up to their full MA. Unless not allowed by Non-Op Soviet HQs [22.24b], each HQ can also activate one in-range Guards unit [22.41] at no command point cost (even if a HQ's command rating has been reduced to zero). Place an Activated marker on each activated unit to indicate no movement in the Movement phase. Remove these markers during the Game Turn Interphase.

Note: This section draws upon several later rules sections: 22.11, Command Range; 22.12, Command Range and Activation; 22.22 and 22.24, Non-Op HQ Restrictions; and 13.24, Interdiction Effects.

10.3 Friendly Reaction Movement Phase

Only Soviet and Axis motorized units can move in this phase. They move up to only half of their MA [14.1]. Several conditions limit or prevent Reaction Movement [14.11].

10.4 How to Move Ground Units

Procedure: Move units or stacks one at a time, from hex to adjacent hex, tracing a path of contiguous hexes through the hex grid. A unit cannot jump over a hex. Each unit spends a certain number of Movement Points (MPs) from its Movement allowance (MA) to enter each hex or cross certain hexsides. See the Terrain Effects Chart (TEC) for the cost in MPs for the various types of terrain.

Note One: Movement can be reduced or eliminated entirely by lack of supply, terrain, weather, interdiction, or enemy ZOCs. Movement can be increased by using road, strategic, or railroad movement.

Note Two: Advances and retreats [16.5 and 16.4] are not movement. Advancing and retreating units do not spend movement points.

10.5 Movement Restrictions

10.51 There is no limit to the number of friendly units that can pass through a single hex during a turn. Stacking limits apply at the end of any combat, Reaction Movement or Movement Phase.

10.52 A unit can move only once during its movement phase. Normally it cannot spend more movement points than are contained in its movement allowance in any movement phase when it moves [exception: One-hex Movement, 11.9]. Units are never forced to move. Unused MPs cannot be accumulated for later use or transferred to other units.

10.53 Units can move together as a stack. The movement allowance of the stack is that of the slowest unit in the stack. The moving player can split up a moving stack by declaring that the stack is splitting. The stack ceases movement temporarily. The moving player now moves the units to be split off from the stack to the extent of their remaining MAs. The moving player returns to the reduced stack and continues moving it to the extent of the MA of the slowest moving remaining unit. Splitting off units can occur more than once during a given stack's movement. Alternatively, units in a stack can be "dropped off" in any hex the stack enters (a good way to lose slow units and allow a stack to move farther). Stacks cannot pick up or add units while moving. Once a stack has ceased moving in a movement phase, other units can move into its hex (up to stacking limits).

10.54 A friendly unit can never enter a hex containing an enemy combat unit. It can move through friendly occupied or controlled hexes (those not in an enemy ZOC) at no extra MP cost.

10.55 Subject to terrain or scenario restrictions, movement (or retreat) between adjacent maps during game play is allowed. Unless specifically allowed by scenario instructions, movement off a map-edge (not between maps) is prohibited. Units forced to retreat off a map-edge are removed from play and placed in the Cadre or Cannot Rebuild Boxes.

Exception: Regimental Substitute Counters [24.0] and MSUs.

10.56 Scenario instructions may prohibit movement of some units during specified turns, or may prohibit movement into or out of certain map areas. For example, units of one or both sides may not be allowed to cross national boundaries during certain turns.

10.57 Non-operational Soviet HQs restrict Soviet unit movement within their Command Range [22.25g].

10.58 Some units pay motorized movement costs, but do not move in the friendly Motorized Movement Phase or Reaction Phase. They are:

- a. Axis and Soviet super-heavy artillery (green MA) [see 23.41 for additional movement restrictions]
- b. All other Axis artillery and AT (orange MA)
- c. All other Soviet artillery, Soviet AT or Soviet AA units (orange MA)—unless activated by a Soviet HQ to move in the Soviet Motorized Movement Phase.
- d. Soviet and Axis MSUs with MA of eight (truck symbol and orange MA)

10.6 Zone of Control Effects

10.61 Friendly ZOCs do not affect friendly unit movement.

10.62 Enemy ZOCs almost always affect friendly movement. The two primary exceptions are: Overrun Movement [11.4] and Infiltration Movement [11.5].

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

- Strategic Movement
- Railroad Movement [exception: armored trains can enter enemy ZOC].
- Units using Reaction Movement can enter an enemy ZOC only if the hex already contains one or more friendly combat units. If a friendly unit does not have the necessary MP, it cannot enter the hex.

10.64 Units entering an enemy ZOC must pay one additional MP.

Exception One: Reacting units do not pay this additional MP.

Exception Two: Infiltration and One-Hex Movement are not affected, because a friendly unit's entire MA is expended to cover all terrain and ZOC costs associated with moving the one hex.

10.65 Units entering an enemy ZOC stop moving immediately [exception: Overrun Movement; 11.4].

10.66 Units cannot move directly from one hex in an enemy ZOC to an adjacent hex also in an enemy ZOC [exception: Infiltration Movement; 11.5].

10.67 Units can begin their Movement phase 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 movement points remain.

Note: Weather has a major impact on ZOC projection. Refer closely to the Terrain Effects Chart. Changing weather can allow ZOCs to be projected across hexsides where it was previously not possible; for example, during Snow or Arctic weather ZOCs will extend across major river or lake hexsides. And units can lose the ability to project ZOCs; for example, during Mud turns motorized units can only project ZOCs into adjacent city or town hexes and through hexsides crossed by road or railroad.

10.7 Terrain Effects on Movement

Refer to the Terrain Effects Chart (TEC) to identify all types of map terrain, and to find the Movement Point costs to cross or enter each terrain feature based upon unit type and weather condition.

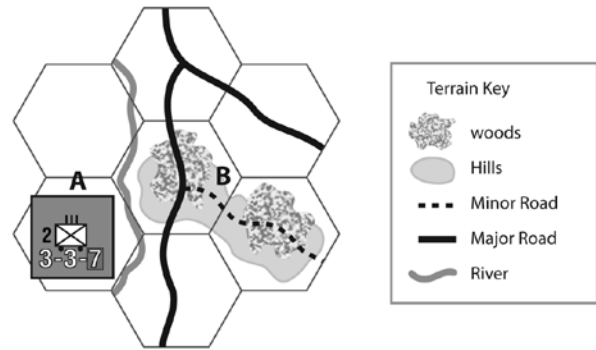
10.71 Ground units spend movement points (MPs) to enter or pass through hexes. They do not spend MPs to exit hexes. Each terrain type may affect movement through hexsides or into hexes.

Note: Generally, a unit's MA represents the number of clear terrain hexes it can move through during Dry weather.

10.72 Where a single hex contains more than one type [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 would pay 2 MPs to occupy a hex containing both clear and hill terrain]. Generally, units using road 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: (Refer to the TEC and the example below). 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 one hex move costs the motorized unit five MPs (two MPs for the hill terrain, +2 MPs for the woods, and +1MP for crossing the river).



10.73 Terrain effects and Railroads

a. Units using Railroad Movement pay one railroad MP to enter and occupy each hex on the railroad line regardless of hexside or hex terrain.

b. Units moving from hex to hex along railroad (but not conducting Railroad Movement) receive three movement benefits:

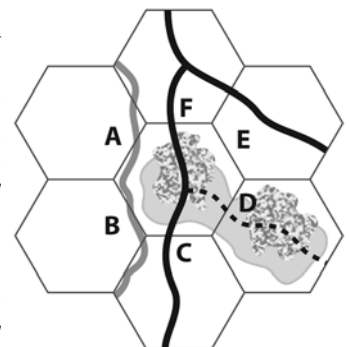
- When entering a hex with woods terrain, the MP cost is reduced by one in all weather.
- When crossing a river or major river hexside on a rail line, the MP costs for both types of hexside terrain are negated. Crossing units do pay the terrain costs to enter the hex on the far side of the river/major river crossed.
- Motorized units (or those with orange or green MAs) can enter a swamp hex.

10.74 Dry Weather Road Movement. 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. Refer to the TEC and the example below.

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

EXAMPLE ONE: 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 one-half MP. The cost for using the minor road through hexside D is one MP.

EXAMPLE TWO: 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 one-half MP to cross hexside C and another one-half MP to cross hexside F.

EXAMPLE THREE: Movement through the hex using different road types. A unit entering through the minor road hexside will pay one 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 one-half MP. Total cost: one and one-half MPs. (Entering through hexsides C and F, and exiting through hexside D costs the same.)

EXAMPLE FOUR: Entry through road hexside; exit through non-road hexside. The road rate for the hex is ignored, and the movement cost is the non-road terrain cost of the hex.

Exception: Road entry still negates river hexside costs.

DESIGN NOTE: Barbarossa is not a tactical-level system. There is no “half on-road or half off-road” calculation.

EXAMPLE ONE: A motorized unit enters the example hex through road hexside C, but exits through non-road hexside E. It pays four MPs for the example hex terrain (two MPs for hills plus two MPs for woods), plus one MP to enter clear terrain hex E, for a total cost of five MPs.

Note: Moving through more hexes using road movement would cost fewer MPs. The motorized unit can enter the example hex through road hexside C, exit through road hexside F, stay on the road in hex F, and exit through the road hexside into hex E, for a total cost of one and one-half MP.

EXAMPLE TWO: A motorized unit enters the example hex through road hexside C, but exits through non-road hexside A. The unit again pays four MPs for the example hex terrain. It pays one MP to enter clear terrain hex A, plus one MP for crossing an unbridged river hexside, for a total cost of six MPs.

10.75 Road movement during Non-Dry weather conditions

- a. Motorways.** No weather condition degrades movement along a motorway. It always costs one-half MP to enter a hex on a motorway.
- b. Main roads.** During Mud, Snow and Arctic weather turns, the MP cost to enter any hex on a main road increases to one MP per hex.
- c. Minor roads.** Refer closely to the TEC.

1. Frost, Snow, and Arctic weather

- a. It costs one MP to enter any hex on a minor road during Frost.
- b. It costs two MPs to enter any hex on a minor road during Snow or Arctic weather.

2. Mud weather (or lingering mud in woods hexes). [Refer to the Mud Column on the TEC]. Instead of paying one-half MP (Dry weather cost) to enter a clear terrain hex on a minor road, it now costs two or three MPs. All non-clear hexes require paying MPs at the Mud Column rate for all hex terrain except woods which are ignored.

EXAMPLE: Go back to the second figure on page 14. If hexside D is crossed in either direction, it will cost three MPs. Both contain hill terrain which costs three MPs during mud turns. Both hexes also contain woods; but because movement is along the minor road, they are ignored. If both hexes sharing hexside D were clear terrain hexes, the MP cost to enter either hex on the minor road would be two MPs for:

- Axis or Soviet non-motorized units that do not have orange or green colored MAs
- Soviet Armor units

The MP cost would be three MPs for all other units except for green MA units that cannot move at all on minor roads in Mud.

10.76 Major Rivers. There are four allowable methods for crossing a major river hexside:

- a. Cross on a road bridge hexside, paying normal road movement rates to enter the hex on the other side of the major river.
- b. Cross through a Bridge unit or a hexside with a railroad bridge, paying the hex terrain cost of the hex entered on the other side of the major river.
- c. Cross non-bridged major river hexsides during Dry, Mud, or Frost turns: A unit begins its movement phase (not reaction or motorized phases) adjacent to the major river hexside to be crossed. The unit spends its entire MA and moves to an adjacent hex on the other side of the major river.

>>Exception: Armored units, all artillery units, and MSUs with orange MA can cross a major river only at a bridge. Only when a major river is frozen can they cross at any location [10.76d].

- d. Cross non-bridged major river hexsides during Snow or Arctic turns. Major rivers become frozen, and major river hexsides become +1MP hexsides which can be crossed during the course of normal movement.

10.77 Lake and Sea Hexes and Hexsides.

- a. Lakes.** These splendid defensive barriers become non-existent during Snow and Arctic weather turns. Refer to the TEC for Snow or Arctic weather terrain costs. Note that once frozen by Arctic weather, these hexes and hexsides do not “thaw” for the remainder of the scenario.
- b. Seas.** Frozen sea and shallow sea hexes and hexsides become impassible to all flotilla and naval units as well as ground units. Note that once frozen by Arctic weather, these hexes and hexsides do not “thaw” for the remainder of the scenario.

10.78 Swamps. During Dry and Mud turns, motorized and orange MA units enter (or exit) swamp hexes only through hexsides crossed by roads or railroads. No cross-country movement is allowed; they must follow the path of roads or railroads while in swamp hexes. During Frost, Snow, and Arctic weather swamps can be entered through any hexside (the swamps have frozen), but motorized and orange MA units pay the applicable swamp terrain cost.

Note: If motorized or orange MA units occupy a non-road swamp hex on a turn when the weather becomes Dry or Mud, they have problems. Unless they can utilize One-hex movement to move into an adjacent non-swamp hex, they cannot move or retreat until the swamp hex re-freezes.

10.79 Major city hexes. Because ZOCs do not extend into major city hexes, 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.

11.0 Specialized Movement

11.1 Railroad Movement

11.11 Any combat or non-combat unit in General or Emergency Supply can move by railroad. To do so, the unit begins on a railroad hex at least three hexes (at least two hexes intervening) from an enemy combat unit and not start in an air Zone of Interdiction [13.21]. The railroad must be part of a friendly railroad net [6.4]. Super-heavy artillery units can use Railroad Movement only when on their mobile sides.

11.12 A unit can use railroad movement as many times as desired during a game but only once per turn. Units conduct Railroad Movement only during the friendly movement phase. They move up to 60 hexes along friendly connected railroad hexes, changing railroads only in hexes where two or more rail lines join. Each hex entered costs one railroad movement point. A unit moving by railroad cannot otherwise move during that movement phase. A unit moving by railroad cannot move within three hexes of an enemy combat unit (two intervening hexes), and cannot enter an enemy ZOC.

Exception One: Soviet armored trains [22.31] can move in either their Movement Phase or Motorized Movement Phase (but not both), and enter enemy ZOCs and engage in combat, but they move a maximum of 48 connected rail hexes.

Exception Two: Super-heavy artillery and railroad artillery move according to their MA and can move within two hexes (one hex intervening) of an enemy combat unit.

11.13 Rail Capacity. Both sides can use railroads to move a limited number of stacking points each turn. This is the Rail Capacity, and is listed in scenario instructions [see Play Book]. Armored trains and railroad artillery do not count against Rail Capacity. An HQ, or a unit with zero stacking value, uses one stacking point of Rail Capacity. An MSU (one ASP) uses one stacking point; a Supply Dump (two ASPs) uses two stacking points of Rail Capacity.

11.14 Reinforcements for both sides can enter play using Railroad Movement. They count against Rail Capacity during the turn of entry.

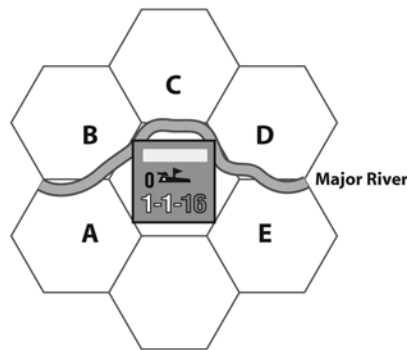
11.15 Every rail hex in a Zone of Interdiction costs twelve (12) railroad MPs to enter [13.21].

11.2 Flotilla Movement

11.21 Flotilla units move only along hexes connected by major river, canal, coastal, or sea hexsides. Each hex entered costs one flotilla MP [Note: each hex in any Zone of Interdiction costs four flotilla MPs to enter].

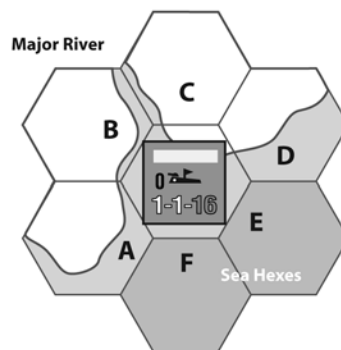
11.22 Flotillas can move in both the friendly movement phase and motorized movement phase.

11.23 Major river movement: Major river terrain covers the hexsides of two adjacent hexes [See below].



Flotillas move on major rivers at a cost of one MP per hex entered. In the above example, the flotilla could move into hex A or E in this fashion. Flotillas can also move “cross bank” at a cost of one MP. The flotilla above could switch sides of the major river, moving into hexes B, C, or D at a cost of one MP. Flotillas can also move across hexsides connecting major rivers to canals.

11.24 Coastal and Sea hexes: Flotillas move between connecting coastal, major river, or sea hexes at a cost of one MP for each hex entered.



EXAMPLE: The flotilla occupies a coastal hex. It can enter any of the adjacent hexes at a cost of one MP per hex.

11.25 Canal hexes. Unlike major rivers, canals only occupy one hexside. Flotillas cannot move cross-bank on canals, but move from hex to hex containing the hatched canal symbol at a cost of one flotilla movement point per hex. Flotillas can also move through hexsides where canals and major rivers meet.

11.26 Flotillas cannot enter enemy-occupied hexes and cease movement upon entering Enemy ZOC.

11.27 Flotillas cease movement for any turn that Snow weather is in effect. Flotillas cease movement for the remainder of any scenario as soon as the first Arctic Weather result is rolled.

11.3 Strategic Movement

11.31 Eligible units of either side can use strategic movement. Units conduct strategic movement during their movement phase only. Increase their movement allowance for this phase by half. Refer to the MA Conversion Table on the 11x17 Chart Card.

11.32 To be eligible, the unit must:

- have an MA greater than zero.
- begin its movement phase on a minor road, main road, or motorway hex.

- c. be in General Supply in each hex occupied or entered, and
- d. be at least three hexes from an enemy combat unit in each hex occupied or entered (at least two hexes intervening), and
- e. cannot begin movement in a Zone of Interdiction or move into a Zone of Interdiction

11.33 Armored train, railroad artillery, and flotilla units are not eligible for strategic movement.

11.34 Any unit conducting strategic movement moves solely along motorway, main road, or minor road (not railroad). A unit can conduct strategic movement only once each turn.

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

11.35 Weather does not affect motorways or roads for strategic movement. During Mud turns, other terrain costs apply in minor road hexes, but units can still perform strategic movement through those hexes.

11.4 Overrun

An Overrun is an attempt to move into an enemy occupied hex (the target hex). Although it resembles combat [15.0], Overrun is a function of movement. During the friendly movement or motorized movement phase, any motorized combat unit or stack of motorized units can attempt to conduct Overrun on an enemy unit or stack.

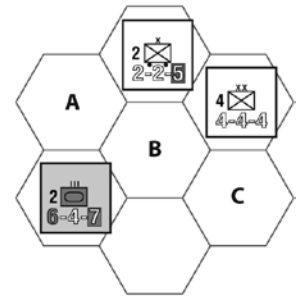
>> 11.41 Only motorized units and Soviet cavalry units are eligible to conduct Overruns. Only one unit, or stack of units (up to stacking limits), can conduct a single Overrun. Units in a stack conducting Overrun must begin movement stacked together. They remain stacked during the Overrun.

11.42 Restrictions

- a. **Odds Ratio.** The overrunning units must achieve a minimum odds ratio. Odds must be at least 5-1 if the motorized unit or the entire motorized stack is German, or at least 7-1 for all other non-German motorized units or stacks containing one or more non-German units. All Soviet Overruns must meet the 7-1 odds ratio. If the Overrun is being made against a target hex containing one or more Untried units, turn the Untried units to their Tried sides after the Overrun is declared. If the defense strength of the target hex is now great enough to lower the Overrun odds below the minimum allowable, the Overrun is canceled, but the overrunning stack must now attack the target hex during the combat phase. Other friendly units can move adjacent to the former target hex and join the attack.
- b. **Weather.** Overrun is not allowed during Mud, Snow, or Arctic weather, or into hexes affected by Lingering Mud.
- c. **Terrain.** Overruns cannot be conducted through major river hexsides, lake hexsides (bridged or non-bridged), or into mountain hexes or alpine hexes. Other terrain features carry partial restrictions:
 - 1. A Swamp hex can be the target only during Frost weather.
 - 2. A city, major city, or fortification hex can be the target if the basic odds level is at least 12-1 and the overrunning stack includes a motorized engineer unit.
- d. **Multiple Enemy ZOCs.** A unit cannot conduct Overrun from a hex that is in the ZOC of enemy units in more than one hex. See example below.

EXAMPLE ONE: Overrun is allowed if the armored regiment moves into hex A. The only enemy ZOC projected into hex A is from the Soviet motorized brigade, the object of the overrun.

EXAMPLE TWO: The armored regiment cannot overrun the Soviet motorized brigade if it moves into hex B, because both the brigade and the Soviet infantry division project ZOCs into the hex. *Note:* This rule also applies to situations where enemy units in the overrun target hex exert no ZOC, but enemy units in one or more adjacent hexes do exert a ZOC.



- e. A unit marked as Out of Supply cannot conduct Overrun. Attack Supply is not used during Overrun.
- f. Artillery units cannot conduct Overrun or be part of a stack conducting Overrun [exception: German motorized anti-aircraft units are allowed to do so]. Artillery cannot provide offensive or defensive fire support. Close Air Support missions are not allowed. Artillery units in a target hex use their defense strength(s) only.
- g. Overrun cannot be conducted when using One-hex Movement because if terrain costs exceed available MPs, there would be no MPs available to pay the Overrun MP cost [10.76d].
- h. **>> Italian, Hungarian, Romanian, and Slovak motorized units cannot conduct or participate in Overrun, and cannot move with other eligible Axis units that are conducting Overrun [they did not have the training or doctrine].**

11.43 Procedure

- a. Move the overrunning units adjacent to the target hex, paying normal terrain and ZOC costs. Declare the Overrun. If the overrunning units begin their movement phase adjacent to the target hex [but remember 11.42d], just declare the Overrun.
- b. Each overrunning unit pays one MP as the Overrun MP cost plus the terrain cost for the target hex (pay road costs when the two hexes are connected by a road). There is no additional cost to enter a ZOC extending into the target 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 target hex. Units not eligible for Overrun remain adjacent and cannot participate.
- d. Total the attack strength of the overrunning unit or stack.
- e. Total the defense strengths of all enemy units in the target hex.

Note One: If the Overrun is being made against a target hex containing one or more Untried units, turn the Untried units to their Tried sides after the Overrun is declared. If the defense strength of the target hex is now great enough to lower the Overrun odds below the minimum allowable, the Overrun is canceled, but the overrunning stack must now attack the target hex in the Combat Phase. Other friendly units can move adjacent to the former target hex and join the attack.

Note Two: If zero strength units are revealed, remove them from play immediately. If removing a zero strength unit leaves the target hex vacant, no Overrun occurs. The overrun MP cost assessed

against the overrunning unit or stack is reversed. The overrunning unit (or stack) must now enter the vacant hex, paying normal terrain and ZOC movement costs to do so. The former overrunning unit (or stack) is free to continue moving (and perhaps execute additional Overruns) up to the limit of available MPs.

- f. Now compare the attack strengths of the units conducting the Overrun to the defense strength of the unit(s) in the target 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].
- h. Offset the total Attacker DRM with Defender Terrain DRMs (which are cumulative). The net DRM after offsetting cannot exceed +3 or -3 [see Overrun Table].
- i. Now roll one die and apply the net DRM to the number rolled. Refer to the Overrun Table for the result.
- j. If the Overrun is successful, the defending units are retreated by the overrunning player two hexes. If a step loss is required, only one step is removed from the defending unit (or stack); units removed to satisfy step losses are placed in the Cadre Box. The surviving units then retreat as above. Units which retreat as a result of an Overrun cannot retreat through an enemy ZOC, unless that hex contains a friendly unit. The retreat procedure allowed in 16.46 below is not allowed. Such units are removed and placed in the Cadre Box.
- k. Supply Dumps, Base Units, Bridge units, and super-heavy artillery units on their firing sides in the target hex cannot retreat and remain in play only if the Overrun fails. Remove these units if the Overrun succeeds. Super-heavy artillery goes to the Cannot Rebuild Box; Supply Dumps and bridge units are set aside for re-use. An MSU suffers the fate of the combat units with which it is stacked. Dumps, MSUs, and bridge units cannot be removed to satisfy Overrun step losses; super-heavy artillery units can.
- l. Move the overrunning units into the 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 another Overrun against the unit(s) in the hex projecting the ZOC. If the 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.
- m. If the Overrun fails, the overrunning units remain in their currently-occupied adjacent hex; they cannot move for the remainder of the phase. They can, however, conduct regular combat during the ensuing Combat Phase. >> If Soviet cavalry units participate in a failed Overrun, any step loss is removed from one of those cavalry units.

11.44 Mark units that are retreated from the target hex with an Overrun marker. A unit with an Overrun marker:

- a. Loses its ZOC into adjacent hexes, and
- b. Cannot conduct fire support (if it is an artillery unit), and
- c. Is not eligible for Reaction Movement [14.11b]. Additionally,
- d. Attacks and Overruns against a unit that already has an Overrun marker receive a (-1) DRM.
- e. HQs that receive an Overrun marker are turned to their Non-Op side [22.23b].

Note: Remove Overrun markers on Soviet units during the Axis

Engineering Phase. Remove Overrun markers on Axis units during the Soviet Engineering Phase.

11.45 As long as a hex qualifies as a target hex, the enemy units in that hex can be the object of more than one Overrun attempt. (Even if the first Overrun was not successful, other qualifying units could also attempt Overrun of the target.) After being retreated in an Overrun, that same defending force could be the object of additional Overrun attempts by the same successful group of overrunning units (or by other groups).

11.5 Infiltration Movement

11.51 Units eligible for Infiltration Movement can move directly from one enemy ZOC to another enemy ZOC.

11.52 Eligible units are all combat units with yellow MA.

- a. Motorized units must have a MA of 7 or greater to qualify.
- b. >> All cavalry units with yellow MA qualify. Cavalry units perform Infiltration Movement only by moving from one non-clear hex to an adjacent non-clear hex. Presence of Towns, roads, railroads, fortified lines, coast, national border or Strongpoints do not negate clear hex status.
- c. >> Ski units with yellow MA qualify.

11.53 Infiltration Movement takes place only in the movement phase where eligible units are allowed to spend their entire MA.

- a. >> Axis motorized, Axis cavalry, and Soviet cavalry units conduct Infiltration Movement only during their respective movement phases.
- b. Soviet motorized units conduct Infiltration Movement only during their Motorized Movement Phase.
- c. Ski units may only use Infiltration Movement during their respective Movement Phases during Snow and Arctic turns.

11.54 Infiltration Movement costs the unit's entire MA [note that this prevents an infiltrating unit from performing Overrun]. Units marked as Out of Supply cannot utilize Infiltration Movement [6.72].

11.55 Infiltrating units must begin their movement adjacent to an enemy unit and in an enemy ZOC.

11.56 Infiltration Movement is not allowed:

- during Mud weather [see Effects to Movement Table], or
- into hexes containing non-destroyed enemy Strongpoints, or
- across non-destroyed enemy fortified line hexsides.

Note: Infiltration Movement is similar to One-hex Movement, movement across unbridged major river hexsides, and movement into or out of major city hexes. Although many units can conduct these forms of movement, only those units with yellow MAs can perform Infiltration Movement.

11.6 Untried UR/MG Movement

Ordinarily, UR/MG units [22.5] do not have their strengths and MAs revealed until these units are turned during combat odds determination; however, the Soviet Player can reveal them during the Soviet Movement phase.

11.61 After the Soviet Player has moved all desired units with known movement values, he can turn Untried UR/MG units to their Tried sides.

11.62 UR/MG units with MA greater than zero now can move normally. Those with zero MA remain in the hex they occupy.

11.63 UR/MG units with zero defense strength are removed from play immediately.

11.7 Air Transport

11.71 Any airborne type unit, MSU, and Soviet HQ can move by Air Transport.

11.72 A unit to conduct Air Transport starts on a friendly town, city, major city hex, or from the Ready Box of the Air Unit Display. It moves any distance, without regard to terrain, to another friendly town, city, or major city hex. It lands after all movement ceases in the friendly Movement phase; it cannot move until the next friendly Movement phase. Although MSUs cannot move, they can be expended after being transported.

11.73 Air transport cannot be opposed by enemy fighters [17.1] or by AA Fire [17.4].

11.74 A unit cannot be transported to or from a hex in an enemy Zone of Interdiction [13.25] or to or from a hex adjacent to an enemy combat unit.

11.75 Air Transport is not allowed into or out of a town hex during Mud weather unless an engineer unit is present in the town hex [22.13]. Engineers are not required for a city or major city or on the Air Unit Status Card.

11.76 Each player can conduct Air Transport only a limited number of times during the game [See Scenario Instructions]; and only once per turn.

11.8 Naval Transport

Naval Transport occurs after all other on-map movement ceases in the allowed friendly movement phases [see Play Book].

11.9 One-Hex Movement

A unit may be able to move one hex during a friendly movement phase even if it lacks sufficient movement points to do so.

11.91 One-hex Movement is made only into an adjacent hex whose hexside and hex terrain is not prohibited to the moving unit. The moving unit cannot have spent any movement points prior to executing One-hex Movement.

11.92 Unless the moving unit qualifies for Infiltration Movement [11.5], One-hex Movement cannot be made from a hex in an enemy ZOC to an adjacent hex also in an enemy ZOC.

11.93 Overruns cannot be conducted by using One-hex Movement.

11.94 Motorized units with Out of Supply markers cannot use One-hex Movement.

11.95 Subject to the restrictions above, any friendly unit qualified to move can conduct One-hex Movement.

12.0 Attack Declaration

Before an attack can take place, it must be declared. The Axis Player declares all attacks after all movement is completed in the Axis Movement phase. The Soviet Player declares all attacks after all movement is completed in the Soviet Motorized Movement phase. Place a “Declared Attack” marker on each Defender Hex targeted by an attack.

12.1 Which Units Can Attack

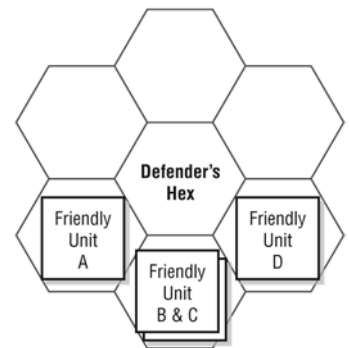
12.11 The moving player commits friendly combat units with attack strengths greater than zero that are adjacent to enemy units in hexes where attacks are allowed [12.5]. Zero attack strength units cannot attack.

12.12 Friendly and enemy in-range artillery is not taken into account during the Attack Declaration process.

12.2 Attacking is Voluntary

Combat units adjacent to enemy units are not required to attack. There can be cases where several friendly combat units are adjacent to an eligible Defender Hex, but not all of them are included in a Declared Attack on the hex.

EXAMPLE: Friendly units A, B, C, and D are adjacent to an eligible Defender Hex. The friendly player declares an attack utilizing units B and D. Units A and C, although also adjacent, are not required to participate.



12.3 Minimum Attack Odds

12.31 The minimum allowable initial odds level for a Declared Attack is one to four.

12.32 Odds are computed at the moment each attack is declared.

12.33 Total the attack strengths of adjacent friendly non-artillery combat units designated to attack.

12.34 Total the defense strengths of all Tried, non-artillery combat units in the defender hex(es).

Note: The defender designates which artillery units contribute their support strengths during the Defender Reaction Phase [14.2]. The attacker designates artillery units during the Combat Phase [15.4]. Defender artillery defense strengths [15.55] and Untried unit defense strengths [15.54] are also added during the Combat Phase.

12.35 If the initial odds ratio is one to four or higher, a “Declared Attack” marker is placed on the defender hex. If the initial odds level is less than one to four, no attack can be declared.

12.36 Subsequent defender reaction and allocation of defender artillery support may worsen final attack odds to less than one to four, but any such Declared Attack must still be made [Once an attack is declared, it must be made]. The final choice of which friendly units participate in an attack is determined by the attacker, with the

restriction that the final odds cannot be voluntarily reduced below one to four. If the friendly attack and support factors are available to allow an attack to take place at one to four odds they must be used. Attacks at odds of worse than one to four are not allowed.

12.4 Soviet Mandated Attacks

12.41 When the Soviet Player declares a Mandated Attack, he identifies the attack as mandated and identifies all Soviet units that will take part in that attack. Those Soviet units must attack during the Soviet Combat Phase.

>> 12.42 The Soviet Player now fulfills each Mandated Attack:

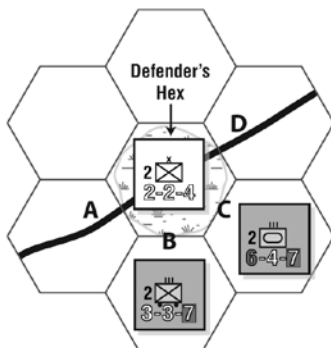
- by making an attack with at least six steps of combat units (excluding artillery), at any combat odds; or
- by making an attack at an initial minimum of 3-2 odds (if Axis reaction reduces the final odds, the attack still qualifies).

12.5 Hexes Eligible for Attack

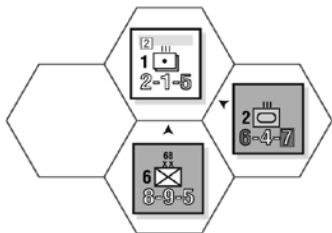
Eligible enemy-occupied hexes must meet one of two conditions in order to be attacked.

12.51 Condition One: Enemy units in the hex must project a ZOC into adjacent friendly occupied hexes. Friendly combat units can attack from any hex in the defender's ZOC. Friendly combat units can attack from these hexes even if they are unable to advance after combat.

EXAMPLE: The weather is Dry and the enemy unit in the swamp hex projects a ZOC into each adjacent hex. Both Soviet units adjacent to the Defender Hex are allowed to attack, but neither can advance because hexsides B and C do not allow motorized units to enter the swamp hex (they are not crossed by roads or railroads). If these Soviet units occupied hexes A and D, they could advance along the roads into the swamp hex.

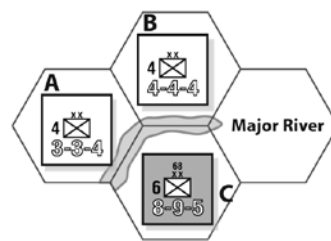


12.52 Condition Two: The enemy occupied hex contains hex or hexside terrain that allows adjacent friendly combat units to enter the hex. Even if none of the enemy units in the hex project ZOCs into adjacent hexes containing friendly units, the hex can be attacked because the friendly units can enter the hex through normal movement or advance after combat.



EXAMPLE ONE: The defender (an artillery unit) projects no ZOC. It can still be attacked by the infantry and armor units because they are eligible to move into the Defender Hex.

EXAMPLE TWO: Hexes A and B are potential Defender Hexes. Hex C contains a friendly unit. All three units exert ZOCs but they cannot project these ZOCs across any major river hexsides. Because enemy ZOCs don't extend into hex C, the unit in hex C can attack either of the defending units without being required to attack both of them (or it can attack both). Movement across major river hexsides is allowed, so the movement precondition is met even though the projected ZOC precondition is not.

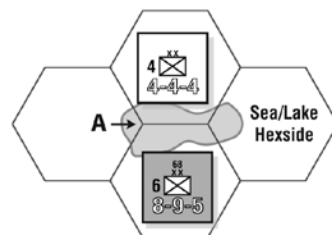


12.6 Hexes Not Eligible for Attack

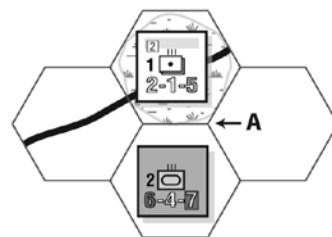
12.61 Attacks cannot be declared against enemy-occupied hexes that

- Do not project an enemy ZOC into any adjacent hex with friendly combat units, and
- Cannot be entered by friendly combat units.

EXAMPLE ONE (above), the weather is Dry, and both units are capable of projecting ZOCs; however, neither unit can project a ZOC across hexside A (a lake hexside). Movement across a sea or lake hexside is prohibited [see TEC]. No enemy ZOC is projected into a friendly unit's hex; no friendly unit can enter the enemy hex through hexside A. No attack can be declared.



EXAMPLE TWO (below), the enemy-occupied hex contains swamp, and the weather is Dry. The friendly motorized unit cannot enter hexside A because it is not crossed by a road or railroad [see TEC]. The enemy unit has a No-ZOC band, so it does not project a ZOC into the friendly unit's hex. Again, no enemy ZOC and no friendly movement into the swamp hex mean no Declared Attack. If the friendly unit were non-motorized, an attack could be declared because friendly unit movement into the swamp hex would be allowed.



12.7 Hexes That Must Be Attacked

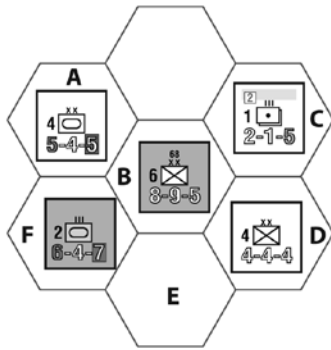
When any friendly unit attacks, all enemy combat units that project a ZOC into the attacking unit's hex must be attacked by either the friendly attacking unit in question, or by another eligible friendly attacking unit. If a stack of friendly units is adjacent to multiple enemy units projecting ZOCs into the friendly stack's hex, as long as minimum initial odds are met, any friendly units are free to attack any or all of the adjacent enemy units.

In this example, the weather is Mud and all hexes are clear terrain hexes. Enemy (Soviet) units occupy hexes A, C, and D. Friendly (Axis) units occupy hexes B and F.

Situation: The Axis Player desires to attack the Soviet armored 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 armored unit in hex A.

- The Soviet armored unit does not project a ZOC into hex B (during Mud turns, motorized units only project ZOCs into adjacent hexes through hexsides crossed by roads or railroads), but the infantry unit in hex B can enter clear terrain hex A if allowed. The infantry unit meets one of the two prerequisites for attack; however
- Because the infantry unit in hex B is in the ZOC of the Soviet infantry unit in hex D, it must attack that hex too (an attacking 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, freeing the infantry unit in hex B to join in the attack on the Soviet armored unit.



The enemy unit in hex C has no effect because it cannot project a ZOC into hex B. It can be ignored or attacked, but if it is attacked, the Soviet unit in hex D would also have to be attacked (it projects a ZOC into hex B).

12.8 Multiple Hex Attacks

Two or more Defender Hexes can be targeted in a single declared attack if:

- The provisions of 12.5, 12.6, and 12.7 are met, and
- All attacking units are adjacent to all defending units, and
- All attacking artillery units are in range of one or more defender hexes.

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

13.0 Axis Air Interdiction

13.1 Procedure

13.11 Only Axis air units can conduct Interdiction. Soviet air units do not have an Interdiction rating.

13.12 The Axis Player conducts Interdiction missions during the Axis Air Interdiction Phase.

13.13 Any in-range hex [17.22] can be chosen for Interdiction mission. This is the mission hex.

13.14 Axis mission units that remain after air combat [17.0] cause an Interdiction marker to be placed in the mission hex. The marker indicates either Interdiction Level One or Two. Determine the Interdiction Level by totaling the interdiction ratings of the Axis mission air units remaining in the hex. If the total is one, the Interdiction Level is One. If the total is two or more, the Interdiction Level is Two.

13.15 Interdiction affects the mission hex and the six adjacent hexes; this is called the Zone of Interdiction. Although Zones of Interdiction can overlap, the maximum Interdiction level in any hex is two (2).

13.16 Remove all Interdiction markers during the Game Turn Interphase.

13.2 Zone of Interdiction Effects

13.21 Any units conducting Railroad Movement (including armored trains and railroad artillery) through interdicted hexes spend 12 railroad MPs per interdicted hex instead of the normal one railroad MP per hex. Level Two zones or overlapping zones do not cause any additional effect.

13.22 Flotillas pay four Flotilla MPs to enter any interdicted hex instead of the normal one Flotilla MP for the hex. Level Two zones or overlapping zones do not cause any additional effect.

13.23 Units cannot conduct strategic movement through an interdicted hex, nor can any unit begin strategic movement in an interdicted hex. Armored trains and railroad artillery can begin rail movement in a Zone of Interdiction.

13.24 All Soviet HQ units within the Zone of Interdiction have their command value reduced by an amount equal to the sum of all Interdiction Levels that affect their hex (maximum of two). Soviet HQ Command Values can be reduced to zero for those HQs with Command Values of One or Two. Each decrease in Command Value can reduce or eliminate the following Soviet HQ capabilities:

- Activating non-motorized units during the Motorized Movement phase [except for Guards units, 22.41].
- Making Soviet motorized units eligible for Reaction Movement [14.11c].
- Issuing Retreat Orders.
- Allowing multiple artillery units stacked with an HQ to contribute their support strengths to a given combat [see Soviet Artillery Suppression Chart]. Each level of Air Interdiction decreases by one the number of stacked artillery units that are able to provide artillery support. The Axis Player determines which Soviet artillery units are interdicted and cannot use their support strength.

Note: One supplied, in-range artillery unit can always support a combat, even if all available stacked Soviet artillery is interdicted.

13.25 Air Transport missions cannot begin or end on a hex in a Zone of Interdiction.

13.26 Normal movement and supply routes are not affected by Air Interdiction.

14.0 Defender Reaction

After Attack Declaration (and Interdiction if the Axis Player is the attacker), the defending player has a chance to conduct Reaction Movement. Both players can conduct Reaction Movement during their respective Defender Reaction Phases:

14.1 Reaction Movement

Reaction Movement allows the defender local reaction to combat. Thus, if the moving player makes no Declared Attacks by the end of his Movement phase (Motorized Movement phase for the Soviet Player), no Reaction Movement is possible.

14.11 During his Reaction Movement phase the defender can move eligible motorized units that are within three hexes of a Defender Hex up to half their movement allowance [refer to the MA Conversion Table on the 11x17 Chart Card]. A motorized unit is eligible if it:

- a. does not begin movement in an enemy ZOC or a Defender Hex, and
- b. does not have an Overrun marker or an Out of Supply marker, and
- c. For qualifying Soviet motorized units:
 1. It is within Command Range [22.11] of an HQ with an available non-interdicted command point.
 2. It is not within Command Range [22.21] of a Non-Op HQ. Here, Non-Op HQ takes precedence over Operational HQs.

Exception: NKVD motorized units cannot conduct Reaction Movement [NKVD units were not under Army command, and doctrine did not exist to allow such tactical flexibility].

14.12 Reaction Movement need not be into the combat that triggered it, or even toward any combat.

14.13 A reacting unit can move adjacent to any enemy unit only if:

- a. it has sufficient movement points (or can utilize One-Hex Movement), and
- b. a friendly unit already occupies that adjacent hex. If the reacting unit enters a friendly occupied hex in an enemy ZOC, it does not pay the MP cost to enter an enemy ZOC; but it stops for the remainder of that phase.

Exception: In cases of enemy Declared Attacks, a reacting unit that projects a ZOC can only react into a defender hex with a Declared Attack marker (to react into other adjacent hexes could force attacking units into subsidiary attacks that would lower the original attack odds)

14.2 Artillery Support

14.21 The defender can commit artillery to Declared Attacks. Each artillery unit adds its support strength to the defense strength of the Defender Hex(es) of one Declared Attack during final odds computation in the enemy combat phase. Once it is committed, a defending artillery unit cannot transfer its support strength to any other combat.

Exception: Soviet flotillas defending alone cannot receive artillery support [23.34b].

14.22 For which defender artillery units are qualified to support, see Artillery Support Qualifiers section in the Combat pages of the 11x17 Chart Card.

14.3 Retreat Orders

14.31 The defender can issue No Retreat or Additional Retreat Orders to Defender Hexes that are the object of a Declared Attack. An Order placed on any hex of a multiple-hex combat applies to all hexes.

14.32 Place the chosen Orders marker face down on the Defender Hex. Reveal that marker during the combat phase.

14.33 There are no restrictions on the number of Axis Defender Hexes that can receive retreat Orders.

14.34 Soviet Defender Hexes require Soviet HQs for Orders. The Soviet Defender Hex:

- a. must be within the command range of an operational Soviet HQ. This HQ must have an available, non-interdicted command point to issue the Order, and
- b. cannot be within the command range of a Non-Op Soviet HQ. Non-Op HQs cannot issue Orders. Non-Op HQ effects take precedence over those of Operational HQs [22.22].

14.35 Unless negated by a Non-Op HQ [22.25e], an NKVD unit in town, city, or major city automatically confers No Retreat orders [16.41 Exception 1] on those hexes without requiring a retreat Order from a Soviet HQ [22.42]. Do not place Orders markers on these hexes.

15.0 The Combat Phase

The Attacking player conducts his Declared Attacks during his combat phase in any order desired.

15.1 Close Air Support (CAS)

15.11 Air units of both players can conduct Close Air Support (CAS) missions. Air units conduct CAS during the combat phase. See 17.1 through 17.3 for air mission and air combat sequencing.

15.12 Any in-range hex [17.22] under a Declared Attack can be chosen for CAS mission. This is the mission hex. Only one mission is allowed per hex during each combat phase.

15.13 Air units remaining in a mission hex after air combat and AA fire, will affect that combat with their CAS ratings. If all remaining mission units belong to one side (attacker or defender) the total of the CAS ratings for those air units is the CAS DRM for the combat die roll [15.65]. 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 [15.65].

Note: Players may wish to use the numeric markers in the counter mix to record the net CAS rating.

15.2 Organizing Each Combat

The order of resolving Declared Attacks is left entirely to the attacker. As each attack is selected, the attacker makes the final determination of the friendly non-artillery combat units that will participate.

15.21 Participating units are

- a. Friendly non-artillery combat units adjacent to the Defender Hex.
- b. Each attacking unit must be in the ZOC of the enemy units in the Defender Hex, or
- c. Each attacking unit must be able to move into the Defender Hex.

Note: With the exception of Soviet Mandated final units chosen to attack in any Declared Attack need not necessarily be the units designated during the Combat Declaration Phase. However, Declared Attacks cannot be resolved at less than 1-4 odds if there are adjacent qualifying friendly combat units available that would raise the attack to at least one to four odds. Such units would have to be committed.

15.22 An enemy-occupied Defender Hex can be attacked by as many friendly non-artillery combat units as can be brought to bear in the six adjacent hexes.

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

Note: Overruns are not attacks.

15.24 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.

15.25 A unit's attack or defense strength cannot be divided among different combats or loaned to other units.

15.26 Multiple hex attacks. An attack can involve any number of attacking or defending units and can be directed against more than one defending hex. For the attack to be resolved as a single combat, the conditions of 15.21 must be met, and all the attacking units must be adjacent to all the defending units.

15.3 Determining Attack Supply

15.31 At the moment an attack will be resolved, the attacker declares whether the attack will be Attack Supplied, and designates the MSU or Supply Dump containing the ASP to be expended. At least one ASP must be expended to place an attack in Attack Supply. All attacking units (including artillery) must be able to trace an LOC of seven (or five) hexes to a designated ASP. If not, no ASP is expended, but the attack is not Attack Supplied. More than one ASP can be designated and expended to insure that an attack is Attack Supplied, but no ASP can provide Attack Supply to more than one attack.

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 [15.32]. Do not remove their Out of Supply markers. The expended ASP allows such units to function normally during the attack only. After the attack is concluded, those units with Out of Supply markers again suffer all Out of Supply penalties.

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

- The attacker applies a (+2) DRM to the die roll.
- Panzer or Motorized Divisions with Out of Supply markers cannot receive the Panzer Division Integrity Bonus.
- The attacker cannot allocate artillery support strength to that attack.
- The attacking force removes an additional step loss if the final combat result contains an asterisk [*].

15.33 The number of combats designated to receive Attack Supply cannot exceed the number of available, in-range ASPs.

15.4 Attacker Artillery Support

The attacker allocates artillery support to each Attack Supplied Declared Attack as it occurs. Artillery support strength cannot exceed total attack strength in any attack. Allocation is prior to halving due to terrain or weather. Excess support strength is ignored. Refer to the 11x17 Chart Card for qualifying criteria.

15.5 Basic Odds Determination

15.51 The attacker totals the attack and support strengths of all his combat units involved in the attack. Terrain and weather can reduce attack and support strengths. Artillery support strength cannot exceed total attack strength. Excess support factors are ignored.

Note: Halving is cumulative, but a group of units involved in a

single combat cannot be reduced to less than one strength point. Retain fractions.

15.52 Terrain

- Swamp.** Swamp gives no DRM to a unit defending in it but the combat strength of units attacking from a swamp hex is halved. Artillery unit support strengths are not halved when firing from swamp hexes, but are halved when firing into swamp hexes.

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.

- Major Rivers.** Units attacking across a major river hexside have their attack strength halved, regardless of whether other friendly units in the same combat are not attacking across a major river hexside.

Exception One: The halving does not apply when major rivers are frozen.

Exception Two: Artillery support strength is not halved when firing across major river hexsides.

- Cities and Major Cities.** Armored units are halved when attacking into city or major city. City and major city also cause DRMs to the die roll [see TEC].

15.53 Weather Effects

- Mud.** Attacking and defending artillery support strengths are halved (retaining fractions) during Mud weather.
- Lingering Mud.** Attacker and defender artillery support strength is halved (retain fractions) when firing into Defender Hexes affected by Lingering Mud [5.14].

- >> Storm.** Flotillas cannot attack [23.34a].

15.54 The defender totals the defense strengths of all units which are the object of a specific attack. Artillery units in the Defender Hex not qualified to contribute their support strengths contribute their defense strengths instead. All Untried defending units are now turned to their Tried sides. Any zero defense strength units are removed immediately and are not counted as part of the defender force.

Note: If all defending units in a declared combat are zero defense strength units, remove the Declared Attack marker and the zero defense strength units (the attack is cancelled and any ASP allocated to the attack is not expended). Advance the designated attacking units into the now vacant Defender Hex, up to stacking limits. These units cannot move and cannot be re-allocated to other Declared Attacks.

15.55 Defending Artillery Support

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

Note: The defender now checks supporting defending artillery not in the Defender Hex. If any of these units are now in an enemy ZOC, they can no longer contribute their support strengths (nor can he allocate other "available" artillery units to replace them).

- Defending artillery support strength cannot exceed total defense strength in any attack. Allocation is prior to halving due to terrain or weather. Excess support strength is ignored.

15.56 Supply Point Expenditure. The attacker expends any ASP(s)

designated to provide Attack Supply for the attack. If an ASP is used from a Supply Dump, turn it to its one-point MSU side. If both ASPs are from a Supply Dump or the one ASP is from an MSU, remove the counter from the map for re-use on later turns.

15.57 Determine the Odds. 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 (Example: 29 to 10 is 2-1 odds), to the nearest ratio listed on the Combat Results Table. In any attacks with final odds worse than 1-4, the attacking units are automatically eliminated (“e” result), and the defending force suffers nothing. Combat odds greater than 10-1 are resolved as 10-1. The attacker cannot voluntarily reduce the odds; for example, he cannot declare 3-1 odds when he has 4-1 odds.

15.58 Attacker Retreat Orders. If desired, the attacker now issues a No Retreat or Additional Retreat Order for the Declared Attack. [The Soviet Player may be restricted when issuing Orders by lack of operational, in-range HQs, lack of available command points, or presence of Non-Op HQs]. Place the appropriate retreat marker face up on any attacker hex in the Declared Attack.

15.59 Any Retreat Order on the Defender Hex is now turned to its retreat option side.

15.6 Final DRM Determination

Using the categories in this section, the attacker nets the friendly and enemy DRMs to arrive at a final DRM that will be applied to the combat die roll.

15.61 Terrain Effects DRMs. Only defending units benefit.

- Defending units benefit from the highest terrain DRM in the hex they occupy.
- If there is hexside terrain in the defender hex(es) that could confer a DRM to the defender, to receive the DRM all defending units must be behind the hexside terrain, and all attacking units must attack through it.
- Whenever the Defender Hex contains hexside and hex terrain, the effect is cumulative (such as hill behind a river).
- 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 paragraph “b” above.
- Refer to the TEC and the CRT.

15.62 Defender No Retreat DRM. When in effect, apply a (+1) DRM [22.12c and 22.42].

15.63 Attacking Engineer Effects DRM. When declared, apply a (–1) DRM. This DRM applies when the attacking force includes an engineer type unit (two or more engineer units have no additional effect) and the Defender Hex has city, major city, fortified line, Strongpoint, or river (not major river) terrain.

15.64 Axis Super-Heavy (S-H) Artillery DRM. Each Attack Supplied unit provides a (–1) DRM if the defending force receives any DRMs for city, major city, or fortified line terrain, or Strongpoint. Axis S-H DRMs (or S-H and engineer effects DRMs) cannot exceed the Soviet DRMs received for the above terrain.

Note: Axis S-H Artillery units may also possess support strengths that add to Axis attack strength.

15.65 Close Air Support (CAS) DRM. If a CAS mission was flown in the hex, the net CAS points [15.13 and 17.33f] are now translated into DRMs. Each Attacker CAS point equals a (–1) DRM. Each Defender CAS point equals a (+1) DRM.

15.66 Supply DRMs

- If one or more defending units has an Out of Supply marker, apply a (–1) DRM.
- If one or more attacking units is out of Attack Supply, apply a (+2) DRM.

15.67 Combined Arm Bonus (CAB)

- The Attacker gains a (–1) DRM if two conditions are met. First, the attacking force contains at least one armor-type unit (red attack factor) and at least one reconnaissance, motorized infantry, motorcycle, or engineer unit. Second, the defending force cannot contain armor, anti-tank, or anti-aircraft units.
- The CAB does not apply when all defending units are behind river hexsides, major river hexsides, or in swamp hexes, non-destroyed fortifications, cities, major cities, mountain, or alpine hexes.
- The CAB does not apply during Mud, Snow, or Arctic weather.

DESIGN NOTE: Due to lack of tactical proficiency, single counter Soviet tank divisions do not receive the Combined Arms Bonus even though they contained motorized infantry elements.

15.68 Panzer Division Integrity Bonus DRM

- When enough component units of a German Panzer Division or German Motorized Division are attacking the same defender, the Axis Player applies a (–1) DRM for that combat for each qualifying Panzer and Motorized division. This bonus applies even if the component units are attacking from different hexes or if any of them has been reduced in strength.
- Motorized divisions do not automatically receive this bonus. Each qualifying Motorized division in a given attack requires one qualifying Panzer division to receive the bonus.
- The following conditions allow a Division to qualify for this bonus:
 - None of the necessary component units can have an Out of Supply marker (unless the division is participating in an attack that is Attack Supplied).
 - A Panzer Division must have three component parts present: its Panzer regiment plus one of its motorized infantry regiments plus either the second motorized infantry regiment or the recon unit.
 - The Motorized Division has all three of its units present (two motorized infantry regiments and the recon unit).

Exception: Any SS motorized division needs only three of its four component units present to qualify. The SS LAH brigade also qualifies if its two component units are present.

15.7 Netting DRMs

Net the attacker and defender DRMs. Each plus one (+1) DRM offsets a minus one (–1) DRM. The plus or minus DRM total remaining after offsetting is the final DRM.

Important Note: Final DRMs can never be greater than +3 or –3.

15.8 Combat Resolution

15.81 Procedure

- Referring again to the CRT, locate the odds column 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. If there is no Final DRM to be applied, the results box where the die roll number and odds column intersect is the Combat Result.
- If there is a plus Final DRM, go down the column one box for each DRM number [example: A (+2) DRM would cause a move two boxes down on the column]. This becomes the combat result.
- If there is a minus Final DRM, go up the column one box for each DRM number [example: A (-3) DRM would cause a move three boxes up on the column]. This becomes the combat result.
- Plus and minus DRMs that remain unused when the zero (0) or eleven (11) boxes on any odds column are reached are lost.
- After obtaining the Combat Result, remove the Declared Attack and Numeric markers from the defender hex before applying the result.

16.0 Combat Results

16.1 The CRT

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.

16.11 Combat results are

- No Result (-). Nothing happens. There is no step loss and no retreat after combat.
- Step Loss (1, 2, 3, or 4). The affected force loses one to four steps, as indicated.
- Elimination (e). All affected units are removed from play and placed in the Eliminated Box or Do Not Rebuild Box.
- Asterisk (*). Apply possible additional step loss.
- Retreat (R). All the remaining affected units are retreated.

16.12 Defender artillery units not in a Defender Hex or attacker artillery units not adjacent to a Defender Hex suffer no combat results.

16.13 Artillery units in a defender hex are subject to all combat results, as are attacker artillery units adjacent to the Defender Hex.

16.2 Step Losses

16.21 When a loss of combat strength is required, the owner removes the indicated number of combat strength levels (called steps) from the total force, not from each unit in that force.

Note One: No Retreat and Additional Retreat orders may increase or decrease stated step losses [16.41].

Note Two: Units with the Do Not Rebuild symbol in all cases go directly to the Cannot Rebuild Box on the Unit Rebuilding Chart.

16.22 A combat unit possesses up to four steps. For both sides, all units with a printed defense strength (on their full-strength side) of eight (8) or more have four steps. All units with a printed defense

	4-Step Unit	3-Step Unit	2-Step Unit	1-Step Unit
Full Strength				
1 Step Loss				Eliminated
2 Step Losses			Eliminated	
3 Step Losses		Eliminated		
4 Step Losses	Eliminated			

strength of five (5) or more have three steps. All other units with values on both sides of their unit counter have two steps. Those with values on only one side of their counter have one step. Certain units are one-step units even though they have values printed on both sides. Examples are: Soviet HQs, Soviet UR/MG units, some Soviet Untried Militia units, Axis base units, and Axis super-heavy artillery units.

16.23 Removing Losses. When called for on the Combat Results Table, a unit takes losses in steps. When a four-step unit takes its first loss, place a Step Loss marker directly on its Full Strength side. A Step Loss marker lowers the unit's attack and defense strengths by two (-2) each for all purposes. If that unit loses another step, remove the marker and turn the unit to its reverse (Reduced Strength) side. A third step loss is indicated by placing a Step Loss marker on top of the reduced unit. That decreases its reduced strength attack and defense by two points each. A fourth step loss removes the unit from play. A unit losing more strength levels than it has available is removed from play.

16.24 When a unit is removed from play due to combat losses, place it in either the Cadre Box or the Eliminated Box, depending on how it suffers losses. Units removed (eliminated) by an "e" result, or because they cannot retreat due to being completely surrounded by enemy units or impassable terrain, are placed in the Eliminated Box. One-step units which suffer a step loss during Overrun are placed in the Cadre Box. All other units reduced beyond their last step are placed in the Cadre Box.

Exception One: Regardless of how it is lost, an eliminated armored train or Zap unit is always placed in the Cadre Box.

Exception Two: Regimental Substitute Counters are set aside for re-use; they do not go to the Unit Rebuilding Chart.

Exception Three: Units that cannot be rebuilt go to the Cannot Rebuild Box.

16.25 Step losses and Victory Points. Whenever an armor or non-Guard artillery step is lost, move the appropriate loss marker one box to the right on the Axis or Soviet step loss track. When the step loss marker reaches the right-most box of the Soviet or Axis step loss track, move the marker back to the zero box and increase the

VP total by one (for Soviet losses), or decrease the VP total by one (for Axis losses).

Note: Each Soviet Guard artillery step loss is worth one VP. It is posted directly to the VP track, bypassing the step loss track entirely.

16.3 Asterisk (*) Results

16.31 Asterisk (*) results on the CRT require an additional one step loss if any of the following conditions apply:

- The attack was made without Attack Supply (regardless of the supply status of the attacking units).
- The attack is declared as a Mandated Attack (Soviet only).
- The attack is made against a non-destroyed fortification (all attacking units must attack through fortified line hexsides for the asterisk to be in effect for fortified line hexes).

Asterisk results are cumulative. A Soviet force, not Attack Supplied, making a Mandated Attack on an Axis defender in a Strongpoint would lose three steps more than the printed step loss if an asterisk result occurs. An Axis force attacking without Attack Supply against a Soviet fortification would lose two steps in addition to the printed step loss if an asterisk result occurs.

16.32 Special Situation Asterisk Losses. Engineers and armored units are subject to step losses due to asterisk results.

a. Engineers. Pre-conditions for loss:

- One or more engineer steps are part of a declared attack.
- The attacker has declared engineer effects and has received the (-1) DRM.

b. Asterisk results against engineers

- If the result is an asterisk only, the engineer unit takes the step loss.
- If the result is a numerical step loss and an asterisk, the engineer takes the first numerical step loss. If steps remain after the engineer has lost that first step, any other attacking unit can fulfill those losses.

EXAMPLE ONE: An Attack Supplied Axis force attacks Soviet units in a Strongpoint. The attacking force includes an engineer step, and engineer effects are declared. The combat result is asterisk () only. No numerical step loss is shown, but the asterisk requires a step loss due to attacking a fortification. Because engineer effects were declared, an engineer step is the step lost.*

EXAMPLE TWO: The situation in Example One remains unchanged, except that the combat result obtained is "1." The Axis force now is required to lose two steps, one for the numerical loss, and another for the asterisk, because a non-destroyed fortification was attacked. Because engineer effects were declared, the first step loss must be an engineer step. The engineer step satisfies the asterisk result. Any other Axis step can satisfy the numerical result.*

EXAMPLE THREE: Same situation as Example One, but the combat result is "1" (no asterisk). One Axis step is lost, but it does not have to be the engineer step. Even though engineer effects were declared, it takes the asterisk result to require the first step loss to be an engineer step.

EXAMPLE FOUR: Refer back to Example One. This time, however, the Axis Player does not declare engineer effects. The engineers are

still part of the attack force, but they do not provide a (-1) DRM against the fortification. The asterisk still requires an Axis step loss for attacking the fortification, but the engineers are not required to lose a step to satisfy it.

c. Armor Attrition. Armor-type units (red attack factors) are required to take the first step of an asterisk combat result when attacking or defending if:

- The attacking force contains one or more steps of armor, and
- The defending force has one or more steps of armor, anti-tank, or anti-aircraft units, and
- Engineer effects are not declared (engineer units take precedence over all other units for taking the first step loss when engineer effects are declared), and
- The combat result contains a numerical result and an asterisk. An armor step loss, in effect, is required by the asterisk to satisfy the numerical step loss result. An asterisk alone will not cause an armor step loss.

Note: Any time the attacker loses an armor step to armor attrition, the defender must satisfy the first step of any numerical step loss with an armor, anti-tank, or anti-aircraft step.

16.4 Retreats

When a combat result includes the Retreat ("R") result, the owning player immediately moves each affected unit two hexes in any direction away from the Defender Hex.

16.41 Units with No Retreat or Additional Retreat markers are exceptions to two-hex retreat.

a. No Retreat. Units with a No Retreat marker (or stacked with a qualifying NKVD unit) do not retreat when they receive an "R" result. Remove the No Retreat marker (if present) and apply one step of loss in addition to the printed combat result.

- If all No Retreat units are German (including SS), there is no further No Retreat loss.
- All other attacker or defender No Retreat unit combinations take one more step loss unless all defending units occupy a city, major city, hill, mountain, alpine, woods, or any non-destroyed fortification hex.

b. Additional Retreat. If the combat result indicates an "R" for units with an Additional Retreat marker (either attacking or defending), remove the Additional Retreat marker and retreat each affected unit three hexes instead of the normal two-hex retreat.

- The retreat path is always determined by the non-owning player, however, the non-owning player cannot retreat units through hexes where they would be destroyed during retreat, or through hexes where the unit may be subject to loss when retreating through enemy ZOC [16.46], if other safe retreat path hexes are available. If alternate "safe" retreat paths are available to the non-owning player, he can use any of them.
- Units with Additional Retreat markers cannot retreat through even one hex in an uncontested enemy ZOC [16.46].
- Units with Additional Retreat markers may take fewer step losses. If the combat result for the force contains both an "R" result and a numerical result [examples: 1R, 2R, or 3R], the number of steps lost is reduced by one.

4. Attacking units with Additional Retreat markers cannot advance after combat [16.5], even if allowed to do so by the combat result.

16.42 Unable to Retreat

- a. Some units cannot retreat. Supply Dumps, bridge units, zero MA units, any Axis (and Soviet) railroad artillery or super-heavy artillery units on their Firing sides, and Soviet railroad artillery units on their firing sides are eliminated if forced to retreat. Bridge Units, MSUs, Supply Dumps, and Regiment Substitute Counters [24.0] are set aside for re-use. Combat units go to the Eliminated Box or Cannot Rebuild Box (depending on unit type).
- b. Units that are totally surrounded by any combination of enemy combat units and impassible terrain cannot retreat and are eliminated. Place them in the Eliminated Box or Cannot Rebuild Box (depending on unit type).

Note: Changing weather can make retreat possible or impossible. For example: Mud can take away retreat paths for super-heavy artillery [16.43]; freezing conditions can make retreat possible across major river, lake, and sea hexsides.

- c. Units forced to retreat off a map-edge [10.55] are removed from play and placed in the Cadre Box or Cannot Rebuild Box (depending on unit type).

16.43 Some units have restricted retreat paths. Units that cannot follow their restricted retreat paths are eliminated.

- a. Super-Heavy artillery units on their mobile sides can retreat only through hexsides crossed by motorways, main roads, (and minor roads on Dry, non-Lingering Mud weather turns). If retreat is not possible place them in the Cannot Rebuild Box.
- b. Armored trains or railroad artillery can retreat only along railroad. If retreat is not possible, place the railroad artillery in the Cannot Rebuild Box; place the armored train in the Cadre Box.
- c. A flotilla can retreat only through hexsides crossed by canals, major rivers, lake, or sea. If retreat is not possible, place it in the Eliminated Box.
- d. No unit can retreat across an unbridged, non-frozen major river, lake, or sea hexside.

16.44 Retreats Allowed Through Enemy ZOCs. Units cannot end a retreat in a hex in an Enemy ZOC, however units can retreat through hexes occupied by one or more friendly combat units even though enemy units project ZOCs into that hex (friendly occupation of the hex negates the ZOCs). If a unit ends its required retreat in a friendly occupied hex in an Enemy ZOC, or the hex has a Declared Attack marker, the retreating unit retreats one additional hex. If this hex is also in an Enemy ZOC, or the hex has a Declared Attack marker, place the retreating unit in the Cadre Box instead.

16.45 Retreats Prohibited Through Enemy ZOCs. Units can never retreat through two consecutive vacant hexes in enemy ZOCs. Any units that would have to do so are placed in the Eliminated Box instead.

16.46 Retreat Through One Enemy ZOC. A unit (or stack) can retreat through one vacant hex in an enemy ZOC, unless it has an Additional Retreat marker [16.41 Exception Two], but may be destroyed in the process.

Procedure:

1. When the retreat is concluded, the unit (or stack) automatically

loses one step, and a die roll is made to determine the fate of the remaining steps [refer to the Retreat Table on the 11x17 Chart Card]. Any Soviet HQ that retreats through the Axis ZOC is immediately turned to its Non-Op side [22.23c].

2. Roll the die and apply any necessary DRMs.

Note: There is a substantial DRM penalty to the retreat die roll for retreating artillery units. Players can voluntarily remove artillery units and place them in the Eliminated Box prior to retreating rather than compromise an entire stack's chances of escape by retreating artillery and non-artillery units together.

3. If the modified die roll is 3 or less, the retreat has succeeded, and no further loss occurs. If the modified die roll is 4 or more, the retreat attempt has failed. Remove all retreating units and place them in the Cadre Box.

16.47 Retreats and stacking. A unit can retreat through a hex containing friendly units, even if that means (temporarily) exceeding stacking limits. A unit cannot end its retreat in violation of stacking limits. If it has no alternative but to be overstacked in the second hex of retreat, move it one extra hex away from its original combat position. If still over-stacked in the third hex, it is removed and placed in the Cadre Box.

16.5 Advance After Combat

When any Defender Hex is vacated as a result of combat, attacking units can advance into that hex (subject to terrain and stacking limitations). Advances are useful in cutting off the retreat of enemy units whose combat has not yet been resolved.

16.51 A player exercises the option to advance immediately, before resolving any other combats. A player is not forced to advance a unit. Advancing units cannot attack again in that phase.

16.52 Only victorious non-artillery attacking units that participated in that combat can advance.

16.53 Advancing units can enter only the hex that was attacked. They ignore enemy ZOC to enter the hex.

16.54 Units cannot violate stacking limits at the end of an advance after combat.

16.55 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 stacking and terrain limitations).

17.0 Airpower

Air units represent virtually all the tactical aircraft used by both sides. Each air unit equals one fighter or bomber group of forty to eighty planes.

17.1 Air Units



17.11 There are two types of air units in the game: Fighters (marked "F" on the counters) and Bombers (marked "B"). Air units do not have "steps" like ground units and so cannot be taken as losses in ground combat, although they are subject to losses from air combat [17.3] or AA Fire [17.4].

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 [17.22]. The Soviets usually employed more than one aircraft type in their air formations, so the type listed is the prevailing type in that unit.

Both sides have “Dummy” air units to aid in deceiving the opponent concerning the content of an air mission [17.21].

17.12 Air units for both sides are kept in the appropriate box of the Air Unit Status Card whenever they are not in use. The capacity of each box is unlimited.

17.13 A player performs missions [17.2] with as many air units that are in the Ready Box as he desires during each turn. An air unit is not available to fly a mission unless it is in the Ready Box.

17.2 Air Missions

17.21 Air units can conduct either of two air missions, Interdiction [13.0] or CAS [15.1].

- Each air unit (actual or Dummy) in the Ready Box can perform only one air mission per turn.
- A maximum of three air units per side (including Dummy air units) can be allocated to a single CAS or Interdiction mission per turn.
- When conducting an air mission, the owning player places his air unit(s) in the mission hex desired. He does not move them hex-by-hex across the map.

Note: Soviet air units cannot perform Interdiction missions, but Soviet fighter (F) units can intercept Axis Interdiction missions.

>> 17.22 Range Limitations

- Mission hexes for Axis single-engine air units cannot be more than 25 hexes from any friendly Supply Source, town, city, or major city in General Supply. All other Axis air units can conduct missions in any hex.
- Axis single-engine air units are the following types: Bf109E, Bf109F, Ju87, B534, Cr42, IAR-80, and PZL.
- No Soviet air unit of any type, except TB-3 and DB air units [long-range bombers], can be placed in mission hexes more than 25 hexes from a friendly Soviet Supply Source, town, city, or major city that is in General Supply.
- A hex used for air ranges cannot be placed in General Supply by spending an ASP.

>> 17.23 Air units performing Interdiction mission can be placed anywhere that does not exceed their range. Fighters opposing an Interdiction mission are placed in any mission hex that does not exceed their range. The Axis Player must first allocate all Interdiction missions and then the Soviet sends opposing fighters.

>> 17.24 Air units performing CAS mission and opposing fighters are placed only on mission hexes that do not exceed their range. The CAS mission hex can only be a hex containing a Declared Attack marker. The attacking player first allocates his CAS missions, and then the defending player allocates his CAS missions.

Note: Defender CAS missions can be placed on mission hexes that contain no attacker CAS mission units.

17.25 Place air units upside down on their mission hex. Their identity and strength is unknown to the enemy player until air combat [17.31a] is conducted.

17.26 As units complete their mission for the turn, place them in the Flown Box. Air combat [17.3] or AA Fire results [17.4], might cause them to be placed instead in the Damaged, or Destroyed Boxes.

17.3 Air Combat

When air units move to a hex containing enemy air units, 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.

17.31 Determine Firing Air Units

- Turn all air units in the hex of both sides over to their front sides. Remove Dummy air units.
- Separate firing units or mission units. In all Interdiction missions, the Axis Player declares first. In CAS missions, the first player to declare is the player who has declared the ground attack.

1. Mission units. All air units with unit type symbol “B” are mission units. Any air unit designated as a mission unit cannot fire during air combat. Mission unit Air Combat Ratings (ACRs) are used solely to defend in air combat.

2. Dual purpose fighter units. Some fighter (“F” unit type) units on both sides possess CAS ratings in addition to their ACRs. In any CAS mission where dual purpose fighters are revealed, the owning player immediately declares whether those fighters are mission units or firing units. The declaration is irreversible. Additionally, most Axis fighter units carry an interdiction rating that makes them dual purpose interdiction units. In any Interdiction mission where Axis fighters are present, the Axis Player declares whether each fighter is serving as a mission or a firing unit.

3. Firing units. All fighter (“F” unit type) units not designated as mission units are firing units. If both players have air units in the mission hex and one or more firing units are present then conduct Air Initiative to determine whether air combat occurs.

17.32 Air Initiative

- Air Initiative determines the order of firing unit placement in air combat. Before air combat players first determine which side has Air Initiative. In all cases the player with the firing unit, or the first player conducting a mission (if both have firing units), resolves the Air Initiative Table. If a player has no firing units, he cannot have Air Initiative, but players still resolve the Air Initiative Table to determine other air combat conditions.

- Determining Air Initiative

- Roll one die and refer to the Air Initiative Table.
- If the result indicates no air combat, players return all firing units to their Flown Boxes. Mission units conduct their mission.
- If the result indicates that one side has Air Initiative, conduct air combat procedure.

17.33 Conducting Air Combat

Air combat occurs when an air unit fires on another air unit (a mission unit or another firing unit).

- The player who has Air Initiative now selects those enemy air units that his air units will fight. Each enemy firing unit is engaged by

a friendly firing unit before any mission units are attacked. If one player has more firing units than the other, excess firing units may “gang up” on any enemy air unit. Firing units attacked by more than one enemy unit can fire at only the first attacker.

- b. Each player rolls one die for each firing unit, referring to the Air Combat Table for results. All firing is considered to be simultaneous, so all units fire before applying results.
- c. To fire, subtract the target unit’s Air Combat Rating (ACR) from that of the firing unit. Then roll one die and refer to the column on the Air Combat Table which is equal to this difference.

EXAMPLE: A Bf-109F (ACR of 4) firing at a MiG 3 (ACR of 2) fires on the “+2” column of the Air Combat Table. The MiG 3 returns fire on the “-2” column.

- d. **Air Combat Results.** Referring to the Air Combat Table, players apply air combat results to each combat. Air units affected by air combat results are returned to their respective air unit status cards.

- A Aborted units go to the Flown Box
- D Damaged units to the Damaged Box
- X Eliminated units to the Destroyed Box

- e. **Local Tactical Advantage.** If the Air Initiative result allows one player Local Tactical Advantage, and if that player has any unengaged firing units after the initial round of combat, he selects a new target (with no restrictions) for each of them. To be unengaged, a firing unit has forced its initial round air opponent to return to the Air Unit Status Card. Regardless of air unit type, the targets of Local Tactical Advantage fire cannot return fire. Now resolve each new air combat.
- f. Surviving mission units will continue the mission. Place all surviving firing units in the Flown Box.

Note to Solitaire Players: There are two good ways to play this air system solitaire.

1. Don’t use Dummy air units. Keep all units face up at all times. Make the best moves you can for each side.

2. Keep the Dummy air units. After performing Readiness rolls, separate each side’s Ready air units into two groups: all firing units in one group, all mission units in the other. Place one Dummy unit with each group. Then flip all air units to their unknown sides. When you allocate air missions, allocate blindly, so you’ll know only the number of air units of each type that you will allocate to each mission, not their identities or values. Reveal them normally during combat, and you’ll be surprised! Once air units are revealed, make the best moves you can for each side.

17.4 AA Fire

17.41 After the completion of Air Combat procedure, surviving mission units undergo AA Fire from eligible units [17.42]. 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 using the AA Fire Table.

17.42 Eligibility

- a. Most Axis combat units are eligible for AA fire. Not eligible: All cavalry units and units with No ZOC bands (exception: all Axis anti-aircraft, flotilla, and naval units can fire).

- b. All Soviet divisions (except cavalry divisions), HQs, anti-aircraft units of any size, and naval units are eligible. Not eligible: Cavalry divisions, flotillas, and all units of less than divisional size (unless noted above).

17.43 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.

>> Important Note: Friendly and enemy AA DRMs can never be greater than +2 or -2 before netting out against each other for a final AA DRM to apply to the AA Fire die roll.

>> EXAMPLE: An Axis Ju87 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 DRM of +3, 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 Ju87 air unit.

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

17.5 Air Transport Missions—See 11.7.

18.0 Fortifications

There are two types of fortifications: Strongpoints and fortified lines. Strongpoints are available to both players, but fortified lines benefit only the Soviet Player.

18.1 Common Features

18.11 Any friendly non-destroyed Strongpoint blocks tracing an enemy Supply Route through the hex it occupies. A non-destroyed fortified line hexside blocks the tracing of an enemy Supply Route through its hexside. An enemy fortification must be destroyed before a Supply Route can be traced through its hex (hexside) or before rail conversion in its hex (or across its hexside) can occur.

18.12 It costs one additional MP to enter a hex containing any type of non-destroyed enemy fortification. If the hex contains a 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. Road (any type) does not negate this additional cost.

18.13 All fortifications continue to give defensive benefits to friendly units until they are destroyed. A fortification is destroyed when an enemy division or engineer unit remains in the fortification hex during its Engineering Phase.

Note: German Panzer and Motorized Divisions must have enough of their component units together in a fortification hex to qualify for Panzer Division Integrity [and other groups that qualify; see 15.68c] before they can destroy a fortification.

18.14 A Strongpoint under Construction is destroyed by moving any enemy combat unit onto or through the hex.

18.15 Overruns can be conducted into a completed fortification hex so long as they satisfy rule 11.42c.3.

18.2 Fortified Lines

Fortified lines represent concrete pillboxes and bunkers. All fortified lines have been printed on the map.

18.21 Fortified lines are a hexside feature. If all Axis units are attacking across hexsides containing fortified line, then the Axis Player applies a (+1) DRM for that combat, cumulative with other effects. If even one Axis unit attacks through a hexside not covered by the fortified line, the DRM does not apply.

18.22 The Axis Player cannot use the Combined Arms Bonus if all Axis units in that combat are attacking across non-destroyed fortified line hexside.

18.23 The Soviet Player can build a Strongpoint on a fortified line hex.

18.24 Once destroyed, a fortified line hexside cannot be rebuilt.

18.3 Strongpoints

Strongpoints represent field fortifications prepared for defense from all directions. Strongpoints must be built; they are not printed on the map.



18.31 Both players can build Strongpoints. Construction can start on any hex in General Supply. The construction hex cannot already contain another Strongpoint. A Strongpoint under construction has no effect on play.

18.32 During the course of the game, the number of Strongpoints allowed on the map for both sides is unlimited; the counter-mix does not constitute a design limit.

18.33 The Soviet Player cannot begin the construction of more Strongpoints each turn than those allowed by results from the Soviet Replacements Table [7.21]. Strongpoint replacements cannot be accumulated from turn to turn.

18.34 Axis Strongpoints cannot be built unless scenario instructions allow construction and an engineer unit [23.12] is present in the hex.

18.35 Construction Procedure. During the friendly Engineering phase, place the Strongpoint with its “Under Construction” side showing. There is no additional cost to enter a hex with a Strongpoint that is under construction. During the next friendly Engineering phase, turn Strongpoints that are under construction over to their completed side if the construction hex is still in General Supply (if the hex is not in General Supply, the Strongpoint remains Under Construction). The construction process is now complete. Soviet construction can be speeded by engineers [23.1]. Construction can take place in an enemy ZOC.

Note: Once Arctic weather occurs in a scenario, Strongpoints for both sides can only be constructed in hexes containing engineer units.

18.36 Normal Combat Effects. If a Strongpoint is in the Defender Hex, apply a (+1) DRM to the combat die roll. Additionally, the attacker is not allowed to use the Combined Arms Bonus. A Strongpoint built in a fortified line hex still allows only a (+1) DRM, but is regardless of the direction of the attack.

18.37 Special Combat Effects. When a Soviet Strongpoint is built on an undestroyed fortified line hex that is within four hexes of a 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 recruited from the cities]. If even one Axis unit attacks through a hexside not covered by the fortified line, apply only a (+1) DRM.

18.38 Non-OP HQs prevent construction of normal Soviet Strongpoints within their command radius, but not of “E” Soviet Strongpoints [22.25.a]

19.0 Railroad Conversion

The Soviet Union had a track width different from that of the other European nations.

19.1 Rail Hex Status

19.11 Only friendly railroad hexes can be used for friendly rail movement and tracing friendly supply. The scenario set-up instructions specify railroad hexes friendly to the Soviet and Axis Players.

19.12 Soviet Union Rail Hexes. Each Soviet Union border hex is eligible to receive a Rail Cut marker with an arrow pointing toward the rail hexes in the Soviet Union. Scenario set-up instructions do not require placing these markers because every rail hex in the Soviet Union is friendly to the Soviet Player until an Axis Railhead marker occupies or passes through the hex. For the Axis Player, the only friendly railroad hexes in the Soviet Union are those under or behind Axis Railhead markers.

19.13 Both players can convert rail hexes to friendly use during their respective Engineering phases. All hexes converted in a single phase are added only to a functioning railroad net [6.4]. A player cannot leave gaps. Gaps may appear later due to enemy action [19.4].

19.2 Axis Rail Conversion

19.21 To convert a railroad hex, the Axis Player is not required to have a unit occupying that hex. Instead, he has conversion points (as indicated in the scenario instructions) available every turn. He spends these 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 rail hex is converted, the Railhead marker is moved into that hex, making the next hex on the line to be converted adjacent to the Railhead.



Note: Previously converted rail hexes marked with Soviet Rail Cut markers are always eligible for re-conversion.

A swamp hex or marsh hex costs two conversion points; all other hexes cost one conversion point. During Mud, Snow or Arctic weather, all hexes cost two conversion points. As the Axis Player spends the conversion points, he converts the affected hexes immediately by moving his Railhead marker or removing Rail Cut markers [19.23].

Exception: Conversion of a railroad hex containing an enemy fortification cannot occur until the first friendly engineering phase after the fortification has been destroyed [18.11].

19.22 Each turn, the Axis Player can spend conversion points to advance Railhead markers on several rail lines, but no more than four conversion points can be spent to move any single Railhead marker. Unused conversion points are lost; they cannot be accumulated from turn to turn.

19.23 The Axis Player uses Railhead markers to indicate the extent of his rail conversion, as follows:

- a. As the Axis Player spends conversion points, he moves the Railhead marker into the converted hex.
- b. Whenever a Railhead marker moves onto a rail junction hex (one where multiple rail lines converge), the Axis Player places additional Railhead markers oriented toward each rail line which enters the hex. If the Axis Player still has conversion points available, construction proceeds along one of the rail lines exiting the junction hex and that Railhead marker is advanced. The remaining Railhead markers can advance as desired starting the next Axis Engineering Phase, subject to conversion point availability.
- c. A Rail Cut marker without an arrow indicates that just the hex containing the marker is not converted and not available for use by the Axis Player. When an Axis Railhead marker enters a rail hex containing a Soviet Rail Cut marker without an arrow, remove the Rail Cut marker.
- d. 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 use by the Axis Player, and are available for use by the Soviet Player. 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 friendly Soviet rail hex. The “arrow” marker is only removed when it enters a railroad hex containing a Rail Cut marker without an arrow, or a hex containing a Rail Cut marker where the arrow points toward the Axis Railhead.

Note: The Axis Player should remember that moving through a railroad hex does not convert it. The Soviet Player can still use it for Railroad Movement, even deep behind the Axis front line.

19.3 Soviet Rail Conversion

The Soviet Player can convert an Axis railroad hex during the Soviet Engineering Phase only if a Soviet engineer unit occupies the hex [23.11]. The engineer cannot have engaged in combat or strategic or Railroad Movement during that Segment. If the above conditions are met, the Soviet Player pushes back the Railhead marker and places (or advances) a Rail Cut marker to indicate its conversion, or removes a Rail Cut marker to make a line operational for the Soviets.

19.4 Cutting Rail Lines

During his Engineering Phase, the Soviet Player can place a Rail Cut marker on any Axis-converted rail hex that is occupied by any Soviet combat unit. Axis units can never cut rail hexes.

DESIGN NOTE: We do not allow the Axis Player to cut rail lines because generally, the Axis did not destroy Soviet railroads during this time period. They expected instead to capture and to put them to their own use. The Soviets, on the other hand, destroyed Axis railroads.

20.0 Using Replacements

Both players can spend available Replacement Points (RPs) during their respective engineering phases. RPs can be spent to strengthen on-map units, or rebuild units on the Unit Rebuilding Chart [see 7.0 and the Unit Rebuilding Charts for procedures].

21.0 Soviet Surrender

It is well known that many surrounded Soviet units surrendered during the campaign, but Guards and NKVD units [22.43], as well as Soviet units in cities, would more often fight to the death.

21.1 Procedure

21.11 During the Soviet Surrender Phase, the Soviet Player makes a surrender check for each Soviet occupied hex that:

- a. Is adjacent to an Axis combat unit without a No ZOC band, and
- b. cannot trace a line of hexes of any length free of Axis units or their uncontested ZOCs to a non-surrounded friendly major city, port, or map-edge Supply Source.

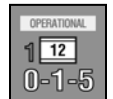
DESIGN NOTE: Cut-off Soviet units are always subject to surrender. MSUs and Supply Dumps can only reduce the possibility by keeping units in General or Emergency Supply [Refer to the Soviet Surrender Table on the 11x17 card].

21.12 Refer to the Soviet Surrender Table and roll the die for each qualifying hex. Modify the die roll by all applicable Table DRMs. If the modified die roll results in surrender, all Soviet units in the hex are removed and placed in the Eliminated Box. If the result is no effect, the Soviet units remain in the hex.

22.0 Soviet Special Units

22.1 Operational Soviet HQs

Operational Soviet Headquarters (HQ) units (a HQ unit on its front side) serve several important command functions in the game.



22.11 Every Soviet HQ has a Command Range of four hexes. The range is traced without regard to terrain or enemy units and their ZOC. When counting the range, do not count the hex occupied by the HQ unit.

22.12 Command value, as printed on the Operational HQ counter, has three functions, all of which can be exercised during any turn. It indicates:

- a. >>> The number of non-motorized units which the Operational HQ can activate for movement at the beginning of any one Motorized Movement phase [10.24c]. The HQ cannot activate itself (or other HQ units) and cannot activate cavalry [since cavalry is already allowed to move]. To be activated, units must be within Command Range of the activating HQ. Soviet Guards are activated in addition to those allowed by the HQ's command value [22.41]. Place Activated markers on any units activated.
- b. The number of motorized units (again, within Command Range) eligible to be moved by each Operational HQ during the Soviet Reaction Phase [14.11b].
- c. The number of “Additional Retreat” or “No Retreat” markers that can be placed during a single Segment on eligible combats within

an Operational HQ's range [14.3 and 15.58].

EXAMPLE: If there are two combats but the only HQ within range has a command value of one (1), a retreat option can be placed on only one of those combats.

22.13 Command value cannot be accumulated from turn to turn or lent to other HQs. Air units can interdict command value [13.25].

22.14 An Operational HQ can allow more than one Soviet artillery unit stacked with the HQ to provide support to a Declared Combat [refer to Artillery Support on the Chart and Table Card].

22.2 Non-Operational HQs

22.21 Each Soviet HQ is back-printed with a Non-Operational (Non-Op) side. Instead of a command value, the Non-Op HQ has recovery value. Each Non-Op HQ is still a one-step unit with a stacking value of zero (but one for railroad movement). Each Non-Op HQ retains a Command Range of four hexes (not counting the HQ hex).

22.22 If the Command Range of Operational and Non-Op HQs overlap, the Non-Op HQ's Command Range takes precedence in any hex where the overlap occurs, and Non-Op HQ effects supercede Operational HQ effects.

22.23 A Soviet HQ is placed on its Non-Op side when:

- Scenario Set-Up Instructions specify.
- The HQ receives an Overrun marker.
- The HQ retreats through a vacant hex in an Axis ZOC.

22.24 A Non-Op HQ cannot:

- Issue No Retreat or Additional Retreat orders.
- Activate any non-motorized units (including Guards units) during the Soviet Motorized Movement Phase.
- Allow motorized units within its Command Range to move during the Soviet Reaction Phase.

22.25 As long as a Soviet HQ remains on its Non-Op side, the following restrictions apply to hexes located within its Command Range:

- New regular Strongpoints cannot be placed, but "E" Strongpoints can. Strongpoints on their "Under Construction" sides can be completed.
- Bridge units cannot be placed, or if already placed, cannot be repositioned [however, they must be removed if an enemy unit enters their hex].
- Soviet air units cannot conduct CAS missions, but Soviet fighter units can still oppose Axis Interdiction and CAS missions.
- No more than one Soviet artillery unit can contribute its support strength to any given combat. Exception: Soviet Naval units are exempt from this restriction.
- NKVD units no longer confer No Retreat when occupying towns, cities or major cities.
- Any Soviet combat unit that begins its movement outside of a Non-Op HQ's Command Range can enter and freely move within that command range. Once any such unit ceases moving within four hexes of a Non-Op HQ, it becomes subject to the Movement Restriction.
- Movement Restriction. A Non-Op Soviet HQ can always move during the Soviet Movement Phase. Also during each movement phase, the number of Soviet combat units that can begin move-

ment within the Command Range is limited to one less than the Non-Op HQ's recovery value. For example, if the recovery value is three, only two Soviet combat units located within the Non-Op HQ 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.

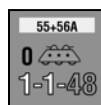
Note: Moving a Non-Op HQ can be critical, because the four hex Command Range moves with it. Moving the Command Range frees up units to move which would otherwise remain restricted.

22.26 Recovery of Operational Status

a. Method One. Unless prohibited by scenario instructions, during the Game Turn Interphase the Soviet Player rolls the die for each Non-Op HQ. If the die roll is greater than the HQ recovery value, the HQ remains Non-Op. If the die roll is equal to or less than 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. Unused recovery value cannot be accumulated from turn to turn or lent to other units.

b. Method Two. Unless prohibited by scenario instructions, during the Game Turn Interphase the Soviet Player can disband one Non-Op HQ within the scenario map area. No more than one HQ can be disbanded per turn. Disbanding the HQ is done instead of the recovery die roll for that HQ [you can't fail the die roll and then decide to disband the HQ]. Place the disbanded HQ in the Cadre Box (in Non-Op status). The Axis Player scores one VP for each Non-Op HQ disbanded.

22.3 Armored Trains

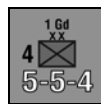


The game units represent groups of trains numbered for their controlling NKVD or Army railroad security regiments.

22.31 An armored train moves only on friendly connected railroad hexes, up to 48 hexes per turn (subject to enemy air interdiction effects). It does not count against Rail Capacity. It can move during either the Soviet Motorized Movement phase or the Soviet Movement phase, but not both in the same game turn. It can move into but not through an enemy ZOC. It can move on railroad hexes last moved over by an Axis unit but not those converted to Axis use.

22.32 An armored train blocks any Axis Supply Line through the hex it occupies. An armored train cannot carry or transport units. Armored trains are not "armor" type units for purposes of movement or combat. Armored trains are rebuilt only from Armored Train RPs.

22.4 Soviet Guards and NKVD



22.41 Soviet Guards. During the Soviet Motorized Movement phase, the Soviet Player can activate one Guards unit per in-range Operational HQ. This activation is in addition to activation allowed by an HQ's command value, and is allowed even if Interdiction has reduced the command value to zero [13.25a].

Note: Non-Op Soviet HQs cannot allow Guard activation [22.24b].

22.42 Soviet NKVD Units. These internal security troops were not under army control, but during the emergency conditions of 1941 many were committed to front line duty. Whenever any NKVD unit defends in a major city, city, or town hex, it makes the No Retreat

option mandatory and takes the last step of loss. If more than one NKVD step occupies a defender hex, only one of those steps need be the last step lost.

Note: Non-Op HQs negate the NKVD No Retreat effect [22.25e].

22.43 Surrender die rolls receive a favorable DRM for any hex in which there is at least one Guards or NKVD unit [see Surrender Table].

>> **22.44** Motorized NKVD units cannot conduct Reaction Movement.

>> **DESIGN NOTE:** Since NKVD units were not under Army command, doctrine did not exist to allow such tactical flexibility.

22.5 Soviet UR/MG Units

Soviet UR (Ukrepionni Raion) units represent Fortified Area commands consisting of groups of machine gun units and sundry fortress defense troops under an HQ. Machine Gun (MG) battalions often included fortress or border guard units, but lacked the HQ element that UR units possessed.

22.51 All UR/MG units have Tried and Untried modes. The back sides of the counters represent the Untried mode, where the unit values are not known. UR/MG units are normally placed on-map on their Untried sides. The front side of the counter showing unit values is the Tried mode. UR/MG units are turned from their Untried sides to their Tried sides by the Soviet Player in the Soviet Movement phase [11.6] or during combat [15.54]. Zero strength UR/MG units are removed from the map immediately when turned to their Tried sides.

22.52 Untried UR/MG units cannot move, but each Untried UR/MG unit exerts a ZOC. They are combat units and are subject to supply restrictions and Soviet Surrender.

>> **22.53** Place all UR/MG units in the counter mix in an opaque cup. Unless specified differently by Scenario instructions, these units are placed randomly, Untried, in the At-Start or Reinforcement sections of scenario set-up cards where specified. Any excess UR/MG units are set-aside on their Untried sides and are not used.

>> **22.54** UR/MG units removed from the map for any reason do not go back into the opaque cup. Place them instead on the Soviet Unit Rebuilding Chart so they return to play through the normal replacement process.



22.6 Soviet Militia

All Soviet units with yellow unit type boxes are Militia units [for commentary on Militia unit distinctions, see the Play Book]. Militia units function as normal combat units, but with some differences.

22.61 Militia units (except for zero strength units) with infantry or cavalry unit type symbols can be converted into Type I Replacement Points during the Replacements Phase [7.2c]. Untried Militia units cannot be converted until they have been turned to their Tried sides.

>> **22.62 Untried Militia.** Unless Scenario instructions specify differently, during set-up all Soviet Untried Militia units in the counter mix are placed in an opaque cup to be drawn at random for placement on the Scenario Set-Up Card. Excess Untried Militia units are set aside on their Untried sides unused. Place Untried Militia

units on the map on their Untried sides. Unlike Untried UR/MG units [22.51] they cannot be turned by the Soviet Player during any Soviet Movement phase. Their actual strengths are revealed only during combat.

DESIGN NOTE: Militia performance was erratic. Soviet Commanders were often the last to know how their Militia units would perform in battle.

>> **22.63** Untried Militia units removed from the map for any reason do not go back into the opaque cup. Place them instead on the Cannot Rebuild Box of the Soviet Unit Rebuilding Box.

22.64 Militia units cannot be placed or moved voluntarily more than five hexes from their placement city (do not count the city/major city hex, but do count the hex occupied by the unit). If forced to retreat outside of the five-hex radius, however, they no longer carry any restriction.

22.65 No Militia units (yellow unit type box) can be reformed.

22.7 Zap Units



These were basic training units. During 1941 these units 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 very few heavy weapons. In critical situations they could be pressed into front-line duty.

>> **22.71** A Zap unit already on-map, at any town, city, or major city that is in General Supply, can be used to recreate a unit currently in the Cadre Box and requiring Type I replacements. Remove the Zap unit from the map during the replacements phase, then take the rebuilt unit from the Cadre Box and place the rebuilt unit at the Zap unit's former location (placement not to exceed stacking limits). Place a Do Not Move One GT marker on it. Remove that marker during the Soviet engineering phase.

>> **22.72** A Zap unit can provide a Type I replacement step for an eligible reduced on-map unit. During the Soviet Movement phase move the Zap unit into the hex containing the unit to be strengthened. That unit can be at any location on the game map, and can be in an enemy ZOC. Remove the Zap unit, and increase the reduced unit by one step. Place a Do Not Move One GT marker on the strengthened unit. Remove that marker during the Soviet engineering phase.

>> **22.73** Always place a Zap unit in the Cadre Box, regardless if used as a replacements step, or eliminated in combat, or surrendered. When these units are rebuilt during the replacements phase place them in the Active Box.

Note: Zap units provide the Soviet Player with dual-purpose units that can be committed to combat as weak, one-step units, or perhaps be used more profitably as on-map Type I RPs.

22.8 Soviet Garrisons

22.81 Garrison units are designated as such on the Soviet Set-up Cards, or by placement of Soviet reservists [8.4c]. A garrison unit cannot move from its garrison hex until released. Garrisons are released on a hex-by-hex basis. Once a garrison hex is released, all garrison units in that hex are released; there is no further need to keep any unit at that location.

22.82 Release all units in a single garrison hex immediately

when:

- The hex is attacked, or
- The hex is judged Out of Supply, or
- An enemy unit moves adjacent, or
- It is released by an "R" result on the Soviet Replacements Table [7.25b2], or
- It is released by a release date listed in the scenario instructions.

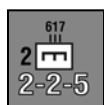
Note: There are a limited number of Garrison Hex markers available to mark garrison hexes, especially those hexes where garrison and non-garrison units are stacked together. Feel free to make more of these markers.

22.9 Soviet Partisans

Later in the war, Partisans significantly affected Axis operations. The early war Partisans were usually swept up in the fighting, serving as ordinary infantry. Unless specified by Scenario instructions, Partisans function in all respects as infantry type units.

23.0 Other Special Units

23.1 Engineers



23.11 A Soviet Engineer unit can place a completed Strongpoint during the same turn it is received [18.35]. Place a completed Strongpoint marker under any engineer in General Supply during the Soviet Engineering Phase. That engineer cannot have engaged in combat, conducted strategic or railroad movement, or converted railroad hexes [19.3] during that Soviet Segment. Once any Arctic weather occurs in a scenario, a Soviet Engineer unit must be present in a hex to emplace a strongpoint in that hex. That engineer cannot have engaged in combat, conducted strategic or railroad movement, or converted railroad hexes [19.3] during that Soviet Segment. A Soviet engineer unit can convert an Axis railroad hex during the Soviet Engineering Phase only if it then occupies the hex [19.3].

23.12 An Axis engineer unit is always required to emplace an Axis Strongpoint. It cannot engage in combat or conduct strategic or railroad movement during that Axis Segment. To construct the Strongpoint, place the Strongpoint with its Under Construction side up on the same hex as the engineer. Turn the Strongpoint over to its completed side during the next Axis Engineering Phase if the engineer is still in that hex.

23.13 To begin or end Air Transport missions in a town hex during Mud turns, an engineer unit must occupy that hex.

23.14 A motorized engineer unit must be included in Overrun attempts against city, major city, or non-destroyed enemy fortification hexes.

23.2 Bridge Units

Historically, many bridge construction engineers were available to both sides and frequent use was made of pontoon bridges, even across major rivers.



23.21 A bridge unit creates a bridge across an adjacent river or major river hexside. Orient the arrow on the counter to point directly at the bridged hexside. A bridge negates the cost to cross that hexside.

23.22 Both players can use their bridge units to cross 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.

Note: Soviet Non-Op HQs can limit bridge placement and movement [22.25b].

- A bridge unit does not move; it is removed, or repositioned for construction. There is no limit to the number of times a bridge unit can be removed or repositioned, but it can do this only once per turn. When not needed (even for extended periods of time), a bridge unit can be stored off map. A player is never forced to construct a bridge.
- Bridge construction can start on any hex in General Supply. The construction hex cannot contain another bridge unit or non-destroyed bridge but can contain a destroyed bridge (printed on the map). When completed, units can continue to move at road movement rate across the bridge unit to the opposite hex (where the road leads) while Repair procedures [see Play Book] continue on the original bridge. A road Supply Route can also continue across such a bridged hexside. Once the printed bridge is repaired, remove the Bridge unit.

c. >> A hex that by itself does not qualify as being in General Supply can be placed in General Supply if an ASP is spent [6.53] and a friendly combat unit occupies the placement hex, during the Supply Determination Phase. The combat unit can move away once the bridge has been constructed, and the bridge unit can remain in this hex indefinitely, fully functioning as a (road) bridge, even if later determined to be Out of Supply.

- Place the bridge unit during the Supply Determination Phase with the Under Construction side face up. A Bridge Under Construction has no effect on movement.

>> **23.23** Bridge units are two-sided units. The front side is the Bridge unit side (or the Completed side). The back side is the Under Construction side.

- Place the bridge unit adjacent to the hexside to be bridged. No enemy ZOC can extend into the hex of placement or into the destination hex (the opposite, or adjacent, hex on the other side of the river). For this purpose a friendly combat unit in the placement hex, or the destination hex, negates enemy ZOC into that hex.
- If the bridge unit is placed adjacent to a river hexside, then turn the bridge unit to its Completed side up at the end of the Supply Determination Phase.

Note: Experienced players can "shortcut" this procedure by placing a bridge unit on its Completed side on the hex adjacent to the river hexside to be bridged.

- If the bridge is over a major river, it completes its construction during the friendly Engineering phase (it cannot be used during the current Movement and Motorized Movement phases).
- When completed, turn the bridge unit over to its Completed 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).

23.24 No more than two friendly bridge units per map can be in use on any turn.

>> **23.25** A bridge unit is a non-combat unit and has no defense strength. If other units in its hex are forced to retreat, the bridge

remains behind. It is removed when an enemy unit moves into its hex. A removed bridge unit can be placed on any eligible on-map hex during any future Supply Determination Phase.

23.3 Flotillas



23.31 Flotillas can move up to 16 hexes in both the friendly Movement and Motorized Movement phases. They do not move during the Reaction Movement phase [since they are not tied into an HQ communications system]. They move along connected canal, major river, coastal, or sea hexes, subject to Axis Air Interdiction. Flotillas can move into, but not through an enemy ZOC [remember, enemy ZOC does not extend across major river or sea hexsides].

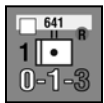
23.32 A Flotilla blocks any enemy Supply Line through the hex it occupies. Flotillas cannot transport ground units. Flotillas suffer all combat or Overrun results.

23.33 Flotillas can be overrun by motorized units on the same side of a major river as the flotilla [while land units can't dash "through" a flotilla, they can shoot it up as they move past it]. Flotillas in coastal hexes can also be overrun.

23.34 Flotillas in Combat

- a. >> A flotilla can normally participate in combat, but cannot attack during a Storm turn. If Storm weather occurs, pick up any flotilla on a sea or coastal hex (during the Weather Determination Phase) and place it at the nearest friendly port within its movement allowance. If there is no such friendly port, the unit is not repositioned. In either case, it remains stationary for the remainder of the turn (but can retreat after combat). Flotillas on rivers are not repositioned. All flotillas (whether repositioned or not) receive a Do Not Move One GT marker at the end of the Weather Determination Phase.
- b. >> Flotillas attacking or defending alone cannot receive defensive artillery fire support.
- c. >> **Retreats.** Flotillas can retreat to an all-sea hex. No retreat is possible after the first Snow or Arctic weather condition is rolled in a scenario; any flotilla forced to retreat is placed in the Eliminated Box.
- d. Flotillas defending alone in a fortification hex do not receive the fortification DRM.
- e. Axis flotillas are AA-capable.

23.4 Super-Heavy Artillery



Super-Heavy (S-H) Artillery units possess the heaviest of the artillery pieces, the true monsters designed to reduce fortifications to rubble.

23.41 Movement Restrictions

- a. Railroad movement [11.1]
- b. Along connected main road or motorway hexes at a rate of one MP per hex during all weather conditions. Strategic movement can be used when all conditions are met [11.3].
- c. Along connected minor road hexes at a rate of one MP per hex in Dry Weather turns only. No movement is allowed during Mud Weather turns or Lingering Mud turns. Strategic movement cannot be used along minor road.

23.42 Soviet S-H artillery. Historically at this time, the Soviets pressed their super-heavies into a tactical fire support role. Soviet

S-H Artillery functions as normal Soviet artillery units with the following exceptions:

- a. Movement restrictions [23.41]
- b. Soviet S-H units with Activated markers cannot contribute their support strength to any combat.
- c. Soviet railroad artillery units have both mobile and firing modes, and they change modes identically to Axis railroad artillery [23.43a, b].

Note One: Count Soviet S-H units against the four artillery units per combat limit.

Note Two: Soviet railroad artillery is treated in all respects as super-heavy artillery.

23.43 Axis S-H (including railroad artillery) functions differently in several ways.

- a. Axis S-H units are one step units, but the counters are two-sided to depict two different modes. The front side is the Mobile side. Note the blank range box and the zero support strength. S-H units on their Mobile sides can move, but they cannot provide any support strength to Axis Declared Attacks. The back side represents the Firing mode, with printed range, support strength, and attack DRM. Firing mode MA is zero. S-H units in Firing mode cannot move, but can contribute support strengths and DRMs.
- b. Axis S-H units change modes during the Axis Engineering Phase. If the S-H unit has not moved during the Axis Movement phase, it can change from Mobile mode to Firing mode. (It can then provide support next turn.) If the S-H unit is in Firing mode, it can change to Mobile mode and move during the next Axis Movement phase.
- c. Axis S-H units cannot provide Support strengths or DRMs on defense. Axis S-H units contribute their Defense strengths only if occupying Defender Hexes.
- d. Axis S-H artillery does not count against the four artillery unit per attack limit. Each S-H unit contributes its support strength and DRM only to attacks where the Defender Hex contains any combination of city, major city, fortified line, or Strongpoint.
- e. The DRMs supplied by attacking Axis S-H and engineer units combined cannot exceed the DRMs the Soviet Player gains for city, major city, fortified line, or Strongpoint in the Defender Hex.

23.44 Super-Heavy artillery units for both sides cannot be rebuilt.

24.0 Regiment Substitute Counters

Only the Axis Player can use Regiment Substitute Counters (RSCs). RSCs are always available for reuse after recombination [24.4], combat loss [16.24 and 16.4], or map exit [10.55].

>> 24.1 Nationalities

Each game will contain German RSCs. Some games will contain RSCs for Axis-Allied formations.

24.2 Steps and RSCs

24.21 Each step in a German Infantry Division is equal to one Regiment Substitute Counter (RSC). Only a full or reduced strength

German Infantry, Mountain, Security, or Light division is eligible to detach all but their last step as RSCs.

Note: The SSLAH Brigade and the Gross Deutschland (GD) Motorized Regiment also are eligible, even though they are motorized type units of less than division size, and the RSCs will move as non-motorized units.

24.22 Each step in an Axis-Allied Infantry Division or Brigade is equal to one Axis-Allied RSC of the appropriate nationality. Any full or reduced strength Axis Allied Infantry, Mountain, Security, or Light Division or Brigade is eligible to detach all but their last step as RSCs of that nationality.

24.3 Detachment

One or more RSCs of the appropriate nationality per turn can be detached from any eligible German or Axis-Allied unit. The unit can be in a Soviet ZOC. Detachment occurs before the unit's movement. Detached RSCs are placed at no MP cost in the hex containing the detaching unit. The RSC enters play in a supply status identical to the unit that detached it.

24.31 Regular RSCs. These are strength (1-2-5) and are created by a one step reduction in any German (or SS) infantry-type unit, or by disbanding an Axis base unit [6.94c].

24.32 Strong RSCs. These are strength (2-2-5) and are created only when the step reduction in a German (or SS) infantry-type unit causes a loss of two attack strength points.

EXAMPLE: A 7-8-5 German Infantry Division on its full strength side with a Step Loss marker is selected to create an RSC. With the Step Loss marker, the current attack strength of the division is 5. When reducing the division by one step to create the RSC, the Step Loss marker is removed, and the division is turned to its reduced strength side of 4-4-5, a reduction of one attack strength point. The only RSC allowed is a regular 1-2-5 RSC.

24.33 Either German RSC type can restore any step in an infantry or security type unit of German (or SS) nationality when recombining.

24.34 The Axis Player can choose to take a regular RSC where a strong RSC is allowed.

24.35 Axis-Allied RSCs. If available, Axis Player uses these only for Axis-Allied Infantry, Mountain, Security, or Light Divisions or Brigades on the same basis as German units. Axis-Allied RSCs cannot be used for German units and German RSCs cannot be used for Axis-Allied units.

24.4 Recombination

Eligible units can recombine with RSCs of the same nationality. The unit and one or more RSCs that occupy the same hex recombine at the end of any friendly Movement, Reaction, or Motorized Movement phase (before counting for over-stacking). Recombining does not cost any MPs. Any eligible reduced unit can recombine with any RSCs of the same nationality up to its original full strength step level. The strengthened unit assumes the lowest supply status of units recombining in the hex. RSCs cannot recombine to recreate a unit in the Cadre or Eliminated Boxes.

Note: RSCs are generic, but the counter-mix limits the number that can be on-map at any one time.

>> 24.5 Independent Creation

Each German Type I RP can create one German 1-2-5 RSC. The RSC enters play as a regular reinforcement.

25.0 How to Win

The Axis Player wins the game by scoring Victory Points (VPs) required for victory in the scenario being played. The Soviet Player wins by preventing an Axis victory.

25.1 Victory Points

VPs are awarded for controlling certain map locations, by causing enemy HQ, Guards, armor, and artillery step losses, and for certain actions players take. The actual number of VPs gained or lost is listed on each Scenario Victory Point Schedule. Only the Axis Player receives VPs. Those "earned" by the Soviet Player are subtracted from the Axis total.

25.12 VPs for locations are awarded at the moment any location is occupied or controlled [3.2] by an Axis combat unit. Add the VPs for capture to the Axis VP total. If the location is subsequently retaken by a Soviet combat unit, immediately subtract the current VP value from the Axis VP total.

25.13 Guards or Armor type units starting any scenario at reduced strength may have their "lost" steps counted toward VP totals [see Playbook Scenario instructions]. Only countable steps lost during the course of scenario play count toward VP totals [16.25].

25.14 It is possible for the Axis Player to have a negative VP total.

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