RULE BOOKLET

Roads to Leningrad

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1.0 Introduction

The Situation: During the summer of 1941, the world watched as the forces of the German Army Group North advanced rapidly toward the city of Leningrad. The second largest city in the Soviet Union, and the birthplace of the Communist revolution, Leningrad was a key objective for the Germans. To many during the months of July and August the fall of Leningrad to the Germans seemed inevitable.

But Leningrad was a long way from the German border, and the closer the Germans got to it, the more difficulties they encountered with terrain, their own lengthening supply lines, and stiffening Soviet resistance. In mid-July, approximately 100 miles south of Leningrad at the town of Soltsy, a surprisingly strong Soviet force of about six divisions struck. The German armored spearhead was pushed back, and it suffered significant losses, but perhaps more importantly, the attack caused the Germans in this sector to halt for three crucial weeks before resuming their drive on Leningrad.

In August the Soviets launched another counteroffensive, this time with ten divisions, against the German flank south of Staraya Russa (approximately 45 miles east of Soltsy, and 125 miles south-southeast of Leningrad). Just as the German offensive against Leningrad renewed, the Germans had to divert important reserves to deal with yet another Soviet threat. Again, the diversion of forces slowed the German advance on Leningrad. By the time the Germans did reach the vicinity of Leningrad, the defenses immediately outside the city were much stronger, and the Germans were never to break into the city itself.

The battles of Soltsy and Staraya Russa, though small by East Front standards, may well have saved Leningrad.

R*oads to Leningrad* is an operational-level game of the WWII battles near the towns of Soltsy and Staraya Russa that took place in July and August 1941. The game is intended for two [layers. One [layer controls the German forces, and his opponent controls the Soviet forces. The [layers maneuver their units across the map and conduct combat according to the rules of play.

Object of the Game: Several scenarios are provided, showing historical engagements where one or both sides were attacking. In each scenario, players win by capturing and holding various objectives, and by destroying critical enemy armor, artillery and headquarter units. These objectives are worth Victory Points towards the victory conditions of that scenario. Level of victory is determined by the number of points earned [see Scenario Victory Point Schedule Player aid card]

2.0 Game Equipment

Each *Roads to Leningrad* game includes:

- One 22x34 inch front and back printed map
- 528 die-cut counters
- one Rule Book
- one Scenario Book
- two German Set Up cards
- two Soviet Set Up cards
- one 11x17 Player Aid Card
- one ten-sided die

2.1 The Game Maps
The two maps portray portions of the Soviet Union south of Leningrad, where the battles took place. Each hex on the map represents about 2.0 km (1.2 miles) of real terrain.

2.2 The Playing Pieces
2.21 There are six types of playing pieces:

a. Combat Units. All combat units have an Attack/Support Strength, Defense Strength, and Movement Allowance at the bottom of each counter (see the How to Read the Units section). Though the Attack/Support Strength may be zero on one or both sides, the Defense Strength will always be at least one.

b. Non-Combat Units. Bridge units and Leaders are non-combat units.

NOTE: Combat, Bridge, and Leader units are also collectively known as ground units.

c. Air units. These are any pieces with an aircraft silhouette.

d. Activation markers (AM) are any pieces with a flag symbol. These are not placed on the map, but are used to determine which Formations are active [4.3].

e. Force Markers. Each side has several Force markers to use as placeholders for large stacks on the map [3.34].

f. Player Aid Markers. All remaining pieces are player aid markers used to assist game play.

2.22 Unit Type (Combat Units). Each Unit Type or Size Box is colored to distinguish units controlled by each HQ, as well as those not controlled by any HQ. This color scheme affects play [4.3, 5.2, 7.21, 7.3, 12.13b and c, 15.13]. The background color on each unit distinguishes its nationality.

2.23 Unit Type (air units). Denotes the function of the air unit.

Code	*Air Unit Type*
A	Ground Attack
B	Bomber

2.24 There should be enough markers provided with the game. If at any time you need more, make some with blank counters. With the exception of Strongpoint markers, the number of markers does not constitute a design limit.

2.3 Charts and Tables
Roads to Leningrad includes Set Up Cards and various 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 for easy reference.
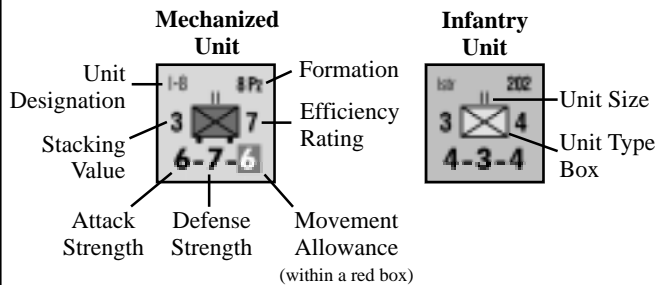
2.4 The Die
2.41 The game uses a ten-sided die. The number "0" is read as ten (10), not zero (0).
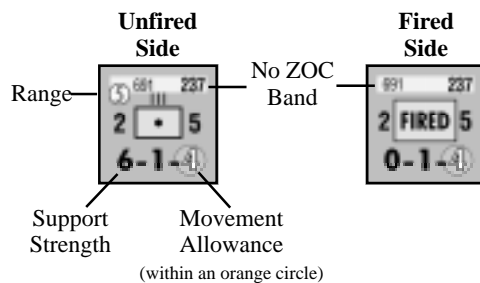
2.42 To perform many game functions, you will roll one die to determine a result. Often you will modify the actual die roll result by plus (+) or minus (–) amounts. These are called Die Roll Modifiers (DRMs).
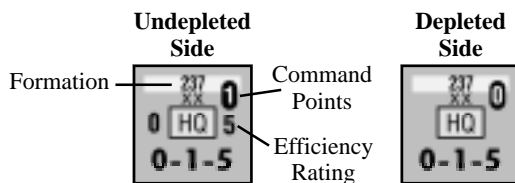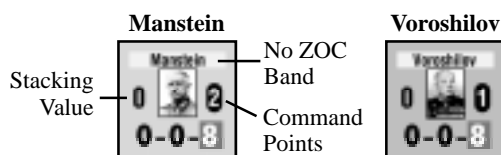
How to Read the Units

Non-Artillery

Mechanized Unit

Unit Designation — Formation — Efficiency Rating — Stacking Value — Attack Strength — Defense Strength — Movement Allowance (within a red box)

Infantry Unit

Unit Size — Unit Type Box

Artillery

Unfired Side

Range — No ZOC Band — Support Strength — Movement Allowance (within an orange circle)

Fired Side

Note: Only Artillery Units have Range circles.

HQ

Undepleted Side

Formation — Command Points — Efficiency Rating

Depleted Side

Leader Units

Manstein

Stacking Value — No ZOC Band — Command Points

Voroshilov

Activation Markers

Formation I.D. — Combination Value

Formation I.D.

Air Units

Aircraft Type — Ground Attack Type — CAS Rating

Bomber Type — Efficiency Rating
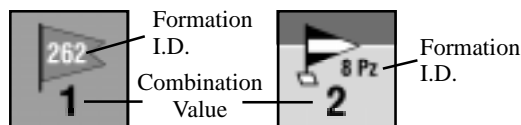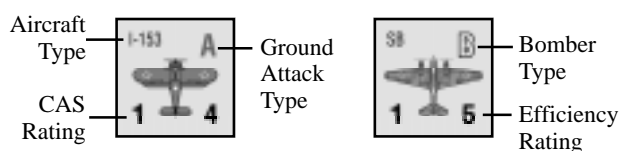
Explanation of Unit Values

Attack Strength: is the strength a non-artillery Combat Unit contributes when attacking. A red number means the unit is armor.

Command Point: a DRM equal to the number of points available to be applied to Coordination Checks for: Reaction Movement, No Retreat, and Declared Combat Coordination (artillery, CAS, or Combat unit).

Defense Strength: is the strength a Combat Unit (except for supporting artillery) contributes when occupying a defender hex. A red number means the unit possesses 88mm guns. When one or more of these units occupies a Defender Hex in a Declared Combat, the shaded box results on the CRT that mandate attacker armor loss apply [11.12].

Efficiency Rating (ER): A number quantifying a unit's relative ability to perform well in combat. The higher the number, the better the unit, and the greater the chance it will either undertake combat actions or perform at peak efficiency.

Movement Allowance (MA): is the max number of clear terrain hexes a unit can enter in Dry weather during the Movement Phase.

No ZOC Band: denotes the unit does not exert a zone of control (ZOC) into any adjacent hex.

Orange Circle: denotes units that pay motorized terrain costs, but do not conduct Reaction Movement, Combat Refusal or Overruns, and cannot advance after combat.

Range: is the maximum number of hexes an artillery unit can be from a Defender Hex and still provide support. When counting, do not count the artillery unit hex, but do count the Defender Hex.

Red Box: denotes the unit pays motorized terrain costs, and has the ability to conduct Reaction Movement, Combat Refusal, and Overruns.

Stacking Value: is the amount of space a ground unit occupies in a hex. For both sides, 9 stacking points is the maximum allowed in any hex at the end of a movement phase or retreat.

Support Strength: is the strength a qualifying artillery unit contributes to a declared combat on attack or defense.

Unit Designation: are the actual names or numbers of units.

Unit Size:

I	=	Battery/Company
II	=	Battalion
III	=	Regiment
X	=	Brigade
XX	=	Division

Unit Type Box: denotes the unit's tactical combat symbol (see Unit Type Symbols for listing).

A double box (☐): denotes two like sized units combined on one counter and has no effect on play.

Unit Types

	▱	Reconnaissance (Recon)
	◹	Motorcycle Infantry
▣	◿	Bicycle Infantry
▣	⊠	Motorized Infantry
▣	⊠	Infantry
▣	⊡	Motorized Engineer
▣	⊡	Engineer
	⟋	Cavalry
	▲	Heavy Anti-Aircraft (AA)**
	▽	Anti-Tank (AT)**
	▨	Self-propelled Anti-Tank (SP-AT)**
	•	Field Artillery
	⇥	Rocket Artillery
	HQ	Headquarters

Soviet Silhouettes

KVI**
KVII**
BT-7**
T-26**
T-34**

1) Armored [3.15]

2) Capable of Overrunning alone or making stacks of red box MA and/or cavalry units eligible to Overrun [8.62a].

T-38*
Armored Car BA-10*

German Silhouettes

Pzkw IV**
Stug III**
Pz(38)t**
Armored Car*

* = Not Armored

** = Anti-Tank for purposes of 16.11

⌐ ¬ = Capable of Overrunning alone or making stacks of red box MA and/or cavalry units eligible to Overrun [8.62a].

▣ = Eligible to build strongpoints [14.23]

Unit Colors

Counter Background Color

Soviet .... Brown
German .... Gray
Luftwaffe .... Steel Blue
SS .... Black

Formation Colors

All units within a formation share a common color.
a. HQ units display the color in their unit type boxes.
b. Combat units display the color in their unit type box, or their unit size box (if the counter bears a vehicle icon).
c. Army level (non-formation) units all have white unit type or size boxes.

Unit Abbreviations

German

AA	Aufklarungs Abteilung (Reconnaissance)
BB	Strassenbaubattalion (Road Construction Battalion)
K	Kradschutzen (Motorcycle)
M	Motorized Division
Pz	Panzer Division
SS T	SS Totenkopf Division

Soviet

Istr	Istrebitil'nyye (Destroyer). Special volunteers from party members.
MG	Machine gun
NKVD	Narodnyy Komissariat Vnutrennykh Dyel (People's Commissariat of Internal Affairs)
Sep	Separate. An independent unit under Army or Front command
T	Tank Division

Markers

Activation Passes	Activation Marker	Bridge	Offensive CAS Missions
Declared Attack	Declared Attack	Disrupted	No Retreat
Emergency Supply	Out of Supply	Final Activation	First Activation
Strongpoint (SP)	SP under construction	Victory Points	Weather

3.0 Basic Concepts

3.1 Terminology

3.11 Friendly and Enemy

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

b. Sequences and Phases. Each of the three segments of a turn consists of sequences and phases [4.2, 7.2]. During some sequences and phases, both players can perform activities; during others, only one player (called the friendly or active player) can perform activities. German sequences and phases are friendly to the German Player, and enemy to the Soviet Player. Soviet sequences and phases are friendly to the Soviet Player, and enemy to the German Player.

c. Hexes and Supply Sources. Those last occupied or controlled by German units are friendly to the German Player; those last occupied or controlled by Soviet units are friendly to the Soviet Player.

NOTE: Controlling an enemy Supply Source prevents the enemy player from tracing supply to that Supply Source; it does not allow friendly units to trace supply to that Supply Source.

3.12 Controlled and Contested Hexes.

a. A hex is controlled by one side if:

- One or more of that side's Combat Units occupy the hex, or
- The hex is vacant, but one or more of that side's Combat Units last moved through the hex, or
- One or more of that side's Combat Units projects an uncontested Zone of Control [3.2] into the hex.

b. If both friendly and enemy Combat Units project ZOC into a vacant hex, both ZOCs co-exist and the hex is contested.

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

3.14 Motorized, Heavy Equipment, and Non-Motorized Units.
Units with their movement allowances shown in red boxes are "motorized," and generally have greater mobility than other types of units. Units with their movement allowances shown in orange circles are "heavy equipment units," consisting primarily of towed artillery, anti-tank, and anti-aircraft guns. Some of these weapons were towed by vehicles, and others by horses, but the key distinction is their relative lack of mobility compared to other types of units. Those units with a plain black movement allowance are "non-motorized."

3.15 Armor and Armored Units.
These are motorized units that have a vehicle silhouette on the counter, and red attack strength. Note that armored car units and the Soviet T38 light tank unit are motorized and have vehicle silhouettes, but do not have red attack strength, and are not armored units for game purposes.

DESIGN NOTE: The armor protection of the early WWII-era armored cars and several models of light tanks, as well as their armament, was too light to give them the same combat effects as the heavier tanks and assault guns.

3.16 Artillery Units.
Any Combat Unit with a range value [see the How to Read the Units section] is artillery.

3.17 Heavy Anti-Aircraft Units.
These units possess high-velocity guns, capable of knocking out the heaviest armor possessed by either side. Their defense strength is printed in red. When defending, these units may cause attacking enemy armored units to suffer the first and perhaps additional step losses [11.12].

3.18 Frequently Used Abbreviations.
The following are used throughout these rules:

AT — Anti-tank
AM — Activation marker
CAB — Combined Arms Bonus
CAS — Close Air Support
CRT — Combat Results Table
DRM — Die Roll Modifier
ER — Efficiency Rating
HQ — Headquarters (unit)
MA — Movement Allowance
MP — Movement Point
OoS — Out of Supply
TEC — Terrain Effects Chart
VP — Victory Point
ZOC — Zone of Control

3.2 Control and Zones of Control

3.21 Each Combat Unit always controls the hex it occupies at all times, without contest. Additionally, most Combat Units exert a ZOC into the six surrounding hexes (Exceptions: 3.23 and 3.24). Enemy ZOC inhibits the movement of friendly units [8.2], tracing of a supply route [6.2], and restricts a unit's retreat after combat [11.3 and 11.5].

3.22 Bridge units, Leaders, Air Units, and Player aid markers never exert ZOC.

3.23 A Combat Unit with a yellow band across the top, called a No ZOC band, never exerts ZOC into any of the six surrounding hexes. It instead controls only the hex it occupies. If at least one Combat Unit in a hex exerts ZOC (it does not have the No ZOC band), all Combat Units in that hex exert ZOC.

3.24 A Combat Unit without a yellow no ZOC band extends its ZOC into all adjacent hexes and across all hexsides, except those prohibited to its movement, regardless of the movement point cost of the adjacent terrain [see Terrain Effects Chart], and regardless of the presence or absence of enemy units.

a. Armored, armored car, and heavy equipment units cannot move across river hexsides, except at a bridge. Therefore, they project ZOC across a river hexside only at a bridge.

NOTE: Other types of motorized units do extend ZOC across river hexsides [8.36c].

b. Motorized and heavy equipment units cannot enter swamp hexes, unless they do so along a road, railroad, or trail; therefore, they exert ZOC into an adjacent swamp hex only along road, railroad, or trail.
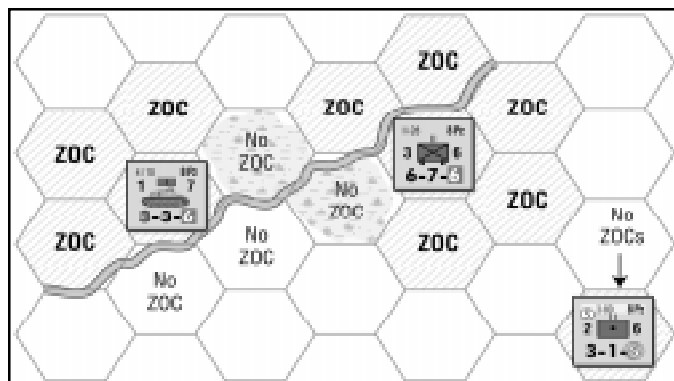
3.25 ZOC is not affected by other units, enemy or friendly, except while tracing a Supply Route [6.24] or during retreat [11.34].

**3.26** There is no additional effect when more than one unit exerts ZOC into a hex.

3.27 A friendly unit's ZOC does not affect the movement of other friendly units.

3.3 Stacking
Stacking refers to 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 Each Combat Unit has a stacking point value printed on it. Air Units, Leaders, bridge units, and player aid markers have no stacking point value, and do not affect stacking. A few Combat Units are marked with zero (0) stacking point value. These units can stack without limit, and can be added to stacks already containing the maximum number of stacking points [3.32]

3.32 A maximum of nine (9) stacking points of units can occupy a hex at the end of any game phase. Units currently moving or retreating can enter and pass through stacks of friendly units without regard to stacking. If a stack of units is found to exceed the maximum at the end of any phase, the owning player eliminates the excess immediately.
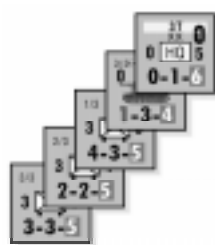
An example of a legal stack—a total of nine Stacking points.

3.33 Players can freely inspect enemy stacks.

3.34 Force markers. As a convenience to help players manage large stacks of units (and to quickly count attack or defense strength), the game includes Force markers. Each Force marker is named and corresponds to a Force Box printed on the map sheet. A Force marker is used as a placeholder for a stack of units kept in the corresponding Force Box and is moved on the map to represent the movement of the entire stack.

a. A player can place a Force marker at any time by putting the marker on the map in a hex with a stack of units, and moving that stack of units to the corresponding Force Box.

b. Each player can freely move units back and forth between the map and the Force boxes at any time as long as the units are transferred to or from the hex containing the corresponding Force marker.

c. A Force marker cannot expend more movement points than the unit with the lowest movement allowance in the Force Box.

d. A Force marker pays motorized movement rates if one or more units in its Force Box is motorized.

e. Both players can freely inspect the Force Boxes for both sides.

DESIGN NOTE: German Force markers are designated "KG" (Kampfgruppe) and Soviet Force markers are designated "BG" (Boyevaya gruppa). Both terms translate roughly to "Battle Group."

3.4 Efficiency and Lead Units
3.41 The Efficiency Rating (ER) on each unit represents that unit's level of training, cohesion, and effectiveness in combat. The higher the ER, the better the unit. A number of game procedures require a unit (or a group of units) to pass an ER check.

NOTE: The reduced-step side of most, but not all, units shows a reduced ER.

3.42 To perform an ER check for a unit, the owning player rolls one die, applies applicable DRMs, and compares the result to the unit's ER. If the result is equal to or less than the unit's ER, the ER check is successful. If the modified die roll result is greater, the ER check fails.

3.43 Lead Units. Some procedures require that the results of an ER check apply to several units. To simplify what could otherwise be many die rolls, a player chooses one unit to represent all of the units that could be affected by a given ER check [3.42]. This unit is called the Lead Unit. Its ER is the benchmark against which the success or failure of the ER check is determined.

a. The choice of the Lead Unit is always left to the owning player. He need not choose the unit with highest ER (but it usually makes sense to do so).

b. The Lead Unit almost always takes the first step of any loss [Exception: 11.12].

c. The Lead Unit of the active player must be of the currently Active Formation [4.3], or an Army Unit activated with that Formation [7.4].

3.44 Unit ERs can be reduced by combat loss, Disruption, or Out of Supply status. No ER can ever be reduced below one (1).

3.5 Halving and Rounding
3.51 A unit's attack strength, support strength, or movement allowance can be halved. Defense strength is never halved.

EXAMPLES: Out of Supply status [6.14], combat effects of terrain [10.2], artillery units that are not Combat Coordinated [10.42].

3.52 Halving of attack or support strength is cumulative. It can happen more than once to the same unit or group of units in a given combat. Follow the sequence in 3.55 and 3.56.

3.53 Some units in stacks can be subject to halving while others are not. Halving always occurs first before totaling final attack strength [3.54].

3.54 How to Halve and Round:

a. All supporting artillery units (attacking or defending) are halved individually (rounding fractions down).

b. Attacking non-artillery Combat Units are all totaled and then halved (round down).

NOTE: Because fractions are dropped, a unit will become unable to attack if its attack strength is reduced to zero by halving.

c. Some units in stacks can be subject to halving while others are not. Total the strengths of the affected units and halve them (round down), prior to adding them to the units that are not halved.

3.55 The support strengths of artillery units are halved in the following order:

• Units that fail ER checks for Combat Coordination.

• Units (attacking and defending) that support a combat taking place in a swamp hex (or a marsh hex during Rain game turns).

EXAMPLE: Three artillery units are supporting an attack against a unit defending in a swamp hex. One of the artillery units (support strength of 3) is adjacent to the defending hex, and is therefore automatically Combat Coordinated. The other two artillery units have support strengths of 4 and 5. The Lead Unit for the two non-adjacent artillery units fails its ER check for Combat Coordination; therefore, the support strengths for those two artillery units are each halved to 2 (after fractions are dropped). Next, all three artillery units have their support strengths halved to 1 (dropping fractions) because the defender's hex is swamp. The modified support strengths are then added together to total 3 support strength points for this attack.

3.56 The attack strengths of non-artillery Combat Units are halved in the following order:

1. Units with Out-of-Supply (OoS) markers.

2. Motorized and heavy equipment units, which attack through a road, railroad, or trail hexside, either into or out of a swamp hex. (If attacking both into and out of a swamp hex, they are halved only once.)

3. All units that attack across a river hexside.

EXAMPLE: A stack consists of two armored units, with attack strengths of 3 and 4 respectively, plus an infantry unit. The 4 armored unit is Out of Supply, and the stack is attacking a swamp hex across a road hexside. The 4 armored unit is first halved for the OoS marker to 2 attack strength points. Now, add both armored units together, for a total of 5 attack strength points, but then halve them to 2 (drop the fraction) since the stack is attacking a swamp hex (along a road). The infantry unit is not halved.

3.57 Movement Allowances. Halving a unit's Movement Allowance (MA) is done individually, unit-by-unit. Retain fractions (since half MPs can often be spent to move along roads or trails). Halving of MAs occurs for Out of Supply status [6.14], Assault Sequence [7.21b], and Reaction Movement [9.31], and is not cumulative (EXAMPLE: if a unit is Out of Supply, its MA is not halved again for Assault Sequence Movement or Reaction Movement).

3.6 Unit Steps

3.61 Steps represent the durability or staying power of Combat Units. Combat Units have either one or two steps of strength. A Combat Unit with values printed on both sides of the counter has two steps (Exception: 3.62); its front side shows the unit at full strength, and its reverse side represents the same unit at reduced strength. A Combat Unit with values printed only on the front side of the counter has only one step of strength. Combat Units lose steps as a result of combat [11.0].

3.62 HQ and artillery units have only one step. The reverse side of an HQ unit indicates the fact that the HQ has already spent its Command Points [15.32]. The reverse side of an artillery unit indicates that the artillery unit has already fired, and is not eligible to use its support strength again during the current Combat Phase [10.42d, 12.13d].

3.7 Disruption

Disruption represents the impairment of a unit's capabilities due to certain Assault Combat Results Table (CRT) and Overrun results.

3.71 A Disruption result affects all the units in the stack at the time the result is obtained. Place a Disrupted marker on top of the units in the affected hex.

3.72 The effects of Disruption on a ground unit are:

a. Reduce its Movement Allowance (MA) by two (2) MPs (an additional 2 MPs) after computing MA halving either for Out of Supply [6.14] or Assault Sequence [7.21b].

NOTE: Any unit whose MA has been reduced to zero by these cumulative effects cannot move. There is no "minimum one-hex move" in this game [8.13].

b. Reduce its ER by two (2) for all purposes (cumulative with OoS ER Reduction [6.14 b]).

c. Reduce Disrupted HQ unit Command Points to zero (flip the HQ to its zero Command Point side), and the HQ becomes ineligible to allow CAS missions to be performed within four hexes of it [13.14].

d. The unit cannot attempt:
• Combat Refusal [9.2]
• Reaction Movement [9.31].
• Overrun [8.62]

e. It can advance only one hex after combat [11.61b Exception 2].

f. It cannot begin or complete construction of Strongpoints [14.25] or remove enemy Strongpoints [14.26].

g. If the unit is artillery, it cannot utilize its support strength until the Disrupted marker is removed [12.13d].

h. It cannot qualify for Combined Arms Bonus [10.61f6].

3.73 Marking Disruption. Place a Disruption marker on top of a unit or stack when it becomes Disrupted. If a Disrupted unit(s) subsequently becomes part of a stack containing both Disrupted and un-Disrupted units, place the un-Disrupted units on top of the Disrupted marker and leave the Disrupted units beneath the marker.

3.74 Any additional Disruption result suffered by a unit already disrupted has no additional effect.

3.75 Removing Disruption. Remove Disruption markers during the Reorganization Phase of the Reorganization Segment, as follows:

a. Remove all Disruption markers from units that are not in an enemy ZOC.

b. Make an ER check [3.42] for each Disrupted unit in enemy ZOC. Any Disruption or OoS marker on the unit lowers the ER for each check. If the unit passes, remove its Disruption marker. If it fails, it retains the Disruption marker and remains Disrupted. DRMs can be applied from the use of Command Points [15.34b].

4.0 Starting The Game

4.1 Setting Up the Game
4.11 Choose which scenario to play, and then refer to the Set Up Cards for that scenario (one for each side). Both players first place their units on their Set Up Cards.

4.12 Both players transfer each of their At Start units from their Set Up Card to the map location listed for that unit. Reinforcements are left on the Set Up Cards until their indicated turn of arrival, when they are placed on the map during the Reinforcement Phase.

4.13 Units begin the game at the strength level shown on the Set Up Card. Those units starting the scenario at reduced strength are so indicated on the Set Up Card.

4.14 Air units that are available at the beginning of the scenario are placed in the Ready Box of the Air Display.

4.15 Each player sets his starting Activation markers aside until the Initiative Phase.

4.16 Once placement of all units is complete, play begins according to the Turn Sequence.

4.2 The Turn Sequence
Roads to Leningrad is played in successive turns, each composed of the segments outlined below. (See also the Expanded Sequence of Play, on the back of this Rules Book, for a more detailed listing of the events within each Phase.)

4.21 Sequence of Play

A. Strategic Segment
1. Weather Phase
2. Reinforcement Phase
3. Supply Determination Phase
4. Air Readiness Phase
5. Initiative Phase

B. Operations Segment
1. First Player Operations Sequence
   a. First Player randomly draws one Activation marker*
   b. First Player conducts any one of three possible Operations Sequences.
2. Second Player Operations Sequence
   a. Second Player randomly draws one Activation marker.
   b. Second Player conducts any one of three possible Operations Sequences.
3. Players alternate Operations Sequences until all Formations have been activated.

NOTE: See Exception below (4.35) for the first Operations Sequence of the first turn of a scenario.

C. Reorganization Segment
1. Engineering Phase
2. Reorganization Phase
3. Victory Determination Phase
4. Turn Record Phase

4.22 Play proceeds according to the sequence above until the end of the final turn of the scenario. At that point the player's performance is evaluated according to the scenario victory conditions to determine the winner.

NOTE: Some scenarios have "Sudden Victory" conditions, which can cause the scenario to end prior to the last turn.

4.3 Formations and Activation
In general, each Formation represents a different historical division, or grouping of units.

4.31 A "Formation" normally consists of at least one Headquarters (HQ) unit, plus several other units of various types Some German Formations have more than one HQ in the Formation. Some Soviet Formations have no HQ units. Each Formation has a different color in the unit type boxes (or unit size boxes, for units with vehicle silhouettes). All units belonging to the same Formation have the same color in their unit type or size boxes.
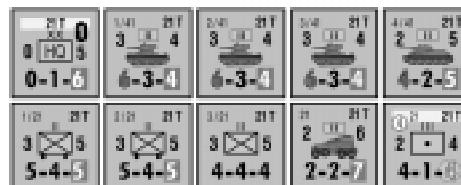
FORMATION EXAMPLE: Shown above are the ten units of the Soviet 21st Tank Division.

4.32 A Formation HQ does not itself belong to a higher game formation.

4.33 Units with white unit type or size boxes are Army Units. These can be used, within limits, with any Formation [7.4].

4.34 If the majority of the units in any given attack (plus the Lead unit in the attack) belong to the same Formation, then the HQ of that Formation can use its Command Points to support

that combat (assuming the HQ is within Command Range [15.1 and 15.3]).

4.35 Activation Markers

a. Each Formation usually has one or more Activation Markers (AM). All AMs are kept in opaque cups, one for the German Player and another for the Soviet Player. During the Operations Segment, players alternate drawing their AMs at random, one at a time, at the start of each of their Operations Sequences.

Exception: The First Player [7.12], in his first Operations Sequence of the first turn of a scenario [7.15], can freely look through his Activation markers and choose which Formation is the first one drawn. Otherwise, all AMs are drawn randomly.

b. When an AM is drawn, all units (regardless of location) of that Formation are activated. This Formation becomes the Active Formation; all other Formations, including others on the same side, are Non-active Formations, and their units cannot now move. Do not return the AMs to the opaque cup until the Initiative Phase.

NOTE: If the Assault Sequence is chosen, units of Non-Active Formations cannot move, but if adjacent to Defender Hexes being attacked by the Active Formation, may participate in those combats.

EXAMPLE: It is the German Player's turn to conduct an Operations Sequence. He randomly draws one AM, and it is an AM for the 8th Panzer Division. He chooses to play it, declaring a Mobile Sequence [7.21a] (He could also have chosen an Assault Sequence [7.21b] or a Pass Sequence, [7.21c]). The German Player now moves units of only the 8th Panzer Division, plus any qualifying Army Units [7.4], during this Operations Segment.

NOTE: In some scenarios two or more Formations are activated by one AM. When such an AM is drawn, the owning player activates all Formations listed on the AM simultaneously, and all HQ units activated are eligible to commit available Command Points, however, no more than one eligible HQ can commit Command Points to any given attack [15.33b1].

4.36 Some Formations have two AMs. This means that these Formations will be activated twice during the same turn.

4.37 One scenario includes an "Activate Any Formation" marker for the Soviet Player. When drawn, this marker allows the Soviet Player to activate any one of his available Formations, as he chooses, including a Formation that has already been activated that turn. The player can also place the "Activate Any Formation" marker in his Activation Pool by choosing a Pass Sequence [7.21c].

4.38 If all the units of a Formation are eliminated (or otherwise exited from the game map), and no more will arrive as reinforcements [5.2], remove the corresponding AM(s) from play.

4.39 Under certain circumstances, it is possible for the Formations on two AMs to be active at the same time. This is called "Combining Formations" [7.3], and is not the same as drawing one AM that allows activation of two or more Formations [4.3.5.b note].

5.0 The Strategic Segment
5.1 Weather
Weather conditions governed much of combat in Russia, even during the summer months. Both sides were affected. The game rules have been written assuming Dry weather. Other weather conditions affect supply, ground unit movement, and various other game functions.

5.11 Weather Conditions
a. The weather condition for the turn is determined during the weather phase. The German Player rolls one die and consults the Weather Boxes for the current turn, as shown on the Turn Record Track. There are no DRMs.

b. There are 3 possible weather conditions: Dry, Cloudy, and Rain.

c. The weather condition applies to the entire map for the entire turn.

d. Optional. The historical weather condition for each turn is marked on the Turn Record Track with an asterisk. If both players agree, they can choose to apply the historical weather conditions for the entire game.

5.12 Cloudy Weather Effects. There are no effects on supply or ground movement. Cloudy weather affects air unit Combat Coordination [see Combat Coordination Table].

5.13 Rain Weather Effects
a. The Mobile Sequence can be selected during a turn when the weather is Rain, even though the Rain column of the TEC is required.

b. The movement point cost to enter or cross the various terrain types is changed to that listed under the Rain column on the Terrain Effects Chart (TEC).

c. A Supply Line [6.21] traced to a Supply Road is reduced from seven to five hexes in length.

d. Trails are ignored and have no effect for either movement or supply purposes, but bridges located along trails can still be used.

e. Overruns are prohibited, and the Assault CRT must be used for all combats.

f. Rain weather affects air unit Combat Coordination [see Combat Coordination Table].

5.2 Reinforcements
Both players receive reinforcements. Reinforcements are new units arriving from outside the game area. The scenario Set Up Cards provide specific information on turn and entry location of scheduled reinforcements (through a map edge). When multiple locations are listed, the owning player determines how many units, if any, to enter at each location [5.2.2a].

5.21 Ground units cannot end movement in map edge hexes in order to block entry of the other side's ground unit reinforcements.

EXAMPLE: In Scenario #1, German ground units cannot occupy map edge hex 3622 to deny the Soviet 183 Rifle Division one of its entry hexes. German units could occupy hex 3623, adjacent to entry hex 3622.

PLAY NOTE: Without this rule, it would be possible to place strings of weak units in map edge entry hexes to deny entry to reinforcement units of the other side - a practice that violates the tactical reality of the two battles being simulated.

5.22 Entry Procedures

a. A reinforcement unit entering through the map edge does so only during its Movement Phase, when its Formation is activated; it cannot enter at any other time.

b. A reinforcement unit pays the terrain entry cost for that first hex. A unit entering along a road, railroad, or trail can enter the map using the appropriate road, railroad, or trail movement rate.

c. Each reinforcement unit enters play one at a time, not stacked.

5.23 Formation Sequence and Entry

a. A reinforcement unit of a Formation that is conducting a Mobile Sequence can use its full MA, and engage in combat, just as if it had started on map.

b. A reinforcement unit of a Formation that is conducting an Assault Sequence enters the map with only half its MA and can engage in combat, just as if it had started on map.

5.24 Place air unit reinforcements in the Ready Box of the Air Display during the Reinforcement Phase of the Strategic Segment.

5.25 Either player can, at his option, delay the arrival of any friendly reinforcing unit (or group of units) to any later turn.

5.26 All reinforcements are automatically in supply [6.0] during their turn of entry.

5.27 HQ, Leader, and artillery reinforcements cannot function in any manner until they enter the map.

5.28 Reinforcing Army Units (units with white unit type or unit size boxes) activate automatically [7.42] in order to enter play. They can enter as part of any friendly Formation activated during the game turn they are to enter.

6.0 Supply

A unit's supply status affects its movement and combat abilities. A unit must be in supply to move and fight without penalty.

During the Supply Determination Phase of each turn, both players judge which of their units are in supply. A unit judged in supply during the Supply Determination Phase is in supply at all times during the rest of that turn. A unit judged out of supply during the Supply Determination Phase is out of supply for the rest of that turn, even if it moves back into supply during its Movement Phase. All reinforcements are automatically in supply during their turn of entry.

6.1 Supply Restrictions

6.11 A unit is in supply if it can trace a Supply Route [6.2] through a path of contiguous hexes to a friendly Supply Source [6.3] during the Supply Determination Phase.

6.12 A unit judged in supply during the Supply Determination Phase is in supply for the entire turn. Remove any Emergency Supply or Out of Supply (OoS) markers from that unit. If a unit cannot trace a Supply Route during the Supply Determination Phase:

a. Place an Emergency Supply marker on the unit, if it does not already have an Emergency Supply or an OoS marker.

b. If the unit already has an Emergency Supply marker, turn the marker over to Out of Supply.

c. If the unit already has an OoS marker, the marker remains.

6.13 A unit with an Emergency Supply marker is not penalized. Emergency supply cannot last for more than one turn.

DESIGN NOTE: Units generally maintained a small reserve stock of fuel and ammunition, which would last for a short time if they became cut off from their supply source.

6.14 A unit with an OoS (but not an Emergency Supply) marker is penalized as follows:

a. Reduce the printed Movement Allowance (MA) of red-box MA or orange-circle MA units by half, retaining fractions. Non-motorized units are not affected. Calculate OoS halving before MA reduction due to Disruption [3.72a].

EXAMPLE: A disrupted, out of supply motorized unit with MA of 5 has its MA reduced first for Out of Supply from 5 to 2.5 MPs. Retain the fraction. Then for Disruption reduce its MA by 2 MPs from 2.5 to 0.5 MPs.

b. Reduce its ER by one (1), cumulative with the –2 ER reduction due to Disruption [3.72b].

c. Reduce its printed attack strength by half (round fraction down).

d. If the unit is artillery, it retains its support strength. Once it contributes its support strength (if not bearing a Disrupted marker) and is turned to Fired, it cannot turn back to its support strength side until again placed back in supply [12.13c].

e. It cannot begin or complete construction of Strongpoints [14.2].

f. If a unit is a red box MA motorized unit, it cannot participate in Overruns or conduct Reaction Movement.

6.15 A unit cannot be eliminated solely through lack of supply.

6.2 Supply Routes

A Supply Route is any path of contiguous hexes that contain no enemy Combat Units, and no hex is Contested or enemy Controlled (3.12). A Supply Route consists of a Supply Line traced from the unit either directly to a Supply Source, or to a Supply Road that then leads to a friendly Supply Source.

6.21 Supply Line. A Supply Line cannot be more than seven (7) hexes long, from the unit to a Supply Road (do not count the hex the unit occupies). During Rain weather, or if any hex in the supply line is marsh, reduce the length of the Supply Line to five hexes. A Supply Line cannot include:
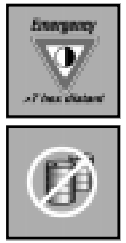
a. Swamp hex (except along a road, railroad, or trail, in which case the length of the supply line is also reduced to five hexes),

b. Lake or river hexside (except at a bridge), or

c. Completed enemy Strongpoint.
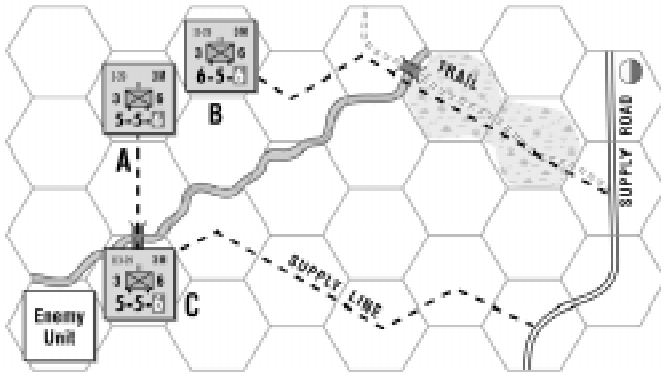
EXAMPLE OF A SUPPLY LINE: All three German units are in supply. Unit A is 7 hexes from a Supply Road—note that friendly unit C allows the Supply Line to pass adjacent to an enemy unit (6.24). Unit B has a 5 hex Supply Line—the maximum allowed if the Supply Line passes through a Swamp hex.

6.22 Supply Road. A friendly Supply Road is any network of connected main or minor road hexes leading to a friendly Supply Source, where each hex is free of enemy Combat Units, and where no vacant hex is contested or enemy controlled. The road network can be of any length.

Important: Supply Roads cannot be traced across stream or river hexsides without a bridge.

NOTE: Consider placing a bridge unit [16.2] to allow continuation of a Supply Road.

6.23 Trails do not qualify as a Supply Road for red-box MA or orange-circle MA units, but do qualify as a Supply Road for all other units during Dry or Cloudy weather.

NOTE: Trails are ignored for all purposes during Rain weather [5.13d].

6.24 A Supply Route (both Supply Lines and Supply Roads) can only be traced through a hex in an enemy ZOC if a friendly Combat Unit occupies that hex.

6.3 Supply Sources

6.31 German and Soviet Supply Sources are all printed on the map. A Supply Source friendly to one player can never be friendly to the other player, even if captured. If captured, a Supply Source will cease to be a source of supply, but if recaptured by the friendly player, it will again provide supply beginning on the next friendly Supply Determination Phase.

6.32 Units available for play, but currently held off the map, are always deemed to be in supply while off map. Any reinforcement unit is automatically in supply during the turn it enters the map.

7.0 Operations
7.1 Initiative
7.11 During the Initiative Phase of the Strategic Segment, first the Soviet Player determines his DRMs as shown on Initiative Table and rolls one die; then the German Player does the same.

7.12 The player whose modified die roll is greater has the Initiative. In case of a tie, the player who had Initiative on the prior turn retains the Initiative. The player with the Initiative becomes the First Player during the Operations Segment. The other player becomes the Second Player. These roles may reverse next turn, and could change every turn during the course of the game.

7.13 Initiative DRMs. Count a +1 DRM for each Pass Sequence [7.21c] your opponent took last turn.

7.14 The First Player places, during the Initiative Phase, all of his available AMs in his opaque cup. He cannot omit any. The Second Player places up to the same number, plus one, of his available AMs into his opaque cup. His excess AMs will be available next turn. A player cannot examine those AMs his opponent did not choose.

EXAMPLES:

(1) The German Player has Initiative and places all his 4 AMs into the cup; the Soviet has 7 available but is allowed no more than 5 (4 + 1 = 5); his sixth and seventh AMs, his choice of AMs, sit out the turn.

(2) The Soviet Player has Initiative and must put all his 7 available AMs into the cup; the German has 4 available and so can place up to 4 into his cup.

7.15 The First Player, in his first Operations Sequence of the first turn of a scenario only, can look through his Activation markers prior to placing them in the opaque cup, and freely choose the first one drawn. All remaining AMs for both sides are placed in separate opaque cups for random drawing.

7.2 Activation and Operations Sequences
During the Operations Segment, both players move their units and engage in combat through the activation process. Units must first be activated by drawing an AM in order to move and attack. Players alternate in activating their Formations. When both players have completed all their activations and moved or attacked with all the units they wish, the Operations Segment is concluded.

7.21 Procedure. At the beginning of his Operations Sequence, the active player randomly draws one AM from his opaque cup (See exception above (7.15) for the first Operations Sequence of the first turn of a scenario.) He notes the Active Formation (or Formations) listed on the AM without revealing it to his opponent. At this time he chooses one of the three Operations Sequences that all Formations activated by the AM must follow: Mobile, Assault, or Pass. He then verbally declares which Operations Sequence he desires and, if Mobile or Assault, reveals the AM. The Formation (or Formations) thus "Activated" becomes the Active Formation.

The active player then completes one of three possible Operations Sequences as outlined below. (See the Expanded Sequence

of Play for a more detailed listing of the events in each phase.)

TERMINOLOGY NOTE: Mobile and Assault Sequences are not identical to Mobile and Assault Combat Results Tables (CRTs). The Assault CRT only determines combat outcomes within the Assault Sequence. The Assault or Mobile CRTs determine combat outcomes within the Mobile Sequence.

a. MOBILE SEQUENCE
1. Movement Phase (full MA allowed)
2. Enemy Reaction Phase
   a. Combat Refusal
   b. Reaction Movement
   c. No Retreat
3. Combat Phase (Mobile or Assault CRT)

NOTES:

1) All units of the Active Formation are eligible to move and attack; follow the procedures shown in the Expanded Sequence of Play.

2) Units of non-Active friendly Formations cannot move or attack.

3) Units of the Active Formation can spend up to their full Movement Allowances.

4) Qualified motorized units can conduct Overruns.

5) Attacks can be conducted using either the Mobile or Assault CRTs (some combat conditions require the Assault CRT, see 10.3).

6) The Mobile Sequence can be selected during a Rain weather turn, but use the Rain column of the TEC to determine movement point costs. Overruns are not allowed during Rain weather. All attacks must be resolved using the Assault CRT.

7) No Engineering functions are allowed

8) Because units can move their full MA, coordination is more difficult. Refer to the Coordination Table for negative DRMs.

b. ASSAULT SEQUENCE
1. Engineering Phase
2. Movement Phase (half MA)
3. Enemy Reaction Phase
   a. Combat Refusal
   b. Reaction Movement
   c. No Retreat
4. Combat Phase (Assault CRT only)

NOTES:

1) All units of the Active Formation are now eligible to move and attack; follow the procedures shown in the Expanded Sequence of Play.

2) Units of other friendly Formations cannot move, but can participate in attacks, if all other requirements [10.1] are met.

3) Units of the Active Formation can spend up to half (retaining fractions) of their printed Movement Allowances (do not halve again if Bearing an OoS marker), but will incur a further two (2) MP penalty if bearing a Disrupted marker [3.72a].

4) All ground combat uses the Assault CRT.

5) Overruns are not permitted.

6) All Engineering functions are allowed.

7) Because units can move at a maximum of 1/2 MA, coordination is easier. Refer to the Coordination Table for positive DRMs.

c. PASS SEQUENCE
1. Hold AM in Activation Pool (for possible later attempt at Combining Formations [7.3])
2. Engineering Phase (Bridge unit placement only)

NOTES:

1) No Formation is activated; the player keeps his AM inverted, hidden from view of his opponent.

2) The active player places that AM in his Activation Pool (7.22) possibly for use during a later Segment to attempt to Combine Formations [7.3]).

3) During a Pass Sequence, no ground units can move or attack.

4) Bridge units only can be repositioned during the Engineering Phase [16.23].

7.22 Activation Pool. Each player has an on-map box labeled 'Activation Pool.' If a player already has an AM in his Activation Pool at the time he draws a new one, he chooses which AM to play. He can play either one, and keep the other one in the Activation Pool, or he can also attempt to activate both Formations simultaneously [7.3]. No more than one AM can be in the Activation Pool at the end of any Sequence.

7.23 After the First Player has completed his first Operations Sequence, the Second Player conducts his first Operations Sequence. Players alternate Operations Sequences until all AMs have been drawn and played. Once all AMs have been drawn and played, the Operations Segment of the turn is complete, and play proceeds to the Reorganization Segment.

7.24 A player cannot decline to play an available AM; he can, however, decline to move or attack with the Formation that AM represents when it is activated.

NOTE: A player who draws an AM for which there are no on-map units in play can still choose any Sequence even though nothing happens on the game map. Units of that Formation may be reinforcements chosen to enter play later.

7.25 A player who has more than one AM remaining to draw, after his opponent has drawn all of his, will continue to draw his remaining AMs one at a time, activating his remaining Formations in succession, in separate Operations Sequences. His opponent does not take Pass Sequences if he has no AM to draw; he is assumed to be inactive (no activity). A player cannot continue to hold an AM beyond the end of the turn.

7.26 Return AMs to the opaque cup only during the Initiative Phase.

DESIGN NOTE: Activation represents command staff capability and communications. The order (or sequence) of Activation of Formations represents battlefield chaos, or just when it is that a Formation both receives and acts upon orders. When there are many Formations in friendly command radius, there will be time gaps in

when they act. A shortage of supply, for instance, certainly affects how much your units can do but does not necessarily affect how much they attempt. Good staff or good communications translate to more Activation markers per Formation. A player gets Initiative to do some activity, not to do nothing. Initiative bears a relationship with Activation but only insofar as it helps describe how events unfold.

7.3 Combining Formations

7.31 A player who already has an AM in his Activation Pool has three choices when he draws another.

1. He can play the AM from the Activation Pool, placing the one he just drew into the Pool instead, or

2. He can play the AM just drawn, retaining the earlier AM in the Pool, or

3. He can attempt to combine the two AMs, so that both Formations are activated simultaneously.

7.32 Combination can be attempted only if the two AMs represent different Formations. If they represent the same Formation, one of the AMs must be used to activate the Formation for the current Operations Sequence, with the other AM remaining in the Activation Pool.

7.33 Follow the procedure below to determine if both Formations can be activated simultaneously.

a. The active player declares that he will attempt combining.

b. He turns one of the two AMs face up.

c. He rolls one die and adds the Combination Value shown on the displayed AM, plus any available leader DRM [15.33e], to the result.

d. If the modified result is eight (8) or more, then both Formations are activated. If the result is seven or less, then only the face up AM is activated; the other is not, it remains in the Activation Pool, and its identity remains unknown to the opposing player.

7.34 A Formation in the Activation Pool that fails to combine can try again on any future friendly Operations Sequence in the same turn. Or, the owning player can deliberately activate it at the beginning of any friendly Operations Sequence, instead of drawing another AM from his cup. A failure to combine when the last friendly AM is drawn from the opaque cup means that the Formation in the Activation Pool is activated separately, during the next friendly Operations Sequence.

7.4 Activation of Army Units

All units with white unit type or size boxes represent Army Units. Army Units were independent support units, frequently assigned and re-assigned to different Formations during the course of a battle.

7.41 Army Units are activated only by an Active Formation. Army Units cannot be activated separately.

7.42 Motorized Army Units can be activated (or attempt activation) twice per turn, and thereby can potentially be active during two different Operations Sequences in the same turn, as part of two different Formations. (Or the same Formation twice, for For-

mations that have two AMs.) After the first activation (or attempt), place a First Activation marker on the Army Unit; after the second activation (or attempt), turn the marker over to its Final Activation side. Remove all Activation markers during the Reorganization Segment.

EXAMPLE: The German 48th engineer unit is motorized (red-box MA); therefore, it can be activated twice.

7.43 All other Army Units can be activated (or make the attempt) only once per turn. After being activated (or making the attempt), place a Final Activation marker on the unit.

7.44 An active Formation can activate an Army Unit automatically if:

a. The Army Unit does not have a Final Activation marker, and

b. The Army Unit is within Command Range [15.15] of the Formation HQ (or one of the HQs in the Formation, if it has more than one).

7.45 An active Formation can attempt to activate an Army Unit outside of Command Range, but only if that Army Unit does not have a Final Activation marker on it and passes an ER check. Remember to apply applicable ER reductions for Disrupted and Out of Supply status. If the Army Unit fails its ER check, it is not activated, and cannot move or attack during the current Operations Sequence. Place either a First or Final Activation marker on it, as applicable to the type of unit.

7.46 An activated Army Unit becomes part of the Active Formation for the rest of that Operations Sequence and can be Lead Unit and receive Command Points. Place either a First or Final Activation marker on it at the end of the Sequence, as appropriate to the type of unit, and whether this was its first or second activation (or attempt).

8.0 Ground Unit Movement

During the Movement Phase of his Operations Sequence, a player can move any number of his eligible units. Movement is affected by supply, terrain, weather, enemy ZOCs and Operations Sequences. Movement of motorized units can also take place during Reaction Movement [9.3]. Combat Refusal [9.2], Retreat [11.3 and 11.5] and Advance After Combat [11.6] are not considered "movement," and use no MPs.

8.1 Movement Restrictions

8.11 Move units or stacks one at a time from hex to adjacent contiguous hex. Each unit spends movement points (MPs) from its movement allowance (MA) to enter each hex. See the Terrain Effects Chart (TEC) for the costs in MPs for the various types of terrain features. A unit cannot jump over a hex. There is no limit to the number of units that can move through a single hex.

8.12 Units can move together as a stack. Once a stack begins movement, the MA of the stack is that of the slowest unit in the stack. Stacks cannot pick up or add units while moving. Once a stack has ceased moving, other units can move into its hex (within stacking limits). Units dropped off by a stack have completed

their movement for that phase. Units in a stack that has not moved can move away from the stack singly, or in smaller stacks.

8.13 A unit can move only once in a Movement Phase. It can never spend more MPs than its total MA, and it cannot enter a hex if it does not have sufficient MPs available. There is no "minimum one-hex move," and this may mean that on occasion, some units will be unable to move at all. Unused MPs cannot be accumulated for future turns, or transferred to other units; a unit is never forced to move.

8.14 A moving unit can never enter a hex containing an enemy Combat Unit (Exception: Overrun [8.6]). It can enter or move through friendly occupied hexes at no limit or extra MP cost.

8.15 Non-Combat Units cannot be moved or placed adjacent to enemy Combat Units unless moving with a friendly Combat Unit or joining a friendly Combat Unit in that hex.

8.16 Other than the one-half reduction in MA for motorized units that are OoS, and the prohibition on such units engaging in Overruns or Reaction Movement, there are no other supply effects on movement. All units can voluntarily move to a hex where they would be OoS, from a hex where they would be in supply.

8.2 ZOC Effects on Movement

8.21 A unit spends one additional movement point (+1 MP) to enter an enemy ZOC (Exception: 9.34), regardless of the number of enemy units extending ZOC into that hex, even if the hex is already occupied by other friendly units. If the unit does not have sufficient MPs available to enter the hex or cross the hex side, it cannot enter the hex. There is no MP cost to leave an enemy ZOC.

8.22 Once a unit has entered an enemy ZOC, it ceases moving for the remainder of the Movement Phase, unless the unit has a red box MA. If it has sufficient MPs available, a red-box MA unit can continue moving, even into other adjacent hexes also in enemy ZOC but cannot use road, railroad, or trail movement rates when moving directly from one enemy ZOC to another.
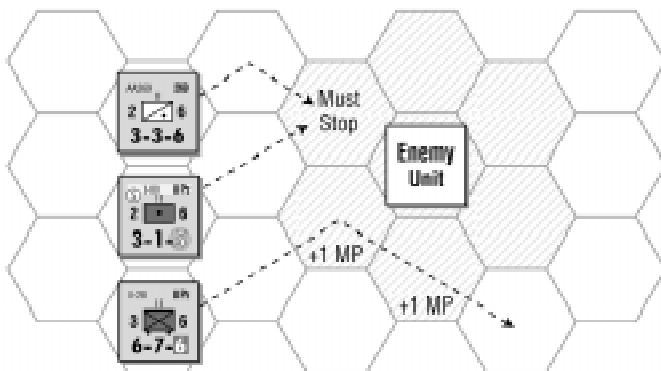
EXAMPLE: The shaded hexes represent enemy ZOCs. The bicycle and artillery battalions must stop upon entering an enemy ZOC. The motorized battalion, because of its red box MA, may move through enemy ZOCs paying +1 MP for each enemy ZOC entered.

8.23 For units that begin their Movement Phases already in an enemy ZOC:

a. A red box MA unit can enter an adjacent hex, also in enemy ZOC, by paying the normal terrain cost plus one additional MP, and (if sufficient MPs are available) can continue movement, even into other adjacent hexes also in enemy ZOC.

b. All other units spend their entire MA in order to move to an adjacent hex also in enemy ZOC, and thus cannot keep moving after entering that hex (assuming that their entire MA is sufficient to cover the necessary MP cost; otherwise, they cannot enter the hex).

8.24 Friendly ZOCs do not affect the movement of your own units.

8.3 Terrain Effects on Movement

The Terrain Key identifies all terrain types, and the Terrain Effects Chart (TEC) lists the various MP costs a unit spends to enter those terrain types.

8.31 Each hex contains one or more terrain types. Where a single hex contains more than one type of terrain, apply the following:

a. If the hex contains more than one type of natural terrain the whole hex is assumed to consist of the terrain that has the highest MP cost. Units not moving along roads, railroad, or trail pay the highest MP cost of the terrain types within the hex (Exception: 8.34a).

EXAMPLE: For a hex containing both clear and marsh apply the marsh MP cost. In Dry weather an infantry unit, not moving on a road, would pay 2 MPs to enter a hex containing both clear and marsh terrain, since the cost for marsh, at 2 MPs, is greater than clear at 1 MP.

b. If the hex contains an enemy Strongpoint marker, units pay the MP cost for the Strongpoint, in addition to any other terrain cost.

8.32 A unit cannot enter a hex if it does not have sufficient MPs remaining to pay the cost to enter the hex and cross the hex side.

8.33 Roads and Trails. A unit which moves from one road or trail hex directly into another adjacent road or trail hex, through a hexside crossed by the road or trail symbol, spends MPs according to the cost for the type of road or trail in the hex being entered, ignoring other terrain in the hex.

NOTE: There are three types of roads: main roads, minor roads, and trails. They can have different MP costs, depending on the type of unit moving, the weather condition, and what type of other terrain is in the hex.

8.34 Woods

a. Woods terrain MP cost is always in addition to the other terrain in the hex.

EXAMPLES: In Dry weather clear terrain plus woods is 1 + 1 MP = 2MP; rough terrain plus woods is 2 + 1 MP = 3MP to enter the hex. In Rain weather rough plus woods for motorized units is 3 + 1 MP = 4MP.

b. Regardless of weather [8.4], ignore the effect of woods when moving along a road, trail, or railroad.

NOTE: The MP cost of moving along the road itself can be greater in terrain types other than clear terrain.

8.35 Railroads. Units move along a railroad just like a road [8.33], if the railroad provides a lower MP cost; otherwise, ignore the railroad [see TEC]. There is no movement by trains.

DESIGN NOTE: For much of the year and throughout most of Russia, railroads doubled as highways, facilitating movement for all types of units. Movement along a rail line, even for trucks and horse-drawn units, was often faster and easier than on the wretched roads, especially in swampy areas and during muddy weather. This was because the railroad beds were more likely to be dry and firm, due to their raised, graded, and drained roadbeds.

8.36 Streams, Rivers, and Bridges

a. Streams and rivers are located on the hexsides. A unit spends MPs to cross these hexsides in addition to the cost of the terrain in the hex entered.

b. Bridges are shown on the map where most roads, and some trails, cross stream and river hexsides. When moving along a road, railroad, or trail that crosses a stream or river at a bridge, there is no additional MP cost to cross the stream or river along the bridge.

Important! If the map does not show a bridge symbol, then no bridge is present, and units pay the extra MP cost to cross the stream or river, even when moving along the road or trail (Exception: Bridge units [16.2]).

c. All vehicle silhouette units and all heavy equipment units (orange-circle MA) cannot cross non-bridged river hexsides at any time. Other red-box MA units can cross but spend their entire MA to do so (they can also advance after combat [11.6] across river hexside).

8.37 Swamp

a. Motorized and heavy equipment units cannot enter, advance, leave, or retreat into or through a swamp hex, except through a hexside crossed by a road, railroad, or trail.

b. All non-motorized units (except cavalry) spend their entire MA in order to enter a swamp hex through a hexside that is not crossed by a road, railroad, or trail, and thus cannot keep moving after entering that hex. (Assuming that their entire MA is sufficient to cover the necessary MP cost; otherwise, they cannot enter the hex at all.) Cavalry units can enter and leave a series of swamp hexes, if they have sufficient MPs to do so.

8.4 Weather Effects on Movement

8.41 The TEC includes separate columns for use on Dry/Cloudy or Rain turns. Rain is obviously worse for movement. In addition to causing most terrain types to cost more MPs, Rain also causes certain terrain types to act as if they were a worse terrain type for movement and other effects.

EXAMPLE: If the current weather condition is Rain, the cost for motorized units to enter Rough terrain increases from 2 MPs to 3 MPs.
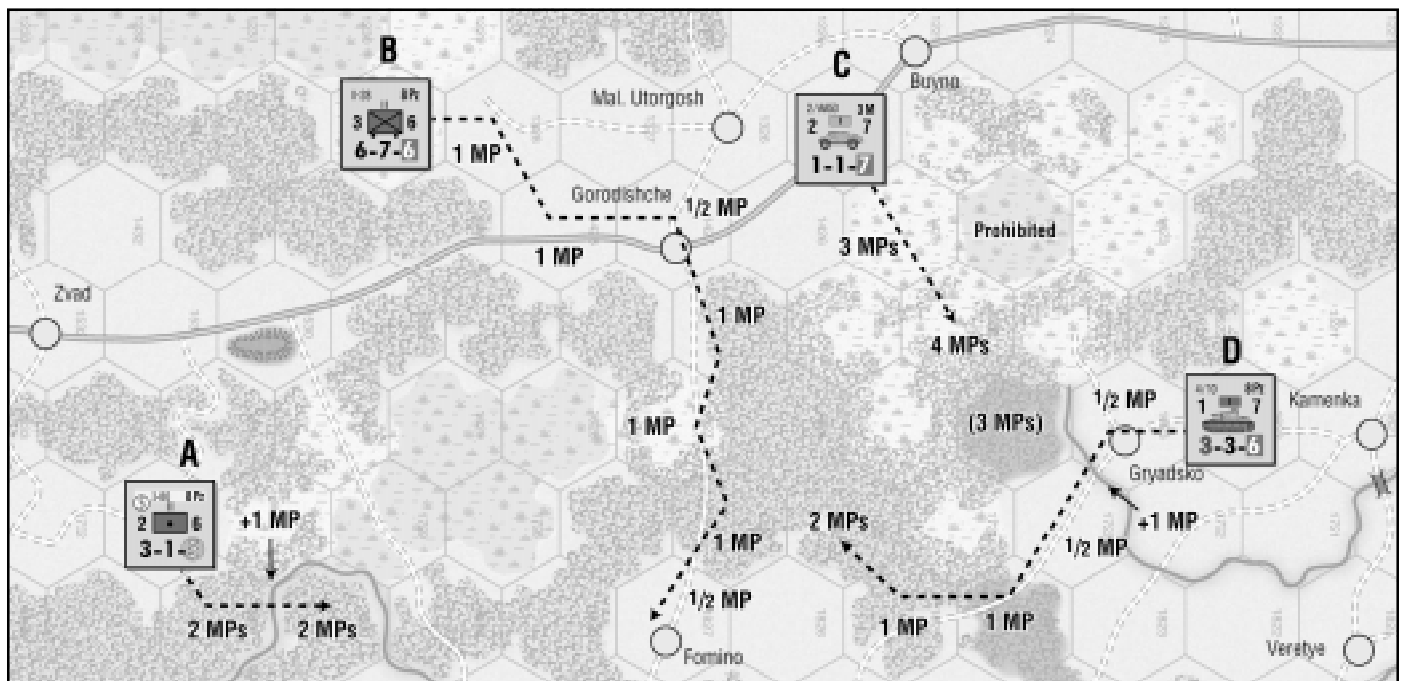
EXAMPLES OF MOVEMENT: The cost to enter each hex, or cross a stream hexside is indicated on the map. The weather is clear. Unit A is a heavy equipment unit and spends its 5 MPs to move two hexes. Unit B spends 6 MPs—note that trails cost 1/2 MP in clear hexes and 1 MP in other terrain. Unit C pays 7 MPs moving through a marsh hex and a wooded marsh hex. Note that the wooded rough hex cost 3 MPs to enter and the swamp hex is prohibited to mechanized units. Unit D moves 6 MPs, but note that the trail across the stream has no bridge, so it must pay the +1 MP to cross.

8.42 When moving along trails during Rain weather, ignore the movement cost of the trail, and use the other terrain in hex (ignore woods) to determine the entry cost of the hex (plus any applicable hexside costs).

8.5 Heavy Equipment Units

Heavy equipment units (units with orange circle MA) use the same column as motorized units on the TEC to determine the movement costs of the various terrain types, but are not eligible to conduct Reaction Movement, Combat Refusal, Overruns, or Advance After Combat.

DESIGN NOTE: The HQ elements of German infantry divisions and special artillery commands(ARKOs) also fall into this category, because of their large numbers of horse-drawn supply wagons. The HQ elements of most Soviet rifle divisions, on the other hand, are non-motorized, since they had a much smaller logistical tail, and were less tied to rear-area services and supply.

8.6 Overruns

An Overrun is an attempt to clear an enemy occupied hex while moving. Although it resembles Combat [10.0], Overrun is a function of movement. An Overrun occurs while the unit (or stack) is moving. Units may be able to continue moving after a successful Overrun. Any ground unit (except bridge and Leader units) can be Overrun.

8.61 Overrun is allowed only during the friendly Movement Phase of a Mobile Sequence. It is not allowed during an Assault Sequence. The hex subjected to Overrun is called the Defender Hex. Eligible units can conduct one or more Overruns during their Movement Phase, if they have sufficient MPs available, and still conduct an attack during the Combat Phase. Use the Mobile CRT to resolve each Overrun.

NOTE: Overrun is not a Declared Attack [9.1]; therefore, the defender cannot conduct Combat Refusal [9.2], Reaction Movement [9.3], or No Retreat [9.4].

8.62 Any armor unit (red AS), light armor or armored car unit with vehicle silhouette or cavalry unit that is not OoS or Disrupted may be able to conduct Overrun. A stack of units may be able to conduct an Overrun if:

a. all units in the overrunning stack are either red box MA units and/or cavalry units once it starts moving, and at least one armor unit (red AS), light armor or armored car silhouette unit, or cavalry unit is part of the stack;

b. all of the units in the stack begin the Movement Phase stacked together in the same hex;

c. the stack leaves behind any orange-circle MA or non-motorized units, or other ineligible units in the hex where it starts moving; and

d. the stack does not pick up any additional units while it is moving.

NOTE: A defending unit (or stack) could be subjected to Overrun by two or more successive units (or stacks) of eligible enemy units.

8.63 Overrun costs 1 MP, in addition to the normal movement costs to enter the Defender Hex, including enemy ZOC costs

[8.64d]. There is no additional cost to enter another enemy unit's ZOC extending into the Defender Hex. All units in a stack require sufficient remaining MPs to conduct the Overrun. Slower units may cease movement.

8.64 Weather and Terrain Restrictions

a. Overruns cannot occur during Rain weather.

b. Overruns cannot be conducted across river hexsides (even at a bridge), or across any hexsides where entry is prohibited to some or all of the Overrunning units.

c. Overruns cannot be conducted into hexes containing the following:
• Swamp terrain
• Town
• Completed enemy Strongpoint

d. A unit cannot conduct an Overrun from a hex that is in the ZOC of enemy units in more than one hex.

e. If an Overrun is made along a road, railroad, or trail, use the movement rate applicable to those terrain types to enter the Defender Hex.
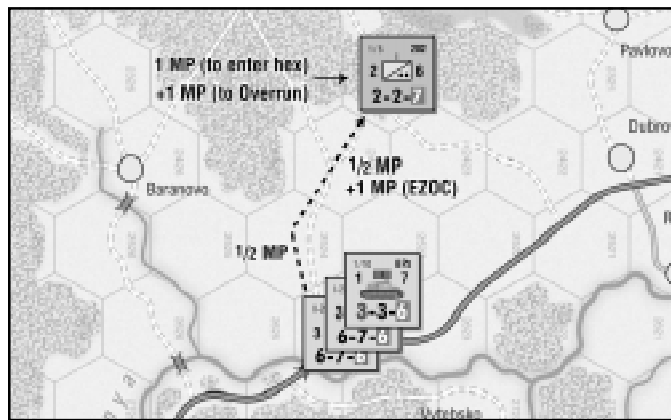
EXAMPLE: A German stack with 6 MPs is conducting an Overrun. It begins its Movement Phase on a trail, three hexes away from a Soviet stack that will be the target of the Overrun. The Soviet stack is located on the same trail, with two intervening hexes between the German and Soviet stacks. The German stack spends 1 MP to traverse the two intervening hexes along the trail (1/2 MP per hex), 1 MP to enter the ZOC of the Soviet stack, 1 MP to enter the Defender Hex via the trail hexside (because it is a woods hex), and 1 MP to conduct the Overrun, for a total of 4 MPs spent to conduct the Overrun. A Soviet ZOC extending into the Defender Hex from the next hex to the rear has no effect, and is ignored. If the Overrun combat is successful and the Overrunning stack occupies the Defender Hex, it, can continue movement since it still has 2 MPs remaining.

8.65 Overruns can be made at any odds, 1:4 or greater. Combat Unit Coordination [10.44] is not applicable to Overruns, and no ER checks are made.

8.66 Overrun Support Limitations
• The German Player can allocate a maximum of one available A (ground attack) air unit to Close Air Support (CAS) for each of his Overrun attempts.

- No German B (bomber) air unit can provide CAS for an Overrun attempt.
- No German air unit of either type can provide CAS to a Defender hex the Soviet Player is attempting to Overrun.
- No Soviet CAS is allowed during any Overrun, attacking or defending.
- Artillery Fire Support is not allowed for either side during Overruns.

Exception: One defending artillery unit in the Defender Hex can provide Fire Support automatically at full support strength, if the Defender Hex also includes at least one non-artillery Combat Unit.

8.67 Overrun Procedure

a. The Overrunning force starts or moves adjacent to the Defender Hex, paying the +1 MP cost for the Overrun, ZOC cost if applicable, and terrain costs to enter the Defender Hex.

b. Both sides select Lead Units.

c. Total AS and DS for both sides, compute odds.

d. Allocate CAS for Germans (if German units are moving) and determine CAS coordination [10.41].

e. Determine DRMs from:
- Terrain (both hex and hexside terrain)
- ER Differential Calculation [10.61c]
- Combined Arms Bonus [10.61f]
- German CAS [13.23]

NOTE: Overrun DRMs can differ from those for regular combat.

f. Roll one die, apply Net DRMs, and consult the Mobile CRT to obtain result.

g. Owning players remove any losses. Defending units forced to retreat by the CRT result are retreated two hexes by the attacking player (the player making the Overrun). All units that retreat as a result of Overrun automatically become Disrupted. Place a Disrupted marker on them.

h. If the Overrun succeeds in clearing the Defender Hex of all enemy units, move the Overrunning stack into the Defender Hex at no additional MP cost (it has already been paid in order to conduct the Overrun). Disregard any enemy ZOC cost when entering the Defender Hex.

i. The stack can now continue moving up to the limit of its remaining MA, and can conduct another Overrun, if sufficient MPs remain. However, if the Defender Hex that the Overrunning stack had just entered is in another enemy ZOC, the Overrunning force either Overruns the hex projecting the ZOC, or movement ceases.

8.68 If the Overrun does not succeed in clearing the Defender Hex of enemy units, the stack ceases movement in the hex adjacent to the Defender Hex, and loses one step (owner's choice), in addition to any step loss already required by the CRT. Ignore any attacker retreat results on the CRT.

9.0 Pre-Combat Actions

Combat resolution is preceded by a series of actions that set the stage for combat:

- Combat Declaration
- Combat Refusal
- Reaction Movement
- No Retreat Declaration

9.1 Combat Declaration

Combat takes place between enemy units in adjacent hexes. Attacking is always voluntary. Friendly Combat Units are never forced to attack enemy units. Units are not required to attack all the enemy units that they are adjacent to, or that project ZOCs into hexes with attacking units.

9.11 At the conclusion of each friendly Movement Phase, the moving player declares which enemy hexes he will attack, and designates which friendly units will attack each adjacent enemy hex.
- Individual units in a stack can attack different adjacent hexes.
- Unoccupied hexes and hexes containing only bridge/Leader units cannot be attacked.
- When using the Assault Sequence, units belonging to Non-Active Formations may be designated to attack adjacent Defender Hexes.

9.12 No more than one enemy hex can be attacked in any single combat. Place Declared Attack markers on each of the attacking units (or stacks). Position the arrow toward the hex that will be attacked (the Defender Hex). Enemy hexes with no adjacent Declared Attack marker pointing toward them cannot be attacked.

NOTE: More than one Declared Attack marker can be placed in the same hex, on top of each group of units attacking a different adjacent Defender Hex.

9.13 A Defender Hex can be attacked by as many units as can be placed in the six adjacent hexes, with possible artillery Fire Support and Close Air Support (all subject to Combat Coordination [10.4]).

9.14 Units with attack strength of zero cannot declare or participate in attacks. Any unit (or stack) whose total attack strength has been reduced to less than one (1) because of halving [3.5] cannot attack.

9.15 A unit cannot attack into a hex, or across a hexside, through which it cannot move.

Exception: Artillery may be able to contribute its support strength to any in-range Declared Attack, regardless of the terrain in the Defender Hex [12.18].

EXAMPLE: A red box MA or non-artillery orange circle MA unit is only able to attack a swamp hex through a road or rail hexside, and could attack across a river only through a bridge hexside.

9.16 Once the Declared Attack markers have been placed, the attack is irrevocable. The Defender Hex must be attacked by all units that have declared combat against it (unless the units in the Defender Hex have conducted Combat Refusal [9.2]).

9.2 Combat Refusal

9.21 After all attacks have been declared, the defending player has the option to attempt Combat Refusal in all eligible Defender Hexes. Eligibility requirements:

• All units in the Defender Hex have red-box MA or are cavalry.

• No unit in the Defender Hex is Disrupted.

**9.22** Combat Refusal is not movement. It is a form of retreat [11.3].

9.23 Procedure

a. Conduct an ER check on the Lead Unit in the Defender Hex. No DRMs are allowed.

b. If the ER check fails, the unit or stack remains in the Defender Hex, and it must defend in combat.

c. If the ER check passes, the owning player retreats the unit or entire stack two hexes [11.31a].

d. Now the attacking player has the option to advance units up to the stacking limit into the vacated hex. Remove all Declared Attack markers from that attacking force. Attacking units from this declared attack cannot declare or participate in any other combats during this Combat Phase (in effect, their combat has already been resolved).

9.24 A stack that succeeds in Combat Refusal cannot end its retreat in a hex that itself is the target of a declared attack, although it can pass through such a hex during its retreat.

9.25 Combat Refusal cannot occur if the retreat path must pass through a vacant hex in an enemy ZOC.

9.26 Units retreated due to Combat Refusal cannot subsequently conduct Reaction Movement during the Reaction Phase of this Sequence.
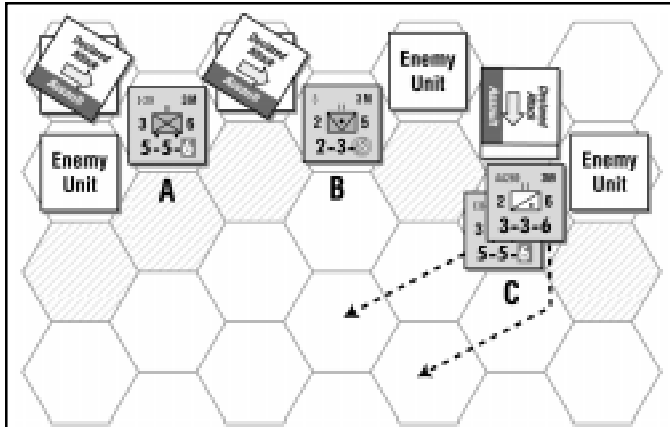
EXAMPLE OF COMBAT REFUSAL: The Soviet Player has committed to three attacks—A, B and C. The German player cannot use Combat Refulsal in A because his unit is surrounded by enemy ZOCs. He cannot use Combat Refusal in B because his unit is not a red-box MA or cavalry unit. He can use Combat Refusal in C and does so. He uses the cavalry unit as his Lead Unit in the stack and makes an ER check. A die roll of 1–6 will allow the German player to retreat both units two hexes. The units may retreat to separate hexes.

9.3 Reaction Movement

Reaction Movement takes place after all Combat Refusal. Reaction is always determined on a unit-by-unit basis.

9.31 The defender can move all eligible units (except HQs), up to half of their MA. Units bearing Disruption or OoS markers are not eligible.

9.32 A unit is eligible if:

• It is within two hexes of a Defender Hex, but does not occupy a Defender Hex itself.

• It has red-box MA

• It does not bear a Disrupted or OoS marker.

• It is part of the same Formation as the Lead Unit in the Defender Hex, or it is an eligible Army Unit

• It is not in an enemy ZOC (if Soviet; German units can be in Soviet ZOC)

• It did not already attempt Combat Refusal this turn

NOTE: This phase gives the defender the opportunity for local reaction to combat. If there are no declared attacks, no Reaction Movement is possible. Also note that the same unit might be eligible for Reaction Movement more than once during a turn.

9.33 Procedure

a. Conduct an ER check on the Lead Unit in each Reacting hex. DRMs can be applied from the use of Command Points [15.33c1].

b. If the ER check fails, the units in that hex remain in place, and cannot make another attempt this phase.
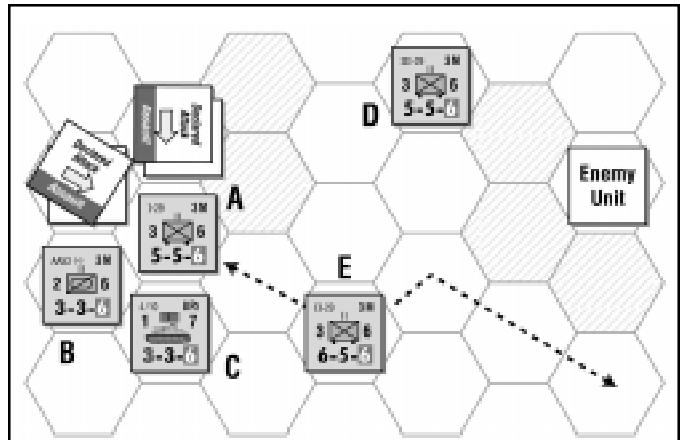
EXAMPLE OF REACTION MOVEMENT: German unit A is under attack and the German player wishes to use Reaction Movement. Units C and D are not eligible. C belongs to a different formation than the unit in the defender hex, and D is not within the required two hexes of the defender hex. Unit B is eligible because, being German, it can react in an enemy ZOC, but it is not chosen. Unit E is also eligible, so the German player makes an ER check for the unit with a die roll of 1–6 required for success. The attempt is successful which allows the German player to move Unit D up to 3 MPs (half its MA). The unit does not have to reinforce the defender's hex—it could move away. It cannot enter the shaded hexes because it may only move adjacent to an enemy unit if a friendly unit occupies the hex.

9.34 During Reaction Movement, a unit can move adjacent to an enemy unit only if:

- it has sufficient movement points available, and
- a friendly combat unit already occupies that hex.

Entering is subject to stacking limits. If it enters a friendly occupied hex in an enemy ZOC, it does not pay the MP cost to enter the enemy ZOC, but stops immediately.

9.35 Reaction Movement need not be into a Defender Hex, or toward any combat. A unit cannot React into a hex or across a hexside containing terrain that is prohibited to that unit for movement.

9.4 No Retreat Declaration

9.41 The No Retreat option allows the defender to avoid retreat after combat, but at the possible cost of an additional step loss [11.41]. The defender can attempt No Retreat if:

- the Defender Hex contains at least two steps of strength, and
- the Defender Hex contains a Strongpoint.

9.42 Procedure

a. Conduct an ER check on the Lead unit in the Defending Hex. DRMs can be applied from the use of Command Points [15.33c1] and must be applied if the Lead Unit bears an OoS and/or Disrupted marker.

b. If the ER check succeeds, place a No Retreat marker on the Defender Hex.

c. If the ER check fails, conduct any retreat normally if it occurs through combat results.

9.43 The No Retreat marker indicates:

a. Apply a +1 DRM to the Combat Die Roll.

b. The defending unit (or group of units) loses one additional step if CRT results include a retreat ("R") result. Apply this loss to the Defender Lead Unit [11.42b].

c. Units in the Defender Hex do not retreat.

10.0 Combat

The player who is currently conducting an Operations Sequence (and who just placed his Declared Attack markers) is the Attacker. The other player is the Defender, regardless of the overall game situation. The Attacker resolves his declared attacks individually, in any order he desires.

10.1 Attack Restrictions

10.11 No unit can attack or defend more than once per Combat Phase of the Operations Sequence being conducted.

NOTE: It is possible for units to attack two or more times per turn —once (or more, depending on the number of AMs for the Formation) when activated, and one or more other times when adjacent to Defender Hexes being attacked by other activated friendly Formations using Assault Sequence. It is also possible for defending units to be attacked several times during a turn, depending on the number of activated Formations that choose to attack any given Defender Hex.

10.12 A unit (or stack) without a Declared Attack marker cannot attack.

Exception: Artillery units may be able to provide Fire Support [10.42 and 12.1].

10.13 A unit cannot divide its Attack Strength among different combats, or lend it to other units.

10.14 No more than one Defender Hex can be the object of a single Declared Attack.

10.15 A defender unit cannot be attacked solely by artillery or air units.

10.16 All units in a Defender Hex defend as a single combined Defense Strength. The attacker cannot attack individual units in a stack, and the defender cannot withhold a unit in a stack from participating in combat.

10.17 Remove the Declared Attack markers before Combat Coordination for that attack.

10.18 After the Declared Attack markers are removed, the attacker designates a lead Combat Unit for the attack [10.44].

10.2 Effects of Terrain on Combat

10.21 A defending unit benefits from the terrain in the hex it occupies, and from the terrain on the hexside(s) it is being attacked through.

10.22 The defender receives the following cumulative DRM benefits for terrain:

a. Apply only one DRM for terrain in the Defender Hex, but always the most favorable DRM available, if more than one terrain type exists in the Defender Hex.

b. Apply a DRM for Strongpoint in the Defender Hex.

c. Apply hexside terrain DRM, if all non-artillery attacking units are attacking through that type of hexside.

DESIGN NOTE: All combat is presumed to take place within the defender's hex. Hexside terrain presents an obstacle to entering the hex, and thereby also benefits the defender.

10.23 Terrain in hexes occupied by attacking units has no effect on combat.

Exception: Motorized and heavy weapons units attacking out of swamp hexes [10.26].

10.24 Supply and terrain might halve an attacking unit's combat strength one or more times. Any attacking unit (or stack) reduced to less than one (1) attack strength point cannot attack (since fractions are dropped [3.54]).

10.25 Rivers and Combat. The attack strengths of all non-artillery units are halved (round down) when they are attacking across river hexsides, regardless of the presence of a bridge. Artillery support strength is not affected by river.

10.26 Swamps and Combat. Red-Box MA and non-artillery Orange-Circle MA units can attack into or out of a swamp hex, but only at half strength (round down), and only across a hex-

side that is crossed by a road or railroad. If attacking both into and out of a swamp hex, they are only halved once. This halving is cumulative with the halving for rivers [TEC].

10.27 The support strengths of artillery units are not halved for being located in (i.e., firing out of) a swamp hex.

10.28 Both the Attacker and Defender's artillery support strengths are halved when:

- Defender Hex is swamp
- Defender Hex is marsh, and the current weather condition is Rain.

10.3 Choosing the CRT

10.31 Only one of the two Combat Results Tables (CRTs) will be used for each combat. The attacking player identifies which CRT will be used for each combat.

10.32 When the Assault CRT is mandatory:

- During an Assault Sequence
- During Rain game turns
- Attacking force contains no armor
- Defender Hex contains town, hill, swamp terrain, or a Strongpoint.
- All units attack across a river hexside

10.33 The attacker can choose the Mobile CRT if all the following apply:

- where using the Assault CRT is not mandatory [10.32]
- if at least one attacking unit in the combat is armored

10.4 Combat Coordination

Coordination between units is critical to the success of any attack or defense. The game represents this by requiring coordination (ER checks) during combat. The attacker makes up to three Combat Coordination checks per combat (for Close Air Support (CAS), Artillery, and Combat Units). The defender makes up to two Combat Coordination checks per combat (for CAS and Artillery). As players make ER checks, refer to the Combat Coordination Table.

TERMINOLOGY NOTE: Artillery units are Combat Units, but for purposes of making Coordination checks, Coordination for artillery units is done separately from all other Combat Units. When you see the term Combat Unit Coordination, include only the non-artillery units—the artillery units, if any, have been covered by Artillery Coordination.

10.41 Close Air Support Coordination

a. Each player (attacker first) commits air units to Close Air Support (CAS) [13.2] for the Declared Attack. CAS air units are placed on the Defender Hex. Once CAS units are placed, they cannot be removed before that Declared Attack is resolved, nor can additional air units be added.

PLAY NOTE: If both players agree, fog of war can be added to CAS commitment by having both players secretly allocating air units for each CAS, and then simultaneously displaying the number of units each has committed.

b. Each player designates one committed CAS air unit as his Lead air unit and makes an ER check on it, applying any DRMs

for Command Points, Mobile Sequence, woods in Defender hex, Cloudy or Rain weather.

c. If the ER check passes, all friendly air units provide CAS. If the ER check fails, none of the friendly air units contribute their CAS points as DRMs.

10.42 Artillery Coordination

a. Each player indicates which of his eligible artillery units [12.13] will attempt to provide Fire Support to the Declared Attack, and selects one artillery unit to be the Lead artillery unit (Attacker first).

b. Each player then makes an ER check against his Lead artillery unit (Attacker first), applying DRMs for Command Points, Mobile or Assault Sequence, and Defender hexes containing woods. The result applies to all friendly artillery units providing Fire Support in that Declared Attack.

Exceptions: One artillery unit in the Defender Hex is always Coordinated, and one attacking artillery unit adjacent to the Defender Hex is always Coordinated [12.17].

c. Artillery Coordination Results

- If the Lead artillery unit passes its ER check, all attacking artillery units contribute their full support strengths.
- A modified result greater than the Lead artillery unit ER, but less than 10, halves each supporting artillery unit's support strength (round down). This halving may be in addition to any halving for firing into Defender Hexes in swamps or in marsh during Rain turns. Each artillery unit may always contribute a minimum of one support strength point even if halved twice.
- A modified result of 10 (or more) means that none of the committed artillery units contribute any support strength to that combat.

d. Regardless of the result of the ER check, each participating artillery unit is turned to its Fired side after the Declared Attack is completed.

e. The total artillery support strength added for each side in a given combat cannot exceed that side's total ground combat strength in that combat. [12.13f]

EXAMPLE: a Defender Hex contains Combat Units with a defense strength of five. Two friendly artillery units with support strengths of 4 each are within range and the lead artillery unit passes its ER check. Even though the two artillery units have eight support strength points they can commit to the Defender Hex, only five of those points can be committed because there are only five defender strength points in the Defender Hex.

10.43 Defender Combat Unit Coordination. The defender never makes a check for Combat Unit coordination.

10.44 Attacker Combat Unit Coordination

a. If all the attacking Combat Units are located in the same hex and none of them are Disrupted, they are automatically Coordinated. These ER checks are not performed.

b. Otherwise, the attacking player makes an ER check for his Lead Combat Unit.

- If the attack is part of a Mobile Sequence, the Lead Combat Unit is either from the Active Formation, or a qualifying Army Unit. One in-range Active Formation HQ can spend its command points to modify the ER check.

- If the attack is part of an Assault Sequence, the Lead Combat Unit can be from the Active Formation, or a qualifying Army Unit. For an Active Formation HQ to spend its command points to modify the ER check, more than half of the participating units must be from the Active Formation (since units from Non-Active Formations adjacent to the Defender Hex may also participate). If the unit passes the ER check, no adjustments are made to the combat.

- If the unit fails its ER check, add a +2 DRM to the final combat die roll [10.61g].

c. See the Combat Coordination Table for Coordination DRMs:
- Command Points
- Mobile or Assault Sequence
- Attacker non-Artillery Combat Units occupy 3 or more hexes

10.5 Determining Combat Odds

10.51 Compute Final Strengths. The attacker and defender each total their attack and defense strengths, respectively, as follows:

a. Total all Combat Units for each side in the combat. Some attacking units (or stacks) may have their attack strengths halved. Halving is cumulative; some units or stacks may be halved more than once [3.5].

b. Add the support strength of artillery units [12.1].

10.52 Compute Combat Odds. Divide the total attacking strength by the total defending strength to arrive at a combat odds ratio. Always round off the ratio in favor of the defender, to the nearest odds column listed on the CRT.

EXAMPLES: 8 attack strength points against 2 defense strength points is 4:1 odds; 8 to 3 is 2:1 odds; 8 to 4 is 2:1 odds; 8 to 5 is 3:2 odds.

10.53 Special Combat Odds

a. The minimum initial odds for any attack (before artillery has been committed, and prior to the defender's Reaction Movement) are 1:4, in order to declare the attack [10.52]. Final odds of less than 1:4 on either CRT results in an automatic A2R result (if using the Mobile CRT) or A2Rd (if using the Assault CRT).

b. Final odds greater than 7:1 on the Assault CRT are resolved on the 7:1 column.

c. Final odds greater than 8:1 on the Mobile CRT are resolved on the 8:1 column.

d. The attacking player can never voluntarily reduce the combat odds of any given attack.

EXAMPLE: The attacker cannot declare 2-1 odds when he has 3-1 odds.

10.6 Resolving Combat

After all Combat Coordination and odds calculation is complete, the attacker computes the applicable DRMs for the combat, and then resolves the combat.

10.61 Combat DRMs. Determine DRMs for:

a. Terrain (both hex and hexside [see TEC].

b. Strongpoint in Defender Hex: +1 DRM.

c. ER Differential Calculation. Compare the ER of the Lead Combat unit in the Lead attack hex to that of the Lead Combat Unit in the Defender Hex. If the ER of the defender's Lead Unit is greater than the ER of the attacker's Lead Unit, a plus (+) DRM results; if the attacker's ER is greater, a minus (–) DRM results. The amount of the DRM is equal to the difference between the two ER ratings. Remember to take Disruption and OoS status into account when determining unit ERs.

EXAMPLE: The attacker's Lead Combat Unit has an ER of 5, and the defender's Lead Combat Unit has an ER of 7. Subtract attacker from defender (7–5=2). This results in a +2 DRM. The attacker now must include a plus two (+2) in his DRM calculation.

d. Attacker and Defender CAS [13.2].

e. Defender Hex contains No Retreat marker [9.4]: +1 DRM.

f. Combined Arms Bonus (CAB). Apply a (–1) DRM to the combat if all of the following requirements are met:

1. The attacking force contains one or more armored units with red attack strength.

2. The attacking force also contains one or more motorcycle, motorized infantry, motorized engineer, or reconnaissance (not armored car) units. This type and the qualifying armored unit need not be in the same hex.

3. The defender has no armor, anti-tank, or heavy anti-aircraft units in the Defender Hex.

4. The current weather is either Dry or Cloudy.

5. The defender is not located in swamp, town, or a completed Strongpoint.

6. The qualifying attacking units in 1. and 2. above are not attacking through a river hexside and are not Disrupted [3.72h].

g. Failed Combat Unit Coordination. If the attacker failed his Combat Unit Coordination ER check [10.44], apply a +2 DRM to the combat.

h. Attacking Engineer Effects. Apply a –1 DRM whenever the attacking force includes an engineer type unit (additional engineer units have no extra effect), and the defender receives a DRM for town or Strongpoint. Also apply Engineer Effects whenever an engineer unit is participating in an attack across a stream hexside and the defender gets the stream DRM. Engineer Effects do not apply during Overrun. Defender's engineers have no effect.

10.62 Netting DRMs. Net all attacker and defender DRMs. Each +1 DRM point offsets a –1 DRM. The positive or negative DRM total remaining after offsetting is the final DRM. Final DRMs are further limited to not greater than +5 or less than –5; disregard final DRM values beyond these limits.

10.63 Roll One Die. The attacking player rolls one ten-sided die, and adjusts the die roll by the net DRM. Cross-index the modified die roll result with the final odds column on the appropriate CRT. Immediately apply the combat result to the involved units before going on to any other combat.

11.0 Combat Results
11.1 Reading the CRT
11.11 Interpret the results on the CRT as follows:

A = Attacker. Numerals and letters following the 'A' refer to attacking units.

D = Defender. Numerals and letters following the 'D' refer to defending units.

R = Retreat. All units of the affected force retreat [11.3], unless they bear a No Retreat marker [9.4].

E = Eliminated. All units of the affected force are eliminated.

1,2,3. 1, 2, or 3 steps (as indicated) lost from the affected force. The Lead ground unit of the affected force must always lose the first step (Exception: Armor attrition [11.12]).

d = Disrupted. All involved units are Disrupted (attacking or defending, depending on which side incurs the result) [3.7].

11.12 Armor Attrition. Shaded boxes on both CRTs mandate armor loss if the attacking force contains one or more armor steps (red attack strength) and one or more units in the Defender Hex have red defense strength. If these conditions are met, the first step of attacker loss must be an armor step, regardless of which unit was the Lead Unit for the attack (Exception to 3.43b). If the CRT did not result in an attacker step loss, one attacking armor step is still lost.

EXAMPLE: A Soviet stack containing a two-step armor unit and a non-armor unit (the Lead Unit) attack a German anti-aircraft unit (red DS) at 3:1 odds on the Assault CRT. The modified die roll is 5, yielding a result of 'DR,' plus a shaded box The German anti-aircraft unit retreats, but because of the shaded box, the Soviet armor unit must take a step loss, even though the CRT did not call for a numerical step loss for the attacker.

11.13 Attacker artillery units not adjacent to the Defender Hex, and defender artillery units not in the Defender Hex, never suffer any combat results; they do not retreat or advance; are not Disrupted; and do not suffer step loss [12.16].

11.2 Combat Losses
11.21 When called for by the CRT, the owner removes the indicated number of steps from the total force, not from each unit in that force.

a. The process of applying each step of loss to a unit varies according to the number of steps a unit has.
- When a one step unit takes a step loss, remove it from play.
- When a two-step unit takes its first step loss, turn the unit over to its Reduced Strength side. A second step loss then removes the unit from play.

b. The following types of units have only one step of combat strength:
- HQs
- artillery units
- Combat Units with unit strengths on only one side of the counter

c. When a combat result requires a unit to be eliminated, remove it from play. Any unit required to lose more steps of strength than it has is removed from play.

11.22 Lead Unit Losses. The Lead Unit for both sides normally takes the first step of any combat loss required by the CRT.

Exception: Shaded box results on the CRT [11.12].

11.23 No Retreat Losses. In addition to any other losses, if the defending force bears a No Retreat marker, and the combat result indicated a Defender retreat, the defending force suffers an additional step loss [11.41 and 11.42b].

11.24 Reduced loss. If one side has fewer steps available to lose than indicated by the numerical result (and thereby is completely eliminated, with an unfulfilled loss left over), any step loss incurred by the opposing side is reduced by one. This does not negate armor attrition.

11.3 Retreats
When a combat result requires units to retreat, the owning player immediately moves the affected units individually (or as a stack —mandatory if the first hex of Retreat is a vacant hex in enemy ZOC) either one or two hexes, in any direction away from the Defender Hex. A unit unable to retreat within the restrictions given below is eliminated.

Exception: In Overrun, the attacking player retreats the affected units.

11.31 CRT differences
a. Retreats generated from the Mobile CRT or Combat Refusal [9.22] must be two hexes.

b. Retreats generated from the Assault CRT can be either one or two hexes, as the owning player desires.

c. Regardless of CRT, no retreat can exceed two hexes.

11.32 Retreats are not movement, and do not cost MPs. However, a unit cannot retreat across a terrain hexside that is prohibited to its movement, off the edge of the map, or through hexes containing enemy Combat Units.

11.33 A unit can retreat through a hex containing friendly units, even if that means a temporary violation of stacking limits. A unit cannot end its retreat in violation of the stacking limit. If it does, the owning player eliminates retreating units until the stacking limit is reached.

11.34 A unit cannot end its retreat in an enemy ZOC, unless another friendly unit was already in the hex. Friendly units negate enemy ZOCs for purposes of retreat.

11.35 A unit can end its retreat in a Defender Hex where combat has not yet been resolved (subject to stacking restrictions). However, it contributes no defense strength to the subsequent combat, and cannot act as a Lead defender unit. It is subject to any retreat result incurred by the defenders in the subsequent combat, but is not subject to any loss result (unless the defenders in the subsequent combat are completely eliminated) with an unfulfilled defender loss result remaining.

11.4 No Retreat Option

11.41 Units in Defender hexes with No Retreat markers [9.4] do not retreat, but must suffer one additional step loss if the CRT calls for a Defender Retreat result [11.23].

11.42 Procedure

a. Remove any numerical step losses mandated by the CRT, taking the first step loss from the Lead unit.

b. The defending force now suffers one additional step loss, instead of retreating. The defender's Lead Combat Unit normally takes this step loss; if it has already been eliminated, take the step loss from the unit in the Defender Hex with the highest ER (defender's choice in case two or more units have the highest ER).

c. If the additional step lost is the last step in the Defender Hex, no Advance After Combat is allowed for the attacker.

d. Remove the No Retreat marker.

11.5 Retreat Through Enemy ZOC

11.51 A unit cannot retreat through a vacant hex in an enemy ZOC, unless no alternate path exists.

11.52 A unit can retreat through a hex occupied by one or more friendly Combat Units, even if enemy Combat Units project a ZOC into that hex.

11.53 A unit can end its retreat in an enemy ZOC only if a friendly combat unit already occupies the hex (subject to stacking limits).

11.54 A unit is eliminated if its only path of retreat is through two or more vacant hexes in enemy ZOCs.

11.55 Eligible units retreating through just one vacant hex in an enemy ZOC can attempt to do so, but must retreat two hexes (assuming that the second hex of the retreat is not a vacant hex in an enemy ZOC), and may suffer one or more steps lost in the process.
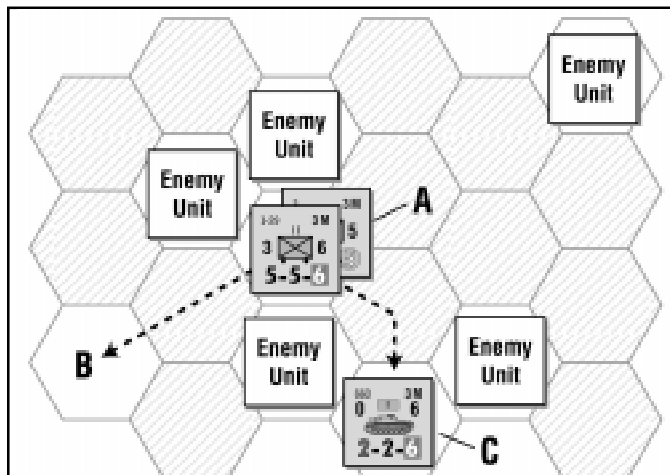
EXAMPLE OF RETREAT THROUGH ENEMY ZOCS: The German player must retreat stack A two hexes. The orange-circled unit is eliminated because it cannot retreat into an enemy ZOC. The motorized unit can retreat through an enemy ZOC but only in the first hex. That only leaves two choices—hex B or hex C. After the retreat the German Player must make an ER check to see if the unit loses a step.

a. The only units not eligible to retreat through one vacant hex in an enemy ZOC are Orange-Circle artillery units.

b. A player can choose to eliminate such artillery units, in order to make the attempt with the remainder of the stack. These eliminated artillery units would not satisfy the potential one-step loss [11.56c].

11.56 Procedure

a. Conduct the two-hex retreat. Retreating stacks remain stacked together. The second hex of the retreat cannot be a vacant hex in an enemy ZOC.

b. When the retreat is completed, the owning player conducts an ER check on the retreating unit. If it is a stack, he conducts an ER check on the Lead Unit of that stack.

NOTE: Remember that the printed ER ratings are reduced if the unit is OoS or Disrupted. Also, the Lead Unit for the retreating stack does not have to be the Defender Lead Unit in the combat that caused the retreat.

c. If the ER check fails, the unit (or group of units) takes a one step loss from the Lead Unit. If the ER check passes, there is no loss.

d. Motorized Attacker Advantage. If the retreating unit or stack contain no red-box MA units, but one or more enemy red-box MA units exerts a ZOC into the vacant hex, one step (enemy player's choice) is automatically lost without making an ER check.

11.6 Advance After Combat

Whenever the original Defender Hex has been vacated as a result of combat, the attacking units may be able to advance.
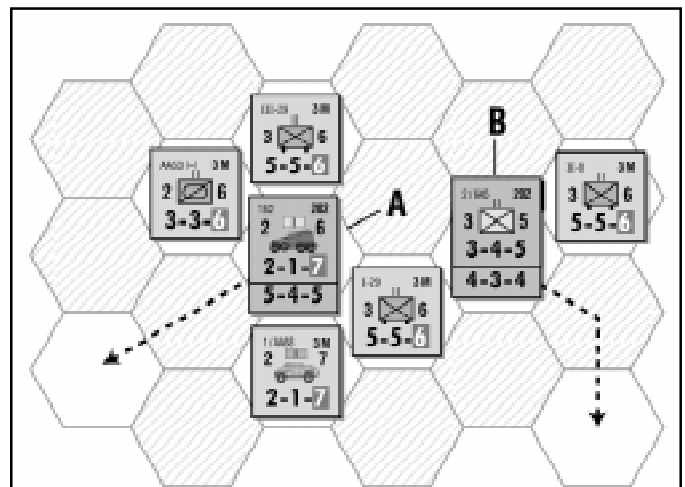
*EXAMPLE OF MOTORIZED ATTACKER ADVANTAGE: The Soviet player must retreat Stacks A and B. The shaded hexes indicate vacant hexes in an enemy ZOC. After retreating Stack A the Soviet player makes an ER check. He uses the Recon unit as the Lead Unit in the Retreat—so a die roll of 7–10 will cause the Lead Unit to take a step loss. The other unit in the stack is not effected. Stack B must **automatically** lose a step after its retreat because the stack does not contain a unit with a red-boxed MA and the EZOC it passed through was exerted by an enemy unit with a red-boxed MA. The German player may decide which unit takes the step loss.*

Advance after combat is not movement, and does not cost MPs. However, a unit cannot advance across a terrain hexside that is prohibited to its movement, off the edge of the map, or through hexes containing enemy Combat Units.

11.61 Length of Advance
a. When the Assault CRT is used to resolve the combat, attacking units can advance only one hex (into the vacated Defender Hex).

Exception: Advance is not allowed into a hex where the last remaining defender step was lost due to No Retreat orders.

b. When the Mobile CRT is used to resolve the combat, attacking red-box MA units can advance up to two hexes. The first hex must be the Defender Hex (the hex that was attacked), and the second can be any adjacent hex of the attacker's choosing.

Exceptions:
  1) Advance is not allowed into a hex where the last remaining defender step was lost due to No Retreat orders.
  2) Disrupted red-box MA units can never advance more than one hex.

c. When the Mobile CRT is used to resolve the combat, non-motorized units can never advance more than one hex (into the vacated Defender Hex).

d. Defending units never advance after an Attacker Retreat result.

11.62 A player exercises the option to advance immediately, before resolving any other combats. A player is not forced to advance a unit. After advancing, units cannot attack again in that Combat Phase, even if their advance places them adjacent to enemy units.

EXAMPLE OF ADVANCE AFTER COMBAT: The Soviet player had two successful attacks. Dashed boxes indicate the defender's vacated hex. Attack A used the Assault CRT so only a one hex advance was allowed. Note that the heavy weapons unit cannot advance at all. Attack B used the Mobile CRT and so all three Soviet units can advance up to two hexes and enter enemy ZOCs in the second hex.

11.63 Only those victorious attacking units that participated in that combat can advance. Such units can advance from any of the hexes from which the attack was made. Units that served only to block enemy retreat routes (such as those not having Declared Attack markers for that combat) cannot advance.

E*xception:* Heavy-weapons units (orange-circle MA) cannot advance after combat.

11.64 Advancing units ignore all enemy ZOCs, regardless of advancing one or two hexes.

PLAY NOTE: This rule has significant implications for attacker and defender alike because it means advancing red box MA units in combats using the Mobile CRT can potentially infiltrate defender positions and surround defender units.

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

12.0 Artillery

Artillery units participate in combat either from adjacent hexes or from non-adjacent hexes. Artillery units do not have attack strength, but instead have support strength, which is used to supplement the attack or defense strengths of other friendly units. Artillery units need not be adjacent to, but must be within range of, the Defender Hex any time they participate in artillery Fire Support. In most cases [Exception: 12.17] artillery must make a Coordination check [10.42] to participate in combat.

Some artillery units have the letter "A" following their support strengths. These represent special artillery units, which are limited to offensive Fire Support. They can never conduct Fire Support defensively.

12.1 Artillery Fire Support
12.11 Declaration. During Combat Coordination the attacker and then the defender declare which of their eligible artillery units will attempt to support that combat.

12.12 Only artillery units that meet eligibility requirements can participate in Fire Support. No artillery is required to contribute its support strength.
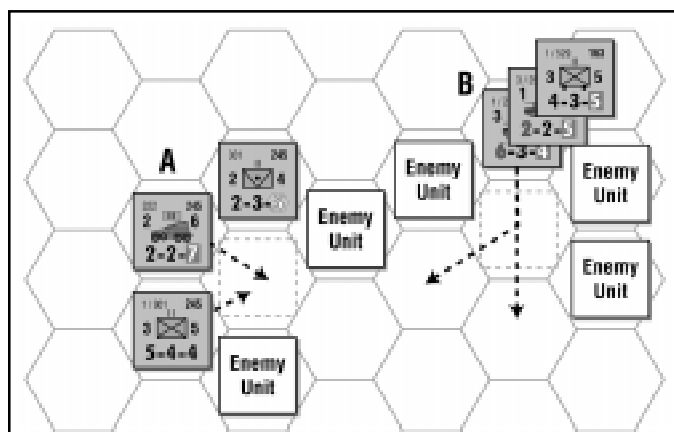
12.13 Eligibility Requirements
a. An artillery unit must be within range of the Defender Hex for a given combat, in order to participate in that combat. Each artillery unit has a range, expressed in hexes. Count range from the artillery unit's hex to the Defender Hex; include the Defender Hex, but not the artillery unit's hex.

b. For the attacking player, only the artillery units of the Active Formation plus eligible Army artillery units, can participate.

c. For the defending player, only the artillery units of the same Formation as the Lead Unit in the Defender Hex, plus any eligible Army artillery units, can participate in that combat.

d. An artillery unit on its Fired side or bearing a Disrupted marker, at the moment when attacker or defender Fire Support is declared, cannot use its support strength.

e. An artillery unit on its support strength side bearing an Emergency Supply or Out of Supply marker can use its support strength. However, once flipped to its Fired side, the artillery unit cannot be returned to its support strength side until it is again placed in supply.

f. Support Strength Limits. In any Declared Attack, the attacker's total artillery support strength cannot exceed the total (modified) attack strength of his non-artillery units, and defender's total support strength cannot exceed the total (modified) defense strength of his non-artillery units. Excess support strength points are disregarded.

g. Within the above constraints, there is otherwise no limit to the number of in-range artillery units that can combine to support any one combat.

DESIGN NOTE: Both German and Soviet artillery fire control procedures in WWII were rather limited by modern standards. In most cases, a given forward observer could only call for, and correct, the fire from a single battery of artillery (or in some cases, one battalion). There were no 'fire control centers,' no way for 'just anyone with a radio' to call in artillery, and no way for even a proper artillery forward observer to communicate with more than one artillery unit at a time. The modern American practice of a single forward observer being able to call for, and receive, the fire from many different artillery battalions could not be accomplished by most WWII armies.

12.14 Whenever an artillery unit is in an enemy ZOC, it can provide Fire Support only to that adjacent enemy occupied hex (when attacking), or to its own hex (when defending).

12.15 A defending artillery unit can use its support strength or its defense strength in a single combat, but not both [12.21]. A single artillery unit can fire on only one Defender Hex during a given Combat Phase; it cannot split its strength, or lend unused points to other artillery units.

12.16 Defender artillery units that are not in the Defender Hex, and attacker artillery units not adjacent to it, never suffer any adverse results from the combat they are supporting [11.13]. Defending artillery units in the Defender Hex are subject to all combat results, as are attacking artillery units that are adjacent to the Defender Hex.

12.17 One attacking artillery unit adjacent to the Defender Hex (attacker's choice) automatically passes Combat Coordination at full support strength (even if other attacker artillery units fail Combat Coordination). Subject to the constraints of 12.21, 12.22 and 12.23, one defending artillery unit in the Defender Hex (defender's choice) automatically passes Combat Coordination at full support strength (even if other defender artillery units outside of the Defender Hex fail Combat Coordination).

12.18 Terrain Effects. Terrain or intervening units do not negate artillery Fire Support. However, both the Attacker and Defender's artillery support strengths are halved when:

a. the Defender Hex is swamp, or when

b. the Defender Hex is marsh, and the current weather condition is Rain.

DESIGN NOTE: The large bodies of standing water in such hexes, along with the preponderance of very soft, muddy ground, reduced the effectiveness of artillery fire considerably.

12.19 Turn each artillery unit (attacker or defender) over to its Fired side after making its Combat Coordination check. Fired units cannot contribute their Support Strengths for the remainder of the turn, even if their support strengths were halved or unused due to failed Coordination checks. Both players turn all artillery units judged to be in supply back to their front (unfired) side during the Reorganization Phase during the Reorganization Segment.

NOTE: The Fired side has unit values because the unit might still have a remaining activation or may be required to defend in combat before it is turned back to un-Fired during the Reorganization Segment.
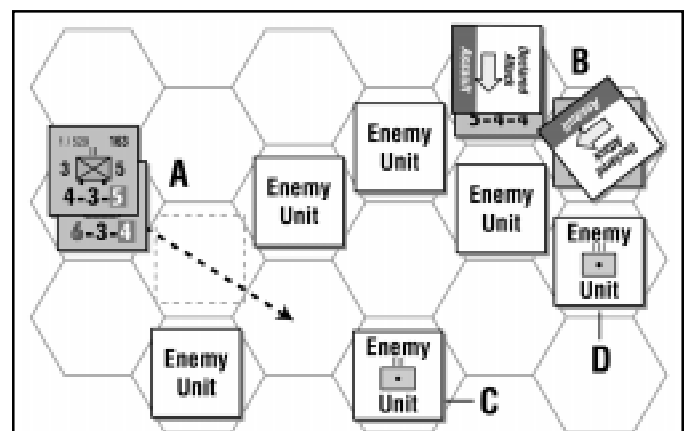
12.2 Artillery in Defense

12.21 When an artillery unit is attacked while alone in a hex, use its defense strength, not its support strength.

12.22 When two or more artillery and/or Headquarter units are in the same hex and are attacked, use only their combined defense strengths, not any of their support strengths.

12.23 When one artillery unit is in a Defender Hex with any non-artillery Combat Unit, it applies its support strength to the defense strength of the hex [12.17]. If two or more artillery units are present, only one uses its support strength. The remainder must use their defense strength. All are subject to all combat results.

12.24 After combat, turn all artillery units in the Defender Hex over to their Fired sides.

12.25 If a defender artillery unit begins a Combat Phase not adjacent to any enemy units, but, before the battle it is supporting is resolved, an enemy Combat Unit moves (or advances) adjacent to it and exerts a ZOC into its hex, then it cannot use its support strength during that Combat Phase, except in defense of the hex it occupies [12.14].

EXAMPLE OF ARTILLERY IN DEFENSE: The Soviet player used the Mobile CRT in combat A which allowed the Soviet units to advance two hexes and adjacent to the enemy artillery unit. So now, neither enemy artillery unit C or D may be used in defense against Soviet combat B.

13.0 Air Units

The air units in the game represent only the ground attack forces that participated in the battle; air-to-air combat is not represented.

13.1 Air Unit Restrictions

13.11 Keep air units in the appropriate box of the Air Display whenever they are not on the map performing CAS. The capacity of each box is unlimited.

13.12 Air Readiness Procedure

a. During the Air Readiness Phase of every Strategic Segment, automatically move all air units from the Flown Box to the Ready Box. No die rolls are required.

b. Air units unused from the prior turn will remain in the Ready Box until used on a future turn.

13.13 Only air units in the Ready Box can be selected for CAS missions. Each unit in the Ready Box participate in one CAS mission per turn.

13.14 Air units can perform CAS missions anywhere on the map, on any Defender Hex, regardless of terrain or the presence of enemy Combat Units so long as an eligible, friendly, non-disrupted HQ is within four hexes of that Defender Hex.

13.15 Air units neither exert nor are affected by ZOC.

13.16 Air units are subject to an ER check whenever they perform CAS [10.41]. Apply DRMs as listed on the Combat Coordination Table.

13.17 When an air unit completes CAS, place it on its Flown side in the Flown Box.

13.2 Close Air Support Missions

13.21 At the beginning of each combat resolution procedure, first the attacker, then the defender, assigns up to two available air units, if eligible (13.14), from the Ready Box to the CAS mission for that combat.

PLAY NOTE: If both players agree, fog of war can be added to CAS commitment by having both players secretly allocating CAS air units for each combat, and then simultaneously displaying the number of units each has committed.

13.22 When executing an Overrun, the German Player may assign one air unit from the Ready Box to perform a CAS mission for an Overrun.

13.23 Each air unit assigned to a combat (or Overrun) by the attacking player provides a –1 (or –2) DRM, as printed on the unit; each air unit assigned to a combat by the defending player provides a +1 (or +2) DRM, as printed on the unit.

13.24 Restrictions on Use

a. Defensive CAS: For both sides, defensive CAS is allowed for any Formation occupying the Defender hex in a Declared Attack. No defensive CAS is allowed for either side during Overruns

b. Offensive CAS:

1) In each scenario there are limits on how many Attacks or Overruns can receive CAS each turn. At the start of each turn, place the Offensive CAS Missions Remaining markers on the appropriate box of the Offensive CAS Missions Remaining Track, and move the marker toward the zero box as each Offensive CAS mission is performed.

2) Subject to Offensive CAS mission availability, the German Player can freely employ CAS in support of German Panzer and Motorized Formations. To qualify, both the Lead Unit and more than half of the units in a given Declared Attack (or qualifying units in an Overrun) must come from a single German Panzer or Motorized Formation.

3) For all other German and all Soviet Formations, employment is limited to one Offensive CAS mission per Formation per turn (unless prohibited by scenario instructions)

4) German Plane Type Restrictions
• A (ground attack) and B (bomber) air units may both fly offensive CAS missions in support of Declared Attacks.
• A (ground attack) air units only may fly offensive CAS missions in support of Overruns (limit one unit per Overrun).

5) Soviet Plane Type Restrictions
• A (ground attack) air units may fly offensive CAS missions in support of Declared Attacks.
• B (bomber) air units may only fly offensive CAS missions in support of Declared Attacks if accompanied by an A (ground attack) air unit (single or paired B units cannot conduct offensive CAS missions by themselves).
• No Soviet air units may fly offensive CAS missions in support of Overruns.

DESIGN NOTE: Both air forces had doctrine limitations, though the Germans, with Luftwaffe liaison teams assigned to each Panzer and Motorized Formation, enjoyed a significant edge in Offensive CAS availability. While certainly there should be more restrictions on the Soviets, there were more Soviet aircraft available. A game plays best when it focuses on important aspects and leaves the rest to general effect.

13.25 Air units are not affected by ground combat results and cannot be taken as losses, regardless of the combat result.

13.26 Remove air units at the end of each combat resolution. Place them in the Flown Box.

14.0 Strongpoints

Strongpoints represent a variety of field fortifications prepared for defense from all directions. They include prepared fields of fire, earth bunkers, foxholes, trenches, and roadblocks. Strongpoints must be built. They are not printed on the map.

14.1 General Characteristics

14.11 An enemy Strongpoint blocks the tracing of a friendly Supply Route or Supply Road through the hex it occupies. It must be destroyed before a friendly Supply Route or Supply Road can be traced through that hex.

14.12 During the friendly Movement Phase, it costs one MP to enter a hex containing an enemy Strongpoint, in addition to the terrain cost. Units with sufficient MPs remaining can continue moving, up to the limit of their MA.

14.13 Combat Effects

a. The Assault CRT is required when the Defender Hex contains a Strongpoint, regardless of other terrain, or the type of Operations Sequence chosen.

b. Overruns cannot be conducted against units located in hexes with Strongpoints.

c. Units defending in a hex containing a Strongpoint gain a +1 DRM to the combat die roll. There is no DRM when attacking from (out of) a Strongpoint.

d. A Strongpoint in a Defender Hex allows the defender to attempt No Retreat [9.4]. Strongpoints not occupied by friendly Combat Units do not block the retreat of enemy units.

14.14 Once constructed, Strongpoints do not have to be occupied by friendly units to remain in play. A completed Strongpoint continues to remain on the map until it is removed.

14.2 Construction Procedure

14.21 Eligible units on both sides can build Strongpoints. A Strongpoint can be built on any eligible hex. The hex can be in an enemy ZOC.

14.22 A hex is eligible for Strongpoint construction if it is:

• occupied by an eligible friendly unit [14.23]
• does not contain another Strongpoint
• not swamp terrain

14.23 Unit types eligible to build Strongpoints:

• infantry
• motorized infantry
• engineer
• motorized engineer
• bicycle

14.24 A unit is not eligible to start the construction process if it is Disrupted or OoS. An eligible unit becomes ineligible during the construction process or if it moves, retreats or attacks. If the unit becomes ineligible, the construction process is halted, and the Strongpoint Under Construction marker is removed [14.26b].

14.25 Procedure

a. During the Engineering Phase of any friendly Assault Sequence, place a Strongpoint Under Construction marker on top of any eligible unit. The unit must be of the Active Formation, or be an Army Unit activated by that Formation. Non-active units wait until they have been activated with an Assault Sequence.

b. The constructing unit remains in place and must not move, retreat or attack until the Reorganization Segment's Engineering Phase, or until the next Assault Sequence's Engineering Phase when the same unit is activated again (whichever occurs first).

c. During the Reorganization Segment's Engineering Phase, or the next Assault Sequence's Engineering Phase, if the constructing unit is still eligible, turn that Strongpoint Under Construction marker to its completed Strongpoint side. The constructing unit is now free to move during its next activation, and the Strongpoint will remain, even if the hex is otherwise unoccupied.

EXAMPLE: A Soviet infantry unit occupies a hex where a Strongpoint is desired on the 16AM turn. During the Engineering Phase of its Assault Sequence, place a Strongpoint marker on top of that hex with its Under Construction side showing. If the Soviet infantry unit has remained on that hex, and not participated in an attack, then during the Engineering Phase of the 16 AM Reorganization Segment, turn the marker to the Strongpoint side. The infantry unit can move away from the completed Strongpoint during the 16 PM Operations Sequence

d. If an activated Army Unit is an eligible unit type, it can construct a Strongpoint.

14.26 Removal

a. Remove a Strongpoint from the map whenever any type of non-disrupted enemy Combat Unit occupies its hex at the end of the Engineering Phase of the Reorganization Segment.

b. A Strongpoint Under Construction is removed immediately whenever its Constructing unit moves, retreats, or participates in an attack.
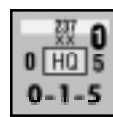
NOTE: the Constructing unit can defend against attacks, and if not forced to retreat, the Strongpoint Under Construction marker remains.

c. The owning player can voluntarily remove unoccupied Strongpoints at any time.

d. Removed Strongpoint markers can be reused at any time.

15.0 HQ Units and Leaders
15.1 HQ Characteristics

15.11 Headquarters (HQ) units represent Formation staff and control units along with various non-combat support units. Most Formations have at least one HQ; some Formations have more than one. HQ units affect ER and Combat Coordination checks of their subordinate units through the expenditure of Command Points.

15.12 HQs in Combat and Overrun

a. An HQ cannot be the Lead Unit in a Declared Attack because it has no attack strength. HQs can move adjacent to

enemy units, and motorized HQs (with red-box MA) can participate in Overrun attempts.

Exception: The HQ, Soviet 25th Cavalry Division can be a Lead unit because it does have an attack strength.

b. An HQ contributes its defense strength if it occupies a Defender Hex.

c. An HQ unit cannot be the Lead unit in a Defender Hex, unless alone in that hex or stacked only with other HQ units.

15.13 Formation Color. Every HQ has a distinctive color in its unit type box. All Combat Units with the same color in their unit type or unit size boxes belong to the same Formation as the HQ.

15.14 In order for an HQ to contribute its Command Points as DRMs to ER checks, the Lead Unit conducting the ER check must be of the same Formation as the HQ.

NOTE: An Army Unit becomes part of a Formation, for all purposes, while activated.

15.15 Command Range
a. Every HQ has a Command Range of four (4) hexes. Trace range without regard to terrain, enemy units, or their ZOCs. When counting range, do not count the hex occupied by the HQ, but do include the hex occupied by the Lead Unit (disregard range to non-Lead units).

b. An HQ in a Defender Hex can apply its Command Points to other hexes within Command Range, even though the HQ itself might be under attack.

15.16 Disrupted HQs cannot spend any Command Points. Like other units, Disrupted HQs automatically recover from Disruption if they are not in an enemy ZOC during the Reorganization Segment at the end of each turn. If a Disrupted HQ is in an enemy ZOC during the Reorganization Segment, conduct an ER check to attempt recovery.

NOTE: Since Disruption reduces its ER by two, the HQ would have to roll a 3 or less to recover from Disruption [3.7].

15.2 Leaders
15.21 Leaders are non-Combat Units with special capabilities. A leader is not an HQ unit; it represents just the general and his personal staff.

15.22 A Leader has a movement allowance, but no stacking value, no attack or defense strength, cannot be taken as a step loss, and cannot be eliminated. If an enemy unit enters its hex, it is "displaced." Just pick it up and place it with the nearest friendly unit still in play (owning player's choice if more than one unit is at the same distance). If displaced, turn the Leader over to its reverse (Spent) side. If the Leader's Command Points have already been spent, there is no additional effect.

15.23 A Leader can advance after combat, if it is stacked with advancing units. It retreats when stacked with retreating units. A Leader cannot be Disrupted or OoS, but is subject to normal ground movement restrictions [8.0].

15.24 A Leader can automatically activate itself during any friendly Operations Sequence. It can be activated a total of twice

during an Operations Segment. Use First Activation and Final Activation markers, as used by the Army Units, to keep track of its status, if necessary.

15.25 Command Range
a. The Soviet Voroshilov Leader counter has a Command Range of 4 hexes. Additionally, the Voroshilov Leader counter must be stacked with an HQ, and is limited to spending its command point when that HQ is activated. When counting range, do not count the hex occupied by the HQ and Voroshilov, but do include the hex occupied by the Lead unit (disregard range to non-Lead units).

b. The German von Manstein Leader counter has a Command Range of 8 hexes. The von Manstein leader counter does not have to be stacked with any HQ in order to spend command points. The Command Range is traced to any Active German HQ. When counting range, do not count the hex occupied by von Manstein, but do include the hex occupied by the HQ.
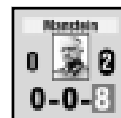
DESIGN NOTE: The Germans had many more (and better) radios than the Soviets, and used them far more effectively. It could be argued that the most potent offensive weapon on these battlefields was the radio vehicle accompanying von Manstein.

15.3 HQ and Leader Command Points
Command Points generally represent a staff capability of processing and distribution of battlefield information and orders.

15.31 Number Available. Each non-disrupted HQ or Leader possesses either one or two Command Points. This is the number of Command Points the HQ or Leader has available during each Operations Sequence (both friendly and enemy) of the turn. Unused Command Points cannot be saved from one phase or turn to the next and cannot be loaned to other HQs or Leaders. Each Command Point acts as a –1 DRM for one ER check, or Combat Coordination die roll. Command Points can be applied to units in other hexes, as long as they are within Command Range [15.15 and 15.25].

15.32 When an HQ or Leader spends Command Points, it always spends the full printed value (no partial commitment for HQs or Leaders with 2 Command Points). Whenever an HQ or Leader spends its Command Points, turn it to its reverse (Spent) side, where the Command Point value is zero.

15.33 When Command Points can be spent:
a. Friendly Reaction Phase. Each HQ or Leader can spend its Command Points as DRMs for one of the following:
• One Reaction Movement attempt
• One No Retreat attempt.
• Friendly Combat Phase

1. No more than one HQ can spend Command Points on a given Declared Attack (Exception: German Arko HQ units [16.3]), although one HQ plus one Leader can spend their Command Points on the same Declared Attack.

EXAMPLE: The German 8th Panzer Division has two of its HQs, 10Pz and 28th, within Command Range of the Lead unit of a De-

clared Attack. Only one of the two HQs can allocate its Command Points to that Declared Attack.

2. When spending Command Points on a Declared Attack, an HQ or Leader spends its Command Points for:

- CAS Coordination
- Artillery Coordination
- Ground Combat Coordination

b. Enemy Combat Phase

1. Immediately following Combat Declaration, an HQ or Leader may spend Command Points for:

- Reaction Movement Attempt
- No Retreat Attempt

2. No more than one HQ can spend Command Points on a given Defender Hex (Exception: German Arko HQ units [16.3]), although one HQ plus one Leader can spend their Command Points on the same Defender Hex.

3. When expending Command Points on a Defender Hex, an HQ or Leader spends its Command Points for:

- CAS
- Artillery Coordination

c. An Active HQ (but not a Leader) can use Command Points to help activate an Army Unit [7.4].

d. Formation Combination. At the start of any friendly Operations Sequence, a Leader can use its Command Points to contribute a favorable DRM to the Formation Combination [7.3] die roll attempt. The amount of DRM equals the number of Command Points possessed by the leader. After the die roll has been made, regardless of outcome, turn the Leader over to its reverse (Spent) side.

15.34 During the Reorganization Phase of the Reorganization Segment:

a. Non-Disrupted HQs and Leaders with unspent Command Points can contribute them to Combat Unit Disruption removal.

b. After Disruption Removal, turn all Spent HQs and Leaders (of both players), from their zero Command Point sides back to their full Command Point sides.

NOTE: If a HQ with a Disrupted marker fails to remove the Disruption, it cannot utilize its command points even when turned back to its unspent Command Points side.

16.0 Special Units

16.1 Anti-Tank and Anti-Aircraft Units

16.11 In addition to anti-tank type units, all units with red attack strength (armor units), and all heavy anti-aircraft (AA) units with red Defense Strength, also function as anti-tank units for game purposes.

16.12 Any one of the above types of AT units in a Defender Hex will nullify the Combined Arms Bonus DRM [10.61f3].

16.13 Those Heavy AA units with red Defense Strength also qualify to impose the special Armor Attrition results against armor units [11.12]).

16.2 Bridge Units

DESIGN NOTE: Numerous bridge building units were historically present for both sides, but only a few were capable of emplacing a bridge strong enough to hold a medium tank. The bridge markers in this game represent only the latter; otherwise, it would be necessary to keep track of several classes of bridges, at considerable expense in playability.
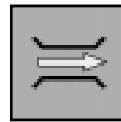
16.21 A Bridge unit creates a bridge across an adjacent river or stream hexside. Orient the arrow on the unit to point directly at the bridged hexside. Like the permanent bridges printed on the map, a Bridge unit negates the MP cost for other units to cross that river or stream hexside.

16.22 The owning player can place his Bridge units as desired on any hex adjacent to a river or stream that is in Command Range of any friendly HQ and not in an enemy ZOC. Place Bridges during the Engineering Phase of any friendly Assault Sequence, during a Pass Sequence, or during the Engineering Phase of the Reorganization Segment.

16.23 Bridge units can be freely repositioned to any other hex that is also in Command Range of any friendly HQ, and not in an enemy ZOC, during the Engineering Phases, as described above. A Bridge can also be kept off map indefinitely; when needed, just place it on the map, as allowed.

16.24 A Bridge cannot be placed on a swamp hex unless it is placed along the path of a road, railroad, or trail.

16.25 Once placed, a Bridge remains in that hex as long as the owning player desires [exception: 16.26], even if the hex is later judged OoS. Bridge units can never be Disrupted or OoS.

16.26 A Bridge is a non-combat unit. It has no combat strength, no movement allowance, no stacking point value, and no ZOC. It cannot be captured, eliminated, or taken as a step loss. It is removed from the map immediately when an enemy Combat Unit enters its hex.

16.3 German Artillery HQs

16.31 The German "Arko" HQ unit represents a special artillery command and staff unit.

16.32 It can be used as a second HQ in any German Declared Attack [as an exception to 15.33b and c], or to coordinate defender artillery. However, it can be used only for Artillery Coordination [10.42], even if it is the only HQ involved.

17.0 How To Win

The game is won by scoring Victory Points (VPs). VPs are awarded for controlling certain map locations, causing enemy step losses, and for certain actions players take (refer to the Playbook and VP Chart).

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The Operations Sequences

A. Mobile Sequence

1. Movement Phase (full MA)

a. Attempt to activate any desired Army Units outside the Command Range of the Active HQ that have not had activation attempts made on them this turn.

b. Conduct ground unit movement and Overruns for all units; reinforcements enter the map.

c. COMBAT DECLARATION. Declare attacks against all desired Defender Hexes. Place Declared Attack markers on all attacker hexes adjacent to Defender Hexes.

2. Enemy Reaction Phase

a. Attempt Combat Refusal [9.2]. Make an ER check on Lead defending unit.

b. Attempt Reaction Movement [9.3]. Each unit to move makes an ER check.

c. Attempt No Retreat [9.4]. Make an ER check on Lead defending unit.

3. Combat Phase (Mobile or Assault CRT). Each Declared Attack is resolved, in the order desired by the attacking player. Follow steps 'a' through 'k' below for each Declared Attack:

a. Attacker announces which CRT will be used to resolve the combat.

c. Each player (Attacker first) commits air units to Close Air Support (CAS). Select Lead air units and make ER checks (see Combat Coordination Table for DRMs). If Lead air units fail their ER checks, all of that side's committed air units are immediately placed on their Flown sides in the Flown Box. If Lead air units pass their ER checks, all of that side's committed air units remain to commit CAS DRMs to the combat.

d. Both sides (Attacker first) designate all Supporting artillery units (must be in range of Defender Hex).

e. Each player selects a Lead artillery unit and makes an ER check (see Combat Coordination Table for DRMs). Possible outcomes:

- Lead artillery unit passes; all artillery units contribute their full support strengths.
- Lead artillery unit fails, but die roll less than "10" each artillery unit contributes half its support strength (rounded down).
- Lead artillery unit fails, with die roll of "10" none of the artillery units contribute any support strength.

NOTE: One artillery unit in the Defender Hex is always coordinated, and any one attacking artillery unit adjacent to the Defender Hex is always coordinated [12.17].

Regardless of coordination result, turn all artillery units participating in the Declared Attack to their "Fired" sides.

f. Each side totals its final unit strengths (ground units plus supporting artillery); determine final Combat Odds for the Declared Attack.

g. COMBAT UNIT COORDINATION (Attacker only). Attacker designates his Lead Combat unit and makes an ER check on it (see Combat Coordination Table for DRMs). Possible outcomes:

- Lead unit passes: no adjustments to combat resolution die roll.
- Lead unit fails: add +2 DRM to combat resolution die roll.

NOTE: If all the attacking Combat units are located in the same hex and none of them are Disrupted, the attack is automatically Coordinated, and this ER check is not performed. [10.44]

h. Apply all applicable attacker and defender DRMs and resolve CAS coordination (attacker first). Net the DRMs; limit + or – 5.

i. Defender designates Lead unit in the Defender Hex.

j. Find the correct column on the designated CRT. Roll one die and apply net DRM to obtain final combat result.

k. Apply the results to affected units.

1. Remove step losses, defender first.
2. Remove No Retreat marker, and apply step loss to the Lead defender unit.
3. Conduct retreats, defender first, including Special retreat through enemy ZOC. Maneuver CRT mandates 2 hex retreats; Assault CRT allows one or two hex retreats (defender choice).

l. If Defender Hex is vacated, surviving Attacking units are allowed to Advance after Combat [11.6]. Return air units providing CAS DRMs to the Flown Box on their Flown sides.

Now repeat steps 'a' through 'l' for the next Declared Combat.

B. Assault Sequence

1. Engineering Phase

a. Complete building friendly strongpoints by flipping the strongpoint under construction markers to their completed +1 strongpoint sides for formations previously activated this turn using the Assault Sequence.

b. Begin friendly Strongpoints. Place maker with Under Construction side face up.

c. Place or relocate friendly Bridge units (placement hex must be in command range of a friendly HQ, and cannot be in enemy ZOC).

2. Movement Phase (half MA)

a. Attempt to activate any desired Army Units outside the Command Range of the Active HQ that have not had activation attempts made on them this turn.

b. Conduct ground unit movement for all units; reinforcements enter the map. Overruns cannot be conducted.

c. COMBAT DECLARATION. Declare attacks against all desired Defender Hexes. Place Declared Attack markers on all attacker hexes adjacent to Defender Hexes.

3. Enemy Reaction Phase
a. Attempt Combat Refusal
b. Attempt Reaction Movement
c. Attempt No Retreat

4. Combat Phase (Assault CRT only). Each Declared Attack is resolved, in the order desired by the attacking player. Follow steps 3a through 3l, on this page for the Mobile Sequence combat phase, for each Declared Attack. *Note: When executing Attacks uning the Assault Sequence, in step 3.k.1, it may be required to place Disruption markers as part of the Combat Results.*

C. Pass Sequence.

1. Hold AM in Activation Pool, for later attempt at Combining Formations [7.3].

2. Engineering Phase: Place or relocate friendly Bridge units (placement hex must be in command range of any friendly HQ, and cannot be in an enemy ZOC).

Expanded Sequence of Play

A. Strategic Segment (both players)

1. Weather Phase. The German player rolls one die and consults the Weather Boxes for the current turn, as shown on the Turn Record Track for the scenario, to determine the weather condition for the entire turn.

2. Reinforcement Phase

a. Both sides transfer available reinforcements and chosen Optional Groups from setup cards to the map.

b. Place air unit reinforcements in the Ready Box on the Air Unit Display.

3. Supply Determination Phase. Both players trace supply for all on map units:

a. Remove Emergency Supply or Out of Supply markers from units now able to trace.

b. Turn Emergency Supply markers to Out of Supply side on units still unable to trace.

c. Place Emergency Supply markers on units newly unable to trace.

4. Air Readiness Phase. Move all air units in the Flown Box to the Ready Box during Dry or Cloudy weather; none during Rain weather [13.12], and flip them them back to their aircraft silhouette side. Set the German and Soviet Offensive CAS Missions Remaining markers to the number of missions allowed for the turn.

5. Initiative Phase.

a. Both players roll one die. Apply DRMs. The player with the highest modified die roll has the Initiative.

b. Initiative player places all of his available AMs into his opaque cup; non-initiative player places up to the same number as the initiative player, plus one.

B. Operations Segment (players alternate Operations Sequences)

1. First Player Operations Sequence

a. First player randomly draws one Activation marker. (Exception: First Operations Sequence of the first turn of a scenario, 7.15)

b. First player conducts any one of three possible Operations Sequences (see The Operations Sequences page).

2. Second Player Operations Sequence

a. Second player randomly draws one Activation marker

b. Second player conducts any one of three possible Operations Sequences (see The Operations Sequences page).

3. *Players alternate Operations Sequences until all Formations have been activated.*

C. Reorganization Segment (both players)
1. Engineering Phase

a. Remove enemy strongpoint if the hex is occupied by a friendly ground combat unit.

b. Complete building friendly strongpoints by flipping the strongpoint under construction markers to their completed +1 strongpoint sides.

c. Place or relocate friendly bridge markers (placement hex must be in command range, and not in enemy ZOC).

2. Reorganization Phase

a. Remove Disrupted markers from units not in an enemy ZOC. Make ER checks for Disrupted units in enemy ZOC.

b. Turn all leader and HQ units back to their "full" Command Point side.

c. Turn all "Fired" artillery back to their "un-Fired" sides except for those bearing Out of Supply markers.

3. Victory Determination Phase. Check scenario victory conditions. If the Axis player has achieved his set of victory conditions, the game ends (and ignore step C.4).

4. Turn Record Phase. Move the Turn marker ahead one space on the Turn Record Track and begin play of the next turn.