

The Dark Valley Turn by Turn Rules v1.4

Rules that only apply to specific turns are listed. Weather rules are included where appropriate. The rules are compiled into three lists; each list is a complete set of the special turn-based rules and any differences are only in presentation.

Start and stop turns is better for continuous play while Full detail is more useful when playing over a longer period with interruptions. Turn range per rule is added for completeness to match Ted Raicer's format.

Colour and black & white versions of the first two are included.

The rule on when Soviet ABC units can air drop has been inverted. They are listed here as being unable to drop in Fair turns instead of able to drop in Mixed, Mud and Snow turns, as in the rule book. They can drop on more turns than they can't and I find this version easier to remember.

Start and stop turns (page 3)

Colour version page 38

Rules listed on turn they begin and turn they end.

Rules persisting from previous turns are not listed until they end.

Full detail (page 11)

Colour version page 46

List of every special rule in effect on each turn.

Turn range per rule (page 30)

Rules listed with turn ranges, grouped by identical ranges.

Same format as reminder by Ted Raicer.

Full detail (no stop turns) (page 65)

Colour version page 81

List of every special rule in effect on each turn. As above except rules that have stopped on the current turn aren't highlighted.

Changes

1.4

Correction – Romanian air unit was incorrectly listed as not available on the turns it is available.

Addition – Snow -1 MP reduction for all Axis units.

Addition – New entry from living rules that limits unit movement when entering via Zhukov/Stavka.

Addition – TEC entries - Road removal during snow turns, mountain rails as roads on non-snow turns.

Addition – 1st and 2nd Panzer chit reuse during opening turns of the campaign/Barbarossa.

1.3

Addition – Soviet RFs available from turn 5.

Addition – Axis withdrawals begin turn 7.

Change – Movement restrictions on mud turns changed from two entries (German mech, everything else) to one combined entry.

1.2

Addition – Soviet units may not move or attack in the Odessa Military District during turn 1.

Rule for no German mech ZOC during mud turns was duplicated.

Rule for Soviets using CRT A from turn 1 removed as unnecessary. The change to CRT B on turn 10 is still present.

Full detail without highlight of stop turns added (B&W and colour).

1.1

Correction - Stavka reserve roll minimum from turn 19 changed from 6 to 8.

Correction - Axis mech air supply changed to apply to turns 2-4 and turn 6 instead of turns 2-5.

Standard weather rules added.

Variable rules for minor faction switches added.

Colour-coded versions added.

Turn 1 of full detail no longer highlights new rules.

Minor formatting corrections to text of some rules.

Summary on first page added.

Footer added – page numbers!

Code – Rules can be defined with weather ranges instead of turn ranges.

Start and stop turns

Rules listed on turn they begin and turn they end.

Rules persisting from previous turns are not listed until they end.

Underlined rules persist until stopped in a future turn.

Struck through rules are no longer in effect at the start of the turn listed.

Other rules are only in effect on the turn listed.

Variable turn

During the Soviet Reinforcement/Replacement Phase of the first turn the Axis controls both Sevastopol and Rostov the Soviets must move two full strength Rifle Armies to Stavka Reserve, and they must remain there until the Stavka Reserve Action Round the Soviets control either of those two Cities (7.10).

If Soviets occupy Romania during any End Phase after 1942, Romania switches sides (15.2).

If there is a Soviet unit within two hexes of Warsaw during any Soviet Reinforcement Segment, Soviet Polish units enter the game (15.4).

On any turn after 1941, if no Axis-Controlled Romanian units inside the Soviet Union, remove Romanian Air Asset from play (2.2c).

Subtract 3 from Soviet Lend-Lease RF roll if Vologda has no Rail Line LOC to the east map edge or Stalingrad is Axis Controlled. These effects are cumulative. (7.6)

The instant the Soviets control both Buda and Pest, Hungary switches sides (15.3).

Turn 1 (Jun 41)

All Axis units are in supply throughout the turn (17.1.2).

During initial Combat phase, AGN units may only attack Baltic MD units, AGC units may only attack Western MD units, and AGS units may only attack Kiev MD units (17.1.2).

German begins with a Combat Phase followed by a Movement Phase (17.1.2).

German mechanized units treat swamps as forest for movement (17.1.2).

German units ignore minor rivers and treat major rivers as minor (17.1.2).

No German air units are available during the initial Combat Phase (17.1.2).

No units (including supply depots) may enter, move, attack or counter-attack into or out of Romania or Hungary (17.1.2).

Only 1d6 IS Soviet units eliminated per pocket during Logistics Phase (17.1.2).

Soviet units in the Odessa Military District may not move or attack (17.1.2).

German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).

German motorized units double their combat factor on defense in clear terrain (17.1.2).

Soviet Airborne Corps may not drop or transport (9.7).

Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet City Defense Markers placed at end of turn (17.1.2).

Turn 2 (Jul 41)

German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).

1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).

All OOS German Mechanized units treat IS as OOS (17.1.2).

Axis Mech may get Air Supply during Logistics round (8.6).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Turn 3 (Aug 41)

Soviets may place incoming reinforcement or replacements into Stavka Reserve from this turn onwards (7.3).

Turn 4 (Sep 41)

Remove Soviet Mech Corps (7.10).

Soviet Rail Movement available (9.4).

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

Soviet Tank Brigade Markers available (16.3).

~~German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).~~

~~German motorized units double their combat factor on defense in clear terrain (17.1.2).~~

~~Soviet Airborne Corps may not drop or transport (9.7).~~

~~Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).~~

~~German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).~~

Turn 5 (Oct 41)

Soviet RFs from Leningrad, Moscow, Stalingrad, Kiev and Engels available (7.6).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

~~1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).~~

~~All OOS German Mechanized units treat IS as OOS (17.1.2).~~

~~Axis Mech may get Air Supply during Logistics round (8.6).~~

Turn 6 (Nov 41)

-1 MP to all Axis Mech/Motor units (11.3).
Axis Mech may get Air Supply during Logistics round (8.6).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 7 (Dec 41)

First Axis withdrawal this turn (7.9).
-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).
-2 to German Air Bombardment die roll (8.5).
Axis uses Combat Results Table B (12.1.1).
German air units are automatically Done after performing any action (8.7, 17.1.2).
German mechanized units have no ZOC (6.1).
German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).
No forced march allowed (11.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
~~-1 to German Air Bombardment die roll (8.5).~~

Turn 8 (Jan 42)

All Soviet cities revert to being cities in all respects for the rest of the game (17.1.2).
Check for Romanian Air Asset removal each turn (2.2c).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Soviet City Defense Markers placed at end of turn (17.1.2).
~~Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).~~

Turn 10 (Mar-Apr 42)

Remove Soviet Tank Brigade Markers (16.3).
Soviets use Combat Results Table B (12.1.1).
-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
~~Soviet Tank Brigade Markers available (16.3).~~
~~-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).~~
~~-2 to German Air Bombardment die roll (8.5).~~
Axis uses Combat Results Table B (12.1.1).
German air units are automatically Done after performing any action (8.7, 17.1.2).
~~German mechanized units have no ZOC (6.1).~~

~~German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).~~
~~No naval movement in Sea of Azov or Gulf of Finland (Tallinn, the Oranienbaum, and Leningrad) (9.3, 9.5).~~

~~No Port supply through Sea of Azov (13.4, 13.5).~~

~~Roads do not exist, i.e. no effect on movement (TEC).~~

~~Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).~~

Turn 11 (May 42)

Axis rail movement available (9.2).

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

~~No forced march allowed (11.3).~~

~~Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).~~

Turn 12 (Jun 42)

Mannstein chit available for use twice in 1942 (10.5.10).

Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).

Axis air units providing supply may be eliminated (8.6).

Turn 14 (Aug 42)

~~Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).~~

Turn 15 (Sep 42)

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

~~Soviet Airborne Corps may not drop or transport (9.7).~~

Turn 16 (Oct 42)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 17 (Nov 42)

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Soviet Bridgehead rule in effect (12.4.1).

Turn 18 (Dec 42)

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis steps moved by rail in the Soviet Union count double (9.2).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
No forced march allowed (11.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
-1 to German Air Bombardment die roll (8.5).

Turn 19 (Jan 43)

Mannstein chit available for use twice in 1943 (10.5.10).
Replace Sturm marker with +2/+3 version (16.1).
Romania may now switch to Soviet control if occupied during this or a future End Phase (15.2).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Axis air units providing supply may be eliminated (8.6).

Turn 21 (Mar-Apr 43)

-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
Axis steps moved by rail in the Soviet Union count double (9.2).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).

Turn 22 (May 43)

Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
No forced march allowed (11.3).

Turn 25 (Aug 43)

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Turn 26 (Sep 43)

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

~~Soviet Airborne Corps may not drop or transport (9.7).~~

Turn 27 (Oct 43)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

~~No Mech ZOC in swamp (6.1).~~

~~Romanian Air may be used (2.2c).~~

Turn 28 (Nov 43)

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 29 (Dec 43)

Axis steps moved by rail in the Soviet Union count double (9.2).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

~~Railroads in Mountain hexes may be used as roads for movement (TEC).~~

~~-1 to German Air Bombardment die roll (8.5).~~

Turn 30 (Jan 44)

Model chit available for use once in 1944 (10.5.10).

Replace Sturm marker with +2/+4 version (16.1).

Soviets may launch naval invasions in the Black Sea outside of the USSR (assuming Soviets control both Sevastopol and Odessa) (9.6).

Soviet may use 4 Tac Air per combat (8.3).

~~Soviet may use 2 Tac Air per combat (8.3).~~

Turn 32 (Mar-Apr 44)

-1 to German Air Bombardment die roll (8.5).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

Railroads in Mountain hexes may be used as roads for movement (TEC).

-1 MP all Axis units (11.3).

~~-2 to German Air Bombardment die roll (8.5).~~

~~No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).~~

~~No Port supply through Sea of Azov (13.4,13.5).~~

~~Roads do not exist, i.e. no effect on movement (TEC).~~

Turn 33 (May 44)

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

~~No forced march allowed (11.3).~~

Turn 34 (Jun 44)

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 37 (Sep 44)

~~-1 MP to all Axis Mech/Motor units (11.3).~~

~~-1 to German Air Bombardment die roll (8.5).~~

~~Soviet Airborne Corps may not drop or transport (9.7).~~

Turn 38 (Oct 44)

~~-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).~~

~~German Mechanized units have no ZOC (6.1).~~

~~No forced march allowed (11.3).~~

~~No Mech ZOC in swamp (6.1).~~

~~Romanian Air may be used (2.2c).~~

Turn 39 (Nov 44)

~~-1 MP to all Axis Mech/Motor units (11.3).~~

~~No Mech ZOC in swamp (6.1).~~

~~Romanian Air may be used (2.2c).~~

Turn 40 (Dec 44)

~~-1 MP all Axis units (11.3).~~

~~-2 to German Air Bombardment die roll (8.5).~~

~~No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).~~

~~No Port supply through Sea of Azov (13.4,13.5).~~

~~Roads do not exist, i.e. no effect on movement (TEC).~~

~~No forced march allowed (11.3).~~

~~Railroads in Mountain hexes may be used as roads for movement (TEC).~~

~~-1 to German Air Bombardment die roll (8.5).~~

Turn 41 (Jan 45)

~~Soviet Lend-Lease ends (7.6).~~

~~Increased Soviet Lend-Lease RFs available — D6+3 RFs (7.6).~~

Turn 43 (Mar-Apr 45)

-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
~~-1 MP all Axis units (11.3).~~
~~-2 to German Air Bombardment die roll (8.5).~~
~~No naval movement in Sea of Azov or Gulf of Finland (Tallinn, the Oranienbaum, and Leningrad) (9.3, 9.5).~~
~~No Port supply through Sea of Azov (13.4, 13.5).~~
~~Roads do not exist, i.e. no effect on movement (TEC).~~

Turn 44 (May 45)

No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Airborne Corps may not drop or transport (9.7).
~~No forced march allowed (11.3).~~

Full detail

List of every special rule in effect each turn.

Underlined rules are new on the turn listed.

Italicized rules are permanent changes to rules and often persist to the end of the game or until countered by a future change.

Struck through rules are no longer in effect at the start of the turn listed.

Other rules have persisted from an earlier turn.

Variable turn

During the Soviet Reinforcement/Replacement Phase of the first turn the Axis controls both Sevastopol and Rostov the Soviets must move two full strength Rifle Armies to Stavka Reserve, and they must remain there until the Stavka Reserve Action Round the Soviets control either of those two Cities (7.10).

If Soviets occupy Romania during any End Phase after 1942, Romania switches sides (15.2).

If there is a Soviet unit within two hexes of Warsaw during any Soviet Reinforcement Segment, Soviet Polish units enter the game (15.4).

On any turn after 1941, if no Axis-Controlled Romanian units inside the Soviet Union, remove Romanian Air Asset from play (2.2c).

Subtract 3 from Soviet Lend-Lease RF roll if Vologda has no Rail Line LOC to the east map edge or Stalingrad is Axis Controlled. These effects are cumulative. (7.6)

The instant the Soviets control both Buda and Pest, Hungary switches sides (15.3).

Turn 1 (Jun 41)

All Axis units are in supply throughout the turn (17.1.2).

During initial Combat phase, AGN units may only attack Baltic MD units, AGC units may only attack Western MD units, and AGS units may only attack Kiev MD units (17.1.2).

German begins with a Combat Phase followed by a Movement Phase (17.1.2).

German mechanized units treat swamps as forest for movement (17.1.2).

German units ignore minor rivers and treat major rivers as minor (17.1.2).

No German air units are available during the initial Combat Phase (17.1.2).

No units (including supply depots) may enter, move, attack or counter-attack into or out of Romania or Hungary (17.1.2).

Only 1d6 IS Soviet units eliminated per pocket during Logistics Phase (17.1.2).

Soviet units in the Odessa Military District may not move or attack (17.1.2).

German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).

German motorized units double their combat factor on defense in clear terrain (17.1.2).

Soviet Airborne Corps may not drop or transport (9.7).

Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet City Defense Markers placed at end of turn (17.1.2).

Turn 2 (Jul 41)

German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).

1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).

All OOS German Mechanized units treat IS as OOS (17.1.2).

Axis Mech may get Air Supply during Logistics round (8.6).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).

German motorized units double their combat factor on defense in clear terrain (17.1.2).

Soviet Airborne Corps may not drop or transport (9.7).

Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet City Defense Markers placed at end of turn (17.1.2).

~~All Axis units are in supply throughout the turn (17.1.2).~~

~~During initial Combat phase, AGN units may only attack Baltic MD units, AGC units may only attack Western MD units, and AGS units may only attack Kiev MD units (17.1.2).~~

~~German begins with a Combat Phase followed by a Movement Phase (17.1.2).~~

~~German mechanized units treat swamps as forest for movement (17.1.2).~~

~~German units ignore minor rivers and treat major rivers as minor (17.1.2).~~

~~No German air units are available during the initial Combat Phase (17.1.2).~~

~~No units (including supply depots) may enter, move, attack or counter-attack into or out of Romania or Hungary (17.1.2).~~

~~Only 1d6 IS Soviet units eliminated per pocket during Logistics Phase (17.1.2).~~

~~Soviet units in the Odessa Military District may not move or attack (17.1.2).~~

Turn 3 (Aug 41)

Soviets may place incoming reinforcement or replacements into Stavka Reserve from this turn onwards (7.3).

German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).

German motorized units double their combat factor on defense in clear terrain (17.1.2).

Soviet Airborne Corps may not drop or transport (9.7).

Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet City Defense Markers placed at end of turn (17.1.2).
German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).
1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).
All OOS German Mechanized units treat IS as OOS (17.1.2).
Axis Mech may get Air Supply during Logistics round (8.6).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Turn 4 (Sep 41)

Remove Soviet Mech Corps (7.10).
Soviet Rail Movement available (9.4).
-1 MP to all Axis Mech/Motor units (11.3).
-1 to German Air Bombardment die roll (8.5).
Soviet Tank Brigade Markers available (16.3).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet City Defense Markers placed at end of turn (17.1.2).
1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).
All OOS German Mechanized units treat IS as OOS (17.1.2).
Axis Mech may get Air Supply during Logistics round (8.6).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
~~German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).~~
~~German motorized units double their combat factor on defense in clear terrain (17.1.2).~~
~~Soviet Airborne Corps may not drop or transport (9.7).~~
~~Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).~~
~~German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).~~

Turn 5 (Oct 41)

Soviet RFs from Leningrad, Moscow, Stalingrad, Kiev and Engels available (7.6).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
No forced march allowed (11.3).
Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet City Defense Markers placed at end of turn (17.1.2).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
-1 to German Air Bombardment die roll (8.5).
Soviet Tank Brigade Markers available (16.3).

~~No Mech ZOC in swamp (6.1).~~
~~Romanian Air may be used (2.2c).~~
~~1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).~~
~~All OOS German Mechanized units treat IS as OOS (17.1.2).~~
~~Axis Mech may get Air Supply during Logistics round (8.6).~~
~~-1 MP to all Axis Mech/Motor units (11.3).~~

Turn 6 (Nov 41)

~~-1 MP to all Axis Mech/Motor units (11.3).~~
~~Axis Mech may get Air Supply during Logistics round (8.6).~~
~~No Mech ZOC in swamp (6.1).~~
~~Romanian Air may be used (2.2c).~~
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet City Defense Markers placed at end of turn (17.1.2).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
-1 to German Air Bombardment die roll (8.5).
Soviet Tank Brigade Markers available (16.3).
Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).
~~-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).~~
~~German Mechanized units have no ZOC (6.1).~~
~~No forced march allowed (11.3).~~

Turn 7 (Dec 41)

First Axis withdrawal this turn (7.9).
~~-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).~~
~~-2 to German Air Bombardment die roll (8.5).~~
~~Axis uses Combat Results Table B (12.1.1).~~
~~German air units are automatically Done after performing any action (8.7, 17.1.2).~~
~~German mechanized units have no ZOC (6.1).~~
~~German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).~~
~~No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).~~
~~No Port supply through Sea of Azov (13.4,13.5).~~
~~Roads do not exist, i.e. no effect on movement (TEC).~~
~~Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).~~
~~No forced march allowed (11.3).~~
Soviet City Defense Markers placed at end of turn (17.1.2).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Tank Brigade Markers available (16.3).
Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).
~~Railroads in Mountain hexes may be used as roads for movement (TEC).~~
~~-1 to German Air Bombardment die roll (8.5).~~
~~-1 MP to all Axis Mech/Motor units (11.3).~~
~~Axis Mech may get Air Supply during Logistics round (8.6).~~

No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 8 (Jan 42)

All Soviet cities revert to being cities in all respects for the rest of the game (17.1.2).
Check for Romanian Air Asset removal each turn (2.2c).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Tank Brigade Markers available (16.3).
-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).
-2 to German Air Bombardment die roll (8.5).
Axis uses Combat Results Table B (12.1.1).
German air units are automatically Done after performing any action (8.7, 17.1.2).
German mechanized units have no ZOC (6.1).
German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).
No forced march allowed (11.3).
~~Soviet City Defense Markers placed at end of turn (17.1.2).~~
~~Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).~~

Turn 9 (Feb 42)

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Tank Brigade Markers available (16.3).
-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).
-2 to German Air Bombardment die roll (8.5).
Axis uses Combat Results Table B (12.1.1).
German air units are automatically Done after performing any action (8.7, 17.1.2).
German mechanized units have no ZOC (6.1).
German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).
No forced march allowed (11.3).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Turn 10 (Mar-Apr 42)

Remove Soviet Tank Brigade Markers (16.3).
Soviets use Combat Results Table B (12.1.1).
-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
No forced march allowed (11.3).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
~~Soviet Tank Brigade Markers available (16.3).~~
~~-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).~~
~~-2 to German Air Bombardment die roll (8.5).~~
~~Axis uses Combat Results Table B (12.1.1).~~
~~German air units are automatically Done after performing any action (8.7, 17.1.2).~~
~~German mechanized units have no ZOC (6.1).~~
~~German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).~~
~~No naval movement in Sea of Azov or Gulf of Finland (Tallinn, the Oranienbaum, and Leningrad) (9.3, 9.5).~~
~~No Port supply through Sea of Azov (13.4,13.5).~~
~~Roads do not exist, i.e. no effect on movement (TEC).~~
~~Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).~~

Turn 11 (May 42)

Axis rail movement available (9.2).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
~~No forced march allowed (11.3).~~
~~Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).~~
~~-1 to German Air Bombardment die roll (8.5).~~

~~-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).~~
~~German Mechanized units have no ZOC (6.1).~~

Turn 12 (Jun 42)

Mannstein chit available for use twice in 1942 (10.5.10).

Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).

Axis air units providing supply may be eliminated (8.6).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Soviet Lend-Lease RFs available - D6 RFs (7.6).

Soviet Off-Map Factories at 5 RF per turn (7.6).

Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 13 (Jul 42)

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Soviet Lend-Lease RFs available - D6 RFs (7.6).

Soviet Off-Map Factories at 5 RF per turn (7.6).

Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).

Axis air units providing supply may be eliminated (8.6).

Turn 14 (Aug 42)

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Soviet Lend-Lease RFs available - D6 RFs (7.6).

Soviet Off-Map Factories at 5 RF per turn (7.6).

Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Axis air units providing supply may be eliminated (8.6).

~~Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).~~

Turn 15 (Sep 42)

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Axis air units providing supply may be eliminated (8.6).
~~Soviet Airborne Corps may not drop or transport (9.7).~~

Turn 16 (Oct 42)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
No forced march allowed (11.3).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Axis air units providing supply may be eliminated (8.6).
-1 to German Air Bombardment die roll (8.5).
~~No Mech ZOC in swamp (6.1).~~
~~Romanian Air may be used (2.2c).~~
~~-1 MP to all Axis Mech/Motor units (11.3).~~

Turn 17 (Nov 42)

-1 MP to all Axis Mech/Motor units (11.3).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Bridgehead rule in effect (12.4.1).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Axis air units providing supply may be eliminated (8.6).
-1 to German Air Bombardment die roll (8.5).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
~~-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).~~
~~German Mechanized units have no ZOC (6.1).~~
~~No forced march allowed (11.3).~~

Turn 18 (Dec 42)

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis steps moved by rail in the Soviet Union count double (9.2).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Soviet Lend-Lease RFs available - D6 RFs (7.6).

Soviet Off-Map Factories at 5 RF per turn (7.6).

Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Axis air units providing supply may be eliminated (8.6).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Bridgehead rule in effect (12.4.1).

~~Railroads in Mountain hexes may be used as roads for movement (TEC).~~

~~-1 to German Air Bombardment die roll (8.5).~~

~~-1 MP to all Axis Mech/Motor units (11.3).~~

~~No Mech ZOC in swamp (6.1).~~

~~Romanian Air may be used (2.2c).~~

Turn 19 (Jan 43)

Mannstein chit available for use twice in 1943 (10.5.10).

Replace Sturm marker with +2/+3 version (16.1).

Romania may now switch to Soviet control if occupied during this or a future End Phase (15.2).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Bridgehead rule in effect (12.4.1).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis steps moved by rail in the Soviet Union count double (9.2).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

~~Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).~~

~~Soviet Lend-Lease RFs available - D6 RFs (7.6).~~

~~Soviet Off-Map Factories at 5 RF per turn (7.6).~~
~~Stavka Reserve roll provides minimum of 6 steps (10.5.9).~~
~~Axis air units providing supply may be eliminated (8.6).~~

Turn 20 (Feb 43)

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Bridgehead rule in effect (12.4.1).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
Axis steps moved by rail in the Soviet Union count double (9.2).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
No forced march allowed (11.3).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Turn 21 (Mar-Apr 43)

-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Bridgehead rule in effect (12.4.1).
No forced march allowed (11.3).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
~~-1 MP all Axis units (11.3).~~
~~-2 to German Air Bombardment die roll (8.5).~~
~~Axis steps moved by rail in the Soviet Union count double (9.2).~~
~~No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).~~
~~No Port supply through Sea of Azov (13.4,13.5).~~
~~Roads do not exist, i.e. no effect on movement (TEC).~~

Turn 22 (May 43)

Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).
 Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
 Increased Soviet Off-Map factories at 10 RF (7.6).
 Stavka Reserve roll provides minimum of 8 steps (10.5.9).
 Railroads in Mountain hexes may be used as roads for movement (TEC).
~~Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).~~
~~No forced march allowed (11.3).~~
~~-1 to German Air Bombardment die roll (8.5).~~
~~-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).~~
 German Mechanized units have no ZOC (6.1).

Turn 23 (Jun 43)

Soviet Bridgehead rule in effect (12.4.1).
 Soviet may use 2 Tac Air per combat (8.3).
 Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
 Increased Soviet Off-Map factories at 10 RF (7.6).
 Stavka Reserve roll provides minimum of 8 steps (10.5.9).
 Railroads in Mountain hexes may be used as roads for movement (TEC).
 Soviet Airborne Corps may not drop or transport (9.7).
 No Mech ZOC in swamp (6.1).
 Romanian Air may be used (2.2c).

Turn 24 (Jul 43)

Soviet Bridgehead rule in effect (12.4.1).
 Soviet may use 2 Tac Air per combat (8.3).
 Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
 Increased Soviet Off-Map factories at 10 RF (7.6).
 Stavka Reserve roll provides minimum of 8 steps (10.5.9).
 Railroads in Mountain hexes may be used as roads for movement (TEC).
 Soviet Airborne Corps may not drop or transport (9.7).
 No Mech ZOC in swamp (6.1).
 Romanian Air may be used (2.2c).

Turn 25 (Aug 43)

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
 Soviet Bridgehead rule in effect (12.4.1).
 Soviet may use 2 Tac Air per combat (8.3).
 Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
 Increased Soviet Off-Map factories at 10 RF (7.6).
 Stavka Reserve roll provides minimum of 8 steps (10.5.9).
 Railroads in Mountain hexes may be used as roads for movement (TEC).
 Soviet Airborne Corps may not drop or transport (9.7).
 No Mech ZOC in swamp (6.1).
 Romanian Air may be used (2.2c).

Turn 26 (Sep 43)

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

~~Soviet Airborne Corps may not drop or transport (9.7).~~

Turn 27 (Oct 43)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

-1 to German Air Bombardment die roll (8.5).

~~No Mech ZOC in swamp (6.1).~~

~~Romanian Air may be used (2.2c).~~

~~-1 MP to all Axis Mech/Motor units (11.3).~~

Turn 28 (Nov 43)

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

-1 to German Air Bombardment die roll (8.5).

~~-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).~~

~~German Mechanized units have no ZOC (6.1).~~

~~No forced march allowed (11.3).~~

Turn 29 (Dec 43)

Axis steps moved by rail in the Soviet Union count double (9.2).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

~~Railroads in Mountain hexes may be used as roads for movement (TEC).~~

~~-1 to German Air Bombardment die roll (8.5).~~

~~-1 MP to all Axis Mech/Motor units (11.3).~~

~~No Mech ZOC in swamp (6.1).~~

~~Romanian Air may be used (2.2c).~~

Turn 30 (Jan 44)

Model chit available for use once in 1944 (10.5.10).

Replace Sturm marker with +2/+4 version (16.1).

Soviets may launch naval invasions in the Black Sea outside of the USSR (assuming Soviets control both Sevastopol and Odessa) (9.6).

Soviet may use 4 Tac Air per combat (8.3).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

~~Soviet may use 2 Tac Air per combat (8.3).~~

Turn 31 (Feb 44)

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
No forced march allowed (11.3).
Soviet may use 4 Tac Air per combat (8.3).

Turn 32 (Mar-Apr 44)

-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
No forced march allowed (11.3).
Soviet may use 4 Tac Air per combat (8.3).
~~-1 MP all Axis units (11.3).~~
~~-2 to German Air Bombardment die roll (8.5).~~
~~No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).~~
~~No Port supply through Sea of Azov (13.4,13.5).~~
~~Roads do not exist, i.e. no effect on movement (TEC).~~

Turn 33 (May 44)

Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
~~No forced march allowed (11.3).~~

~~-1 to German Air Bombardment die roll (8.5).~~
~~-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).~~
~~German Mechanized units have no ZOC (6.1).~~

Turn 34 (Jun 44)

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 35 (Jul 44)

Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 36 (Aug 44)

Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 37 (Sep 44)

-1 MP to all Axis Mech/Motor units (11.3).
-1 to German Air Bombardment die roll (8.5).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
~~Soviet Airborne Corps may not drop or transport (9.7).~~

Turn 38 (Oct 44)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
No forced march allowed (11.3).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
-1 to German Air Bombardment die roll (8.5).
~~No Mech ZOC in swamp (6.1).~~
~~Romanian Air may be used (2.2c).~~
~~-1 MP to all Axis Mech/Motor units (11.3).~~

Turn 39 (Nov 44)

-1 MP to all Axis Mech/Motor units (11.3).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
-1 to German Air Bombardment die roll (8.5).

~~-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).~~
~~German Mechanized units have no ZOC (6.1).~~
~~No forced march allowed (11.3).~~

Turn 40 (Dec 44)

~~-1 MP all Axis units (11.3).~~
~~-2 to German Air Bombardment die roll (8.5).~~
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
No forced march allowed (11.3).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
~~Railroads in Mountain hexes may be used as roads for movement (TEC).~~
~~-1 to German Air Bombardment die roll (8.5).~~
~~-1 MP to all Axis Mech/Motor units (11.3).~~
~~No Mech ZOC in swamp (6.1).~~
~~Romanian Air may be used (2.2c).~~

Turn 41 (Jan 45)

Soviet Lend-Lease ends (7.6).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
No forced march allowed (11.3).
~~Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).~~

Turn 42 (Feb 45)

Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
No forced march allowed (11.3).

Turn 43 (Mar-Apr 45)

-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
No forced march allowed (11.3).
~~-1 MP all Axis units (11.3).~~
~~-2 to German Air Bombardment die roll (8.5).~~
~~No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).~~
~~No Port supply through Sea of Azov (13.4,13.5).~~
~~Roads do not exist, i.e. no effect on movement (TEC).~~

Turn 44 (May 45)

No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Airborne Corps may not drop or transport (9.7).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
Railroads in Mountain hexes may be used as roads for movement (TEC).
~~No forced march allowed (11.3).~~
~~-1 to German Air Bombardment die roll (8.5).~~

~~-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).~~
~~German Mechanized units have no ZOC (6.1).~~

Turn range per rule

Rules listed with turn ranges, grouped by identical ranges.

Same format as reminder by Ted Raicer.

Variable turn

During the Soviet Reinforcement/Replacement Phase of the first turn the Axis controls both Sevastopol and Rostov the Soviets must move two full strength Rifle Armies to Stavka Reserve, and they must remain there until the Stavka Reserve Action Round the Soviets control either of those two Cities (7.10).

If Soviets occupy Romania during any End Phase after 1942, Romania switches sides (15.2).

If there is a Soviet unit within two hexes of Warsaw during any Soviet Reinforcement Segment, Soviet Polish units enter the game (15.4).

On any turn after 1941, if no Axis-Controlled Romanian units inside the Soviet Union, remove Romanian Air Asset from play (2.2c).

Subtract 3 from Soviet Lend-Lease RF roll if Vologda has no Rail Line LOC to the east map edge or Stalingrad is Axis Controlled. These effects are cumulative. (7.6)

The instant the Soviets control both Buda and Pest, Hungary switches sides (15.3).

Turn 1 (Jun 41)

All Axis units are in supply throughout the turn (17.1.2).

During initial Combat phase, AGN units may only attack Baltic MD units, AGC units may only attack Western MD units, and AGS units may only attack Kiev MD units (17.1.2).

German begins with a Combat Phase followed by a Movement Phase (17.1.2).

German mechanized units treat swamps as forest for movement (17.1.2).

German units ignore minor rivers and treat major rivers as minor (17.1.2).

No German air units are available during the initial Combat Phase (17.1.2).

No units (including supply depots) may enter, move, attack or counter-attack into or out of Romania or Hungary (17.1.2).

Only 1d6 IS Soviet units eliminated per pocket during Logistics Phase (17.1.2).

Soviet units in the Odessa Military District may not move or attack (17.1.2).

Turns 1-3 (Jun 41 - Aug 41)

German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).

German motorized units double their combat factor on defense in clear terrain (17.1.2).

Soviet Airborne Corps may not drop or transport (9.7).

Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).

Turns 1-4 (Jun 41 - Sep 41)

No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turns 1-6 (Jun 41 - Nov 41)

Railroads in Mountain hexes may be used as roads for movement (TEC).

Turns 1-7 (Jun 41 - Dec 41)

Soviet City Defense Markers placed at end of turn (17.1.2).

Turns 2-3 (Jul 41 - Aug 41)

German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).

Turns 2-4 (Jul 41 - Sep 41)

1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).

All OOS German Mechanized units treat IS as OOS (17.1.2).

Axis Mech may get Air Supply during Logistics round (8.6).

Turns 2-18 (Jul 41 - Dec 42)

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Turn 3 (Aug 41)

Soviets may place incoming reinforcement or replacements into Stavka Reserve from this turn onwards (7.3).

Turn 4 (Sep 41)

Remove Soviet Mech Corps (7.10).

Soviet Rail Movement available (9.4).

-1 MP to all Axis Mech/Motor units (11.3).

Turns 4-6 (Sep 41 - Nov 41)

-1 to German Air Bombardment die roll (8.5).

Turns 4-9 (Sep 41 - Feb 42)

Soviet Tank Brigade Markers available (16.3).

Turn 5 (Oct 41)

Soviet RFs from Leningrad, Moscow, Stalingrad, Kiev and Engels available (7.6).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

Turns 5-7 (Oct 41 - Dec 41)

Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).

Turn 6 (Nov 41)

-1 MP to all Axis Mech/Motor units (11.3).
Axis Mech may get Air Supply during Logistics round (8.6).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 7 (Dec 41)

First Axis withdrawal this turn (7.9).

Turns 7-9 (Dec 41 - Feb 42)

-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).
-2 to German Air Bombardment die roll (8.5).
Axis uses Combat Results Table B (12.1.1).
German air units are automatically Done after performing any action (8.7, 17.1.2).
German mechanized units have no ZOC (6.1).
German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).
No naval movement in Sea of Azov or Gulf of Finland (Tallinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).

Turns 7-10 (Dec 41 - Mar-Apr 42)

No forced march allowed (11.3).

Turn 8 (Jan 42)

All Soviet cities revert to being cities in all respects for the rest of the game (17.1.2).
Check for Romanian Air Asset removal each turn (2.2c).

Turns 8-10 (Jan 42 - Mar-Apr 42)

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Turns 8-18 (Jan 42 - Dec 42)

Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Turn 10 (Mar-Apr 42)

Remove Soviet Tank Brigade Markers (16.3).
Soviets use Combat Results Table B (12.1.1).
-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).

Turns 10-17 (Mar-Apr 42 - Nov 42)

Railroads in Mountain hexes may be used as roads for movement (TEC).

Turn 11 (May 42)

Axis rail movement available (9.2).

Turns 11-14 (May 42 - Aug 42)

Soviet Airborne Corps may not drop or transport (9.7).

Turns 11-15 (May 42 - Sep 42)

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 12 (Jun 42)

Mannstein chit available for use twice in 1942 (10.5.10).

Turns 12-13 (Jun 42 - Jul 42)

Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).

Turns 12-18 (Jun 42 - Dec 42)

Axis air units providing supply may be eliminated (8.6).

Turn 15 (Sep 42)

-1 MP to all Axis Mech/Motor units (11.3).

Turns 15-17 (Sep 42 - Nov 42)

-1 to German Air Bombardment die roll (8.5).

Turn 16 (Oct 42)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

Turns 16-21 (Oct 42 - Mar-Apr 43)

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Turn 17 (Nov 42)

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turns 17-44 (Nov 42 - May 45)

Soviet Bridgehead rule in effect (12.4.1).

Turns 18-20 (Dec 42 - Feb 43)

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis steps moved by rail in the Soviet Union count double (9.2).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

Turns 18-21 (Dec 42 - Mar-Apr 43)

No forced march allowed (11.3).

Turn 19 (Jan 43)

Mannstein chit available for use twice in 1943 (10.5.10).

Replace Sturm marker with +2/+3 version (16.1).

Romania may now switch to Soviet control if occupied during this or a future End Phase (15.2).

Turns 19-29 (Jan 43 - Dec 43)

Soviet may use 2 Tac Air per combat (8.3).

Turns 19-40 (Jan 43 - Dec 44)

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Turns 19-44 (Jan 43 - May 45)

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Turn 21 (Mar-Apr 43)

-1 to German Air Bombardment die roll (8.5).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

Turns 21-28 (Mar-Apr 43 - Nov 43)

Railroads in Mountain hexes may be used as roads for movement (TEC).

Turns 22-25 (May 43 - Aug 43)

Soviet Airborne Corps may not drop or transport (9.7).

Turns 22-26 (May 43 - Sep 43)

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turns 25-44 (Aug 43 - May 45)

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Turn 26 (Sep 43)

-1 MP to all Axis Mech/Motor units (11.3).

Turns 26-28 (Sep 43 - Nov 43)

-1 to German Air Bombardment die roll (8.5).

Turn 27 (Oct 43)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

Turn 28 (Nov 43)

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 29 (Dec 43)

Axis steps moved by rail in the Soviet Union count double (9.2).

Turns 29-31 (Dec 43 - Feb 44)

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Tallinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

Turns 29-32 (Dec 43 - Mar-Apr 44)

No forced march allowed (11.3).

Turn 30 (Jan 44)

Model chit available for use once in 1944 (10.5.10).

Replace Sturm marker with +2/+4 version (16.1).

Soviets may launch naval invasions in the Black Sea outside of the USSR (assuming Soviets control both Sevastopol and Odessa) (9.6).

Turns 30-44 (Jan 44 - May 45)

Soviet may use 4 Tac Air per combat (8.3).

Turn 32 (Mar-Apr 44)

-1 to German Air Bombardment die roll (8.5).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

Turns 32-39 (Mar-Apr 44 - Nov 44)

Railroads in Mountain hexes may be used as roads for movement (TEC).

Turns 33-36 (May 44 - Aug 44)

Soviet Airborne Corps may not drop or transport (9.7).

Turns 33-37 (May 44 - Sep 44)

No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turns 34-44 (Jun 44 - May 45)

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 37 (Sep 44)

-1 MP to all Axis Mech/Motor units (11.3).

Turns 37-39 (Sep 44 - Nov 44)

-1 to German Air Bombardment die roll (8.5).

Turn 38 (Oct 44)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
No forced march allowed (11.3).

Turn 39 (Nov 44)

-1 MP to all Axis Mech/Motor units (11.3).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turns 40-42 (Dec 44 - Feb 45)

-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
No naval movement in Sea of Azov or Gulf of Finland (Tallinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4, 13.5).
Roads do not exist, i.e. no effect on movement (TEC).

Turns 40-43 (Dec 44 - Mar-Apr 45)

No forced march allowed (11.3).

Turn 41 (Jan 45)

Soviet Lend-Lease ends (7.6).

Turn 43 (Mar-Apr 45)

-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).

Turns 43-44 (Mar-Apr 45 - May 45)

Railroads in Mountain hexes may be used as roads for movement (TEC).

Turn 44 (May 45)

No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Soviet Airborne Corps may not drop or transport (9.7).

Start and stop turns (colour)

Rules listed on turn they begin and turn they end.

Rules persisting from previous turns are not listed until they end.

Green rules persist until stopped in a future turn.

Red rules are no longer in effect at the start of the turn listed.

Black rules are only in effect on the turn listed.

Variable turn

During the Soviet Reinforcement/Replacement Phase of the first turn the Axis controls both Sevastopol and Rostov the Soviets must move two full strength Rifle Armies to Stavka Reserve, and they must remain there until the Stavka Reserve Action Round the Soviets control either of those two Cities (7.10).

If Soviets occupy Romania during any End Phase after 1942, Romania switches sides (15.2).

If there is a Soviet unit within two hexes of Warsaw during any Soviet Reinforcement Segment, Soviet Polish units enter the game (15.4).

On any turn after 1941, if no Axis-Controlled Romanian units inside the Soviet Union, remove Romanian Air Asset from play (2.2c).

Subtract 3 from Soviet Lend-Lease RF roll if Vologda has no Rail Line LOC to the east map edge or Stalingrad is Axis Controlled. These effects are cumulative. (7.6)

The instant the Soviets control both Buda and Pest, Hungary switches sides (15.3).

Turn 1 (Jun 41)

All Axis units are in supply throughout the turn (17.1.2).

During initial Combat phase, AGN units may only attack Baltic MD units, AGC units may only attack Western MD units, and AGS units may only attack Kiev MD units (17.1.2).

German begins with a Combat Phase followed by a Movement Phase (17.1.2).

German mechanized units treat swamps as forest for movement (17.1.2).

German units ignore minor rivers and treat major rivers as minor (17.1.2).

No German air units are available during the initial Combat Phase (17.1.2).

No units (including supply depots) may enter, move, attack or counter-attack into or out of Romania or Hungary (17.1.2).

Only 1d6 IS Soviet units eliminated per pocket during Logistics Phase (17.1.2).

Soviet units in the Odessa Military District may not move or attack (17.1.2).

German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).

German motorized units double their combat factor on defense in clear terrain (17.1.2).

Soviet Airborne Corps may not drop or transport (9.7).

Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).

No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet City Defense Markers placed at end of turn (17.1.2).

Turn 2 (Jul 41)

German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).
1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).
All OOS German Mechanized units treat IS as OOS (17.1.2).
Axis Mech may get Air Supply during Logistics round (8.6).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Turn 3 (Aug 41)

Soviets may place incoming reinforcement or replacements into Stavka Reserve from this turn onwards (7.3).

Turn 4 (Sep 41)

Remove Soviet Mech Corps (7.10).
Soviet Rail Movement available (9.4).
-1 MP to all Axis Mech/Motor units (11.3).
-1 to German Air Bombardment die roll (8.5).
Soviet Tank Brigade Markers available (16.3).
German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).
German motorized units double their combat factor on defense in clear terrain (17.1.2).
Soviet Airborne Corps may not drop or transport (9.7).
Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).
German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).

Turn 5 (Oct 41)

Soviet RFs from Leningrad, Moscow, Stalingrad, Kiev and Engels available (7.6).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
No forced march allowed (11.3).
Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).
All OOS German Mechanized units treat IS as OOS (17.1.2).
Axis Mech may get Air Supply during Logistics round (8.6).

Turn 6 (Nov 41)

-1 MP to all Axis Mech/Motor units (11.3).

Axis Mech may get Air Supply during Logistics round (8.6).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 7 (Dec 41)

First Axis withdrawal this turn (7.9).

-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis uses Combat Results Table B (12.1.1).

German air units are automatically Done after performing any action (8.7, 17.1.2).

German mechanized units have no ZOC (6.1).

German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).

No naval movement in Sea of Azov or Gulf of Finland (Tallinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).

No forced march allowed (11.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

-1 to German Air Bombardment die roll (8.5).

Turn 8 (Jan 42)

All Soviet cities revert to being cities in all respects for the rest of the game (17.1.2).

Check for Romanian Air Asset removal each turn (2.2c).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Lend-Lease RFs available - D6 RFs (7.6).

Soviet Off-Map Factories at 5 RF per turn (7.6).

Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Soviet City Defense Markers placed at end of turn (17.1.2).

Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).

Turn 10 (Mar-Apr 42)

Remove Soviet Tank Brigade Markers (16.3).

Soviets use Combat Results Table B (12.1.1).

-1 to German Air Bombardment die roll (8.5).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Tank Brigade Markers available (16.3).

-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis uses Combat Results Table B (12.1.1).

German air units are automatically Done after performing any action (8.7, 17.1.2).

German mechanized units have no ZOC (6.1).

German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).

Turn 11 (May 42)

Axis rail movement available (9.2).

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

No forced march allowed (11.3).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Turn 12 (Jun 42)

Mannstein chit available for use twice in 1942 (10.5.10).

Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).

Axis air units providing supply may be eliminated (8.6).

Turn 14 (Aug 42)

Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).

Turn 15 (Sep 42)

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

Soviet Airborne Corps may not drop or transport (9.7).

Turn 16 (Oct 42)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 17 (Nov 42)

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Soviet Bridgehead rule in effect (12.4.1).

Turn 18 (Dec 42)

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis steps moved by rail in the Soviet Union count double (9.2).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

-1 to German Air Bombardment die roll (8.5).

Turn 19 (Jan 43)

Mannstein chit available for use twice in 1943 (10.5.10).

Replace Sturm marker with +2/+3 version (16.1).

Romania may now switch to Soviet control if occupied during this or a future End Phase (15.2).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Soviet Lend-Lease RFs available - D6 RFs (7.6).

Soviet Off-Map Factories at 5 RF per turn (7.6).

Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Axis air units providing supply may be eliminated (8.6).

Turn 21 (Mar-Apr 43)

-1 to German Air Bombardment die roll (8.5).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

Railroads in Mountain hexes may be used as roads for movement (TEC).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis steps moved by rail in the Soviet Union count double (9.2).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

Turn 22 (May 43)

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

No forced march allowed (11.3).

Turn 25 (Aug 43)

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Turn 26 (Sep 43)

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

Soviet Airborne Corps may not drop or transport (9.7).

Turn 27 (Oct 43)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 28 (Nov 43)

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 29 (Dec 43)

Axis steps moved by rail in the Soviet Union count double (9.2).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Tallinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

-1 to German Air Bombardment die roll (8.5).

Turn 30 (Jan 44)

Model chit available for use once in 1944 (10.5.10).

Replace Sturm marker with +2/+4 version (16.1).

Soviets may launch naval invasions in the Black Sea outside of the USSR (assuming Soviets control both Sevastopol and Odessa) (9.6).

Soviet may use 4 Tac Air per combat (8.3).

Soviet may use 2 Tac Air per combat (8.3).

Turn 32 (Mar-Apr 44)

-1 to German Air Bombardment die roll (8.5).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

Railroads in Mountain hexes may be used as roads for movement (TEC).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

Turn 33 (May 44)

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

No forced march allowed (11.3).

Turn 34 (Jun 44)

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 37 (Sep 44)

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

Soviet Airborne Corps may not drop or transport (9.7).

Turn 38 (Oct 44)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 39 (Nov 44)

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 40 (Dec 44)

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

-1 to German Air Bombardment die roll (8.5).

Turn 41 (Jan 45)

Soviet Lend-Lease ends (7.6).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Turn 43 (Mar-Apr 45)

-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).

Turn 44 (May 45)

No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Airborne Corps may not drop or transport (9.7).
No forced march allowed (11.3).

Full detail (colour)

List of every special rule in effect each turn.

Green rules are new on the turn listed.

Blue rules are permanent changes to rules and often persist to the end of the game or until countered by a future change.

Red rules are no longer in effect at the start of the turn listed.

Black rules have persisted from an earlier turn.

Variable turn

During the Soviet Reinforcement/Replacement Phase of the first turn the Axis controls both Sevastopol and Rostov the Soviets must move two full strength Rifle Armies to Stavka Reserve, and they must remain there until the Stavka Reserve Action Round the Soviets control either of those two Cities (7.10).

If Soviets occupy Romania during any End Phase after 1942, Romania switches sides (15.2).

If there is a Soviet unit within two hexes of Warsaw during any Soviet Reinforcement Segment, Soviet Polish units enter the game (15.4).

On any turn after 1941, if no Axis-Controlled Romanian units inside the Soviet Union, remove Romanian Air Asset from play (2.2c).

Subtract 3 from Soviet Lend-Lease RF roll if Vologda has no Rail Line LOC to the east map edge or Stalingrad is Axis Controlled. These effects are cumulative. (7.6)

The instant the Soviets control both Buda and Pest, Hungary switches sides (15.3).

Turn 1 (Jun 41)

All Axis units are in supply throughout the turn (17.1.2).

During initial Combat phase, AGN units may only attack Baltic MD units, AGC units may only attack Western MD units, and AGS units may only attack Kiev MD units (17.1.2).

German begins with a Combat Phase followed by a Movement Phase (17.1.2).

German mechanized units treat swamps as forest for movement (17.1.2).

German units ignore minor rivers and treat major rivers as minor (17.1.2).

No German air units are available during the initial Combat Phase (17.1.2).

No units (including supply depots) may enter, move, attack or counter-attack into or out of Romania or Hungary (17.1.2).

Only 1d6 IS Soviet units eliminated per pocket during Logistics Phase (17.1.2).

Soviet units in the Odessa Military District may not move or attack (17.1.2).

German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).

German motorized units double their combat factor on defense in clear terrain (17.1.2).

Soviet Airborne Corps may not drop or transport (9.7).

Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet City Defense Markers placed at end of turn (17.1.2).

Turn 2 (Jul 41)

German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).

1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).

All OOS German Mechanized units treat IS as OOS (17.1.2).

Axis Mech may get Air Supply during Logistics round (8.6).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).

German motorized units double their combat factor on defense in clear terrain (17.1.2).

Soviet Airborne Corps may not drop or transport (9.7).

Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet City Defense Markers placed at end of turn (17.1.2).

All Axis units are in supply throughout the turn (17.1.2).

During initial Combat phase, AGN units may only attack Baltic MD units, AGC units may only attack Western MD units, and AGS units may only attack Kiev MD units (17.1.2).

German begins with a Combat Phase followed by a Movement Phase (17.1.2).

German mechanized units treat swamps as forest for movement (17.1.2).

German units ignore minor rivers and treat major rivers as minor (17.1.2).

No German air units are available during the initial Combat Phase (17.1.2).

No units (including supply depots) may enter, move, attack or counter-attack into or out of Romania or Hungary (17.1.2).

Only 1d6 IS Soviet units eliminated per pocket during Logistics Phase (17.1.2).

Soviet units in the Odessa Military District may not move or attack (17.1.2).

Turn 3 (Aug 41)

Soviets may place incoming reinforcement or replacements into Stavka Reserve from this turn onwards (7.3).

German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).

German motorized units double their combat factor on defense in clear terrain (17.1.2).

Soviet Airborne Corps may not drop or transport (9.7).

Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet City Defense Markers placed at end of turn (17.1.2).
German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).
1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).
All OOS German Mechanized units treat IS as OOS (17.1.2).
Axis Mech may get Air Supply during Logistics round (8.6).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Turn 4 (Sep 41)

Remove Soviet Mech Corps (7.10).
Soviet Rail Movement available (9.4).
-1 MP to all Axis Mech/Motor units (11.3).
-1 to German Air Bombardment die roll (8.5).
Soviet Tank Brigade Markers available (16.3).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet City Defense Markers placed at end of turn (17.1.2).
1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).
All OOS German Mechanized units treat IS as OOS (17.1.2).
Axis Mech may get Air Supply during Logistics round (8.6).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).
German motorized units double their combat factor on defense in clear terrain (17.1.2).
Soviet Airborne Corps may not drop or transport (9.7).
Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).
German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).

Turn 5 (Oct 41)

Soviet RFs from Leningrad, Moscow, Stalingrad, Kiev and Engels available (7.6).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
No forced march allowed (11.3).
Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet City Defense Markers placed at end of turn (17.1.2).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
-1 to German Air Bombardment die roll (8.5).
Soviet Tank Brigade Markers available (16.3).

No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).
All OOS German Mechanized units treat IS as OOS (17.1.2).
Axis Mech may get Air Supply during Logistics round (8.6).
-1 MP to all Axis Mech/Motor units (11.3).

Turn 6 (Nov 41)

-1 MP to all Axis Mech/Motor units (11.3).
Axis Mech may get Air Supply during Logistics round (8.6).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet City Defense Markers placed at end of turn (17.1.2).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
-1 to German Air Bombardment die roll (8.5).
Soviet Tank Brigade Markers available (16.3).
Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
No forced march allowed (11.3).

Turn 7 (Dec 41)

First Axis withdrawal this turn (7.9).
-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).
-2 to German Air Bombardment die roll (8.5).
Axis uses Combat Results Table B (12.1.1).
German air units are automatically Done after performing any action (8.7, 17.1.2).
German mechanized units have no ZOC (6.1).
German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).
No naval movement in Sea of Azov or Gulf of Finland (Tallinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).
No forced march allowed (11.3).
Soviet City Defense Markers placed at end of turn (17.1.2).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Tank Brigade Markers available (16.3).
Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).
Railroads in Mountain hexes may be used as roads for movement (TEC).
-1 to German Air Bombardment die roll (8.5).
-1 MP to all Axis Mech/Motor units (11.3).
Axis Mech may get Air Supply during Logistics round (8.6).

No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 8 (Jan 42)

All Soviet cities revert to being cities in all respects for the rest of the game (17.1.2).
Check for Romanian Air Asset removal each turn (2.2c).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Tank Brigade Markers available (16.3).
-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).
-2 to German Air Bombardment die roll (8.5).
Axis uses Combat Results Table B (12.1.1).
German air units are automatically Done after performing any action (8.7, 17.1.2).
German mechanized units have no ZOC (6.1).
German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).
No forced march allowed (11.3).
Soviet City Defense Markers placed at end of turn (17.1.2).
Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).

Turn 9 (Feb 42)

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Tank Brigade Markers available (16.3).
-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).
-2 to German Air Bombardment die roll (8.5).
Axis uses Combat Results Table B (12.1.1).
German air units are automatically Done after performing any action (8.7, 17.1.2).
German mechanized units have no ZOC (6.1).
German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).
No forced march allowed (11.3).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Turn 10 (Mar-Apr 42)

Remove Soviet Tank Brigade Markers (16.3).
Soviets use Combat Results Table B (12.1.1).
-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
No forced march allowed (11.3).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Soviet Tank Brigade Markers available (16.3).
-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).
-2 to German Air Bombardment die roll (8.5).
Axis uses Combat Results Table B (12.1.1).
German air units are automatically Done after performing any action (8.7, 17.1.2).
German mechanized units have no ZOC (6.1).
German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).
No naval movement in Sea of Azov or Gulf of Finland (Tallinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).

Turn 11 (May 42)

Axis rail movement available (9.2).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
No forced march allowed (11.3).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
-1 to German Air Bombardment die roll (8.5).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).

Turn 12 (Jun 42)

Mannstein chit available for use twice in 1942 (10.5.10).

Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).

Axis air units providing supply may be eliminated (8.6).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Soviet Lend-Lease RFs available - D6 RFs (7.6).

Soviet Off-Map Factories at 5 RF per turn (7.6).

Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 13 (Jul 42)

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Soviet Lend-Lease RFs available - D6 RFs (7.6).

Soviet Off-Map Factories at 5 RF per turn (7.6).

Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).

Axis air units providing supply may be eliminated (8.6).

Turn 14 (Aug 42)

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Soviet Lend-Lease RFs available - D6 RFs (7.6).

Soviet Off-Map Factories at 5 RF per turn (7.6).

Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Axis air units providing supply may be eliminated (8.6).

Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).

Turn 15 (Sep 42)

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Axis air units providing supply may be eliminated (8.6).
Soviet Airborne Corps may not drop or transport (9.7).

Turn 16 (Oct 42)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
No forced march allowed (11.3).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Axis air units providing supply may be eliminated (8.6).
-1 to German Air Bombardment die roll (8.5).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
-1 MP to all Axis Mech/Motor units (11.3).

Turn 17 (Nov 42)

-1 MP to all Axis Mech/Motor units (11.3).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Bridgehead rule in effect (12.4.1).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Axis air units providing supply may be eliminated (8.6).
-1 to German Air Bombardment die roll (8.5).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
No forced march allowed (11.3).

Turn 18 (Dec 42)

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis steps moved by rail in the Soviet Union count double (9.2).

No naval movement in Sea of Azov or Gulf of Finland (Tallinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Soviet Lend-Lease RFs available - D6 RFs (7.6).

Soviet Off-Map Factories at 5 RF per turn (7.6).

Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Axis air units providing supply may be eliminated (8.6).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Bridgehead rule in effect (12.4.1).

Railroads in Mountain hexes may be used as roads for movement (TEC).

-1 to German Air Bombardment die roll (8.5).

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 19 (Jan 43)

Mannstein chit available for use twice in 1943 (10.5.10).

Replace Sturm marker with +2/+3 version (16.1).

Romania may now switch to Soviet control if occupied during this or a future End Phase (15.2).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Bridgehead rule in effect (12.4.1).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis steps moved by rail in the Soviet Union count double (9.2).

No naval movement in Sea of Azov or Gulf of Finland (Tallinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Axis air units providing supply may be eliminated (8.6).

Turn 20 (Feb 43)

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Bridgehead rule in effect (12.4.1).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
Axis steps moved by rail in the Soviet Union count double (9.2).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
No forced march allowed (11.3).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Turn 21 (Mar-Apr 43)

-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Bridgehead rule in effect (12.4.1).
No forced march allowed (11.3).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
Axis steps moved by rail in the Soviet Union count double (9.2).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).

Turn 22 (May 43)

Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

No forced march allowed (11.3).

-1 to German Air Bombardment die roll (8.5).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

Turn 23 (Jun 43)

Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 24 (Jul 43)

Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 25 (Aug 43)

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 26 (Sep 43)

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Airborne Corps may not drop or transport (9.7).

Turn 27 (Oct 43)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

-1 to German Air Bombardment die roll (8.5).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

-1 MP to all Axis Mech/Motor units (11.3).

Turn 28 (Nov 43)

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

-1 to German Air Bombardment die roll (8.5).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).
No forced march allowed (11.3).

Turn 29 (Dec 43)

Axis steps moved by rail in the Soviet Union count double (9.2).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

-1 to German Air Bombardment die roll (8.5).

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 30 (Jan 44)

Model chit available for use once in 1944 (10.5.10).

Replace Sturm marker with +2/+4 version (16.1).

Soviets may launch naval invasions in the Black Sea outside of the USSR (assuming Soviets control both Sevastopol and Odessa) (9.6).

Soviet may use 4 Tac Air per combat (8.3).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Soviet may use 2 Tac Air per combat (8.3).

Turn 31 (Feb 44)

Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
No forced march allowed (11.3).
Soviet may use 4 Tac Air per combat (8.3).

Turn 32 (Mar-Apr 44)

-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
No forced march allowed (11.3).
Soviet may use 4 Tac Air per combat (8.3).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).

Turn 33 (May 44)

Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).

No forced march allowed (11.3).
-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).

Turn 34 (Jun 44)

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 35 (Jul 44)

Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 36 (Aug 44)

Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 37 (Sep 44)

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Soviet Airborne Corps may not drop or transport (9.7).

Turn 38 (Oct 44)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

-1 to German Air Bombardment die roll (8.5).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

-1 MP to all Axis Mech/Motor units (11.3).

Turn 39 (Nov 44)

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
No forced march allowed (11.3).

Turn 40 (Dec 44)

-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
No forced march allowed (11.3).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
Railroads in Mountain hexes may be used as roads for movement (TEC).
-1 to German Air Bombardment die roll (8.5).
-1 MP to all Axis Mech/Motor units (11.3).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 41 (Jan 45)

Soviet Lend-Lease ends (7.6).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
No forced march allowed (11.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Turn 42 (Feb 45)

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
No forced march allowed (11.3).

Turn 43 (Mar-Apr 45)

-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
No forced march allowed (11.3).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).

Turn 44 (May 45)

No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Airborne Corps may not drop or transport (9.7).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
Railroads in Mountain hexes may be used as roads for movement (TEC).
No forced march allowed (11.3).

-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).

Full detail (no stop turns)

List of every special rule in effect each turn. No highlight of rules that have stopped on the current turn.

Underlined rules are new on the turn listed.

Italicized rules are permanent changes to rules and often persist to the end of the game or until countered by a future change.

Other rules have persisted from an earlier turn.

Variable turn

During the Soviet Reinforcement/Replacement Phase of the first turn the Axis controls both Sevastopol and Rostov the Soviets must move two full strength Rifle Armies to Stavka Reserve, and they must remain there until the Stavka Reserve Action Round the Soviets control either of those two Cities (7.10).

If Soviets occupy Romania during any End Phase after 1942, Romania switches sides (15.2).

If there is a Soviet unit within two hexes of Warsaw during any Soviet Reinforcement Segment, Soviet Polish units enter the game (15.4).

On any turn after 1941, if no Axis-Controlled Romanian units inside the Soviet Union, remove Romanian Air Asset from play (2.2c).

Subtract 3 from Soviet Lend-Lease RF roll if Vologda has no Rail Line LOC to the east map edge or Stalingrad is Axis Controlled. These effects are cumulative. (7.6)

The instant the Soviets control both Buda and Pest, Hungary switches sides (15.3).

Turn 1 (Jun 41)

All Axis units are in supply throughout the turn (17.1.2).

During initial Combat phase, AGN units may only attack Baltic MD units, AGC units may only attack Western MD units, and AGS units may only attack Kiev MD units (17.1.2).

German begins with a Combat Phase followed by a Movement Phase (17.1.2).

German mechanized units treat swamps as forest for movement (17.1.2).

German units ignore minor rivers and treat major rivers as minor (17.1.2).

No German air units are available during the initial Combat Phase (17.1.2).

No units (including supply depots) may enter, move, attack or counter-attack into or out of Romania or Hungary (17.1.2).

Only 1d6 IS Soviet units eliminated per pocket during Logistics Phase (17.1.2).

Soviet units in the Odessa Military District may not move or attack (17.1.2).

German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).

German motorized units double their combat factor on defense in clear terrain (17.1.2).

Soviet Airborne Corps may not drop or transport (9.7).

Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet City Defense Markers placed at end of turn (17.1.2).

Turn 2 (Jul 41)

German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).

1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).

All OOS German Mechanized units treat IS as OOS (17.1.2).

Axis Mech may get Air Supply during Logistics round (8.6).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).

German motorized units double their combat factor on defense in clear terrain (17.1.2).

Soviet Airborne Corps may not drop or transport (9.7).

Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet City Defense Markers placed at end of turn (17.1.2).

Turn 3 (Aug 41)

Soviets may place incoming reinforcement or replacements into Stavka Reserve from this turn onwards (7.3).

German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).

German motorized units double their combat factor on defense in clear terrain (17.1.2).

Soviet Airborne Corps may not drop or transport (9.7).

Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet City Defense Markers placed at end of turn (17.1.2).

German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).

1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).

All OOS German Mechanized units treat IS as OOS (17.1.2).

Axis Mech may get Air Supply during Logistics round (8.6).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Turn 4 (Sep 41)

Remove Soviet Mech Corps (7.10).

Soviet Rail Movement available (9.4).

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

Soviet Tank Brigade Markers available (16.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet City Defense Markers placed at end of turn (17.1.2).

1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).

All OOS German Mechanized units treat IS as OOS (17.1.2).

Axis Mech may get Air Supply during Logistics round (8.6).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Turn 5 (Oct 41)

Soviet RFs from Leningrad, Moscow, Stalingrad, Kiev and Engels available (7.6).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet City Defense Markers placed at end of turn (17.1.2).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

-1 to German Air Bombardment die roll (8.5).

Soviet Tank Brigade Markers available (16.3).

Turn 6 (Nov 41)

-1 MP to all Axis Mech/Motor units (11.3).

Axis Mech may get Air Supply during Logistics round (8.6).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet City Defense Markers placed at end of turn (17.1.2).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

-1 to German Air Bombardment die roll (8.5).

Soviet Tank Brigade Markers available (16.3).

Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).

Turn 7 (Dec 41)

First Axis withdrawal this turn (7.9).

-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis uses Combat Results Table B (12.1.1).
German air units are automatically Done after performing any action (8.7, 17.1.2).
German mechanized units have no ZOC (6.1).
German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).
No forced march allowed (11.3).
 Soviet City Defense Markers placed at end of turn (17.1.2).
 Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
 Soviet Tank Brigade Markers available (16.3).
 Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).

Turn 8 (Jan 42)

All Soviet cities revert to being cities in all respects for the rest of the game (17.1.2).
Check for Romanian Air Asset removal each turn (2.2c).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
 Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
 Soviet Tank Brigade Markers available (16.3).
 -2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).
 -2 to German Air Bombardment die roll (8.5).
 Axis uses Combat Results Table B (12.1.1).
 German air units are automatically Done after performing any action (8.7, 17.1.2).
 German mechanized units have no ZOC (6.1).
 German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).
 No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
 No Port supply through Sea of Azov (13.4,13.5).
 Roads do not exist, i.e. no effect on movement (TEC).
 Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).
 No forced march allowed (11.3).

Turn 9 (Feb 42)

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
 Soviet Tank Brigade Markers available (16.3).
 -2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).
 -2 to German Air Bombardment die roll (8.5).
 Axis uses Combat Results Table B (12.1.1).

German air units are automatically Done after performing any action (8.7, 17.1.2).
German mechanized units have no ZOC (6.1).
German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).
No naval movement in Sea of Azov or Gulf of Finland (Tallinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).
No forced march allowed (11.3).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Turn 10 (Mar-Apr 42)

Remove Soviet Tank Brigade Markers (16.3).
Soviets use Combat Results Table B (12.1.1).
-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
No forced march allowed (11.3).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Turn 11 (May 42)

Axis rail movement available (9.2).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).

Turn 12 (Jun 42)

Mannstein chit available for use twice in 1942 (10.5.10).
Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).
Axis air units providing supply may be eliminated (8.6).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 13 (Jul 42)

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).
Axis air units providing supply may be eliminated (8.6).

Turn 14 (Aug 42)

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Axis air units providing supply may be eliminated (8.6).

Turn 15 (Sep 42)

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Axis air units providing supply may be eliminated (8.6).

Turn 16 (Oct 42)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Soviet Lend-Lease RFs available - D6 RFs (7.6).

Soviet Off-Map Factories at 5 RF per turn (7.6).

Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Axis air units providing supply may be eliminated (8.6).

-1 to German Air Bombardment die roll (8.5).

Turn 17 (Nov 42)

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Soviet Bridgehead rule in effect (12.4.1).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Soviet Lend-Lease RFs available - D6 RFs (7.6).

Soviet Off-Map Factories at 5 RF per turn (7.6).

Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Axis air units providing supply may be eliminated (8.6).

-1 to German Air Bombardment die roll (8.5).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Turn 18 (Dec 42)

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis steps moved by rail in the Soviet Union count double (9.2).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Soviet Lend-Lease RFs available - D6 RFs (7.6).

Soviet Off-Map Factories at 5 RF per turn (7.6).

Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Axis air units providing supply may be eliminated (8.6).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Bridgehead rule in effect (12.4.1).

Turn 19 (Jan 43)

Mannstein chit available for use twice in 1943 (10.5.10).

Replace Sturm marker with +2/+3 version (16.1).

Romania may now switch to Soviet control if occupied during this or a future End Phase (15.2).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Bridgehead rule in effect (12.4.1).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis steps moved by rail in the Soviet Union count double (9.2).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Turn 20 (Feb 43)

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Bridgehead rule in effect (12.4.1).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis steps moved by rail in the Soviet Union count double (9.2).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Turn 21 (Mar-Apr 43)

-1 to German Air Bombardment die roll (8.5).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Bridgehead rule in effect (12.4.1).
No forced march allowed (11.3).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Turn 22 (May 43)

Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Bridgehead rule in effect (12.4.1).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).

Turn 23 (Jun 43)

Soviet Bridgehead rule in effect (12.4.1).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 24 (Jul 43)

Soviet Bridgehead rule in effect (12.4.1).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 25 (Aug 43)

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Bridgehead rule in effect (12.4.1).
Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 26 (Sep 43)

-1 MP to all Axis Mech/Motor units (11.3).
-1 to German Air Bombardment die roll (8.5).
Soviet Bridgehead rule in effect (12.4.1).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Turn 27 (Oct 43)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
No forced march allowed (11.3).
Soviet Bridgehead rule in effect (12.4.1).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
-1 to German Air Bombardment die roll (8.5).

Turn 28 (Nov 43)

-1 MP to all Axis Mech/Motor units (11.3).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Bridgehead rule in effect (12.4.1).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
-1 to German Air Bombardment die roll (8.5).

Turn 29 (Dec 43)

Axis steps moved by rail in the Soviet Union count double (9.2).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Turn 30 (Jan 44)

Model chit available for use once in 1944 (10.5.10).

Replace Sturm marker with +2/+4 version (16.1).

Soviets may launch naval invasions in the Black Sea outside of the USSR (assuming Soviets control both Sevastopol and Odessa) (9.6).

Soviet may use 4 Tac Air per combat (8.3).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Turn 31 (Feb 44)

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Soviet may use 4 Tac Air per combat (8.3).

Turn 32 (Mar-Apr 44)

-1 to German Air Bombardment die roll (8.5).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

No forced march allowed (11.3).

Soviet may use 4 Tac Air per combat (8.3).

Turn 33 (May 44)

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Turn 34 (Jun 44)

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 35 (Jul 44)

Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 36 (Aug 44)

Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 37 (Sep 44)

-1 MP to all Axis Mech/Motor units (11.3).
-1 to German Air Bombardment die roll (8.5).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Railroads in Mountain hexes may be used as roads for movement (TEC).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 38 (Oct 44)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

-1 to German Air Bombardment die roll (8.5).

Turn 39 (Nov 44)

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

-1 to German Air Bombardment die roll (8.5).

Turn 40 (Dec 44)

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 41 (Jan 45)

Soviet Lend-Lease ends (7.6).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Turn 42 (Feb 45)

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Turn 43 (Mar-Apr 45)

-1 to German Air Bombardment die roll (8.5).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

No forced march allowed (11.3).

Turn 44 (May 45)

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Soviet Airborne Corps may not drop or transport (9.7).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Full detail (no stop turns, colour)

List of every special rule in effect each turn. No highlight of rules that have stopped on the current turn.

Green rules are new on the turn listed.

Blue rules are permanent changes to rules and often persist to the end of the game or until countered by a future change.

Black rules have persisted from an earlier turn.

Variable turn

During the Soviet Reinforcement/Replacement Phase of the first turn the Axis controls both Sevastopol and Rostov the Soviets must move two full strength Rifle Armies to Stavka Reserve, and they must remain there until the Stavka Reserve Action Round the Soviets control either of those two Cities (7.10).

If Soviets occupy Romania during any End Phase after 1942, Romania switches sides (15.2).

If there is a Soviet unit within two hexes of Warsaw during any Soviet Reinforcement Segment, Soviet Polish units enter the game (15.4).

On any turn after 1941, if no Axis-Controlled Romanian units inside the Soviet Union, remove Romanian Air Asset from play (2.2c).

Subtract 3 from Soviet Lend-Lease RF roll if Vologda has no Rail Line LOC to the east map edge or Stalingrad is Axis Controlled. These effects are cumulative. (7.6)

The instant the Soviets control both Buda and Pest, Hungary switches sides (15.3).

Turn 1 (Jun 41)

All Axis units are in supply throughout the turn (17.1.2).

During initial Combat phase, AGN units may only attack Baltic MD units, AGC units may only attack Western MD units, and AGS units may only attack Kiev MD units (17.1.2).

German begins with a Combat Phase followed by a Movement Phase (17.1.2).

German mechanized units treat swamps as forest for movement (17.1.2).

German units ignore minor rivers and treat major rivers as minor (17.1.2).

No German air units are available during the initial Combat Phase (17.1.2).

No units (including supply depots) may enter, move, attack or counter-attack into or out of Romania or Hungary (17.1.2).

Only 1d6 IS Soviet units eliminated per pocket during Logistics Phase (17.1.2).

Soviet units in the Odessa Military District may not move or attack (17.1.2).

German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).

German motorized units double their combat factor on defense in clear terrain (17.1.2).

Soviet Airborne Corps may not drop or transport (9.7).

Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).

No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet City Defense Markers placed at end of turn (17.1.2).

Turn 2 (Jul 41)

German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).
1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).
All OOS German Mechanized units treat IS as OOS (17.1.2).
Axis Mech may get Air Supply during Logistics round (8.6).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).
German motorized units double their combat factor on defense in clear terrain (17.1.2).
Soviet Airborne Corps may not drop or transport (9.7).
Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet City Defense Markers placed at end of turn (17.1.2).

Turn 3 (Aug 41)

[Soviets may place incoming reinforcement or replacements into Stavka Reserve from this turn onwards \(7.3\).](#)
German motorized units double their attack strength if stacked with a panzer unit and attacking a clear terrain hex (17.1.2).
German motorized units double their combat factor on defense in clear terrain (17.1.2).
Soviet Airborne Corps may not drop or transport (9.7).
Soviets may not trace LOC or LOS through unoccupied (by other Soviet units) hexes outside the USSR (13.3).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet City Defense Markers placed at end of turn (17.1.2).
German mechanized units OOS have their MP reduced to 5 instead of 3 (17.1.2).
1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).
All OOS German Mechanized units treat IS as OOS (17.1.2).
Axis Mech may get Air Supply during Logistics round (8.6).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Turn 4 (Sep 41)

[Remove Soviet Mech Corps \(7.10\).](#)

Soviet Rail Movement available (9.4).

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

Soviet Tank Brigade Markers available (16.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet City Defense Markers placed at end of turn (17.1.2).

1st and 2nd Panzer chits may be returned to the Activation cup immediately after use, provided they are not within 8 hexes of each other (17.1.2).

All OOS German Mechanized units treat IS as OOS (17.1.2).

Axis Mech may get Air Supply during Logistics round (8.6).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Turn 5 (Oct 41)

Soviet RFs from Leningrad, Moscow, Stalingrad, Kiev and Engels available (7.6).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet City Defense Markers placed at end of turn (17.1.2).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

-1 to German Air Bombardment die roll (8.5).

Soviet Tank Brigade Markers available (16.3).

Turn 6 (Nov 41)

-1 MP to all Axis Mech/Motor units (11.3).

Axis Mech may get Air Supply during Logistics round (8.6).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet City Defense Markers placed at end of turn (17.1.2).

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

-1 to German Air Bombardment die roll (8.5).

Soviet Tank Brigade Markers available (16.3).

Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).

Turn 7 (Dec 41)

First Axis withdrawal this turn (7.9).

-2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis uses Combat Results Table B (12.1.1).

German air units are automatically Done after performing any action (8.7, 17.1.2).

German mechanized units have no ZOC (6.1).
 German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).
 No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
 No Port supply through Sea of Azov (13.4,13.5).
 Roads do not exist, i.e. no effect on movement (TEC).
 Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).
 No forced march allowed (11.3).
 Soviet City Defense Markers placed at end of turn (17.1.2).
 Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
 Soviet Tank Brigade Markers available (16.3).
 Soviet 3rd, 4th, 5th, 10th, 13th, 26th enter game in dead pile (7.3 NB).

Turn 8 (Jan 42)

All Soviet cities revert to being cities in all respects for the rest of the game (17.1.2).
 Check for Romanian Air Asset removal each turn (2.2c).
 Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
 Soviet Lend-Lease RFs available - D6 RFs (7.6).
 Soviet Off-Map Factories at 5 RF per turn (7.6).
 Stavka Reserve roll provides minimum of 6 steps (10.5.9).
 Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
 Soviet Tank Brigade Markers available (16.3).
 -2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).
 -2 to German Air Bombardment die roll (8.5).
 Axis uses Combat Results Table B (12.1.1).
 German air units are automatically Done after performing any action (8.7, 17.1.2).
 German mechanized units have no ZOC (6.1).
 German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).
 No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
 No Port supply through Sea of Azov (13.4,13.5).
 Roads do not exist, i.e. no effect on movement (TEC).
 Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).
 No forced march allowed (11.3).

Turn 9 (Feb 42)

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
 Soviet Tank Brigade Markers available (16.3).
 -2 MP to all Axis Mech units, -1 MP to all other Axis units. (11.3).
 -2 to German Air Bombardment die roll (8.5).
 Axis uses Combat Results Table B (12.1.1).
 German air units are automatically Done after performing any action (8.7, 17.1.2).
 German mechanized units have no ZOC (6.1).

German units not in/adjacent to friendly supplied Town-Cities are OOS for Combat (17.1.2).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
Soviet Shock Armies (7-5-4) in supply double their ATTACK strength only (17.1.2).
No forced march allowed (11.3).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Turn 10 (Mar-Apr 42)

Remove Soviet Tank Brigade Markers (16.3).
Soviets use Combat Results Table B (12.1.1).
-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
No forced march allowed (11.3).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).

Turn 11 (May 42)

Axis rail movement available (9.2).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).

Turn 12 (Jun 42)

Mannstein chit available for use twice in 1942 (10.5.10).
Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).
Axis air units providing supply may be eliminated (8.6).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).

Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 13 (Jul 42)

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Axis gets to choose the first TWO action chits on ONE, and only one, of turn 12 and 13 (10.2).
Axis air units providing supply may be eliminated (8.6).

Turn 14 (Aug 42)

Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Axis air units providing supply may be eliminated (8.6).

Turn 15 (Sep 42)

-1 MP to all Axis Mech/Motor units (11.3).
-1 to German Air Bombardment die roll (8.5).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Axis air units providing supply may be eliminated (8.6).

Turn 16 (Oct 42)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
No forced march allowed (11.3).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Axis air units providing supply may be eliminated (8.6).
-1 to German Air Bombardment die roll (8.5).

Turn 17 (Nov 42)

-1 MP to all Axis Mech/Motor units (11.3).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Bridgehead rule in effect (12.4.1).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Axis air units providing supply may be eliminated (8.6).
-1 to German Air Bombardment die roll (8.5).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Turn 18 (Dec 42)

-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
Axis steps moved by rail in the Soviet Union count double (9.2).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
No forced march allowed (11.3).
Axis air units may provide supply to IS units in or adjacent to Towns or Cities during the Air Supply Segment of the Attrition Phase.(8.6).
Soviet Lend-Lease RFs available - D6 RFs (7.6).
Soviet Off-Map Factories at 5 RF per turn (7.6).
Stavka Reserve roll provides minimum of 6 steps (10.5.9).
Axis air units providing supply may be eliminated (8.6).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Bridgehead rule in effect (12.4.1).

Turn 19 (Jan 43)

Mannstein chit available for use twice in 1943 (10.5.10).

Replace Sturm marker with +2/+3 version (16.1).

Romania may now switch to Soviet control if occupied during this or a future End Phase (15.2).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Bridgehead rule in effect (12.4.1).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis steps moved by rail in the Soviet Union count double (9.2).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Turn 20 (Feb 43)

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Bridgehead rule in effect (12.4.1).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

Axis steps moved by rail in the Soviet Union count double (9.2).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Turn 21 (Mar-Apr 43)

-1 to German Air Bombardment die roll (8.5).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet Bridgehead rule in effect (12.4.1).
No forced march allowed (11.3).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Turn 22 (May 43)

Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Bridgehead rule in effect (12.4.1).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).

Turn 23 (Jun 43)

Soviet Bridgehead rule in effect (12.4.1).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 24 (Jul 43)

Soviet Bridgehead rule in effect (12.4.1).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 25 (Aug 43)

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet Bridgehead rule in effect (12.4.1).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Airborne Corps may not drop or transport (9.7).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Turn 26 (Sep 43)

-1 MP to all Axis Mech/Motor units (11.3).
-1 to German Air Bombardment die roll (8.5).
Soviet Bridgehead rule in effect (12.4.1).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Turn 27 (Oct 43)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
No forced march allowed (11.3).
Soviet Bridgehead rule in effect (12.4.1).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
-1 to German Air Bombardment die roll (8.5).

Turn 28 (Nov 43)

-1 MP to all Axis Mech/Motor units (11.3).
No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).
Soviet Bridgehead rule in effect (12.4.1).
Soviet may use 2 Tac Air per combat (8.3).
Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
-1 to German Air Bombardment die roll (8.5).

Turn 29 (Dec 43)

Axis steps moved by rail in the Soviet Union count double (9.2).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Soviet Bridgehead rule in effect (12.4.1).

Soviet may use 2 Tac Air per combat (8.3).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Turn 30 (Jan 44)

Model chit available for use once in 1944 (10.5.10).

Replace Sturm marker with +2/+4 version (16.1).

Soviets may launch naval invasions in the Black Sea outside of the USSR (assuming Soviets control both Sevastopol and Odessa) (9.6).

Soviet may use 4 Tac Air per combat (8.3).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Turn 31 (Feb 44)

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Soviet may use 4 Tac Air per combat (8.3).

Turn 32 (Mar-Apr 44)

-1 to German Air Bombardment die roll (8.5).

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

No forced march allowed (11.3).

Soviet may use 4 Tac Air per combat (8.3).

Turn 33 (May 44)

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Turn 34 (Jun 44)

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Turn 35 (Jul 44)

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 36 (Aug 44)

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Soviet Airborne Corps may not drop or transport (9.7).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 37 (Sep 44)

-1 MP to all Axis Mech/Motor units (11.3).

-1 to German Air Bombardment die roll (8.5).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 38 (Oct 44)

-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).

German Mechanized units have no ZOC (6.1).

No forced march allowed (11.3).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

-1 to German Air Bombardment die roll (8.5).

Turn 39 (Nov 44)

-1 MP to all Axis Mech/Motor units (11.3).

No Mech ZOC in swamp (6.1).

Romanian Air may be used (2.2c).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Railroads in Mountain hexes may be used as roads for movement (TEC).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

-1 to German Air Bombardment die roll (8.5).

Turn 40 (Dec 44)

-1 MP all Axis units (11.3).

-2 to German Air Bombardment die roll (8.5).

No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).

No Port supply through Sea of Azov (13.4,13.5).

Roads do not exist, i.e. no effect on movement (TEC).

No forced march allowed (11.3).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Lend-Lease RFs available - D6+3 RFs (7.6).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Turn 41 (Jan 45)

Soviet Lend-Lease ends (7.6).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
No forced march allowed (11.3).

Turn 42 (Feb 45)

Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
-1 MP all Axis units (11.3).
-2 to German Air Bombardment die roll (8.5).
No naval movement in Sea of Azov or Gulf of Finland (Talinn, the Oranienbaum, and Leningrad) (9.3, 9.5).
No Port supply through Sea of Azov (13.4,13.5).
Roads do not exist, i.e. no effect on movement (TEC).
No forced march allowed (11.3).

Turn 43 (Mar-Apr 45)

-1 to German Air Bombardment die roll (8.5).
-2 MP to all Axis Mech/Motor units. -1 MP to all other units (11.3).
German Mechanized units have no ZOC (6.1).
Railroads in Mountain hexes may be used as roads for movement (TEC).
Soviet Bridgehead rule in effect (12.4.1).
Increased Soviet Off-Map factories at 10 RF (7.6).
Stavka Reserve roll provides minimum of 8 steps (10.5.9).
Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).
Soviet may use 4 Tac Air per combat (8.3).
Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).
No forced march allowed (11.3).

Turn 44 (May 45)

No Mech ZOC in swamp (6.1).
Romanian Air may be used (2.2c).

Soviet Airborne Corps may not drop or transport (9.7).

Soviet Bridgehead rule in effect (12.4.1).

Increased Soviet Off-Map factories at 10 RF (7.6).

Stavka Reserve roll provides minimum of 8 steps (10.5.9).

Soviet units entering from Stavka Reserve via Zhukov/Stavka HQs may only move during that Stavka Round if adjacent to an Axis unit or an existing Soviet combat unit (Living 10.5.9).

Soviet may use 4 Tac Air per combat (8.3).

Deep Battle Chit may activate units within range of both Stavka and Zhukov (10.5.8).

Railroads in Mountain hexes may be used as roads for movement (TEC).