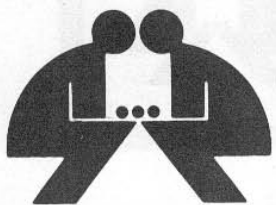


East Front

The War in Russia, 1941-45



COLUMBIA GAMES INC.

EastFront

The War in Russia, 1941-45

Game Design

Craig Besinque

Tom Dalglish

Map & Graphics

Eric Hotz

Developers & Playtesters

Charles F. Bryant II

Grant Dalglish

Brion Emde

Steve Goodman

Ron Hodwitz

Robert Holzer

Mike Hoyt

David Robert

Cal Stengel

© 1991, 1994, 2000, Craig Besinque & Tom Dalglish
EastFront is a trademark of Columbia Games Inc.

COLUMBIA GAMES INC.

POB 3457, Blaine, WA 98231, U.S.A.

www.columbiagames.com



INTRODUCTION

EastFront simulates the largest military campaign in history: the "Eastern Front" in World War II, 1941-45. One player commands the German forces, the other commands the Soviets.

THE MAPBOARD

The mapboard depicts the main theater of the war: from the Carpathians east to the Volga, and from Finland south to the Caucasus. The mapboard is divided into hexagons, called "hexes", to determine location and movement. Terrain features affecting play include: rivers, forests, mountains, marshes, cities, ports, and railways.

THE UNITS

Wooden blocks, called *units*, represent German **corps** (gray) and Soviet **armies** (red). A die-cut, adhesive label identifying a unit's type and strength must be attached to each block. Put tan labels on the red (Soviet) blocks, and gray or black labels on gray (German) blocks.

Units in play normally stand upright, with their labels facing the owning player. This provides simple yet elegant **Fog of War** in that players cannot see the type or strength of opposing units.

The six basic unit-types are: Armor, Mechanized Infantry ("Mech"), Infantry, Shock, Cavalry, and Headquarters. Each unit-type has a given movement rate and firepower rating.

The large numbers surrounding the unit symbol show the unit's strength, called *Combat Value* ("CV"). Units gain and lose strength in *steps* of 1cv. A unit's current strength is the number along its top edge when standing upright.

GAME SCENARIOS

For game purposes, the Eastern Front campaign is divided into *scenarios*, each covering a 6-month period of the war. A scenario can be played in a sitting (4-6 hours), and two or more scenarios can be joined for longer games.

The winner of a scenario is determined by Victory Points (VPs), which are awarded for current Production Levels and HQ steps remaining in play, and subtracted for eliminated friendly units. Each scenario has a VP handicap which is added to or subtracted from German VPs, relating VP totals to historical results.

GAME TURNS

A month consists of a Production segment followed by two *Fortnights* of play. *Production* involves adding *replacement* steps to units in play, and rebuilding destroyed units into 1cv units, or *cadres*. Control of economic objectives on the map yields Production Points, which are used to "pay" for these builds. Both players perform production simultaneously.

A *Fortnight* consists of two alternate *Player-Turns*. The Germans take the first Player-Turn in *Dry* and *Mud* weather. The Soviets take the first Player-Turn in *Snow* weather.

The player taking the current Player-Turn is called the *Active Player* (the other player is *Passive*). A Player-Turn usually begins by *activating* one or more HQ units. Each activated HQ, depending on its current strength, exerts *command* over all units within a *Command Range* of 0-3 hexes, enabling these units to move.

COMBAT

Battles occur when both players have units in the same hex. During combat, units are revealed to the opponent. Battles are not necessarily settled immediately. They sometimes continue for several months until one side retreats or is destroyed. Combat *may* occur in any ongoing Battle at the *option* of the Active player, and *must* occur on the first turn of a Battle. Any combat occurring outside Command Range is fought by the active player at a disadvantage.

A round of combat consists of an exchange of fire, airpower first, then defensive fire, and finally offensive fire. Enemy fire results in unit attrition. Forced retreats (repulses) may occur in cases of River, Air, or Sea Assaults.

WEATHER

Weather exerts a considerable influence in the game, affecting unit speeds and turn sequence. Mud and Snow weather also alter some terrain, further affecting movement and combat, and can reduce the command range of HQs. During most months the weather is known, but during Spring and Fall it is unpredictable and determined by die roll.

Commentary

Although it is largely unrecognized in the West, World War II in Europe was won and lost on the Russian Front.

In November 1942 the German tide of expansion was reversed at El Alamein in North Africa and at Stalingrad in Russia. However, while Montgomery chased Rommel's forces of about three corps westward in North Africa, the Red Army began driving 45-50 German corps back towards Berlin.

In July, 1943, the Red Army crushed Germany's last eastern offensive at Kursk, a titanic battle involving thousands of tanks and millions of men. In the same month the Allies invaded Sicily and defeated three German units on this scale.

By the time the Allies landed (with five corps) in France on D-Day, Germany had been retreating in the east for 18 months. By then she was fighting to survive, not to win.

The Allies lost around a third of a million men fighting Hitler. Russia lost over 13 million, forty times as many.

Scenarios

EastFront scenarios are fine stand-alone games, each with its own personality. The scenarios are designed to be linkable, so that the entire war, or any segment of it may be played. When desired, a game may always be continued into the following scenario.

Weather

In general, Dry weather provides ideal movement and combat conditions, Mud hinders both sides, and Snow hinders the Germans.

1.1 ORIENTATION

The German player sits at the western edge of the board, and the Soviet player opposite. The **West** mapedge to the Germans; the **East** and **South** (Caucasus) mapedges are *home mapedges* to the Soviets; the **North** (Finnish) mapedge is neutral (friendly to neither). Turkey is unplayable.

1.2 HEXES

The mapboard is divided into "hexes" which determine the location and movement of units. Partial hexes on the map edges and part-land/part-water hexes are playable with some exceptions (see sidebar list). Hexes can be identified by the cities or towns they contain, or by a direction (see compass rose) and distance from a city or town. For example: "Kharkov NE1" is one hex northeast of Kharkov.

1.3 TERRAIN

Terrain features that affect play are listed below and summarized on the **Terrain Effects Chart**. A hex or hexside is considered to be of the terrain type constituting the *middle* of that hex or hexside (in land/sea hexes, only the land terrain is considered). The terrain of a **hex** affects movement, combat, and "stacking" (maximum number of units allowed in a hex). **Hexside** terrain limits movement into (and out of) battles, referred to as the Engagement Limit (6.3).

1.31 CLEAR TERRAIN

Clear terrain allows unimpeded movement. Engagement limit is two (2) units per hexside, and stacking is four (4) units per hex.

1.32 FOREST

Forest terrain does not impede movement. Passive units have **double defense**: they only lose one step for every two hits in combat. Engagement limit is one (1) unit per hexside, and stacking is four (4) units per hex.

Clarifications: Tbilisi and Grozny are forest hexes.

1.33 MARSH

All units (except cavalry) must stop upon entering a Marsh hex. Passive units have **double defense** in combat. Engagement limit is one (1) unit per hexside, and stacking is three (3) units per hex. All units fire *offensively* at **SF**. In Snow weather, Marshes freeze, becoming Forest, except that stacking is unchanged.

1.34 MOUNTAIN

Mountains halt movement (except cavalry), and provide **double defense**. Engagement limit is one (1) unit per hexside, and stacking is two (2) units per hex. **Alpine** (High Mountain) hexsides (white) are impassable. Sea invasions and paradrops are prohibited into mountains. **Clarifications:** Ordzhonikidze and Ploesti NE1 are mountain hexes.

1.35 RIVERS

Rivers follow hexsides. They do not impede movement, except Engagement limit is one (1). Attempts to *initiate* battles across rivers, called River Assaults, are subject to Repulse (see 7.5). Some River hexsides are shown with forest; this is for artistic effect only. Rivers freeze in *Snow*.

1.36 SEAS

Seas are impassable except across Straits or by Sea Movement (see 15.2).

MAP ERRATA: New Sea Zones

Gulf of Riga. Controlled by Riga. The other port is Ventspils. Its boundary runs from Ventspils north through the islands to the Gulf of Finland (Baltic Sea, Gulf of Finland, and Gulf of Riga all adjoin).

Caspian Sea. Controlled by Baku (Exit Zone 'M'). Other ports are Marach Kala and Astrakhan.

NOTE: Sevastopol borders on both the Eastern and Western Black Seas.

1.37 LAKES

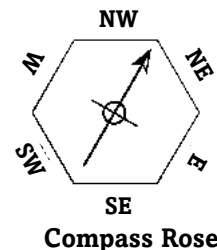
Lakes hexes and hexsides are always *impassable*; they do not freeze. Sea Movement is prohibited on Lakes.

1.38 STRAITS

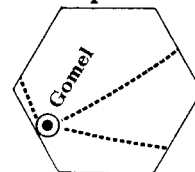
The **Kerch Straits** (between the Sea of Azov and Eastern Black Sea) is treated as a river, except that units crossing must **start** on one side, and **stop** on the other.

Normal 2-hex land supply is traceable across the Straits as across any river, regardless of sea control. Rail Lines do not traverse the Kerch Straits, so Rail Movement and/or Rail Supply across the straits is impossible.

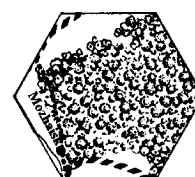
Sea Movement, Sea Invasions, and Sea Supply are prohibited *through* straits if *either* adjacent land hex is enemy controlled (though Sea Supply from Kerch to Novorossiysk is possible when the Eastern Black Sea is friendly controlled, see 15.0).



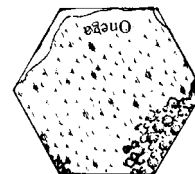
Compass Rose



Clear Hex



Forest Hex



Marsh Hex



Mountain Hex

MAP CLARIFICATIONS

The map is drawn in a 'realistic' style, but is designed to be interpreted in an intuitive manner. In some cases printing has resulted in small misalignments of the hex grid. Use common sense to interpret the map, ignoring small departures from the hex grid (e.g., small land areas in all sea hexes, or minuscule incursions of a rail line into a hex). Hexes with minuscule land areas in them such as the following are **not** playable.

Baltic Sea coast

Memel NW1
Riga NW1 (islands)
Riga NW2 (islands and mainland)
North shore of Tallinn E1 (very tiny)

Lake Ladoga/Onega

Volkhov NW2, NW3
Leningrad NE4
Volkhov NE3

Sea of Azov

Perekop E1 (long thin peninsula)

Black Sea

Odessa SE1
Batumi SW2 (in Turkey)

1.4 CITIES

Cities do not affect movement (this is governed by the terrain of the hex). There are two types of cities on the map: Major and Minor Cities.

1.41 MAJOR CITIES

Large black dots containing white numbers are Major Cities. All units defending Major Cities have Double Defense (7.3) and DF firepower or better. Stacking is governed by the terrain in the hex. Major Cities contribute to the Production Level of the controlling player. Reinforcements and newly rebuilt cadre units may arrive in a Major City.

1.42 MINOR CITIES

Small circled dots are Minor Cities. They provide **no** production or defensive benefit. One arriving reinforcement or newly rebuilt cadre unit may arrive in a Minor City.

1.43 TOWNS

Small black dots indicate towns. They have no game function except to help name locations.

1.44 HOME CITIES

Defined as any Major or Minor City within friendly territory as of **June '41**. Reinforcements and rebuilt units can only be deployed in Home Cities.

1.45 PORTS

Coastal cities or towns with an anchor symbol are Ports, used for Sea Movement and Sea Supply if using the optional Sea Power rules.

Leningrad, Odessa, and Danzig are Major Ports. All other ports are minor.

1.46 FORTRESSES

Cities with a hexagon around them (Sevastopol and Leningrad) are Fortresses. Combat is *always* mandatory (except Blitz Combat) when engaging an enemy controlled fortress (see 7.15).

All units defending a fortress have Triple Defense (7.34).

The *largest* defending unit has Triple Firepower (TF) and receives Fortress Siege Supply (10.5), enabling it to survive indefinitely (at any strength) without a supply line.

LAKE SUPPLY: A *second* Soviet unit defending Leningrad can receive Fortress Siege Supply, provided the Soviets have **Rail Supply** to the shore of Lake Ladoga at Volkhov NE1.

1.5 RESOURCE CENTERS

There are six resource-producing areas in the game: Ploesti, Krivoy-Rog, Stalino, Maikop, Grozny, and Baku (off-map). Each is identified with a pick (mineral) or oil derrick symbol and a production value. Unnumbered resource centers have a value of 1.

When located in the same hex as a Production City, Resource value is added to the city value. German-controlled resource centers produce **double** their rated production value.









For example: Stalino has a City Production of 2, plus a Mineral value of 1. This would yield 3PPs for the Soviet player, but 4PPs for the German, since the mineral (but not the city) value is doubled.

1.6 RAILROADS

Principal railroads are indicated by red-dashed lines. These provide a supply source for units, and allow rapid unit redeployment via Rail Movement (9.2).

SIVASH LAGOON Railroad: The *hexside between Melitopol and Perekop (Crimea) can be used for rail movement only: no land movement allowed.*

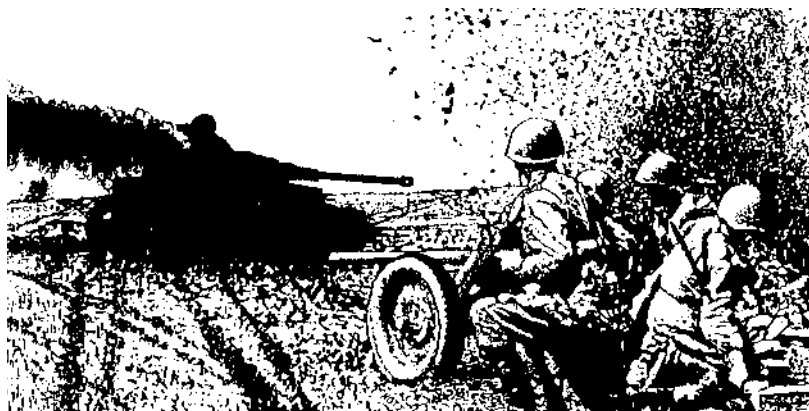
Rail Entry hexes are map edge hexes where rail lines enter the map, labeled A-W for identification.

-  **Major City**
-  **Minor City**
-  **Town**
-  **Minor Port**
-  **Control Port**
-  **Fortress**
-  **Oil Resource**
-  **Mineral Resource**

Resource Centers

The rated value of Resource Centers are doubled for the German player because they were crucial to the blockaded, resource-starved German economy.

Two important Soviet economic centers: Murmansk (city) and Baku (oil), are off-board to the north and south respectively. These are brought into play by rules outlined in 16.0 Strategic Objectives.



2.1 NATIONALITY

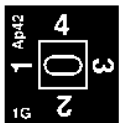
One die-cut adhesive label must be attached to the face of each block. Examine the blocks carefully and cover any minor imperfections with the label. One or two *extra* blocks are included.

German units are gray blocks with gray labels (*black* labels for SS units). The German player also controls four "Axis Satellite" (Rumanian, Hungarian, and Italian) units, which have *light gray* labels.

Soviet units are red blocks with *tan* labels.

2.2 UNIT TYPES

A unit's *type* is shown by the symbol in the center of its label. There are six basic *types* of unit: Armor, Mechanized ("Mech"), Infantry (including Coastal, Mountain and Paratroop), Cavalry, Shock, and Headquarters (HQ). A unit's type determines its Speed and Firepower, as shown in the Table.



2.21 ARMOR

Armor units move three (3) hexes in dry weather and fire **DF** on offense and defense. Armor units

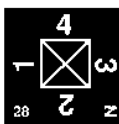
represent units with large concentrations of tanks.



2.22 MECHANIZED

Mech units move three (3) hexes in dry weather and fire **SF** on offense and **DF** on defense. Mech units

represent highly motorized units with extra tank support.



2.23 INFANTRY

Infantry units move two (2) hexes in dry weather and fire **SF** on offense and defense. Infantry units

make up the bulk of both the German and Soviet armies.



2.24 CAVALRY

Cavalry units move three (3) hexes in dry weather and fire **SF** on offense and defense. Cavalry are

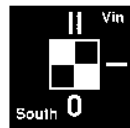
the only units which can move *through* mountain and marsh hexes and move two (2) hexes in mud. Only the Soviet player has Cavalry.



2.25 SHOCK

Shock units move one (1) hex in all weather and fire **DF** on offense and defense. Only the Soviet player has

Shock. "Shock" units are special assault troops with massive artillery support.



2.26 HEADQUARTERS

HQ units move two (2) hexes in dry weather and have no firepower. Their purpose is to command the movement of other units (see 5.0).

2.3 COMBAT VALUE (CV)

Around the unit symbol of each unit label is a series of numbers (usually 4:3:2:1) representing strength or **Combat Value** (CV) of the unit.

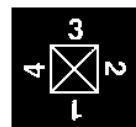
Units normally stand upright with the labels facing the owning player. The current CV of each unit is indicated by the number on the *top edge* of the unit. When units are engaged in combat, they are tipped *forward* to lie flat, with the current CV remaining on the "top" edge from the owning player's point of view.

2.4 STEP REDUCTION

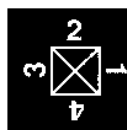
Units can have 3 or 4 possible levels (steps) of CV. Units can lose CV in combat and regain CV by production. When units sustain hits, they are rotated counter-clockwise so that their new (lesser) CV is on the "top" edge. Units reduced below their lowest CV step, are removed from play, but can be rebuilt as *Cadres* (11.5).



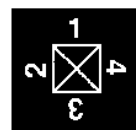
Infantry 4cv



Infantry 3cv



Infantry 2cv



Infantry 1cv

UNIT TYPE	SPEED			Fire Power
	DRY	MUD	SNOW	
	3	1	2	DF
	3	1	2	SF/DF
	2	1	1	SF
	3	2	2	SF
	1	1	1	DF
	2	1	1	•

Speed

The maximum number of hexes a unit can move per movement phase in various Weather conditions.

Firepower

The relative offensive effectiveness of the unit in combat. Units with Double Firepower (**DF**) cause enemy losses twice as fast as units with Single Firepower (**SF**).

Combat Value

The "CV" of a unit not only relates to numbers, but also to morale, leadership, doctrine, etc. An eliminated unit has not been "wiped out to the last man", but has lost military cohesion.

Unit Size

German units are corps, each of which had about 50,000 men at full-strength. Axis Satellite units are armies. German units are buildable to 4cv.

Soviet infantry and shock units are armies which varied in size from 30,000 to 80,000 men. All other Soviet units are corps or composites of corps. Most Soviet units build to 3cv. Only "Guard" units and Shock armies are buildable to 4cv.

2.5 IDENTITY CODES

In the lower left-hand corner of each unit label (at full-strength orientation) is a historical *identification* number. German units are Corps ("54" means "54th Corps"). Satellite and Soviet units are Armies (or equivalent). "G" stands for Soviet "Guard" units.

In another corner is the unit's *appearance code*. This may be a letter, a city abbreviation, or a date ("Fe43" means February 1943). The appearance code is positioned to be oriented upright in one of the upper corners at the unit's proper CV when it first appears in the game.

German Army Groups

- N North
- C Center
- S South
- R Rumania

Soviet Military Districts

- B Baltic
- W West
- K Kiev
- O Odessa

Soviet Deployment Cities

(abbreviation in bold)

Bryansk	Odessa
Cherkassy	Riga
Dnepropetrovsk	Rostov
Gomel	Smolensk
Kalinin	Sevastopol
Kharkov	Stalino
Kiev	Ternopol
Leningrad	Tula
Minsk	Vitebsk
Moscow	Vinnitsa
	Yaroslavl

A letter or city appearance code indicates that the unit begins the game in S'41 (see Orders of Battle). Units with date codes are *Reinforcements*, arriving in the game month and year noted.

LABEL ERRATA

Label	Correction
German 3SS Mech	Jl43 (not Jl41)
German 35 Inf*	59 Inf
Soviet 27 Inf**	50 Inf
* With the appearance code "Oc41".	
** With the appearance code "Kal".	

2.6 SPECIAL UNITS

Coastal, Mountain, and Siege Gun units are special infantry-type units. They may be deployed as starting forces in place of any infantry unit.

2.61 COASTAL ARMY

The Soviet **Coastal** unit is an amphibious unit with special sea movement capabilities if the optional Seapower rules are used (see: 15.5).

2.62 MOUNTAIN CORPS

The German *Mountain* unit fires **DF** in mountains.

2.63 SIEGE GUN CORPS

Beginning in the S'42 scenario, the German 54th Corps (deployed in the Rumania Army Group in S'41) has the 1st and 70th Heavy Mortar Regiments attached. It fires **Triple Fire** versus **Fortresses** in all weather after S'42. Replacement costs are unchanged, but it cannot be rebuilt if eliminated.

2.64 PARATROOP CORPS

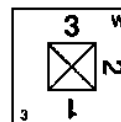
The Soviet Paratroop unit has special air movement and combat capabilities if the Paratroop rules are used (see: 14.0).

2.65 SS PANZER & MECH

German SS units (black labels) appear in the game in 1943. They have enhanced firepower: the SS Armor unit fires **TF**; the SS Mech unit fires **DF** offensively / **TF** defensively. They have normal building costs for their type.

2.66 SATELLITE UNITS

The German **Satellite** units (light gray labels) are *Restricted* in their movement until Odessa and Sevastopol are conquered (see: 16.13). Restriction applies *permanently* to any Satellite unit eliminated and rebuilt.



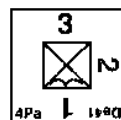
Soviet 3rd Army
West Military District
(Starts at 3cv)



German 53rd Motorized
Reinforcement - May '42
(Starts at 3cv)



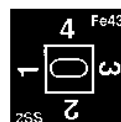
German Mountain Corps
Army Group South
(Starts at 4cv)



Soviet Paratroop Corps
Reinforcement - Dec '41
(Starts at 1cv)



Soviet Coastal Army
Starts in/adjacent Odessa
(Starts at 1cv)



German SS Panzer Corps
Reinforcement - Feb '43
(Starts at 4cv)

German SS Corps

Because of Hitler's favoritism, SS units always received the first, most, and best equipment. This is simulated by increasing the firepower of the two SS units, but keeping their building step cost the same as regular units.



German Siege Gun-
Army Group Rumania
(Starts at 3cv)

German Siege Gun

The 1st Heavy Mortar unit included huge rail-borne siege mortars. The largest, called Dora, had a caliber of 31", and could fire a four ton shell 18 miles. This gun had a crew of 1600.

Axis Satellites

Rumania, Hungary, and Italy all demonstrated a wisely limited appetite for offensive war in the East. After the huge losses of the first winter, Hitler prevailed upon their leaders for active participants in his crusade against Bolshevism. The proffered troops were slaughtered or captured at Stalingrad, and satellite troops played no further part in the east until their homelands were threatened.

3.1 SCENARIOS

3.11 SIX MONTH SCENARIOS

EastFront includes eight individual scenarios, each based on 6-month intervals of the overall war. Summer scenarios run from June through November; Winter scenarios run from December through May. Playing time is 4-6 hours, winter scenarios being shorter. At the end of *every* scenario, Victory conditions (17.0) are checked for a result.

3.12 ONE YEAR SCENARIOS

Two consecutive scenarios (Summer/Winter) equalizes the attacking and defending roles for both players. Playing time is 8-12 hours. Simply continue playing the game into the following scenario under the following conditions:

- Ignore starting forces and Startlines given for the next scenario. Instead, continue using current forces and positions.
- Note Reinforcements for the upcoming Scenario and place them on the Time Track in the month of their arrival.
- Note any changes in Basic Production PPs. Changes are shown by the bracketed PP number given. For example, [+10] means add 10 PPs to that player's Production Level.
- Note any changes in Air Firepower, and also scenario special rules that may apply.
- Do Production for the 1st month of the new scenario.
- Continue play into the new months, checking for Victory as usual at the scenario end.

3.13 EXTENDED GAMES

Due to the modular nature of EastFront scenarios, if a game ends in a Marginal Victory, or is just too interesting to quit, players can always continue the game by following the same procedure as for One Year games.

3.14 CAMPAIGN GAME

The full campaign can be played out. Play each Summer and Winter scenario in sequence, and observe the rules noted in 3.12. At the end of each scenario, players calculate Victory Points, and declare a game winner if a **Decisive Victory** (only) has been scored. Otherwise, continue play.

3.2 STARTING PLAY

3.21 INITIATIVE

Unless otherwise specified, in *Summer* scenarios the Germans set up first and move first, and in *Winter* the Soviets do the same. To save time, both players should deploy simultaneously, but the player setting up second gets the last adjustment.

3.22 STARTING FORCES

Consulting the scenario description, players select their starting forces from the available countermix. Starting Forces are specified by a number of units and a total CV for each unit-type. That is, if a scenario lists Armor: 12 units/38cv, the player can choose individual armor unit strengths, as long as there are 12 armor units totaling 38cv. Mountain, Coastal, and Siege Gun units are considered "Infantry" re Starting Forces.

Surplus units in the currently *available* countermix (ie., not future reinforcements) begin the scenario *eliminated* but available for rebuilding. Such units **are** counted against VP totals if not rebuilt.

Scenarios may list *Reinforcement* units that enter the game in a specific month. These should be placed on the correct month of the time track.

IMPORTANT: *in the first month of a game, Production is omitted because these PPs are already included in the Starting Forces given.*

3.23 STARTLINES

Startlines for each scenario (except Edelweiss) are printed on the mapboard. A mini-map included in the scenario description will direct you to the correct Startline. Note that some Startline segments are used for two or more campaigns; the label "S42-W42-S43", for example, means this segment is used for all three campaigns.

3.24 DEPLOYING FORCES

The hexes immediately east and west of the applicable Startline are the Soviet and German **Frontline** hexes, respectively. To begin a scenario, players must occupy each Frontline hex with *at least* one unit. Players may deploy additional forces in any **supplied** hexes desired, **except** that multiple HQs can never be deployed in the same hex **nor** in adjacent hexes. The **Barbarossa** (S'41) scenario has an optional historical deployment.

Scenario Recommendations

We recommend that new players familiarize themselves with the system by playing the "Edelweiss" introductory scenario, or **Winter '44** solitaire. The former uses only a few units and a small part of the board, but incorporates most of the rules concepts.

Two beginning players might also consider playing **Summer '43: Kursk**. It involves relatively equal forces and straight-forward strategies.

An experienced player teaching a beginner should play the Germans in **S'44**, or the Soviets in **S'41**. The rookie will get a lot of instant gratification, but the game will still be challenging for the veteran player.

4.1 GAME MONTH

Game scenarios are subdivided into six **Months** of play. Each Month begins with **Production**, followed by two **Fortnights** of play, each consisting of one **Player-Turn** per side.

4.2 PRODUCTION

Both players execute Production *simultaneously*, in the following order:

- Determine Production Level
- Add Replacement steps to units in play
- Build and deploy Cadres
- Deploy any Reinforcements

4.3 WEATHER ROLLS

On the Time Track (see map) Months are color-coded for weather (Dry, Snow, or Mud). Some months have variable weather. During these months, each **Fortnight** begins with a random weather roll (12.0). Weather affects initiative (who plays first in the Fortnight), command, movement, and combat.

4.4 PLAYER-TURN

The German player has the first Player-Turn in Dry or Mud weather. The Soviet player has the first Player-Turn in Snow weather.

The player taking a turn is termed the **Active Player**, the opponent is the **Passive Player**. Each Player-Turn is divided into **Phases** which must be played in sequence.

4.41 COMMAND PHASE

The Active player may **activate** (turn flat, face-up) and **Deploy** (move one hex within friendly territory) any number of HQs desired. HQs may be activated as **Blitz HQs**, committing them to an expenditure of 2 steps to command during second Blitz Movement and Blitz Combat phases in the current Player-Turn. Blitz HQs must be marked with a Blitz marker upon activation.

4.42 MOVEMENT PHASE

Any units within command range of an active HQ can move one to three hexes, depending on their speed and the terrain covered. Units not under command may **not** move. All movement must be completed before beginning the Combat Phase. Following movement, HQs may **Mobilize** (5.41) and **Deactivate**, or remain active for combat (5.42).

If the Supreme HQ is active, Strategic Rail or Sea Movement (6.53) may occur. The Supreme HQ may also command normal movement of units not otherwise under command (6.52).

4.43 COMBAT PHASE

At the Active Player's option, a round of combat **may** occur in any or all existing Battles. Combat **must** occur in all battles **initiated** this Movement Phase and in certain other situations. Battles **may** be fought outside the Command Range of any active HQ, but are fought as *Unsupported Combat*, only inflicting half losses on passive units, while suffering full losses from enemy fire.

Combat Round steps:

- The Active Player selects Airstrike hexes (combat required), *then* selects all Battles where combat is desired, indicated this by revealing the upright Defending units in those battles.
- Active Battles are resolved in any order (Active Player's choice).
- Active Player rolls for Airstrikes (if any). Losses are applied.
- Passive Player rolls for Defensive Fire. Losses are applied.
- Active Player rolls for Offensive Fire. Losses are applied.
- All active HQs (except Blitz HQs) are deactivated. Blitz HQs lose a step and remain activated for the Blitz phases to follow.

4.44 BLITZ MOVE PHASE

All units under command of a **Blitz HQ** (5.7) can move **again** up to their normal movement range (except those just moved strategically). The HQ itself may **not** move. Blitz Movement must be completed before beginning the Blitz Combat Phase. Blitz HQs may now Mobilize and Deactivate if desired.

4.45 BLITZ COMBAT PHASE

In battles within Command Range of an **active** Blitz HQ (5.7), another supported Combat Round can be resolved. Unsupported Combat **is** allowed in **any** battle during a Blitz Phase. After battles are resolved, Blitz HQs Deactivate in their *current* hex.

4.46 SUPPLY PHASE

The supply status of **enemy** units (only) is examined. Each unsupplied unit is **immediately** reduced by **one** step. *Friendly* units are not affected. See 10.0.

THE GAME MONTH PRODUCTION

- Determine Production Level
- Add Replacement steps to units in play
- Build and deploy Cadres
- Deploy any Reinforcements

FORTNIGHT I

- Weather Determination
- First Player-Turn (see below)
(German: Dry/Mud Soviet: Snow)
- Second Player-Turn

FORTNIGHT II

- Repeat Fortnight I Procedure

THE PLAYER-TURN COMMAND PHASE

- Activate HQs

MOVEMENT PHASE

- Move units under command
- Mobilize HQs (optional)

COMBAT PHASE

- Target Airstrikes
- Select Active Battles
- Resolve Each Active Battle
 - Offensive Airstrike
 - Defensive Fire
 - Offensive Fire
- Deactivate HQs (reduce Blitz HQs)

BLITZ MOVEMENT PHASE (if any)

- Repeat Movement Phase

BLITZ COMBAT PHASE (if any)

- Repeat Combat Phase

SUPPLY PHASE

- Paradrop Linkup check (if applicable)
- Enemy Supply Attrition

5.1 HEADQUARTERS

HQs are specialized units with the unique ability to mobilize friendly forces and support them in combat. The "strength" of HQ units is called **Command Value**, denoted in Roman numerals (e.g. III). HQs lose strength by exercising command (they can also take losses in combat), and can be rebuilt by production.

The Germans have 4 "Army Group" HQs, mostly with maximum CV of III. The Soviets have 5 "Front" HQs, mostly with maximum CV of II. Each side also has one Supreme HQ of III CV maximum (see below).

HQs move, defend hexes, and absorb combat losses like other units, but do not fire in normal ground combat. HQs can **never** voluntarily engage enemy units.

HQs have a "Ø" step. If an HQ falls to Ø strength, it remains in play with a Command Range of zero, meaning it can command only units located in its own hex. If it loses that step, it is eliminated but may be rebuilt as a "Ø" step cadre.

5.2 HQ ACTIVATION

During the *Command Phase*, the Active player may *activate* one, some, or all HQs by revealing them (tipping them forward, face-up). HQs engaged in Battle Hexes may activate normally.

Inactive HQs remain upright in hidden mode, and can move like any other unit if under command of another activated HQ.

NOTE: HQs may not activate if they move strategically (the movement is after the command phase).

5.21 DEPLOYING HQS

When activating, an HQ may *Deploy* (move one hex) but only into a *Friendly* hex (hex control as of the *beginning* of a Phase determines hex control throughout that Phase, see 8.0).

NOTE: HQs cannot Deploy in *Mud* weather. They can only activate in their current location.

Deploying HQs cannot Engage. Engaged HQs can Disengage when they deploy, but must take immediate Pursuit Fire if the deploy move is a Retreat (see 6.42).

Deploying HQs can temporarily overstack, but stacking limits must be observed when the current Movement Phase is completed.

5.3 COMMAND RANGE

Activated HQs have a *Command Range* (in hexes) equal to their **Command Value** (CV). Command Range cannot be traced through impassable hexes/hexsides or enemy-controlled hexes (hex control as determined at the beginning of a Phase, lasts throughout that phase). Only friendly units within Command Range (termed "*under command*") are able to move during a Movement Phase.

5.4 HQ ROLES

After commanding movement, active HQs may be used in either a **Mobile** or **Combat** role, depending on *when* they *deactivate*.

5.41 MOBILE HQS

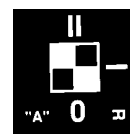
After commanding movement, **Mobile HQs** take their normal move of 1-2 hexes (this is in addition to the one hex moved to Deploy) and then Deactivate. Being deactivated during the Combat Phase, they cannot provide combat support.

5.42 COMBAT HQS

Combat HQs forego the option to mobilize. They remain active through the Combat Phase to provide Airpower and Combat Support to any units within their command range. Units without combat support fight at half-effectiveness (see: 7.4). After combat, Combat HQs deactivate in their current hex.

5.43 DEACTIVATING HQS

When an HQ has finished commanding, it is *Deactivated* by reducing it 1cv and returning to upright (hidden) mode.



GERMAN HQ UNIT

The Germans have fewer, but more powerful HQs than the Soviets.

Mobile HQs

Mobile HQs are most useful in retreats, exploitation, and general advances, where firepower is secondary.

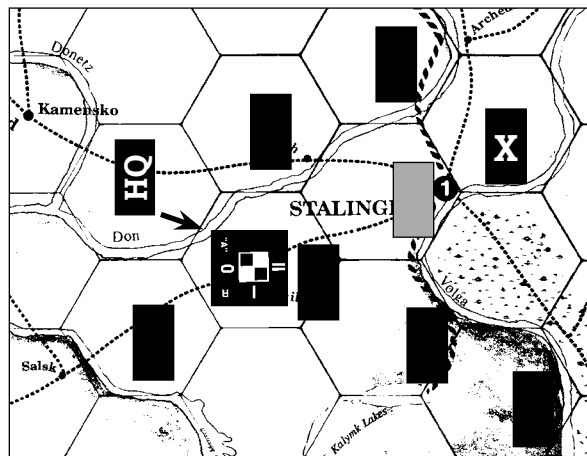
Combat HQs

Combat HQs are preferred in pitched battles where causing enemy casualties or obtaining a breakthrough is the object.

Combat HQs need not be the same HQs that commanded the movement of units. Any active HQ within command range of friendly units can provide combat support.

Activating Ø CV HQs

Activating an HQ Ø will automatically **eliminate** the HQ on deactivation. Given the high cost of rebuilding HQ cadres, only a desperate situation would warrant this tactic.



HQ ACTIVATION

The HQ II unit deploys 1 hex and activates. It has Command Range 2 hexes, commanding all units except Unit X (to which command is blocked by the enemy unit at Stalingrad). All friendly units under command may move. If the HQ doesn't mobilize, it will give combat support to all units within range.

5.5 HQ AIRPOWER

All HQs have an Airpower capability, equal to their current CV. During combat, each active HQ can conduct one *Airstrike* into an *Active Battle* within *Air Range* (equal to the HQs Command Range, but unaffected by terrain or hex control). See 13.0, *Airpower*, for details.

5.6 SUPREME HQS

Each side has one Supreme HQ (SHQ): **OKH** for the Axis, and **STAVKA** for the Soviets. They do not function like other HQs.

5.61 SUPREME MOVES

Supreme HQs have two Supreme Moves per CV, hence a SHQ III has **six (6) Supreme Moves**. These moves can be used to move units that are located *anywhere* on the mapboard or to move units *strategically* by Rail or Sea (see 6.5).

5.62 SHQ MOBILIZATION

After commanding movement, Supreme HQs may Mobilize or remain active to command an Airstrike. SHQs can mobilize using normal **or** strategic (rail or sea) movement (this does not count against their quota of "supreme moves"). Mobilizing a SHQ additional Rail or Sea moves is possible by reserving "supreme moves".

5.63 SHQ AIRSTRIKES

Supreme HQs that forego Mobilization can initiate a "Strategic Airstrike" at **double** Air Range. That is, a Supreme HQ III has Air Range of **six (6)** hexes. Airstrike firepower (13.15) is the same as other HQs.

5.64 SHQ COMBAT SUPPORT

Supreme HQs **cannot** provide combat support. Units they move must receive support from other Active HQs or fight *unsupported* in combat.

5.7 BLITZ COMMAND

An HQ can be activated for **Blitz Command**, identified with a Blitz HQ marker. Blitz HQs are *committed* to expending **two** steps in order to command a *second* movement and combat phase in the *same* Player-Turn.

A Blitz HQ functions like any other HQ, except it must remain active (no mobilization) throughout the first Movement and Combat phases, so as to be active for the upcoming Blitz phases.

IMPORTANT: *Supreme HQs cannot Blitz.*

After the first Movement and Combat Phases are completed, a Blitz HQ is reduced one step and the Blitz marker is removed. The HQ may not move at this time. It remains active at *reduced* strength to command during the **Blitz Movement Phase**. All units within its (now reduced) Command Range are eligible to move **again**.

Blitz HQs may Mobilize after Blitz Movement, or remain active to provide Airpower and Combat Support during a Blitz Combat Phase.

Unsupported Combat **is** allowed in **any** battle during a Blitz Phase (but at least one Blitz HQ must be activated for Blitz Phases to occur).

Blitz HQs are deactivated by reducing them a *second* step and returning them to upright (hidden) mode.

5.8 HQ DISRUPTION

In Mud weather, all HQs are *Disrupted*. In Snow weather, only **German HQs** are Disrupted.

Disrupted HQs function at one CV less than their actual value. That is, a disrupted HQ III has an effective Command Range of 2 hexes, and only 2cv of Airpower. A disrupted HQ Ø has no command ability at all.

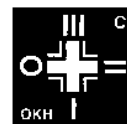
HQ Airpower

The attached Airpower of HQs gives them powerful offensive capability, but only when employed in a Combat Role.

Supreme HQs



Stavka



OKH

Supreme HQs are useful for commanding "oddball" movement of units in remote fronts or rear areas and are essential for strategic movement of units by rail or sea.

Blitzing

Blitz HQs allow any breakthroughs obtained in combat to be exploited before the opponent can react. If no breakthrough is obtained, a second combat phase may still be obtained, so all is not lost.

It is important to remember that while an HQ can be worn down rapidly (expending up to 4 command steps per month by Blitzing in each turn), it can only be rebuilt one step per month, like any other unit.

6.1 MOVEMENT PROCEDURE

All movement is commanded by activated HQs. All units *under command* (within Command Range of an active HQ) can move. Other units may **not** move, unless they are commanded by the Supreme HQ.

Units are moved individually, one hex at a time, for 1-3 hexes, depending on their *Speed*, weather conditions, and terrain crossed. All units except cavalry must stop upon entering a mountain or marsh hex.

Units can only move *once* per Movement Phase. Units that move strategically cannot move again during the Blitz Movement.

6.2 STACKING LIMITS

Any number of units may pass through a hex during movement, but the Stacking Limits below must be observed at the end of a movement phase.

Any number of units may also pass through a *hexside*, except when entering or leaving a Battle Hex.

6.2.1 TERRAIN STACKING

Terrain determines the stacking limit of a hex.

Clear: 4 units
Major City: 4 units
Forest: 4 units
Marsh: 3 units
Mountain: 2 units

In Battle Hexes, *both* players may occupy the hex up to the limits noted.

6.2.2 OVERSTACKING

Players may **not** voluntarily overstack hexes.

NOTE: HQs may temporarily overstack when deploying, as long as stacking limits are observed after movement

If a hex becomes overstacked at the end of Movement due to a *Repulse* (7.51), units in excess of stacking limits are *Unsupplied* (owner's choice of unit) during the Enemy Supply Phase.

6.3 ENGAGEMENT

6.3.1 ENGAGING

A unit that enters a hex containing enemy units is *Engaging*. Units that engage must **stop** movement in the hex. Units that enter a hex containing only enemy units are initiating a new battle, referred to as *Attacking*.

Attacking units should *not* be revealed as they engage. This means both Attacking and Defending units will be upright at the beginning of the Combat Phase, serving to identify this as a newly-initiated battle (which requires mandatory combat).

When the Active player merely moves additional units into an existing battle (hexside and stacking limits must be observed), combat is *not* mandatory.

6.3.2 DISENGAGING

Whenever a unit voluntarily leaves a Battle Hex by normal movement, it is *Disengaging*. Disengaging is never forced by combat (but see repulses, 7.51).

Disengaging units may only move from the Battle Hex directly into an adjacent *Friendly* hex, *never* into an Enemy hex or a Disputed hex. Units are then free to complete their move as usual except they may **never** re-engage enemy units that same Movement Phase.







If an engaged unit has no adjacent *Friendly* hexes to disengage into, it must remain in the Battle.

6.3.3 BATTLE HEXSIDES

There is a limit to the number of units that can enter or leave a Battle across the same hexside in one Movement Phase (there is no limit on movement across non-battle hexsides).

A maximum of **two** units may engage/disengage across a *Clear terrain hexside* per Movement Phase. Only **one** unit may engage/disengage across any other hexside terrain type in one Movement Phase.

Both engaging and disengaging contribute toward the hexside limits noted. That is, if a unit disengages through a forest hexside, no other unit can engage through the same hexside during that movement phase.

UNIT TYPE	SPEED		
	DRY	MUD	SNOW
	3	1	2
	3	1	2
	2	1	1
	3	2	2
	1	1	1
	2	1	1

Terrain & Movement

In most cases, hex terrain has no effect on the movement of units. Exceptions are Mountain and Marsh, where a unit (except cavalry) must stop even if the hex is not defended.

Hexside terrain has no effect except when a hex is defended, when hexside limits apply.

Disengaging

Units in combat are engaged and limited in their ability to disengage (leave the battle hex.)

Note that after a breakthrough and exploitation, for example, which leaves a friendly unit controlling hexes to the enemy rear, it may be possible to "disengage" units from an adjacent battle directly **forward** into such controlled hexes.

6.4 RETREATS

6.41 REARGUARDS

A player wishing to Disengage **all** friendly units from a battle must designate **one** unit as the *Rearguard*, which is then subject to *Pursuit Fire* from all enemy units in the battle.

The *Rearguard* must remain in the battle hex during movement, being placed **on top** of the enemy units to identify it as such. After **all** other friendly movement is completed, *Pursuit Fire* is made on the *Rearguard* by enemy units in the hex. The *Rearguard* (assuming it survives enemy pursuit) then Disengages and completes its movement normally.

NOTE: *at least one unit must remain in a battle throughout a Movement Phase to avoid a Retreat. Disengaging all units from a battle while Engaging with new units constitutes a Retreat and an Attack (newly-initiated battle with forced combat). This may also change who is the Original Defender in the Battle.*

6.42 PURSUIT FIRE

In *Pursuit Fire*, each pursuing unit rolls one die per CV, as for normal combat fire. However, the **Firepower** of a pursuing unit does not depend on its type, but on its *relative speed* (under current terrain and weather conditions) when compared to the *Rearguard* unit.

Faster pursuing units have Double Firepower (DF). **Equally-fast** pursuing units have Single Firepower (SF). **Slower** pursuing units do not fire at all. Each 'hit' scored reduces the unit by 1cv.

All defensive advantages due to terrain, such as Double Defense in Forests, apply to *pursuit fire* on the *Rearguard*. *Pursuit firepower* is not affected by Weather or Terrain.

Elimination of a *Rearguard* has no effect other than loss of the unit.

NOTE: *Complete all other movement before resolving pursuit fire die-roll.*

6.5 SUPREME COMMAND

6.51 SUPREME MOVES

Supreme HQs do not function like other HQs. They do not have Command Range, they cannot provide Combat Support, and they cannot Blitz.

Instead, activated SHQs have two (2) Supreme Moves per CV (e.g., a SHQ III has six such moves), which can be used to move friendly units that are located **anywhere** on the map. The commanded units need **not** be in supply.

6.52 SUPREME LAND MOVES

Supreme Moves can be used to command units to make **normal** land moves, including Engaging, Disengaging, and Retreating. As usual, each unit can only be moved **once** per Movement Phase, but units making Supreme land moves **can** move again during a Blitz Movement Phase if in Command Range of a Blitz HQ.

6.53 STRATEGIC MOVEMENT

Strategic Movement is special high-speed movement expending one or more Supreme Moves to move a unit by rail or sea.

- RAIL:** units can make one **Rail Move** of up to 10 hexes (9.2) per Supreme Move.
- SEA:** units can make one **Sea Move** within the same sea zone (15.2) per Supreme Move.

Units **can** make multiple Rail or Sea moves by expending one Supreme Move per Strategic Move, but Rail and Sea moves **cannot** be combined in the same Turn. Units moved strategically cannot move again that Turn (even under Blitz Command).

Units can **never** engage by Strategic Movement. They can disengage but not Retreat.

Rearguards

Armor, Mech, and Cavalry units are ideal rearguards, as their superior speed makes them relatively immune to *Pursuit Fire*. They also make ideal pursuers, for the same reason. In Mud, cavalry excels in pursuit.

Supreme Command

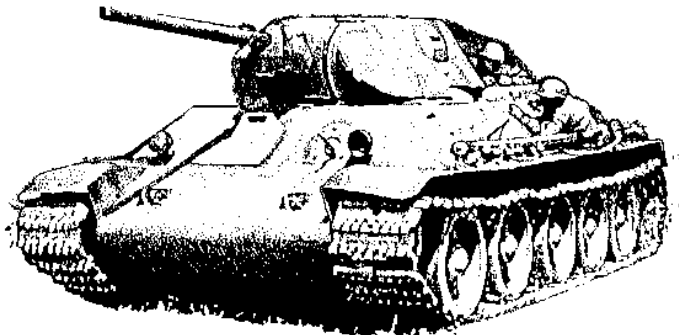
Supreme HQs may command units to move and attack by land movement, but remember they do not provide combat support to ground units (although they do have enhanced airpower range).

Supreme HQs can move Unsupplied units, even units that have been "pocketed". Normal HQs, unless they too are inside the same pocket, are usually unable to trace command to enveloped forces.

A die should be used to record the expenditure of Supreme Moves as they will often be intermixed with normal HQ moves during movement.

Strategic Movement

Commanding strategic movement twice per month (in both Fortnights) is possible but expensive. The Supreme HQ must be activated and reduced by 1cv each time, but can only be built up one step in the Production turn.



7.1 BATTLES

7.11 BATTLE HEXES

Battles begin when the Active player moves units into a hex containing only enemy units. This is termed **Attacking**. A hex containing friendly **and** enemy units is defined as a **Battle Hex**.

7.12 ORIGINAL ATTACKER & DEFENDER

The player who initiates a battle is termed the **Original Attacker** for as long as it lasts. The other player is the **Original Defender**. The distinction between Original Attacker and Original Defender is very important because the latter maintains control of a Battle Hex for supply and other purposes until Retreat or elimination. To maintain this distinction, units of the Original Defender are always turned upright in the Battle Hex after combat, while those of the Original Attacker always remain revealed (face-up).

7.13 ASSIGNING AIRSTRIKES

HQs have attached airpower (see: 13.0). At the beginning of a Combat Phase, each active HQ can assign one *Airstrike* to any battle within its *Air Range*. This must be done before battle activation (while the Original Defender is still upright and hidden). No more than **one** Airstrike can be allocated per Battle Hex per Combat Phase.

Airstrikes are allocated by placing an Airstrike marker in the desired Battle Hex. The marker must have the same value as the Airstrike CV.

7.14 ACTIVE BATTLES

Active Battles are those in which combat will occur this Combat Phase. The active player indicates which battles are active by tipping forward (face-up) all unrevealed units so that their current CV faces the opposing units (see diagram).

Generally, combat is **optional**. The Active Player may activate none, some, or all battles, keeping in mind that those fought beyond Command Range of an active HQ are *Unsupported Combat*. See: 7.4.

7.15 MANDATORY COMBAT

In three cases, combat is **mandatory**, and such battles **must** be activated and fought.

- New Battles:** where a new battle is initiated by an Attack during the preceding Movement Phase, at least one round of combat must be fought.

Such battles are automatically active. Moving new units into an existing battle does not force combat, but they must be revealed if they belong to the Original Attacker.

- Airstrike Battles:** allocating an Airstrike to a battle makes combat mandatory (friendly ground units must be present).
- Fortress Battles:** in Sevastopol or Leningrad, combat is mandatory for the Original Attacker (but optional for the Original Defender). Fortress battles must be activated every Player-Turn of the Original Attacker, even if this results in Unsupported Combat (no hits possible).

Exception: *Fortress combat is not mandatory during a Blitz Combat Phase.*

7.2 COMBAT ROUNDS

7.21 COMBAT RESOLUTION

A "round of combat" is executed in each *Active Battle*, on a battle-by-battle basis, in any order desired by the Active Player (north to south works well). After the Combat Round is completed, the Original Defender's units in that battle should be turned upright again.

7.22 SEQUENCE OF FIRE

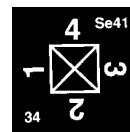
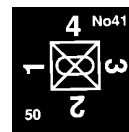
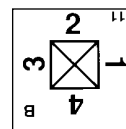
A round of combat is resolved as follows for each Active Battle:

- Active** player executes an *Airstrike* (if any), and losses are applied.
- Passive** player executes *Defensive Fire*, and losses are applied.
- Active** player executes *Offensive Fire*, and losses are applied.
- Original Defender's** units are returned upright, signaling the end of the Combat Round for that battle. The next Active Battle (if any) is then resolved.

7.23 COUNTER-ATTACKS

Battles can continue from one Player-Turn to another. Each Player-Turn, the Active Player can choose to Activate the battle or not. If the battle is activated, terrain benefits apply to the passive player for that Combat Round.

Exception: *Fortress Terrain benefits apply only to the Original Defender.*



ACTIVE BATTLE

Infantry 4cv and Mech 4cv engage an enemy Infantry 4cv unit.

Single Fire/Double Fire/Triple Fire

The terms *Single Fire*, *Double Fire* and *Triple Fire* are sometimes confusing. Firepower is **not** the number of dice rolled (unit cv determines this) but rather the die roll number(s) which cause **hits** (**SF** hits on **6**, **DF** hits on **5** and **6** and **TF** hits on **4**, **5** and **6**).

Attacking & Engaging

A clear distinction must be drawn between engaging and attacking. Units engage and disengage from **existing** battles. Attacking is starting a **new** battle.

Original Attacker & Defender

A clear distinction must be drawn between the *Original Attacker* and *Original Defender* and the "attacker" and "defender" in a combat round.

The Original Defender controls the Battle Hex (for command and supply purposes, etc.) throughout the battle.

When the Active Player, the Original Defender in a battle may wish to counterattack and initiate combat that Turn, but this gives the Original Attacker the benefits of Defensive Fire and terrain defense, as per 7.23.

For example, if the Original Defender in a Major City elects to activate a battle, the Original Attacker gets Defensive Double Fire **and** has Double Defense. The Original Defender has normal Offensive Fire and sacrifices the benefits of Double Defense for that Combat Round.

Extended Battles

Battles are usually not resolved in one Combat Round. They often extend over several Player Turns, even over several months. Players must learn to *manage* a succession of battles along the front over time, feeding reinforcements into critical battles, retreating before collapse occurs in others, keeping reserves to plug holes in the front, and counter-attacking where the enemy is weak.

7.3 COMBAT FIRE

7.31 EXECUTING FIRE

To execute Airstrike, Defensive, or Offensive Fire, each unit "fires" once, in any order desired by the owning player. To "fire" a unit, roll one die per CV (roll 3 dice for a 3cv unit). Depending on the unit's *Firepower*, certain numbers rolled will score "hits", reducing the CV of enemy units in the battle.

7.32 FIREPOWER

Units rated **SF** (Single Firepower) score "hits" on **6**. Infantry and Cavalry normally fire **SF**.

Units rated **DF** (Double Firepower) score "hits" on **5** and **6**. Armor and Shock normally fire **DF**. Hence a 3cv Armor unit rolls three (3) dice and **each 5 or 6** rolled would score one hit.

Terrain can modify a unit's Firepower. All units in Marshes fire just **SF** on Offensive Fire.

All units in Major Cities fire at least **DF** on Defensive Fire.

Mountain units always fire **DF** in Mountain terrain.

The **largest (only)** unit of the Original Defender in Fortresses has Triple Firepower (**TF** scoring hits on **4**, **5**, and **6**) on Defensive Fire.

Airstrike firepower can be **SF**, **DF**, or **TF**, depending on the side and scenario (see 13.15).

7.33 APPLYING LOSSES

For every "hit" scored, an enemy unit is normally reduced by one step (1cv). **Active** units in combat **always** apply full losses. Defending (passive) units in combat may only have to apply partial losses because of terrain and other benefits (see: 7.34, Double Defense).

Losses must be applied to the **strongest** (highest CV) units present at the instant of fire. The owning player may choose which of several units of equal CV will take a loss. When a 1cv unit (or Ø level HQ) takes a hit, it is eliminated and removed from play, but may be rebuilt as a Cadre during Production (11.0).

7.34 DOUBLE DEFENSE

In **Forest**, **Marsh**, or **Mountain** terrain, and in **Major Cities**, and in any terrain during **Mud** turns, defending (passive) units have *Double Defense*, meaning they take only a 1cv loss for every **two** hits scored in the Combat Round.

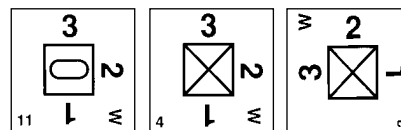
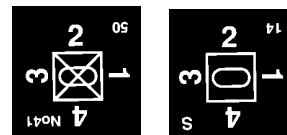
"Half-hits" carry over from Airstrikes to normal combat, and from one unit's fire to another within the *same* Combat Round. A unit which has taken a half-hit **must** take the *next* half-hit to complete it. Leftover half-hits at the end of a Combat Round are forfeit.

7.35 TRIPLE DEFENSE

In **Fortresses**, units of the Original Defender (only) have *Triple Defense* against *Airstrikes* and *Offensive Fire*. This means they take a 1cv loss for every **three** hits. A unit which has taken a third-hit **must** take the *next* third-hit until a full hit is applied. Leftover partial hits at the end of a Combat Round are forfeit. Triple Defense also occurs when defending units with Double Defense are attacked by units with Unsupported Combat (7.4).

Combat Example

A battle is initiated in Clear terrain between three defending Soviet units (Armor 3cv, Infantry 3cv, and Infantry 2cv) and two German units (Armor 4cv and Mech 4cv). Since this is a new battle, combat is mandatory.



Airstrike Combat

The German player has a 2cv Airstrike at TF. This is resolved first. Two dice are rolled, and assuming a roll of <3,5>, one hit is scored. The Soviet player must take that hit from a 3cv unit, and naturally chooses the 3cv Infantry which is reduced to 2cv.

Defensive Fire

The Soviet player now fires all three defending units. The Armor 3cv (DF) scores one hit <2,3,6>, and the two Infantry 2cv units score one hit <2,4> and <3,6>. The first hit is taken from the Mech 4cv, and the second from the Armor 4cv.

Offensive Fire

The German, who has combat support from an active HQ in range, now fires. The Armor 3cv scores two hits at DF <3,5,5> and the Mech 3cv misses at SF <3,4,5>. The first hit must be taken from the Soviet Armor 3cv (the strongest unit) and the second can be taken from any of the units which are all at 2cv.

This ends the combat phase. The three Soviet units (Armor 2cv, Infantry 2cv, and Infantry 1cv) are now turned upright to signify they are the Original Defenders.

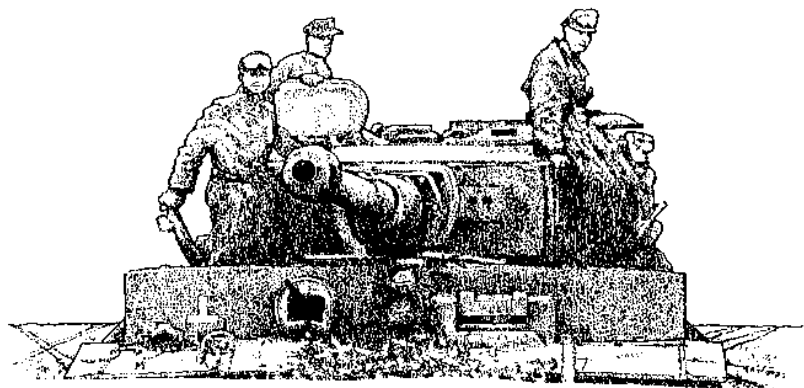
Double Defense

Only *passive* units in a Combat Round have the benefit of Double or Triple defense (when applicable).

Example: The German player initiates a battle for the city of Stalingrad. Combat is mandatory that round. The Soviet player has Defensive Fire and Double Defense. In the next Player-Turn, the Soviet player adds two more units to the hex and chooses to counter-attack. In this round, the German player has Defensive Fire and Double Defense (not the Soviet player).

Recording Half-Hits

A one-eighth rotation of a unit can serve to temporarily indicate a "half-hit" taken.



7.4 UNSUPPORTED COMBAT

During a Combat Phase the Active Player may elect to have combat in a battle outside the Command Range of an active HQ. This is termed **Unsupported Combat**. In such battles, defending (passive) units have Double Defense.

Unsupported Combat versus units which *already* have **Double Defense** results in **Triple Defense** for the defending (passive) units.

Unsupported Combat **is** allowed during a Blitz Combat Phase, and it is mandatory when Blitzing units **attack** outside command range.

Unsupported Offensive Combat against Fortresses is **ineffective**, but still mandatory. No offensive hits can be scored, but the largest defender still has **TF** for Defensive Fire.

IMPORTANT: A player can engage in *Unsupported Combat* without activating **any** HQs in a turn. Obviously, no movement can occur, but a round of unsupported combat in battles of the active player's choice is still possible and the supply status of enemy units is checked.

7.5 RIVER ASSAULTS

When **all** units attack (initiate a battle) across River hexsides, they are conducting a **River Assault**. In the initial combat round, *Repulse* is possible, forcing the "retreat" of one or more attacking units.

River Assault hexes should be marked during movement, so that a special procedure is followed in combat.

7.51 REPULSES

River Assaults are resolved during *Defensive Fire*. After any Airstrike is resolved, defending units fire and score hits normally, but each '1' or '2' rolled also **Repulses** one attacking unit, forcing it back across the river to the hex it engaged from. Repulses are *not* Retreats; no Pursuit Fire is made.

Repulses are applied to the **weakest** (lowest CV) attacking units (owners choice of equal-CV units). All "hits" are applied to non-repulsed attackers if possible. Non-repulsed attackers now execute Offensive Fire.

Repulse only applies to the **initial** Combat Round of a River Assault. Attacking units that are not repulsed form a **Bridgehead** and from that point on the battle is treated like any other.

Simultaneously attacking across river and non-river hexsides is **not** a River Assault, and there is no possibility of Repulse.

7.52 FROZEN RIVERS

In *Snow* weather, rivers freeze. Attacks across frozen rivers are not River Assaults and cannot be repulsed. However, the engagement limit of one unit per hexside still applies.

7.53 COMBINED ASSAULTS

Combined River and Air/Sea Assaults can be made *simultaneously* into one hex. In a Combined Assault, the **lowest** Repulse number applies to **all** assaulting units.

Combat Support

Combat support from an active HQ represents logistical support for the attacking units. Such things as artillery and air preparation, and adequate planning and supplies greatly enhance the effectiveness of offensive operations. Without combat support, the attacker can expect high losses for meagre results.

River Crossing (Example)

A player makes a River Assault across two river hexsides with a 3cv armor unit and a 4cv infantry. Defending is a 4cv infantry unit. After an Airstrike is conducted scoring one hit, the Defending (passive) player fires the (now) 3cv unit and rolls <1:4:6>, scoring one Hit and one Repulse. The weaker 3cv armor is repulsed, and the hit must be taken by the 4cv infantry. The (now) 3cv attacking infantry would then have Offensive Fire.

Combined Assaults

Example: a 3cv Para makes an Air Assault to support a River Assault by two infantry units of 4cv and 3cv. Normally, River Assaults are repulsed on '1' or '2', but since an Air Assault only involves repulse at '1', the lower repulse of '1' applies to all units. Assuming a defending infantry at 4cv, and a Defensive Fire roll of <6:1:5:2>, only one hit and one repulse are scored instead of one hit and two repulses. The repulse would be taken by the 3cv Para or 3cv Infantry (lowest CV unit of the attacker's choice) and the hit must be taken on the 4cv infantry (the strongest remaining unit).

Hence the attackers succeed in making a Bridgehead with two units when, without the Para support, both infantry units would have been repulsed.



8.1 HEX CONTROL

Hex control is determined at the **beginning** of each phase (Command, Movement, Combat, Supply, Production) and remains unchanged throughout that phase.

Hex control is determined by the *position* of units (and their ZOCs) at the start of a phase. Movement **through** a hex does not, in itself, affect its control (to gain control of a hex, units must be in the hex or exert a ZOC over it at the end of a phase, see 8.2).

8.2 ZONES OF CONTROL

Unengaged units have a *Zone of Control* (ZOC) which projects into *unoccupied adjacent* hexes. ZOCs do not extend across *rivers*, nor across impassable hexsides. **Unsupplied** and **Engaged** units have no ZOC.

8.3 HEX CONTROL STATUS

Hexes can be either *Friendly*, *Enemy*, or *Disputed*.

8.31 FRIENDLY HEXES

A hex occupied only by friendly units, or within the *undisputed* ZOC of friendly units. *Battle Hexes* are friendly to the *Original Defender*.

8.32 ENEMY HEXES

Defined as any hex that is "friendly" to an opponent.

8.33 DISPUTED HEXES

An *unoccupied* hex into which both sides exert a ZOC is **Disputed**.

8.34 PRIOR CONTROL

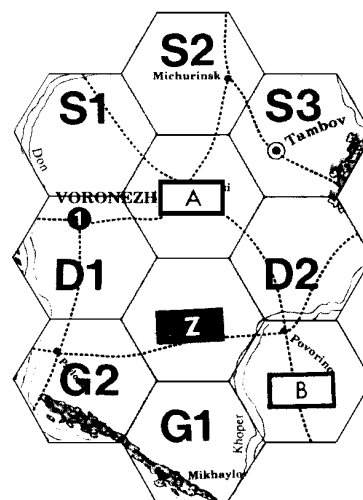
Unoccupied hexes not currently in any ZOC remain *Friendly* to the last side to control them. This rule requires memory, but its application is usually obvious in practice.

8.4 CONTROL EFFECTS

Hex control does not affect normal movement: units can move freely into and through *Disputed* hexes and **vacant** *Enemy* hexes. However, control of hexes has critical effects as follows:

- **Command:** HQs can *Deploy* only into *Friendly* hexes. Command Range can be traced through *Friendly* or *Disputed* hexes, never through *Enemy* hexes.
- **Disengagement:** units may only disengage directly into *Friendly* hexes.
- **Strategic Movement:** units can move strategically (by Rail or Sea) into/through *Friendly* hexes only.
- **Land Supply:** land supply lines can be traced through *Friendly* or *Disputed* hexes, but never through *Enemy* hexes.
- **Rail Lines:** rail lines can be traced through *Friendly* hexes, never through *Enemy* or *Disputed* hexes.

HEX CONTROL

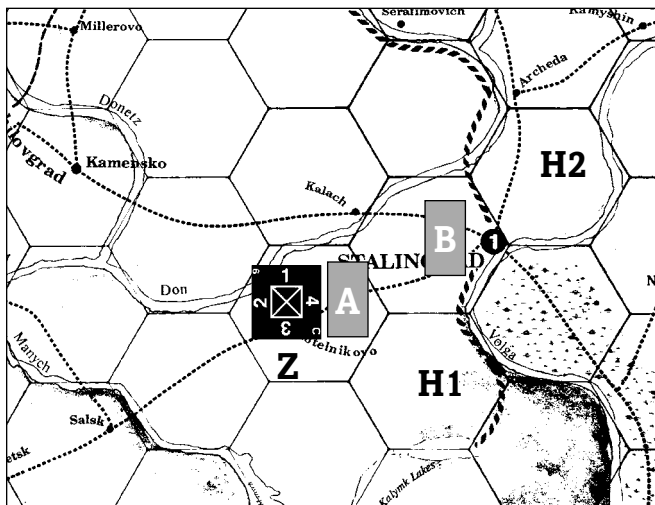


Hex Control

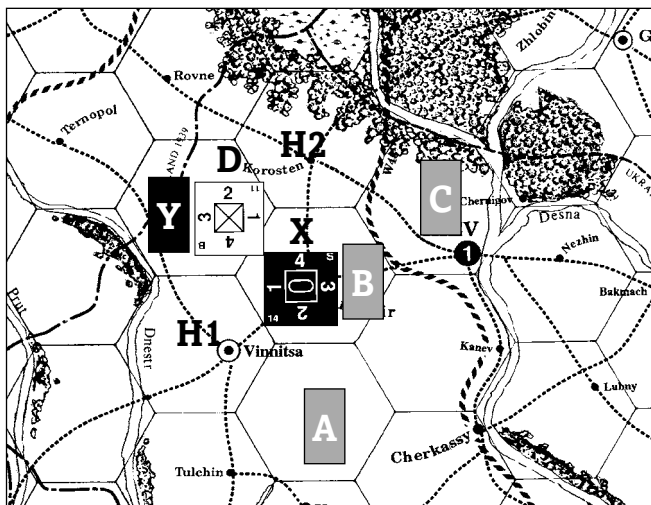
Soviet units A and B control their own hexes, as does German unit Z. Hexes S1, S2, and S3 lie within the ZOC of unit A and are *Friendly* to the Soviet player. Hexes D1 and D2 are *Disputed*, lying within the ZOCs of units A and Z. Hexes G1 and G2 are *Enemy* hexes (to the Soviet player) but *Friendly* to the German player. G3 is not a disputed hex because the ZOC of Soviet unit B does not extend across the river.

Command Range

Command Range can always be traced through any hex containing an upright *Friendly* unit or a *Friendly* ZOC.



Units A & Z are engaged and have no ZOC. Unit B at Stalingrad projects a ZOC into 2 adjacent hexes (H1, H2) but not across the rivers or into the occupied (battle) hex.



Units B and Y are the Original Defenders (upright) and control their battle hexes. Units B, D, X, and Y are engaged and have no ZOC. Units A and C control their own and all adjacent unoccupied hexes (except those across rivers). Unit B can disengage into any adjacent hex except Y. Unit X can't disengage. If unit D is absent, unit Y would have a ZOC and H1 and H2 would be *disputed* but X still could not disengage there.

9.1 RAIL LINES

9.11 RAIL ENTRY HEXES

Defined as a hex where a Rail Line enters the map on a map edge. Rail Entry hexes are labeled "A" through "W".

Errata: rail entry "M" should be one hex south of map location.

9.12 RAIL LINE CONTROL

A Rail Line is **friendly** as far as it extends *within friendly territory* from an *Ultimate Supply Source* (sidebar). Rail Lines are blocked by *Enemy* or *Disputed* hexes. In cases of doubt, the **Railhead**, or furthest extension of a friendly Rail Line, may be marked with a *Railhead Marker* at the beginning of any phase.

Friendly Rail Lines may be traced **into friendly** Battle Hexes. They may never be traced *through* Battle Hexes.

9.2 RAIL MOVEMENT

Rail Movement is a form of Strategic Movement, possible only when the Supreme HQ is active. Each Rail Move expends one *Supreme Move*, see 6.5.

9.21 RAIL MOVES

A Rail Move consists of moving one unit on a friendly Rail Line ten (10) or less hexes along friendly Rail Lines. Units can make multiple Rail Moves (to move further than 10 hexes), but each Rail Move expends one Supreme Move.

Units cannot move strategically and normally in the same movement phase. Hence, to make a Rail Move, a unit must begin the movement phase located in a rail hex, move only through friendly rail hexes, and end its move in a friendly rail hex.

NOTE: *units cannot engage by Rail Movement.*

9.22 RAIL DISENGAGEMENTS

Although units cannot Engage, they **can** Disengage by Rail Move from a **friendly** Battle Hex (friendly rail lines do not extend into enemy Battle hexes). Disengagements by rail **do** count against the normal hexside limits. A **Rearguard** unit can **never** Retreat by Rail Move.

9.3 RAIL/SEA SUPPLY

A hex is in *Rail/Sea Supply* when a friendly Rail Line runs **into** the hex. Remember that Rail Lines do run into (but not through) friendly Battle Hexes.

Rail/Sea Supply can also extend across seas between friendly ports (see 15.3).

Cities and Resource Centers require *Rail/Sea Supply* to produce.

9.4 RAIL HEADS

Rail Head markers may be placed at the beginning of any phase to clarify Rail Line control.

Rail Supply

A city in isolation cannot effectively produce war materials. Equipping a combat unit requires a large variety of products and/or resources, supplied in quantity, and usually from multiple sources.

Kerch Straits

Note that a Rail Line does not traverse the Kerch Straits, hence Rail Supply and/or Rail Movement across the straits is impossible.

MAP RAIL CLARIFICATIONS

Tulchin-Uman RR (North of Odessa) does not enter Tulchin NE1.

ULTIMATE SUPPLY SOURCES

GERMANY: West Map Edge Exit Zones.

SOVIET: East Map Edge and South Map Edge Exit Zones. (If Germany captures Baku the South Map Edge is no longer a Soviet Ultimate Supply source.)

If the **VolgaFront** map is used, its East Map Edge is the **only** home map edge for the Soviet player (Caucasus units must trace supply via the Caspian Sea).

10.1 SUPPLY STATUS

Units in play are either *Supplied* or *Unsupplied*. To be **Supplied**, a unit must be able to trace a *Land Supply Line* to friendly *Rail/Sea Supply* at the **beginning of the** Supply Check. Units that cannot do so are **Unsupplied**.

10.2 SUPPLY CHECK

The supply status of a unit is determined during the *enemy* Supply Phase and **continues unchanged** until the next enemy Supply Phase (in effect, Supplied units carry enough supplies with them to last until the next supply check).

10.3 LAND SUPPLY LINES

Land Supply Lines connect a unit to friendly *Rail/Sea Supply*. They can be no more than **two (2)** hexes in length. Land Supply Lines can be traced through *Friendly* hexes (including friendly battle hexes) or *Disputed* hexes. They cannot be traced through *Enemy* hexes nor through impassable terrain.

10.4 SUPPLY ATTRITION

During the Supply Check (*friendly* Supply Phase), **each Enemy** unit determined to have no Land Supply Line becomes Unsupplied and **immediately** loses one step.

10.5 FORTRESS SUPPLY

Fortresses provide *Fortress Supply* to the **largest** defending unit (**Original Defender** only). The owner may choose which of equally strong (cv) units receive Fortress Supply.

Units with Fortress Supply are not subject to Supply Attrition. Steps **cannot** be added to units dependent on Fortress Supply during Production.

Any additional unsupplied units in the Fortress suffer normal supply attrition.

LAKE SUPPLY: Two Soviet units defending Leningrad can receive Fortress Supply, provided the Soviets have Rail Supply to the shore of Lake Ladoga at Volkhov NE1.

10.6 BEACHHEAD SUPPLY

BeachHeads deployed following Amphibious invasions can also provide a limited Supply Source, even when engaged in *offensive* Battles. See 15.52.

Supply Status

Because Supply Status is only evaluated once per Fortnight (enemy Supply Phase) and remains constant otherwise, being Supplied is **not** the same as having a Supply Line.

Hence a Supplied unit can cut loose from its Supply Line yet maintain Supplied status (has ZOC, no attrition) for a considerable time, right through the friendly Turn and most of the next enemy Turn (until the Supply Check). Thus, supplied units can use their ZOCs to disrupt enemy Supply or Rail lines even when they have no Supply Line of their own!

Contrarily, an Unsupplied unit regaining a Supply Line does not regain Supplied status until the next Supply Check.

Production: to add replacement steps, a unit must have a Supply Line at that time (a special Supply Check must be made to confirm this).

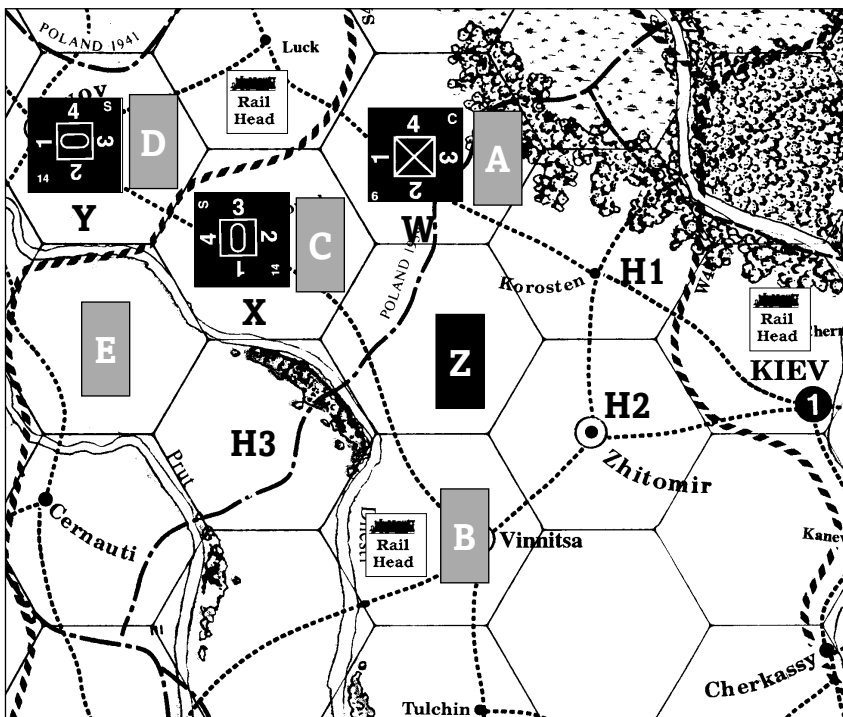
Land Supply Lines

Land Supply Lines can always be traced through hexes with upright friendly units, and through unoccupied hexes in a friendly ZOC.

Supply Attrition

Active units which move to an unsupplied location to cut enemy supply lines are not immediately hurt, but enemy units unsupplied by this maneuver do suffer immediate attrition.

Players must be wary of situations where a few active units can envelop and pocket a large number of passive units, inflicting serious losses on the "bagged" units before they can respond.



SUPPLY EXAMPLE

Germans have just moved, advancing unit Z from Cernauti to cut Soviet rail communications through H1 and H2. The Soviet Rail Heads are now at Kiev and Vinnitsa. H1 is a German controlled hex (Soviet unit A is engaged and has no ZOC), H2 is a disputed hex (within the ZOCs of unit Z and unit B), and H3 is a Soviet hex (unit Z has no ZOC across the River Dniester).

Soviet units C and E can trace supply through H3 to the Vinnitsa Rail Head.

Unit D is too far away and is unsupplied. Unit A cannot trace a supply line to either railhead and is also unsupplied. Both units will lose one step during the upcoming German Supply Phase.

German units W, X, and Y are obviously supplied, being adjacent to their Rail Head. at Luck. Unit Z is unable to trace a supply line through the Soviet defensive battles to Luck. However, since supply is only checked for enemy units, this unit remains supplied until next Soviet Supply Phase.

11.1 PRODUCTION PHASE

At the beginning of each month (except when beginning a game) players independently and simultaneously conduct the *Production Phase*:

- Determine Production Level
- Add Replacement Steps to units in play
- Build and deploy Cadres
- Deploy Reinforcements (if any)

11.2 PRODUCTION LEVEL

Production Level is the sum of Basic, City, and Resource Production. The initial Production Level for each side is noted in each scenario. As production centers are captured or lost, the current *Production Level* should be adjusted to reflect the change on the Production Track (on map). Two markers for each side, labeled "10" and "1", are used to record Production Levels.

11.21 BASIC PPs

Both sides receive Basic (automatic) Production each month, which represents off-board production. Basic Production changes from one scenario to another, as noted on the Basic Production Chart. Basic PPs decrease when Home Exit Zones are enemy occupied (see:16.2).

11.22 CITY PPs

Major Cities have a production value, (the white number inside the black dot) representing the number of PPs they produce every month. To produce PPs, a Production City must be in *Rail/Sea Supply* (see: 9.3). Cities that are embattled (but still in rail/sea supply) can produce.

11.23 RESOURCE PPs

Controlled Resource Centers (oil or pick symbols) also produce PPs each month. They also may be embattled, but must be in *Rail/Sea Supply* to produce.

For the resource-starved German economy, Resource Centers produce double their rated amount. Hence, Ploesti, an oil center rated at "4" PPs per month, actually produces 8 PPs per month for the German player.

11.3 PRODUCTION POINTS (PPs)

Each month players receive Production Points (PPs) equal to their current Production Level.

PPs are expended to build up the CV of units (including HQs), either by adding *Replacement* steps to units in play, or by rebuilding eliminated units into *Cadres*. PPs unused in Production are forfeit.

Simultaneous Production

Simultaneous production speeds play and promotes a desirable level of misinformation – with both players building at once, they can pay only limited attention to what the opponent is doing.

Production Sequence

The production sequence insures that replacement steps cannot immediately be added to newly rebuilt cadres or arriving reinforcements.

Basic Production

Soviet industry relocated to the Urals was mostly back into production by Winter, 1942. German war production increased through 1943, due to Albert Speer's nationalization of the German war economy, but fell thereafter due to the Allied bombing campaign.

Economic Data

The production values in *EastFront* are based on *The Economic Geography of the USSR*, an English translation of a Soviet university textbook written in 1937. It gives incredibly detailed information on the production of Soviet cities at that time.

In assigning PP values, extra weight was given to iron and steel, metallurgy, energy, and chemical production. The greatest weight was given to ferro-alloy and machinery production.

BASIC PRODUCTION CHART (PPs)

Scenario	S41	W41	S42	W42	S43	W43	S44	W44
Soviet	12	18	24	32	32	32	32	32
German	40	40	50	50	60	60	50	40

11.4 BUILDING UNITS

11.41 REPLACEMENTS

During Production, players may add **one step** to any *unengaged* units on the map, provided they have a Land **Supply Line** (or Rail/Sea) at that time.

Replacements **cannot** be added to new cadres or reinforcements in the same month they appear.

NOTE: A maximum of 1 SS step may be rebuilt per month.

11.42 CADRES

During Production, Cadres (1cv units) may be formed from eliminated units. The PP cost of a cadre is noted in the Cadre column on the **Unit Cost Chart**.

Note: Once eliminated, Axis Satellite units are **Restricted** to their respective countries for the remainder of the game (the Italian 8 Army unit cannot be rebuilt at all as it is restricted to offmap Italy).

If the German 54th Corps (Infantry) is rebuilt it no longer fires **TF** vs Fortresses.

HQ cadres are treated like other units, except their lowest step is "Ø". Hence, building an eliminated HQ cadre costs 20 PPs, and each additional step is 10 PPs. German HQ costs increase in certain conditions.

11.43 REPLACEMENT COSTS

See: *Unit Cost Chart*.

11.5 REINFORCEMENTS

Reinforcements are new units scheduled to enter the game as noted in each scenario. When the scheduled Production month arrives, they are deployed on the map as noted in 11.6.

11.51 ADVANCED ARRIVAL

The arrival **month** of a reinforcement unit may be advanced one month (per Production) either by reducing it 1cv or by paying its cadre cost in PPs.

11.52 DISBANDING UNITS

During Production players may voluntarily eliminate friendly units. These are unavailable for rebuilding until the next Production.

11.6 DEPLOYING CADRES & REINFORCEMENTS

New cadres and scheduled reinforcements may arrive in any *Home Cities* (1.44) that are in *Rail/Sea Supply*, but not embattled.









A maximum of **one** new unit per Production can arrive in a Minor City, and **two** units per Major City.

One new unit may also be deployed in each Rail Entry hex and Exit Zone on a home mapedge (unless enemy units occupy the corresponding exit zone).

NOTE: Reinforcements with an arrival date for the **first** month of a scenario must be deployed as above during the initial scenario deployment.

See also 16.27 for deployment of cadres in exit zones.

UNIT COST CHART (PPs)

UNIT TYPE	GERMAN		SOVIET	
	STEP	CADRE	STEP	CADRE
	8	12	4	8
	6	9	3	6
	4	6	2	4
	•	•	3	6
	•	•	3	6
	5	8	•	•
	•	•	6	12
	10 ¹	20 ¹	10	20

1. German HQ costs increase under certain circumstances.

Replacements

Units can only rebuild one step per month because it takes time [training] as well as equipment to build a combat unit.

Cadre Costs

Higher cadre costs reflect the price of having a unit completely destroyed in combat. It is much easier to rebuild a unit when its infrastructure (organization, support services, leaders, etc.) remains intact. German cadres are cheaper (relative to step cost) reflecting their superior training and leadership.



12.1 WEATHER

DETERMINATION

On the Time Track (mapboard), all Months are color-coded for weather (*Dry*, *Snow*, or *Mud*). The Summer months of June, July, August, and September always have **Dry** weather. The Winter months of December, January, and February always have **Snow** weather. April is always **Mud** weather.

The months of October, November, March, and May have variable weather. During these months, each **Turn** begins with a Weather die roll. Each player rolls one die; the sum of the dice (even or odd) determines the weather for the upcoming Turn, as indicated in the Weather Table. The weather is re-rolled for the second Turn of the month, and may change.

12.2 WEATHER EFFECTS

12.21 INITIATIVE

The German player has the first Player-Turn in Dry and Mud weather Turns. The Soviet player has the first Player-Turn in Snow weather.

12.22 HQ DISRUPTION

Disrupted HQs effectively command at one level below their nominal Command Value.

MUD: all German and Soviet HQs are **Disrupted** (see 5.8). HQs may not **Deploy** one hex to activate.

SNOW: all German HQs (only) are Disrupted. HQs may Deploy.

12.23 UNIT MOBILITY

MUD: reduces all unit speeds to 1 hex per Movement Phase (except Cavalry, which can move 2 hexes).

SNOW: reduces all unit speeds by 1 hex per Movement Phase (except Shock which remains at 1).

12.24 TERRAIN

MUD: Marsh terrain rules (including hexside limits) apply in Clear and Forest terrain (except stacking remains unchanged at 4).

All units fire **SF offensively** during mud in **all** hexes (**exceptions:** Airpower and Siege Guns).

Airstrike Firepower is **not** affected by **Mud** weather.

SNOW: apply Forest terrain rules to all Marsh terrain (except stacking remains unchanged at 3). Snow also freezes rivers, canceling repulses for River Assaults (though the hexside limit remains 1).

WEATHER TABLE

MONTH	DRY	MUD	SNOW
OCT	EVEN	ODD	•
NOV	•	ODD	EVEN
MAR	•	ODD	EVEN
MAY	EVEN	ODD	•

Weather Fate

Using the weather roll system, neither player can affect the weather result: it is pure fate.

Weather Sense

When the weather changes to Snow, the Soviets get 2 Player-Turns in a row. When the weather changes from Snow to Mud, the Germans get two Player-Turns in a row. This double turn for one player can produce a calamity for an unprepared player, just as it almost did for the Germans at Moscow in 1941. Be prepared!

Stacking Considerations

Terrain changes due to weather do **not** reduce stacking limits.



13.1 HQ AIRPOWER

HQs have attached airpower resources. During Combat, each activated HQ may conduct one Airstrike in a Battle within *Air Range*. Airpower cannot attack enemy air power, and ground units cannot fire back at Airstrikes.

13.11 AIR RANGE

Air Range is equal to Command Range, except that it is not interrupted by enemy-controlled hexes or impassable terrain.

Supreme HQs active during Combat can initiate a *Strategic Airstrike* at **double** Air Range. That is, a Supreme HQ III has an Air Range of six (6) hexes. Airstrike CV (13.14) remains unchanged.

13.12 AIRSTRIKE CV

The CV of the commanding HQ determines the strength of the Airstrike. One die is rolled per HQ CV. A HQ's airpower may not be divided into multiple Airstrikes.

13.13 TARGETING

Airstrikes can only be made in Battles that will be fought this Combat Phase. Only **one** Airstrike may be applied to any one Battle per Combat Phase.

All Airstrikes must be allocated *before* defending units in any battle are revealed and combat begins. Place one Airstrike marker of the same strength as the active HQ in the designated battle hex. That is, given an HQ II, place an Airstrike "2" marker in the Battle Hex.

13.14 AIR FIREPOWER

The Airstrike firepower (**SF**, **DF**, or **TF**) depends on the period of the war (scenario), becoming stronger for the Soviets as time goes on, and weaker for the Germans.

Marsh terrain and *mud* weather **do not affect** Airstrike Firepower (but Double Defense does apply).

13.15 EXECUTING AIRSTRIKES

Airstrikes are executed before Defensive fire. One die is rolled per Airstrike CV.

"Hits" are scored based on the current Airstrike Firepower (SF, DF, or TF), and are immediately applied to the passive units in the hex. All terrain and weather defensive benefits (such as double defense in Forest) apply. Partial "hits" from Airstrikes carry forward to normal land combat,

NOTE: *Because Air Range can traverse enemy controlled hexes, Airstrikes can be made into battles that are fought as Unsupported Combat. As with attacks by ground units, such airstrikes are only half-effective.*

13.17 AIRPOWER DISRUPTION

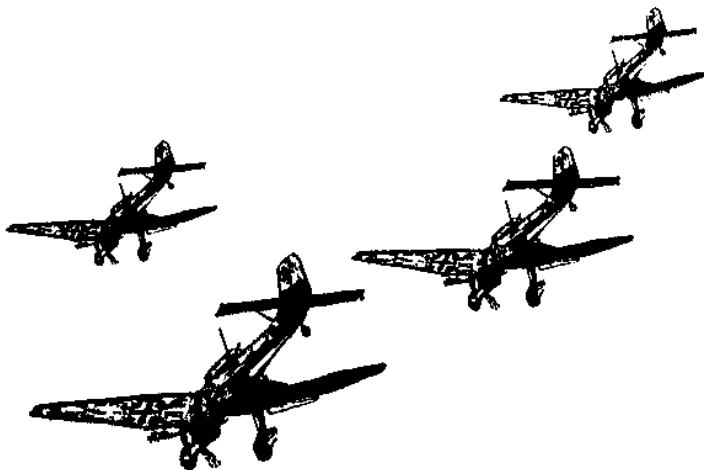
Soviet and German HQs are Disrupted (5.8) under certain conditions. HQ Disruption reduces HQ CV (and hence Air Range and Airstrike cv) by one, but Air Firepower (SF, etc) is unchanged.

AIR FIREPOWER

SCENARIO	GERMAN	SOVIET
S 41	TF	SF
W 41	DF	SF
S 42	DF	SF
W 42	DF	DF
S 43	DF	DF
W 43	SF	DF
S 44	SF	TF
W 44	NONE	TF

Air Range

Air range declines with HQ CV because the ability to deliver effective airpower at a given range is more a function of logistics and support than flight range.



14.1 PARATROOPS

The Soviet parachute corps has *Paradrop* capability. First available as a December 1941 reinforcement, it begins all later scenarios **eliminated** but available for rebuilding.

14.2 PARADROP HQs

Any Soviet HQ may command a Paradrop by expending **all** of its command ability (including airpower) for that Player-Turn. A Paradrop HQ marker should be used to identify the commanding HQ. The Paradrop HQ may **not** Deploy and must already be located in the same hex as the Para unit. A Paradrop HQ may not Blitz.

14.3 PARADROP HEXES

During the Movement Phase, the Para unit may airdrop into any hex (except Mountain) within normal Air Range of the Paradrop HQ.

NOTE: when a Paradrop is commanded by the STAVKA HQ, Air Range is doubled.

14.4 AIR ASSAULTS

A Paradrop into an enemy-occupied hex, if this is a new battle, is defined as an **Air Assault**. These are treated just like River Assaults (7.5) except that the Para is only Repulsed with a die-roll of 1. If Repulsed, the Para unit must take an automatic 1cv step loss (plus any normal losses from defensive fire) and return to the hex it came from.

Paradrops into **existing** battles, or in combination with normal (non-assault) ground attacks, are not Air Assaults (no repulse).



14.41 COMBINED ASSAULTS

When a Paradrop is combined with a River and/or Sea Assault, the Repulse on **all** assaulting units is reduced to 1. See: 7.53.

14.5 PARA COMBAT

Paras on the ground move and fight like normal infantry, except they have SF on Offensive Fire, and DF on Defensive Fire. Paras receive no combat support from their Paradrop HQ, but can receive support from another active Combat HQ to which they can trace command.

14.6 PARADROP LINKUP

The Para unit is *Dispersed* (place face down to indicate this) when airdropped, meaning it does not alter control of any hex, including the hex it occupies. Dispersal lasts throughout the Player-Turn of the paradrop until the **friendly** Supply Phase. Dispersal does **not** affect Para combat, but dispersed paras cannot move (e.g., Blitz Movement).

At the *beginning* of the **friendly** Supply Phase (before **enemy** units are checked for supply) the **Linkup** status of the Para unit is checked (this is the only time a *friendly* unit is checked).

During the *Paradrop Linkup* check, dispersed Paras in a *friendly* hex, or in a hex with other friendly units or their ZOCs have achieved **Linkup**. Linkup allows the para to survive and recover from dispersion. The *Linkup* units **may** themselves be out of supply.

If Linkup occurs, the para recovers from Dispersal and regains normal control over its hex and a **ZOC** into adjacent hexes. If not, the Para unit is **eliminated**.

Linkup is the **only** way for a para unit to survive an airdrop. Note that getting supply for the paradropped unit is **not** the issue. For example, dropping into a port behind enemy lines is **not** sufficient to obtain Linkup since the para does **not** take control of the port.



Soviet Paratroops

Para Repulse

Only 20-30% of a para corps is normally landed by parachute. The parachutists job is to secure airfields to allow the balance of the corps to land in gliders and air transports. A Para repulse indicates the initial wave fails to secure the necessary airfields and the operation is canceled. The 1cv hit upon Repulse reflects loss of the Paras already on the ground.

Combined Assaults

Paradrops are useful for supporting River and Sea Assaults because they minimize repulse fire for all assaulting units, plus they add an extra unit to the assault, thereby reducing the chance of total repulse.

Para Dispersal

Because of dispersal, Paras do not alter hex control on the turn they airdrop (which might otherwise allow a Blitzing unit to disengage 'forward' into a Paradrop hex), nor do they cut enemy rail lines or supply lines, unless they have linked up with other friendly units by the end of the Turn.

Para Linkup

Para units are notoriously light on logistics, especially heavy weapons and ammunition. Dropping paratroops into advanced positions to disrupt the enemy, hoping to establish a linkup (on a blitz move or with a simultaneous sea invasion), is a risky venture.

15.1 SEA CONTROL

Each sea area has a Control port. Only when the Control port is friendly can a player move, supply, or invade by sea. Control ports are noted on the map with a solid black anchor symbol. Major ports are noted below in **bold**.

- Baltic Sea:** controlled by **Danzig**. Other Baltic ports are Königsberg, Memel, and Ventspils.
- Gulf of Finland:** controlled by **Leningrad**. Another port is Tallinn.
- Gulf of Riga [new]:** See sidebar for boundary lines. Controlled by Riga. Another port is Ventspils.
- Western Black Sea:** controlled by Sevastopol. Other ports are Varna, Constanza, **Odessa**, and Nikolaev.
- Eastern Black Sea:** controlled by Batumi. Other ports are Sevastopol, Kerch, and Novorossiysk [the Black Sea boundary should go *into* the Sevastopol hex].
- Sea of Azov:** controlled by Rostov. Other ports are Mariupol and Kerch. **Simferopol**, Perekop, and Perekop NW1 cannot be invaded by sea (shoals).
- Caspian Sea:** controlled by Baku (Exit Zone M). Other ports are Astrakhan and Marach Kala (port symbols missing from the map).
- Kerch Straits:** Sea Movement, Sea Supply, and Sea Invasions through the Kerch Straits are prohibited if either adjacent land hex is enemy-controlled.

Note: Kerch and Sevastopol both adjoin two sea areas.

15.2 SEA MOVEMENT

Sea Movement (like Rail Movement) is Strategic Movement, only possible when the Supreme HQ is activated. A player may make one Sea Move per Supreme Move.

Units already located in a friendly port can Sea Move across one or more **controlled**, adjoining sea areas to another friendly port (not embattled). Each sea area crossed expends one Sea Move.

Units cannot **Engage** by Sea Movement. They may **Disengage**, but not **Retreat** (but see 15.6).

15.21 PORT CAPACITY

The capacity of minor ports is **1**, meaning only one unit can enter, or one unit can leave per Player-Turn via Sea Movement. Major port capacity is **2**.

15.3 SEA SUPPLY

Sea Supply lines between *friendly* ports connect friendly Rail Lines across *controlled* seas. Hence, a friendly Rail Line can lead to a friendly port, then via Sea Supply Line to another friendly port, then via another Rail Line to a home mapedge.

The term *Rail/Sea Supply* means rail supply including such sea connection. Production sources require Rail/Sea Supply to produce.

15.31 SIEGE SEA SUPPLY

Sea Supply Lines, like Rail Lines, may be traced into *but not through* a friendly Battle Hex. Hence, a Sea Supply Line terminates at an engaged port.

Engaged ports can only support one unit, at 1cv maximum and the normal 2 hex land supply line is cut. Units defending Sevastopol and Leningrad receive Fortress Supply (10.5) **instead** of Siege Supply.

15.4 SEA INVASIONS

Sea Invasions allow movement from a port across *controlled*. Sea Areas to **any** coastal hex (not just into a friendly port). Invasions are **not** Strategic Movement, requiring a dedicated HQ expenditure.

15.41 INVASION COMMAND

During the Command Phase, a player may activate one or more HQs for Sea Invasion. **Invasion HQs** must be in a port at the start of the Command Phase (they may not Deploy there), and should be marked with an Invasion HQ marker.

Each Invasion HQ commands the movement of one *infantry-type* unit from the HQ port to **any** coastal hex (except Mountain or Marsh hexes) within the same Sea Area. The Invasion HQ can command no other movement, but can provide Combat Support to battles within Command Range (which is traceable across sea hexes/hexsides *only* for Invasion HQs) and Airstrikes.

Invasion HQs can **Blitz**, allowing them to invade a second unit in the invasion port into the same or another invasion hex. A Blitz Invasion HQ may not elect to command normally in the Blitz phase, but must command as an Invasion HQ throughout the Player-Turn.

IMPORTANT: Invasions to hexes beyond the Command Range of the Invasion HQ are possible, but any battle would be unsupported combat and no airpower support could be provided.

SeaPower

Sea Power has a minor effect in EastFront, although the Soviets did make modest sea landings in the Crimea in 1943, and the Germans sea supplied the isolated Army Group North in the Courland Peninsula for some time in 1944-45.

These rules are a simplified version of the more complex Seapower system in our companion game, **WestFront** (which rules may also be used if desired).

Germany had control of the Baltic Sea (except within the Gulf of Finland) throughout the war. The Soviet Black Sea Fleet was based in Sevastopol, but retired to Batumi when this fortress was taken by the Germans in 1942.

Sea Movement

Example 1: The Soviets control Sevastopol, Rostov, and Batumi. With STAVKA activated, a Soviet unit in Odessa sea-moves to Rostov. This counts as three Sea Moves since three sea areas are crossed.

Example 2: The Germans wish to move one unit from Danzig to Leningrad by strategic movement, but there is no direct rail link. They control the Baltic Sea and, by occupying Leningrad, the Gulf of Finland. They choose to move via sea across the two controlled seas to Leningrad (two sea moves). Landing a unit at Leningrad would **not** be possible if this hex was engaged by the Soviets.

Sea Supply

Example 1: The Germans control Sevastopol and Rostov. German units have crossed the Kerch Straits into Novorossiysk. They can trace a Land Supply line to the railhead at Kerch, but they cannot trace a Sea Supply Line from Kerch to Novorossiysk because they do not control the Eastern Black Sea.

Example 2: The Germans begin W'44 with 8 units isolated (no overland supply line) in the Courland Peninsula W of Riga. Since they still control Danzig, they control the Baltic Sea, and can trace Sea Supply to the port of Ventspils.

Gulf of Riga

A new sea area has been added to the map. Draw boundary line as shown below.



15.42 INVASION LIMITS

Sea Invasions are not allowed into Mountains or Marshes, past uncontrolled straits, nor into *shoals* (Simferopol, Perekop, Perekop NW1 from within the Sea of Azov).

Although multiple simultaneous Sea Invasions are possible (each commanded by a separate Invasion HQ), only **one** unit can Sea Invade a *defended* coastal hex per Movement Phase (simultaneous ground attacks/Paradrops are allowed.) *Undefended* hexes may be Sea Invaded by more than one unit. Until a port is captured, additional units can only be brought ashore by further Sea Invasions. Once a port has been captured, and is not embattled, units can be landed more efficiently by strategic *Sea Movement*.

15.43 SEA ASSAULTS

Sea Invasions that initiate battles are **Sea Assaults** and subject to **Repulse**, as for River and Para Assaults. During the first round of Defensive Fire, one invading unit is repulsed for each a die roll of **1 or 2** (in addition to combat hits scored). A repulsed unit must return to its embarkation port. All for River Assaults, a simultaneous ground attack across a non-river hexside eliminates Repulse, and a Combined Assault (7.53) by Paratroop reduces Repulse to **1**.

Note: the Soviet Coastal Army is only repulsed on a roll of **1**.

15.5 COASTAL ARMY

The Soviet Coastal Army is an amphibious unit, with enhanced marine ability. It can have an associated **Beachhead** (BH), which can serve as a supply source in the invaded hex, and can Retreat via **Sea Evacuation** with a pursuit speed of "2".

NOTE: Unlike *WestFront* amphibious units, the Soviet Coastal Army does not receive DF firepower on its BH.

15.51 BEACHHEADS

When the Coastal Army lands by Sea Invasion, its associated BH marker may be deployed in the invaded hex (even if it is an enemy Battle Hex) during any subsequent Soviet *Supply Phase*.

The BH can only be deployed if it has "Ready" status. Beginning with **W'41**, it begins every scenario in "Prep" status (face-down). During Production, it can be converted to "Ready" status (face-up) at a cost of **10 PPs**. If eliminated, the BH can be raised to "Prep" status for **10 PPs**.

Provided it is **not** embattled, a deployed BH functions as a temporary minor port. One unit can Sea Move into or out, and Sea Invasions can be launched from a BH hex. However, Rail Lines can **never** be traced to a BH.

Once deployed, the BH may not be moved. It may be voluntarily disbanded and reduced to "Prep" status during Production, but cannot be made Ready in that same Production. If enemy units enter the BH hex with no friendly units present, it is eliminated.

15.52 BEACHHEAD SUPPLY

The BH provides supply to all Soviet units in its hex (even if an enemy battle hex). If the the BH hex is friendly (even if embattled), units in all adjacent hexes can trace supply to the BH provided

Units dependent on BH Supply may receive replacements during Production (not if engaged), but at **double** their normal step cost.

15.6 SEA EVACUATIONS

Sea Evacuation is the reverse of Invasion. A unit (engaged or unengaged) can move by sea from any coastal hex to a friendly port, commanded by an "Invasion HQ" in the target port. If Retreating, the unit takes Pursuit Fire based on a speed of '1' (the Soviet Coastal Army has a retreat speed of '2').

16.0 STRATEGIC OBJECTIVES

16.1 STRATEGIC OBJECTIVES

Capturing these objectives can have political, economic, or military effects.

16.11 RUMANIAN SURRENDER

With the Red Army rapidly advancing on Bucharest in 1944, Rumania switched sides and her army blocked the Iron Gates and other mountain passes to the west, trapping the German 6th Army.

RESULT: Soviet **control** of Bucharest results in Rumania suing for peace. Rumanian units are eliminated and may not be rebuilt.

A spare 1cv Soviet infantry unit is placed in Bucharest to reflect Rumanian recruits. All Rumanian territory (if not in a German ZOC), and Exit Zones I and J (if unoccupied) become Soviet controlled. This may result in German supply attrition. German recapture of Bucharest cancels the effect.

Sea Invasions

Example: The Soviets control Sevastopol, thus controlling the Western Black Sea. A Soviet HQ II and infantry army are located in Sevastopol. The HQ is activated as an Invasion HQ and the army is moved by sea to invade Constanza which is Axis controlled but currently undefended.

By capturing a port, the Soviets have established a Sea Supply Line, so Constanza (and any rail lines emanating from it) becomes a Soviet supply source, posing a serious threat to Bucharest and Ploesti oil.

Sea Assaults

Example: The Soviets control Batumi, and have an HQ II and an army in Novorossiysk. The Germans occupy Sevastopol, Kerch, and Simferopol.

Rather than attack Kerch across the straits in a "River" assault, the Soviets (rashly) elect to invade Simferopol by sea. The airstrike from their Invasion HQ scores a hit on the defending German army, reducing it to 2cv. The German unit conducts Defensive Fire and rolls <1,6>, scoring one repulse and one hit. The Soviet army loses a step and returns to Novorossiysk (where the commanding general is promptly shot).

Beachheads

Units that invade non-port hexes without a BH are unsupplied until a normal land supply line can be established to them. Until then they will be subject to normal supply attrition during the enemy Supply Phase.

Sea Evacuations

A Sea Evacuation is the only way to Disengage or Retreat from a **non-port** coastal hex. In a friendly port, normal Sea Movement can be used to Disengage, but a Sea Evacuation is necessary to **Retreat**. Sea Evacuation is required to both Disengage and Retreat from an **enemy** port, but only the latter involves pursuit fire.

Soviet Coastal Army

In May 1942, this amphibious unit escaped relatively unscathed by sea from an embattled and isolated Odessa to Sevastopol. This unit has a speed of '2' when retreating by Sea Evacuation.

16.12 PLOESTI OIL

Germany's *Achilles' Heel* was petroleum and roughly 40% of her oil production came from Ploesti. After its overrun by the Soviets in September 1944, the fuel situation deteriorated rapidly, affecting especially the Luftwaffe.

RESULT: If Germany does not control Ploesti (or loses rail supply to it), German HQ step costs are +5 PPs and HQ cadres +10 PPs.

16.13 ODESSA/SEVASTOPOL

Hitler placed a high priority on the reduction of Sevastopol, the strongest fortress in the world and the main base for the Soviet Black Sea Fleet. He feared an air and/or seaborne attack into Rumania against the crucial Ploesti oil fields. Considerable garrison forces were allocated to defend against this threat.

RESULT: German capture of **Odessa** releases the *3rd Rumanian Army* (only) from Restriction (must remain within one hex of *Rumania 1939*).

German capture of **Sevastopol** releases the *other* three Axis Satellite units from their Restriction of remaining within one hex of their home countries (Italian 8th Army may appear as a reinforcement). If Sevastopol **or** Odessa is recaptured by the Soviets, **all** Satellite units are again Restricted (units outside their restricted areas are unsupplied).

16.2 EXIT ZONES

Rail Entry hexes (REs) are red-lettered map-edge hexes where rail lines exit the map.

Exit Zones (EZs) are abstract off-map play areas considered to be 2 hexes from each Rail Entry hex. They are clear terrain and occupy the same front as their connecting RE hex.

Exit Zones have a stacking of 4 units. A maximum of two (2) units can engage an EZ from an adjacent RE/EZ in a single Movement phase.

16.21 EXIT ZONE CONTROL

If vacant, *Home* Exit Zones (those along *Home Mapedges*, see sidebar) are friendly to that player.

If a Home Exit Zone is **solely** occupied by enemy forces, control switches to that player. If embattled, the **Original Defender** retains control.

ZOCs do not extend into or out of Exit Zones.

16.22 EXIT ZONE COMMAND

To activate in an Exit Zone, HQs must be located in the Exit Zone at the beginning of the Command Phase (they cannot *Deploy* into or out of Exit Zones).

A 1cv HQ can command movement and support combat only in its own Exit Zone. A 2cv or 3cv HQ can also command units in **both** adjacent Exit Zones. HQs at 2cv or 3cv in Rail Entry hexes **can** trace command into the corresponding EZ, and vice-versa.

Exit Zone HQs can activate as a Blitz HQs to command Blitz Movement and Combat Phases. Active Exit Zone HQs can assign airstrikes to Exit Zone battles within Command Range.

HQs **can** Mobilize into adjacent Exit Zones or Rail **Entry** hexes (if they forego combat support and an airstrike).

16.23 EXIT ZONE MOVEMENT

Units can enter or leave an Exit Zone for one normal land move regardless of unit type, commanded by **any** HQ in range (or the SHQ). Weather and terrain have no effect on EZ movement.

Units can never combine Exit Moves with on-board movement (except by rail, see 16.24 below).

Units may Engage or Disengage by *Exit Move*. Pursuit Fire applies to Retreats as normal. As usual, units cannot disengage and re-engage on the same move. **Exception:** units may **always** Exit Move between Home Exit Zones, even if both are engaged).

Important: HQs **may** engage into Exit Zones.

16.24 EXIT RAIL MOVES

Exit Rail Moves allow rapid off-board rail movement between Exit Zones and/or Rail Entry hexes. Exit Rail Moves **may** be combined with normal on-map Rail Moves. EZs are two (2) Rail hexes distant from adjacent REs & EZs. Onboard rail movement can continue off-map (and vice-versa) counting rail hexes in this manner. Units cannot Engage by Exit Rail Movement. Disengaging (but not retreating) by rail is permitted.

Important: Units can Exit Rail Move "around" (through) enemy-occupied **Home** EZs. Exit Rail Moves are not possible between EZs on different mapedges.

Exit Zones

Exit Zones simulate the extension of the fighting front off the map, and eliminate the "edge-of-the-world" syndrome that affects play near map edges.

This situation is most likely to occur in S'42 (when the Germans threatened to penetrate deep into Russia), S'44 (when the Soviets overran Rumania) or W'44 (when Poland fell).

Exit moves can be used to Attack enemy occupied Exit Zones. Contesting enemy control of an Exit Zone is voluntary, but remember this not only reduces current Production, but also seriously affects Victory since current Production Levels are a key component of Victory Conditions.

Home Mapedges

The East and South mapedges are *home mapedges* to the Soviet player, the West mapedge is friendly to the German player, and the North mapedge is Neutral (unfriendly to both).

VolgaFront

A **VolgaFront** module, including an extension map and rules for play in this region, is available from **Columbia Games**. Exit Zones on the East mapedge are ignored when this map is in play.

WestFront

Our companion **WestFront** game similarly eliminates the need for Exit Zones for the West mapedge.

Exit Zone Rules Changes

Please note the changes to Exit Zones. Supreme Command is no longer required to make Exit Moves or move from EZ to EZ.

A normal land move of 1-3 hexes is all that is needed to move from Exit Zone to Exit Zone or Rail Entry Hex. For example, even a slow moving Shock unit can move from Ivanovo to Exit Zone T or from T to an adjacent Exit Zone. However a faster unit such as Cavalry or Armor still cannot move from Yaroslavl to Ivanovo and continue offmap; the unit must begin the movement phase in Ivanovo.

Because Exit Zones are 2 hexes from their corresponding rail entry hex and 2 hexes apart (i.e. one intervening hex), the abilities of a 2cv and 3cv HQ are very similar. However, airstrike CV still varies according to HQ CV.

16.25 EXIT ZONE COMBAT

When an Exit Zone is contested, combat may occur, but combat is **never** mandatory (even when attacking).

Exit Zone HQs need not (but may) take combat hits unless no other friendly units remain in the Exit Zone.

Battles may be fought Unsupported if no Exit Zone HQ commands.

16.26 EXIT ZONE SUPPLY

Units occupying Home Exit Zones are always *Supplied*, even if the zone itself is enemy controlled.

Otherwise, units in an Exit Zone must trace Rail Supply, either through the corresponding Rail Entry hex (remember that Rail Supply **cannot** be traced through Battle Hexes) or via an adjacent Exit Zone (must be friendly controlled).

Unsupplied units are subject to normal supply attrition.

16.27 EZ REPLACEMENTS

Replacement steps may be added to units occupying Exit Zones, provided they have a supply line. Normal step costs apply unless the EZ is embattled in which case steps cost **double**. During Production, one new Reinforcement or Cadre may arrive in each **Home Exit Zone** (unless enemy controlled).

16.28 EXIT ZONE VPs

For Victory purposes (see 17.0) units of both sides occupying Exit Zones are **not** considered to be eliminated.

16.3 EXIT ZONE PPs

When a *Home Exit Zone* is **enemy** controlled, a player's Basic Production is modified as noted in 16.31 through 16.35.

Important: If the enemy has captured a Home Exit Zone, contesting it with at least 1 unit **halves** the number of PPs lost (except for Baku oil where the full effect is **always** applied).

16.31 FINNISH FRONT

German **control** of Exit Zone W increases German production by **2PPs** for Finnish support. German control of Exit Zone V, decreases Soviet production by **2PPs** for severing the Murmansk railway.

NOTE: *The Soviets cannot enter either Exit Zone W or V.*

16.32 VOLGA FRONT

German **control** of Exit Zones U through N reduces Soviet production by **2PPs** each. The Germans do not receive any additional PPs for themselves.

16.33 BALKAN FRONT

Soviet **control** of Exit Zones F through J reduces German production by **2PPs** each. The Soviets do not receive any additional PPs for themselves.

16.34 BALTIC FRONT

Soviet **control** of Exit Zones A through E reduces German production by **6PPs** each. The Soviets do not receive any additional PPs for themselves.

16.35 CAUCASUS FRONT

German **control** of either Exit Zone L or M implies capture of Baku, reducing Soviet Production by **10PPs.**, and increasing German Production by **20PPs.**

Also, the South mapedge is no longer a *Home mapedge* to the Soviets if Baku is German controlled (the Soviets can only re-enter zones L or M from the north).

The Germans have no sea capability in the Caspian Sea.

Exit Zone PPs

Example: the German player moves one Infantry unit into a vacant Exit Zone "O" near Stalingrad. This reduces Soviet Production by 2PPs. The Soviet player moves units to contest the zone in the next Player-Turn. Since the German unit is now the Original Defender, control remains with that player. Only by eliminating or forcing the German unit to vacate the zone can those 2PPs be recovered.

Contesting (attacking) a captured exit zone, halves the effect.

Finnish Front

The Finns (not represented in the game) avenged their defeat in the Winter War 1939-40 by attacking into Russia and reclaiming only ceded territory. Despite German pressure to press their advantage, the Finns declined to attack Leningrad from the north and refused to sever the Murmansk railway. Lend-Lease materials, especially trucks and army rations, poured down the railway, contributing about 5% to Russia's war effort. Only direct German intervention could have altered this situation.

The Volga Front

East of the map lie the Volga Basin cities of Gorky, Kuibyshev (the provisional capital), Kazan, and Saratov. These contained the bulk of Russia's off-map industry at the outbreak of the war.

The Balkan Front

A Soviet breakthrough in the West occurred on this front in September 1944 after Rumania surrendered. The Red Army continued west and north through the Balkans and by the end of November had captured Belgrade and were just a few miles short of Budapest.

The Baltic Front

West of the Vistula lies German Silesia and Pomerania, largely unprotected by defensive barriers. A Soviet breakthrough in this front would threaten Berlin (only 3 hexes off-map to the west), and seriously hamper German supply to the east.

The Caucasus Front

Baku produced 76% of Soviet oil [1937], and Soviet pre-war oil production dwarfed German by 4:1! German occupation of the Trans-Caucasus region might also have resulted in Turkey joining the Axis, enabling a subsequent Turko-German advance into Persia and Iraq (Britain's oil supply). Hitler's attraction to the Caucasus was not irrational, just over-ambitious.

17.1 VICTORY POINTS

At the end of a scenario, victory is determined by tabulating Victory Points (VPs). Each side determines its Victory Points by the following procedure:

1. Note the current Production Level (in PPs).
2. Add 2 VPs for every friendly HQ CV in play. Subtract 4 VPs for every eliminated HQ.
3. The Germans subtract 2 VPs for every eliminated German (or Satellite) unit, and 1 VP for every Restricted Satellite unit (2 VPs for the Italian 8th army since it is effectively eliminated). Also subtract 1 VP for each unsupplied friendly unit.

The Soviets subtract 1 VP for every eliminated Soviet unit.

NOTE: Scenarios after S'41 may begin with some units eliminated (i.e., those not in Starting Forces, nor future Reinforcements). If not rebuilt during play, these units **do** count as eliminated re Victory.

4. Add/Subtract the scenario handicap to the German player.

17.2 HANDICAPS

For each scenario a Handicap is provided for the German player, either positive or negative. For example, Barbarossa (S41) gives a handicap of -40, and S'44 gives one of +50. Add/subtract the given handicap to **German** VPs then compare the net total with the Soviet player.

17.3 VICTORY LEVELS

The Victory Level (Decisive, Major, Marginal, or Draw) is based on the **difference** between the two adjusted VP Totals, as noted on the Victory Level Table.

- **Decisive Victory** is of immediate war-winning significance.
- **Major Victory** is probably enough to eventually win the war.
- **Marginal Victory** would give a significant, but not necessarily permanent advantage to that side.

17.31 TOURNAMENT POINTS

In Tournament play where a series of games is rated, the value of each result is given under TPs.

Victory Levels

VP Differential	Result	TPs
0-5	Draw	1/1
6-15	Marginal	2
16-25	Major	3
26+	Decisive	5

Who's Winning The War?

The victory conditions deliberately depend partially on factors not known precisely to the players, namely the number of HQ steps each player has in play. Players can never be exactly sure what they need to win, only what will help.

Victory Levels

We recommended that draws and even Marginal Victory games be continued into the next scenario.

Victory Example (Barbarossa)

Soviet player has a Production Level of 50, six HQs with total CV of 6, and 10 eliminated units.

$$\text{VPs: } 50 + 12 - 10 = 52$$

German player has a Production Level of 70, five HQs with total CV of 9, and one eliminated unit.

$$\text{VPs: } 70 + 18 - 2 = 86$$

With a handicap of -40 in this scenario, the net German VPs are:

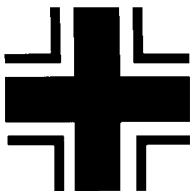
$$86 - 40 = 46$$

The VP difference between the two sides is therefore 6 in favor of the Soviet player. This translates into a **Marginal** Soviet Victory (2 TPs).

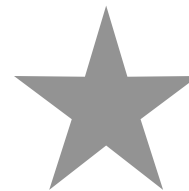
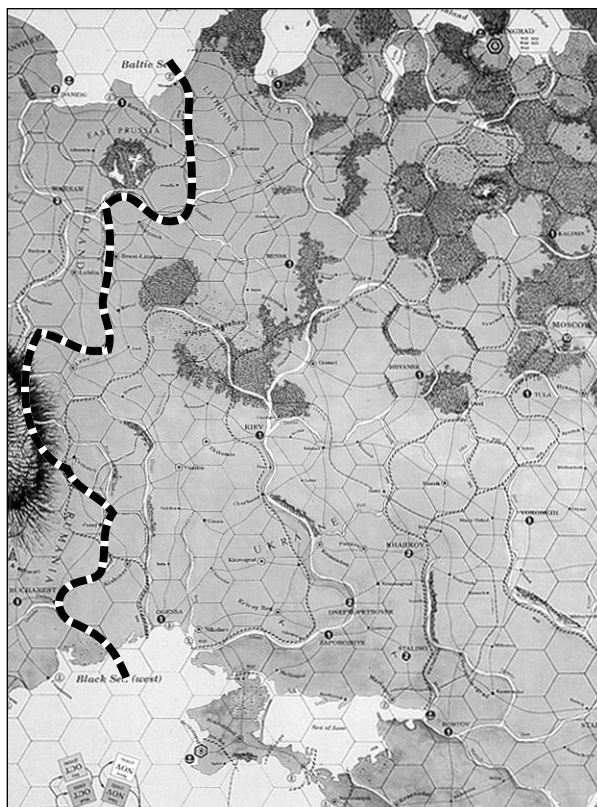




Summer '41 BARBAROSSA The Invasion of Russia



GERMAN	UNITS	CV
HQs	5	13
ARMOR	10	37
MECH	1	3
INFANTRY	25	94
SATELLITE	2	6
PRODUCTION	54	
AIR POWER	TF	
HANDICAP	-40	



SOVIET	UNITS	CV
HQs	6	13
ARMOR	7	14
MECH	7	14
INFANTRY	30	76
SHOCK	0	•
CAVALRY	4	4
PRODUCTION	64	
AIR POWER	SF	

GERMAN REINFORCEMENTS		
JUL '41	40 PZR Cps	ARMOR 4
AUG '41	42 Cps	INFANTRY 4
SEP '41	34 Cps	INFANTRY 4
OCT '41	59 Cps*	INFANTRY 4
Nov '41	50 MOT Cps	MECH 4
*MISLABELED AS 35 Cps		

SOVIET REINFORCEMENTS		
Nov '41	1ST SHOCK	SHOCK 4
Nov '41	2ND SHOCK	SHOCK 4

S'41 SPECIAL RULES

1A) HISTORICAL DEPLOYMENT OPTION

See *Order of Battle* (next pages).

1B) FREE DEPLOYMENT OPTION

SOVIETS: Deploy **first** (move second). Deploy all Military District units in Frontline hexes. The balance of Soviet forces may be deployed at will, except that every Major city must contain at least one unit, Leningrad at least two units, and Moscow at least three units.

GERMANS: Deploy **second** (move first) west of the Startline. All Frontline hexes must be occupied. Only one HQ can be deployed in Rumania (not OKH) and no forces can set-up in Hungary.

2) LATE START

Each side only gets **ONE** Player-Turn in June 1941.

3) GERMAN SURPRISE

All Soviet HQs are **Disrupted** during June, 1941 (which has one turn only). Also, German river assaults are **not** subject to repulse (but the hexside engagement limit of one unit still applies).

4) HUNGARY

Neither player may deploy in or enter Hungary in this Scenario.

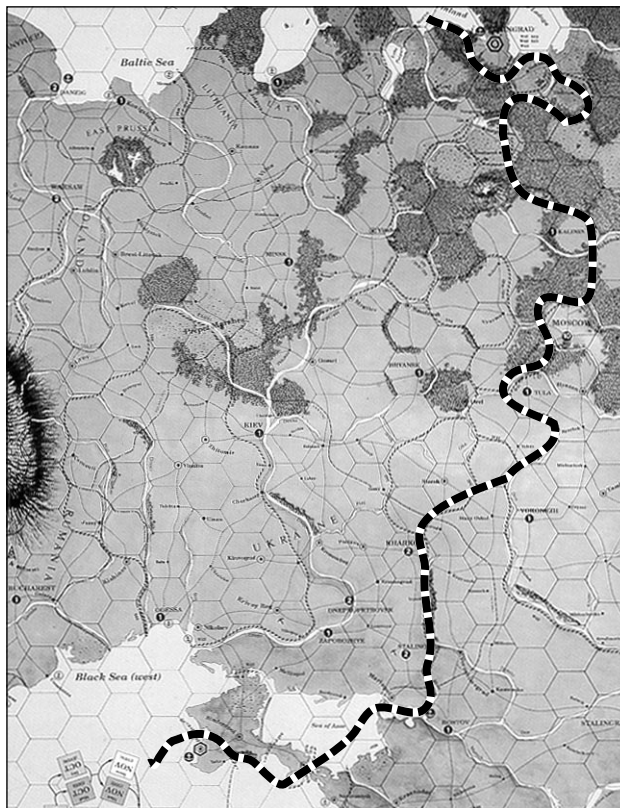
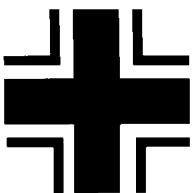
S'41 SCENARIO NOTES

Barbarossa is an unstable scenario, and probably the most difficult for beginners to play, particularly on the Soviet side. With HQs disrupted, the Soviet initial deployment is critical (its initial reaction should be thought out). Even with a good setup, the Soviet frontline army will usually be mauled. Although this will be demoralizing, the Soviet aces (cheap units and winter) are still in hand.

Map Errata: Baltic MD has three frontline hexes. Move the boundary between the Baltic and West Military Districts (red hash-mark) south one hex to include hex north of Grodno.



Winter '41 OPERATION 'TYPHOON' The Moscow Counter-Offensive



GERMAN	UNITS	CV
HQs	5	10
ARMOR	11	30
MECH	2	6
INFANTRY	27	96
SATELLITE	2	5
PRODUCT	71	[+0]
AIR POWER	DF	
HANDICAP	-30	

SOVIET	UNITS	CV
HQs	6	10
ARMOR	1	2
MECH	2	4
INFANTRY	28	76
SHOCK	2	8
CAVALRY	4	12
PRODUCTION	49	[+6]
AIR POWER	SF	

GERMAN REINFORCEMENTS		
JAN '42	51 CPS	INFANTRY 3
MAR '42	23 CPS	INFANTRY 3
MAY '42	53 MOT CPS	MECH 3

SOVIET REINFORCEMENTS		
DEC '41*	3RD SHOCK	SHOCK 4
DEC '41*	4TH SHOCK	SHOCK 4
DEC '41*	4 PARA CPS	PARA 1
APR '42	1 GDS TANK	Gds ARMOR 1
APR '42	2 GDS TANK	Gds ARMOR 1
MAY '42	3 GDS TANK	Gds ARMOR 1
*STARTS W '41 IN A HOME CITY		

W'41 SPECIAL RULES

1) German Winter Paralysis

Throughout this scenario, German HQ steps cost 15PPs each, and HQ cadres cost 30PPs.

During Snow months, all German units are reduced to movement of one hex, and only have SF on Offensive Fire (Defensive Fire is at normal firepower).

REMEMBER: German HQs are also Disrupted in Snow months.

2) GERMAN EXHAUSTION VPS

Award 1 bonus Soviet VP for every German HQ step below maximum strength (14cv) at the end of W'41.

3) LENINGRAD

Note that Leningrad begins the scenario without Rail Supply and is *not* counted in Soviet Production.

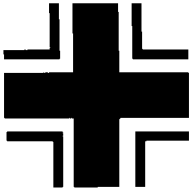
W'41 SCENARIO NOTES

After taking steady punishment all summer, the Russians get their turn to dish some out. With the Germans paralyzed by winter and the shock armies in play, the Soviet Army turns tiger. The shock units are slow but potent, especially with 4cv guard infantry to protect them, and enough HQ power to exploit their advantage.

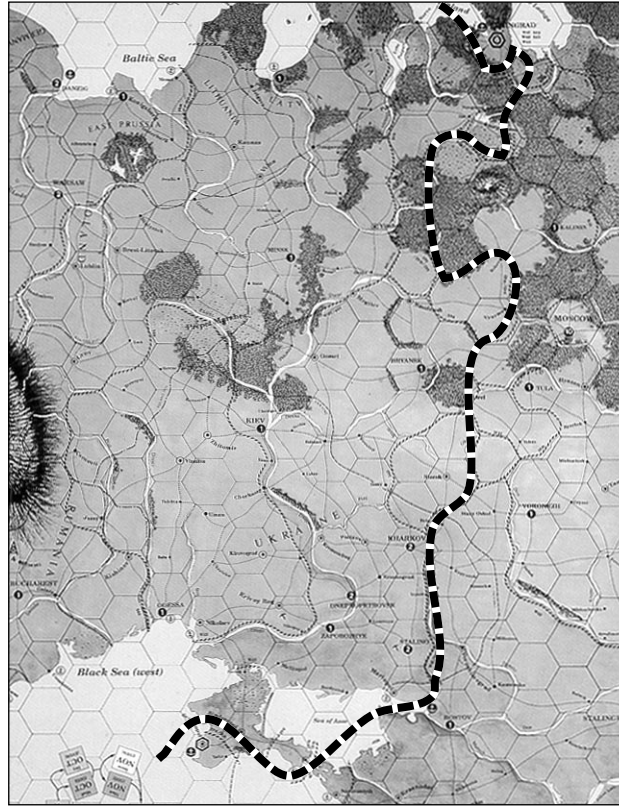
The Germans will be hard pressed to pull off any large-scale maneuvering due to HQ costs and disruption. Their mobility is gone, so the Soviets can be bolder. The Germans may be loath to relinquish territory (and their '42 prospects), but will find it very costly to defend in open terrain.



Summer '42 OPERATION 'BLUE' The Drive on Stalingrad



GERMAN	UNITS	CV
HQs	5	12
ARMOR	11	38
MECH	3	10
INFANTRY	30	92
SATELLITE	2	8
PRODUCTION	80	[+10]
AIR POWER	DF	
HANDICAP	-30	



SOVIET	UNITS	CV
HQs	6	11
ARMOR	4	8
MECH	4	8
INFANTRY	28	88
SHOCK	4	12
CAVALRY	4	10
PRODUCTION	56	[+6]
AIR POWER	SF	

GERMAN REINFORCEMENTS		
JUN '41*	27 CPS	INFANTRY 3
AUG '42	2 HUNG.	SATELLITE 4
OCT '42	8 ITALIAN	SATELLITE 3
*STARTS S '42 IN A HOME CITY		

SOVIET REINFORCEMENTS		
JUN '42*	5 GDS TANK	Gds ARMOR 1
JUL '42	6 GDS TANK	Gds ARMOR 1
*STARTS S '42 IN A HOME CITY		

S'42 SPECIAL RULES

1) GERMAN SIEGE ARTILLERY

Beginning with this scenario, the German Siege Guns are attached to 54th Corps. See 2.63.

2) VOLKHOV

Volkhov is a German Battle Hex. Both players must deploy at least one unit there, German Original Defender.

3) LENINGRAD

Note that Leningrad begins the scenario without Rail Supply and is *not* counted in Soviet Production.

S'42 SCENARIO NOTES

The Soviets have an improved army, but their backs are to the wall: Moscow, Leningrad, the Caucasus, and the east mapedge are all within German striking distance. The German Army is as dangerous as ever, and has a whole summer to win somewhere.

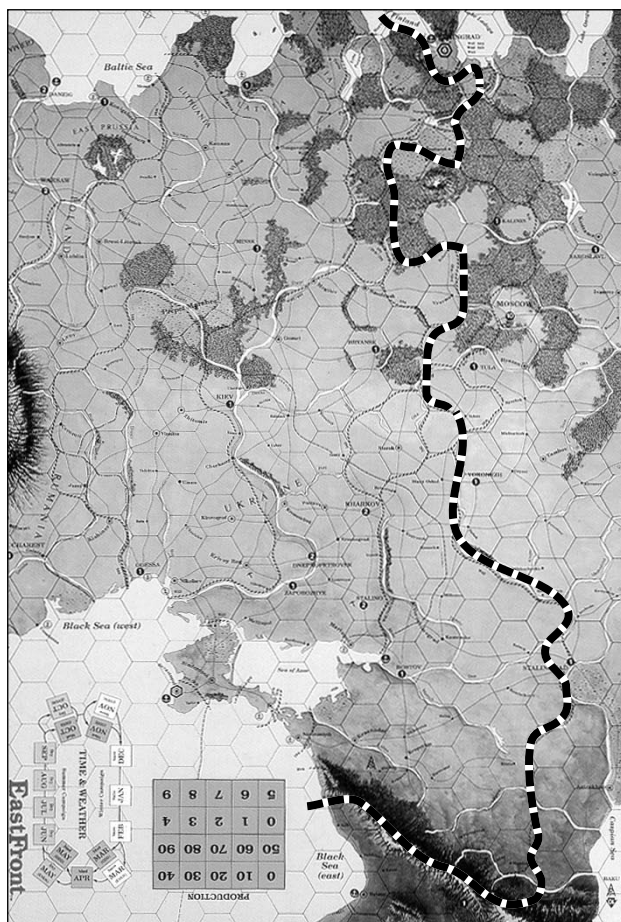
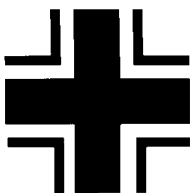
S'42 HISTORICAL COMMENTARY

S'42 was crunch time for Germany. The Soviets were getting stronger and smarter. America was turning England into an armed camp. Germany's nemesis, the two-front war, loomed. Russia had to be defeated now, and quickly. The German economy was particularly weak in petroleum. The lure of Caucasus oil tempted Hitler to go South, combined with a plan to breach the Volga at Stalingrad and then swing north behind Moscow. This plan surprised the Soviets who were deployed to protect Moscow. The Soviet front evaporated, but they had learned to retire before being bagged.

Hitler fidgeted with the plan, varying the main objective between Stalingrad and the Caucasus. Stalingrad became the eventual focus, where the Germans forswore mobile warfare for street fighting and met their match. Meanwhile, Stalin patiently hoarded his reserves behind the Don and Volga. Those who had lived by the blitzkrieg were about to die by it.



Winter '42 OPERATION 'URANUS' The Stalingrad Counter-Offensive



GERMAN	UNITS	CV
HQs	5	10
ARMOR	11	35
MECH	3	8
INFANTRY	31	94
SATELLITE	4	15
PRODUCTION	83	[+0]
AIR POWER	DF	
HANDICAP	-15	

SOVIET	UNITS	CV
HQs	6	12
ARMOR	7	16
MECH	5	12
INFANTRY	28	84
SHOCK	4	12
CAVALRY	4	12
PRODUCTION	62	[+8]
AIR POWER	DF	

GERMAN REINFORCEMENTS		
FEB '43	2 SSPZR Cps	SS ARMOR 4

SOVIET REINFORCEMENTS (NONE)		
------------------------------	--	--

W'42 SPECIAL RULES

1) SOVIET SURPRISE

The Germans set up first in this scenario. The Soviets still have their normal first move for snow weather.

2) STALINGRAD

Stalingrad begins the scenario as a Soviet Battle Hex (Soviets Original Defender). The Germans must deploy four units (including one armor) with a total strength of 12cv or more in Stalingrad (face-up).

3) VOLKHOV

Volkhov is a German Battle Hex.

4) LENINGRAD

Note that Leningrad begins the scenario without Rail Supply and is *not* counted in Soviet Production.

REMEMBER: German HQs are Disrupted in Snow months.

W'42 SCENARIO NOTES

The Germans are overextended and hamstrung by snow-weather command disruption. The German player must avoid a decisive pocketing of Stalingrad.

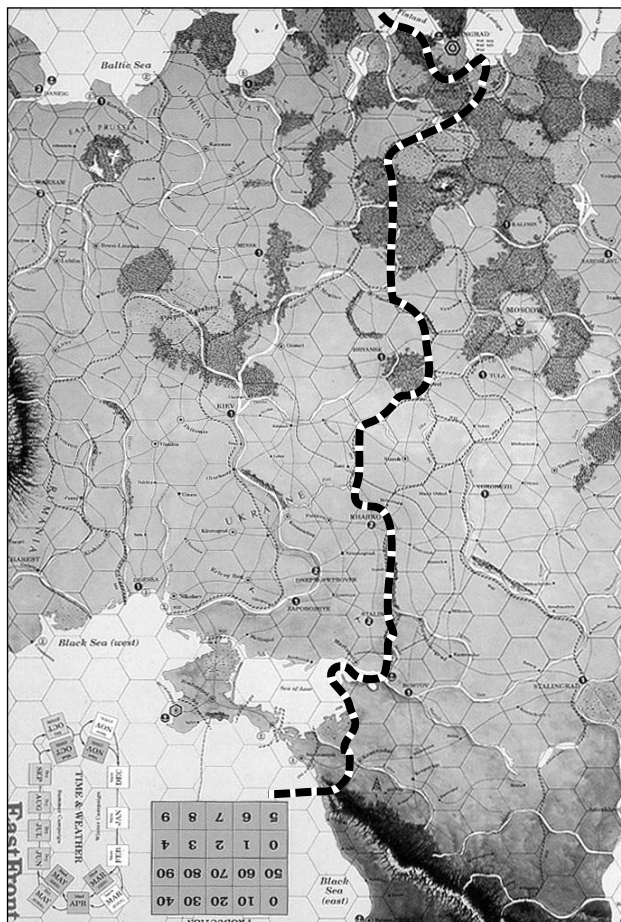
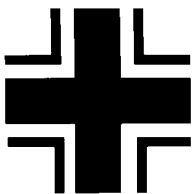
Rostov is an attractive target because of the number of German units dependent on it for supply. If the German defends the Don tenaciously, a general withdrawal can succeed. The Soviet strategy is to pick a weak spot, blitz, and grind away mercilessly. The Germans don't have the HQ steps or Command Range for a lot of fancy maneuvering.

W'42 HISTORICAL COMMENTARY

Everybody knows about Stalingrad. Cold. Starvation. Suffering. Germany lost a quarter million men along with its arrogance. Few of the 90,000 German prisoners ever returned home. Hitler sacrificed Sixth Army to extract 1st Panzer Army from the Caucasus and save the southern wing. The Soviets didn't win the war at Stalingrad, but Germany's military advantage was erased.



Summer '43 OPERATION 'CITADEL' The Battle of Kursk



* includes 1 SS Armor

GERMAN	UNITS	CV
HQs	5	12
ARMOR	12*	42
MECH	3	12
INFANTRY	29	90
SATELLITE	3	3
PRODUCTION	90	[+10]
AIR POWER	DF	
HANDICAP	-10	

SOVIET	UNITS	CV
HQs	6	14
ARMOR	11	32
MECH	6	18
INFANTRY	29	94
SHOCK	4	10
CAVALRY	4	8
PRODUCTION	64	[+0]
AIR POWER	DF	

GERMAN REINFORCEMENTS

JUL '43*	3 SSPzr Cps	SS MECH 3
*MISLABELED AS JUL '41		
*STARTS S' 43 IN HOME CITY		

SOVIET REINFORCEMENTS (NONE)

S'43 SPECIAL RULES

1) LATE START

This *scenario* begins in July, not June as usual. If continuing play from W'42, implement S'43 rules (Airpower, etc.) in June as usual.

2) SATELLITE FORCES

All Satellite units are restricted, and must remain within or adjacent to Rumania (1939) and Hungary, respectively. This also applies to all future scenarios.

3) VOLKHOV

Volkhov is a German Battle Hex.

4) LENINGRAD

Note that Leningrad begins the scenario without Rail Supply and is *not* counted in Soviet Production.

S'43 SCENARIO NOTES

Kursk is a shoot-out. Both sides are offensively capable, and roughly equal. There are many different viable strategies. Players will have to master the skills of managing a series of ongoing battle along the front line to be successful. Enjoy.

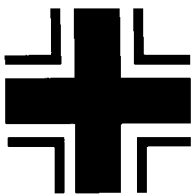
S'43 HISTORICAL COMMENTARY

Hitler was a gambler. He gambled at Kursk and lost badly, his plans betrayed by the Red Choir. They were bad plans anyway, and his new wonder-weapons, Panther and Tiger tanks, proved disappointing in action due to engine breakdowns.

The Soviets were ready, in spades, with the bane of the blitzkrieg: interlocked defense in depth, with adequate reserves. The battle ate up German armor that could have riposted future Soviet offensives. Without it the German line in the south collapsed and the Soviets rolled to the Dnepr, and across.



Winter '43 CRISIS IN THE UKRAINE The Soviet Steamroller



* includes 1 SS Armor

**includes 1 SS Mech

GERMAN	UNITS	CV
HQs	5	10
ARMOR	12*	38
MECH	4**	10
INFANTRY	30	92
SATELLITE	3	3
PRODUCTION	79	[+0]
AIR POWER	SF	
HANDICAP	+10	



SOVIET	UNITS	CV
HQs	6	12
ARMOR	11	24
MECH	7	16
INFANTRY	28	90
SHOCK	4	14
CAVALRY	4	10
PRODUCTION	74	[+0]
AIR POWER	DF	

GERMAN REINFORCEMENTS (NONE)

SOVIET REINFORCEMENTS (NONE)

W' 43 SPECIAL RULES

1) SATELLITE FORCES

All Satellite units are restricted, and must remain within or adjacent to Rumania (1939) and Hungary, respectively.

2) VOLKHOV & THE DNEPR BRIDGEHEAD

Volkhov and Kremenchug W1 are German Battle Hexes. The Soviets must deploy at least one unit in each hex (face-up).

3) LENINGRAD

Note that Leningrad begins the scenario without Rail Supply and is *not* counted in Soviet Production.

W'43 SCENARIO NOTES

This is a continuation of Kursk under winter conditions. The Germans know they will be unable to make good their losses. The Russians are slightly stronger, but careless of loss. German command is still disrupted in snow, but at least their HQ steps no longer cost extra. Soviet confidence soars as the Germans fight a stubborn retreat across the frozen Ukraine.

W'43 HISTORICAL COMMENTARY

In the winter of '43, the Soviet superiority in men and machines was becoming obvious. There was no longer any chance the Germans could win the war in the east, and only a faint hope they could still avoid total calamity.

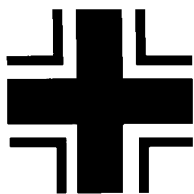
Most action occurred in the south. The Soviets sprang from their bridgeheads over the Dnepr and mauled the retreating and demoralized Germans. They pushed across the Western Ukraine, pocketing German holdouts, but rarely keeping them in the bag. The winter ended with Odessa and Sevastopol liberated, and a front line bulging into northern Rumania, the Carpathian mountains in sight.

In the north, the Soviets finally broke the German pressure on Leningrad, ending a 900 day trauma filled with horror and heroics for two million citizens. After a shaky start, Army Group North managed to regroup and form a new defensive line along Lake Pskov. In the center, things were quiet.

Ominously quiet.



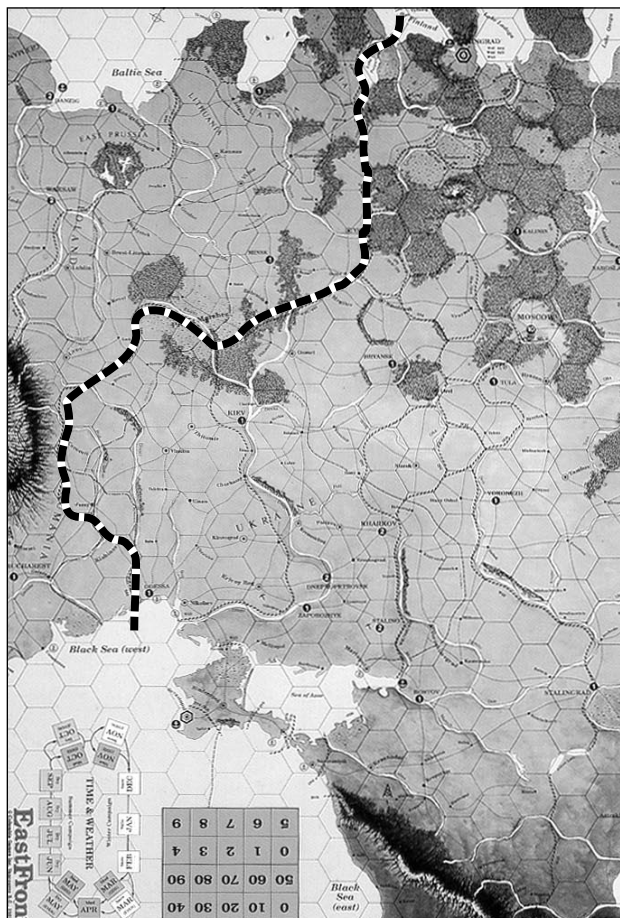
Summer '44 OPERATION 'BAGRATION' Destruction of Army Group Center



* includes 1 SS Armor

**includes 1 SS Mech

GERMAN	UNITS	CV
HQs	5	12
ARMOR	12*	36
MECH	4**	12
INFANTRY	29	86
SATELLITE	3	11
PRODUCTION	66	[-10]
AIR POWER	SF	
HANDICAP	+50	



SOVIET	UNITS	CV
HQs	6	14
ARMOR	12	34
MECH	7	22
INFANTRY	30	94
SHOCK	4	15
CAVALRY	4	12
PRODUCTION	82	[+0]
AIR POWER	TF	

GERMAN REINFORCEMENTS (NONE)

S'44 SPECIAL RULES

1) SATELLITE FORCES

Satellite units are Restricted, and must remain within or adjacent to Rumania (1939) and Hungary.

2) STRATEGIC OBJECTIVES

The strategic objective rules (see 16.0) concerning Rumania, Ploesti, and Exit Zones may be relevant.

S'44 SCENARIO NOTES

This scenario is a lot of fun. It is in some ways the mirror image of Barbarossa. Good weather and a decided force imbalance lead to a wide-open game with lots of motion. Just as in Barbarossa, there is no surprise about the strategic outcome, yet considerable game tension. To win the scenario, the Germans must employ a creative mix of defensive tactics, from stonewall to outright flight, from strong crust to defense in depth, from scary stacks to rearguard sacrifices. Any single-minded defensive doctrine will fail. The Soviets learn about problems the Germans would love to have again; the frustrations of overall superiority and unlimited offense on a tight HQ budget.

SOVIET REINFORCEMENTS (NONE)

HISTORICAL COMMENTARY

In June 1944, the Allies had just landed in Normandy. The Soviet winter drive in the Ukraine left them threatening to push through the Lvov gap to the Baltic, cutting off Army Groups North and Center, or into Rumania.

Instead, the Red Army struck in Belorussia, demolishing Army Group Center and eventually cutting off Army Group North anyway. The northern front finally stabilized near the old Prussian border, leaving AGN in Courland.

In the center, the Soviets made slow, expensive progress to the Vistula. After a repulse near Warsaw, they consolidated the central front. In the south, Uncle Joe had a postwar eye on the Balkans. A mid-summer Soviet offensive slashed into Rumania, which switched sides, trapping German forces there. As German garrisons in Bulgaria and Greece hastily retreated north, the Russians drove northwest across the Hungarian plains to Budapest.

Winter found the Allies on the Rhine and the Russians on the Vistula, with Germany clinging to its last viable lines of defense, east and west. Germany needed a miracle.

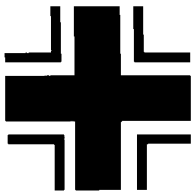
None came.



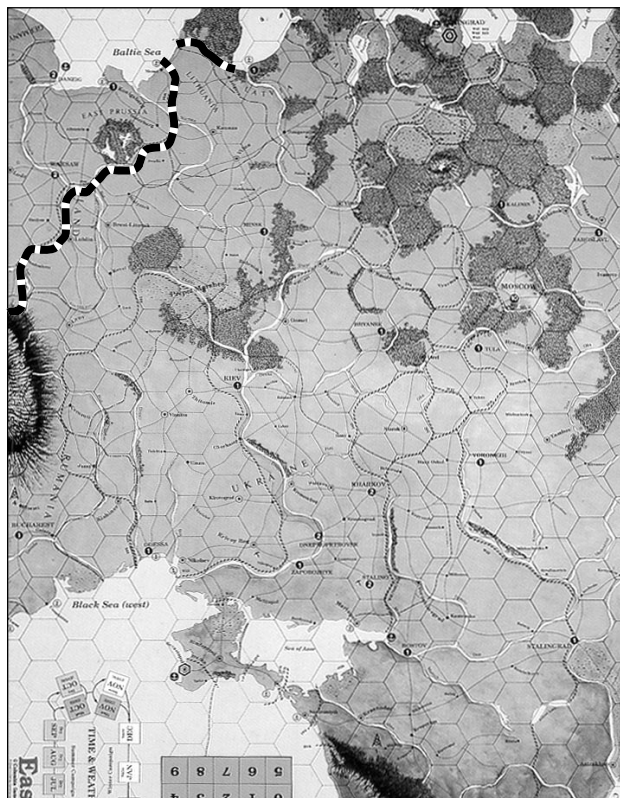
Winter '44

THE DRIVE ON BERLIN

The End in the East



GERMAN	UNITS	CV
HQs	4	9
ARMOR	8	14
MECH	3	10
INFANTRY	20	38
SATELLITE	0	•
PRODUCTION	41	[-10]
AIR POWER	NONE	
HANDICAP	N/A	



SOVIET	UNITS	CV
HQs	5	10
ARMOR	10	30
MECH	5	16
INFANTRY	23	76
SHOCK	3	12
CAVALRY	1	3
PRODUCTION	89	[+0]
AIR POWER	TF	

GERMAN REINFORCEMENTS (NONE)

W '44 SPECIAL RULES

1) COURLAND

The Germans must deploy at least eight units (including the AGN HQ) north of the Courland Peninsula Startline (near Riga). These units are cut off from the main front and supplied by sea via Ventspils as long as Danzig is German controlled.

2) SOVIET STRATEGIC EXIT

The Exit Zone rules (16.2) will come into play in this scenario. Consult them before beginning play. Rumanian Surrender has already occurred.

3) PLOESTI

As Ploesti is already Soviet controlled, German HQs cost 15 PPs per step and 30 PPs per cadre to rebuild.

4) W'44 VICTORY (also applies to campaign game)

Ignore the normal VP routine. Victory is determined by the first month when all German units outside EZs are *Unsupplied*. Germans cannot trace supply from any Home EZ **south** of a zone under undisputed Soviet control.

January: Soviet Major
February: Soviet Marginal
March: Draw
April: German Marginal
May: German Major

SOVIET REINFORCEMENTS (NONE)

5) THE BALKAN FRONT

The Soviets have exited 16 units into the four southern Balkan Exit Zones, capturing them. Eight German units are contesting the EZs, which halves the Axis PP reduction from -8PPs to -4PPs. These units are **not** included in the Starting Forces, and the 4 southern EZs are *out of play*.

Players *may* set up the exited units in the EZs. The Soviets control all four zones and should deploy first with four units per zone (1 HQ, 2 armor, 2 mech, 8 infantry, 2 cavalry, all at 1 cv below maximum). The Germans deploy second with at least 1 unit per zone (1 HQ, 2 armor, 6 infantry, at 2 cv below maximum).

W'44 SCENARIO NOTES

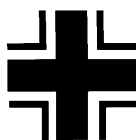
This scenario is your basic one-sided walkover. It can be useful as a solitaire game or to seduce a recruit into the pleasures of wargaming. In an emergency it can be useful to soothe a damaged ego.

As a solitaire game, play the Soviets and take no prisoners. Do what little can be done for the poor Germans in between, and then gloat over the weakness of German play as you stomp, smash, and generally have your way on the plains of Poland. See you in Berlin!

NOTE: The map in Columbia's *WestFront* game, simulating the war in Western Europe, joins with the *EastFront* map. Berlin is on the *WestFront* map, only 3 hexes off-map.

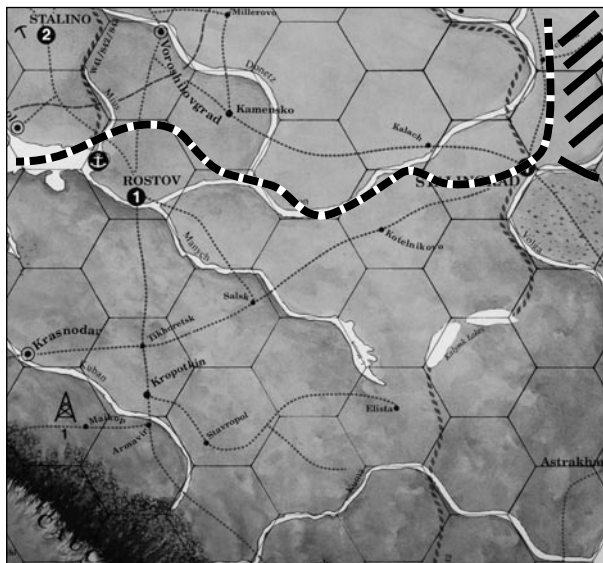


Introductory Scenario OPERATION EDELWEISS Trapped in the Caucasus



GERMAN UNITS	CV
HQs	2
ARMOR	4
MECH	0
INFANTRY	6*
SATELLITE	1
PRODUCTION	28
AIR POWER	DF
HANDICAP	N/A

*Includes one Mountain unit



SOVIET UNITS	CV
HQs	2
ARMOR	1
MECH	1
INFANTRY	7
SHOCK	1
CAVALRY	1
PRODUCTION	30
AIR POWER	SF

EDELWEISS SPECIAL RULES

1) TUTORIAL SCENARIO

This scenario is designed to teach players the majority of the rules of Eastfront quickly and easily. Set up is given by the table below and shown on the diagram on the next page. Soviet units **L** and **M** are available as cadres. Stalingrad is a battle hex (Soviets are Original Defenders).

The turn sequence is described, phase by phase with rule references in parentheses. Players are advised to set up the forces and follow the description, moving units as directed. This

scenario has been deliberately set-up to show most of the crucial concepts in the game.

The Germans make an initial breakthrough and drive down into the Caucasus mountains but leave their flank around Stalingrad weak and suffer when the Soviets unleash a punishing blitz attack, trapping a large force.

Stalingrad is a Soviet hex but the scenario begins with two German units engaging it. Stalingrad NE1 and Archeda are out of play. The Soviet player sits facing North in the scenario diagrams.

The Scenario begins in the second half of July 1942.

GERMAN FORCES		
Z	MARIUPOL	INF 4CV
Y	VOROSHILOVGRAD	INF 4CV
X	KAMENSKO	ARMOR 4
W	KAMENSKO	ARMOR 4
V	KAMENSKO	ARMOR 4
U	KAMENSKO	HQ2 (AG "A")
T	KAMENSKO E1	MOUNTAIN 3
S	KAMENSKO E1	INF 3
R	KALACH	INF 3
Q	KALACH	ARMOR 4
P	STALINO	OKH 3CV
O	STALINGRAD	SAT 3CV
N	STALINGRAD	INF 4CV

SOVIET FORCES		
A	ROSTOV	INF 3CV
B	ROSTOV E1	INF 2CV
C	ROSTOV E2	MECH 3CV
D	ROSTOV SE1	Gds INF 3CV
E	KOTELNIKOV	INF 2CV
F	STALINGRAD	INF 2CV
G	STALINGRAD E1	SHOCK 3CV
H	STALINGRAD E1	Gds ARMOR 3CV
I	MAIKOP	HQ 2CV
J	TBILISI	INF 3CV
K	MOSCOW	STAVKA 3CV
L	CADRE (BUILDABLE)	CAVALRY (1CV)
M	CADRE (BUILDABLE)	INF (1CV)

JULY II 1942 GERMAN TURN

Command Phase

The German player activates Army Group "A" (HQII) in Kamensko (unit **U**) planning to launch attacks southward.

Movement Phase

Units **Z**, **Y**, **X**, **W** attack Rostov. Although one of the units is attacking across a river, at least one unit does not, so the attack is not a river assault [7.5].

Units **V** and **T** attempt a river assault to Rostov E1. One unit crosses each hexside which is the maximum allowed.

Unit **S** attempts a river assault from Kamensko E1 to Rostov E2.

Units **Q** and **R** attempt a river assault from Kalach to Kotelnikovo. Unit **Q** moves through Kamensko E1 and then across the river so that one unit crosses each hexside.

The German HQ does not mobilize [5.41] and remains active. Its 2cv airstrike is allocated to Rostov.

Combat Phase

Battle for Rostov

- Airstrike: 2 dice are rolled for DF. Rolls are <4, 5>. The 5 is a hit but since Rostov is a Major City, the defending unit **A** takes only a half-hit [7.34].

- Defensive Fire: Infantry 3 (unit **A**) rolls <1, 5, 6>, scoring two hits. Although infantry normally have only SF, they have DF when defending Major Cities [7.32]. The hits are applied to infantry units **Z** and **Y** which are reduced to 3cv.

- Offensive Fire: Armor units **X** and **W** fire rolling <3, 2, 5, 3> and <1, 4, 3, 6> - one hit each. The Soviet infantry takes two half hits (now at 1 1/2 cv). The German infantry units (**Y** and **Z**) roll <1, 4, 6> and <2, 5, 6>. Infantry attack with SF (6 is a hit). The Soviet infantry takes two half hits (now 1/2 cv). However, since the combat round is over, the Soviet infantry is restored to 1cv.

The Soviet unit is turned upright (original defender); the Germans are not.

Battle for Rostov E1

- Defensive Fire: Inf 2 (unit **B**) rolls <3, 6>, scoring one hit. The hit is applied to armor unit **V**, which is the larger unit [7.33]. No repulses were rolled.



DIAGRAM SHOWS INITIAL SET-UP. UNIT LETTERS CORRESPOND WITH TABLE. GERMAN JULY II MOVES SHOWN WITH BLACK ARROWS. SOVIET JULY II MOVES SHOWN WITH WHITE ARROWS.

- Offensive Fire: The Armor unit **V** rolls 3 dice <3, 5, 5> eliminating Soviet unit **B** with two hits. The attacking mountain corps has no need to fire.

Battle for Rostov E2

- Defensive Fire: Mech 3 (unit **C**) rolls <2, 4, 5>, scoring one hit (Mech defend at DF) and one repulse. The attacking infantry (unit **S**) is reduced to 2cv and repulsed back [7.51] so there is no offensive fire.

Battle for Kotelnikovo

- Defensive Fire: Inf 2 (unit **E**) rolls <2, 4>, scoring no hits but repulsing the weaker Infantry (unit **R**) back to Kalach.

- Offensive Fire: Armor 4cv (Unit **Q**) rolls <1, 2, 3, 6> scoring one hit which reduces the defender to 1cv.

The German player decides not to activate the battle at Stalingrad. Since battle existed from a previous turn combat is not mandatory [7.15].

The German HQ remains in Kamensko and is turned upright at 1cv.

Supply Phase

All Soviet units are in supply (no attrition).

JULY II 1942 SOVIET TURN

Command Phase

The Soviet player activates Stavka (off map in Moscow). 6 units anywhere on the map are now able to move [6.5].

Movement Phase

Unit **J** (Tbilisi) moves 7 hexes by rail to Armavir. Infantry Unit **D** moves 2 hexes to Maikop. Mech Unit **C** moves into Kotelnikovo to reinforce the battle. Shock Unit **G** moves one hex to Stalingrad SE1. HQ Unit **I** moves 11 hexes (using 2 Supreme moves) by rail to Stalingrad E1.

The Soviets elect not to have combat in any battles. Combat is *not* mandatory in battles that exist from a previous turn [7.15]. The combat phase is skipped.

Stavka is turned upright at 2cv.

Supply Phase

All German units are in supply.

AUGUST PRODUCTION PHASE

German Production

German production is 28PPs. 10PPs are spent on the HQ in Kamensko (unit **U**) increasing it to 2cv. The infantry at Kalach (unit **R**) is increased to 4cv costing 4PPs. The infantry at Kamensko E1 (unit **S**) is increased to 3cv costing 4PPs. The armor at Rostov E1 (unit **V**) is increased to 4cv costing 8PPs. The Germans are unable to use their last 2PPs which are forfeited.

Soviet Production

Soviet production is 30PPs. 10PPs are spent on the SHQ (Stavka) in Moscow (unit **K**) increasing it to 3cv. The shock army at Stalingrad SE1 (unit **G**) is increased to 4cv costing 3PPs. The Gds Armor at Stalingrad E1 (unit **H**) is increased to 4cv costing 4PPs. The Gds infantry at Maikop (unit **D**) is increased to 4cv costing 2PPs. A cavalry cadre costing 6PPs is built at Batumi (unit **L**). An infantry cadre costing 4PPs is built at Grozny (unit **M**). The remaining 1PP is wasted.

AUGUST 1 1942 GERMAN TURN

Activation Phase

The German player activates OKH (unit **P** in Stalino). 6 units, anywhere on the board, can move.

Movement Phase

Armor unit **V** advances three hexes to Maikop (river assault). Mountain unit **T** advances to Krasnodar. Infantry unit **S** advances two hexes to Salsk E1. Armor unit **W** disengages [6.32] from Rostov to Rostov E1 and then advances to Kropotkin. Armor unit **X** disengages to Kamensko (because Rostov-Rostov E1 river hexside has been used) and advances to Salsk NE1. The HQ (unit **U**) at Kamensko advances two hexes to Salsk. OKH does not mobilize. Its airstrike is allocated to Maikop [5.63].

Combat Phase

Battle for Maikop (unsupported)

•Airstrike: 3 dice are rolled <4, 5, 6> scoring two half hits (unsupported battle - SHQs cannot provide combat support) on the Gds Infantry which is reduced to 3cv.

•Defensive Fire: Inf 3 (unit **D**) rolls <3, 5, 6>, scoring one hit which reduces Armor Unit **V** to 3cv.

•Offensive Fire: Armor unit **V** misses rolling <3, 2, 4>.

The Soviet unit is turned upright as the Original Defender of the hex. The German remains face-up.

Battle for Kotelnikovo (unsupported)

•Defensive Fire: Mech 3 (unit **C**) rolls <1, 5, 6>, scoring two hits on the armor unit. Infantry unit **E** rolls <3> and misses.

•Offensive Fire: Armor unit **Q** misses rolling <2, 3>.

The Soviet units are turned upright as the Original Defenders of the hex. The German remains face-up.

OKH is turned upright at 2cv.

Supply Phase

The Soviet unit in Rostov is out of supply and takes one CV loss which eliminates it [10.4]. Soviet production is also reduced by 1PP and German production increased 1PP as Rostov is in Rail Supply.

AUGUST 1 1942 SOVIET TURN

The Soviets pass to save HQ steps. No movement is allowed. The supply status of German units is still checked but they are all supplied since the rail line through Rostov is German controlled.

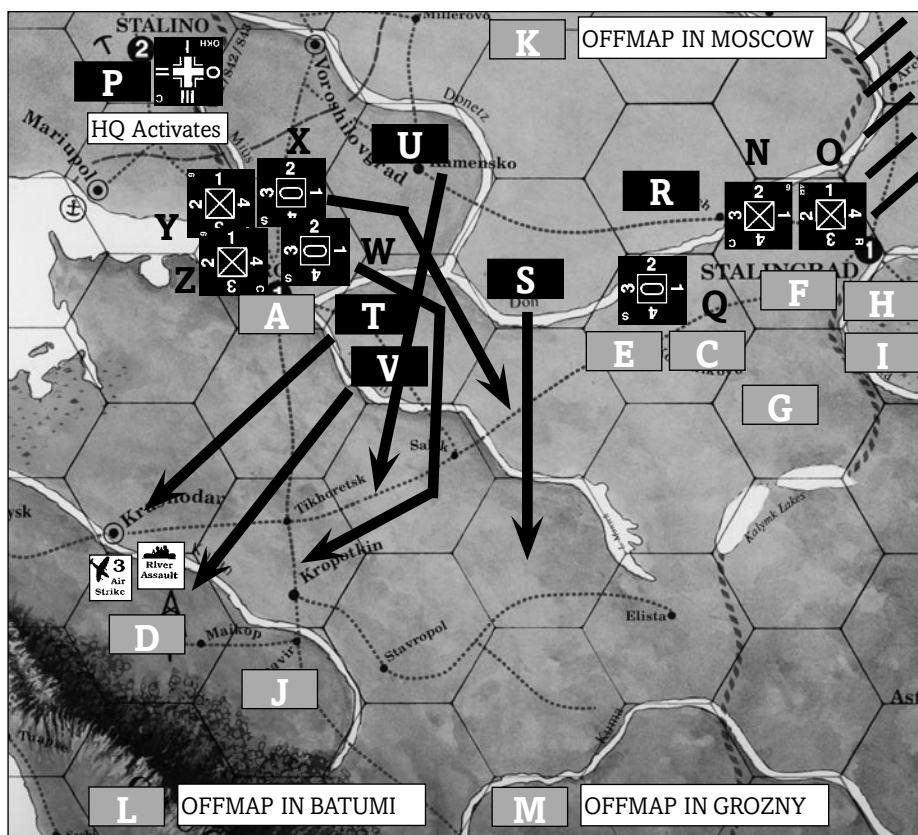


DIAGRAM SHOWS POSITION AFTER AUGUST PRODUCTION.
GERMAN AUG I MOVES SHOWN WITH BLACK ARROWS.
THE SOVIETS PASS AUG I.

AUGUST II 1942

GERMAN TURN

Command Phase

The German player activates the 2cv HQ at Salsk (Unit **U**) and deploys one hex [5.2] to Kropotkin. All units within 2 hexes are under command. The German places at **Blitz** marker on the HQ.

Movement Phase

Mountain Unit **T** at Krasnodar moves two hexes to Novorossiysk to secure the port. Armor unit **W** engages in Maikop. This is *not* a river assault because there was already a battle. Units **X** and **S** attack the unit at Armavir (river assault). Units **Y** and **Z** in Rostov advance to Salsk and Salsk NE1 respectively. (ideally unit **R** would move to engage at Kotelnikovo but it is out of command range). The airstrike is allocated to Maikop.

Combat Phase

Battle for Maikop

- Airstrike: 2 dice are rolled <3, 6> scoring one hit on the infantry (unit **D**) which is reduced to 2cv.

- Defensive Fire: Inf 2 (unit **D**) misses rolling <2, 5>.

- Offensive Fire: Armor units **V** and **W** roll <3, 1, 6> and <2, 3, 5, 5> eliminating the defending infantry (unit **D**) and wasting one hit.

Battle for Armavir

- Defensive Fire: Infantry 3 (unit **J**) rolls <3, 5, 6> scoring one hit (but no repulses) on armor unit **X**.

- Offensive Fire: Armor unit **X** rolls <2, 4, 6> scoring one hit on infantry unit **J** which is reduced to 2cv. Infantry unit **S** misses, rolling <1, 4, 5>.

Blitz Movement Phase

The Blitz marker is removed and the HQ is reduced to 1cv (the HQ may not move). All units with the new command range of 1 hex are now able to move.

Armor unit **W** moves to Tuapse but must stop upon entering the mountains. Armor unit **V** advances to Tuapse E1

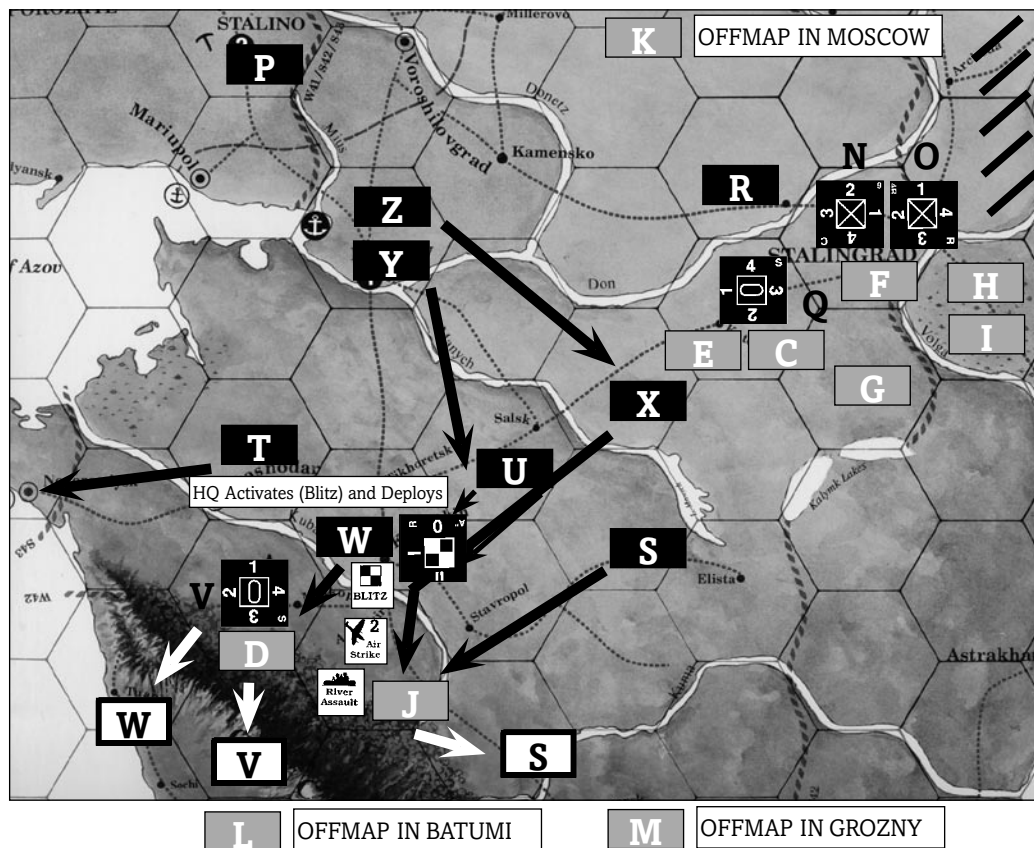


DIAGRAM SHOWS POSITION BEFORE AUG II TURN.

GERMAN AUG II MOVES SHOWN WITH BLACK ARROWS.

GERMAN BLITZ MOVES SHOWN WITH WHITE ARROWS AND WHITE DOTTED UNITS.

where it must stop in mountains. Infantry unit **S** disengages to Stavropol and moves to Armavir E1 to cut the supply of unit **J**. The HQ allocates its airstrike to Armavir.

The German Blitz allows an advance up into the Caucasus mountains to threaten Batumi (which controls the Eastern Black Sea, Tbilisi (Major City), and Baku (Oil)).

Blitz Combat Phase

Battle for Armavir

- Airstrike: 1 die is rolled <6> scoring one hit on the infantry, reducing it to 1cv.

- Defensive Fire: Infantry 1 (unit **J**) rolls <6> scoring one hit on armor unit **X** which reduces to 2cv.

- Offensive Fire: Armor unit **X** rolls <4, 4> and misses.

The HQ is reduced to 0cv and deactivates in Kropotkin.

Supply Phase

Soviet unit **J** is out of supply and reduced 1cv which eliminates it.

With the capture of Maikop oil, Soviet production is reduced by 1PP and the German increased by 2PPs [1.5].

AUG II 1942 SOVIET TURN

Command Phase

The Soviet player activates the HQ at Stalingrad E1 (unit **I**) and deploys one hex to Kotelnikovo E1. The Soviet elects to Blitz and places a Blitz marker.

Movement Phase

Shock unit **G** at Kotelnikovo E1 engages into Kotelnikovo. Armor unit **H** moves into the battle at Kotelnikovo. The HQ applies its airstrike to Kotelnikovo.

Battle for Kotelnikovo

- Airstrike: 2 dice are rolled <1, 6> scoring one hit on the armor, which is reduced to 1cv.

- Defensive Fire: Armor unit **Q** rolls <6> scoring one hit on unit shock unit **G**.

- Offensive Fire: Armor unit **H** rolls <2, 4, 4, 6> scoring one hit, which destroys the defending unit. The other three units need not fire.

Blitz Movement Phase

The Blitz marker is removed and the HQ is reduced to 1cv. Armor unit **H** moves three hexes to capture Rostov. Mech unit **C** advances to Rostov E1. These units currently have no supply line (more than 2 hexes to a friendly rail line) but remain supplied for now, and will inflict major damage on the German forces they isolate. Note that unit **H** still has a Zone of Control, denying the Germans a rail head at Voroshilovgrad.

Shock unit **G** attacks into Rostov E2. The HQ is reduced to 0cv, deactivates and mobilizes to Stalingrad E1.

Blitz Combat Phase

Battle for Rostov E2 (Unsupported)

- Defensive Fire: Infantry unit **Z** rolls <1, 2, 6> scoring one hit on unit shock unit **G** which is reduced to 2cv.

- Offensive Fire: Shock unit **G** rolls <1, 2> and misses.

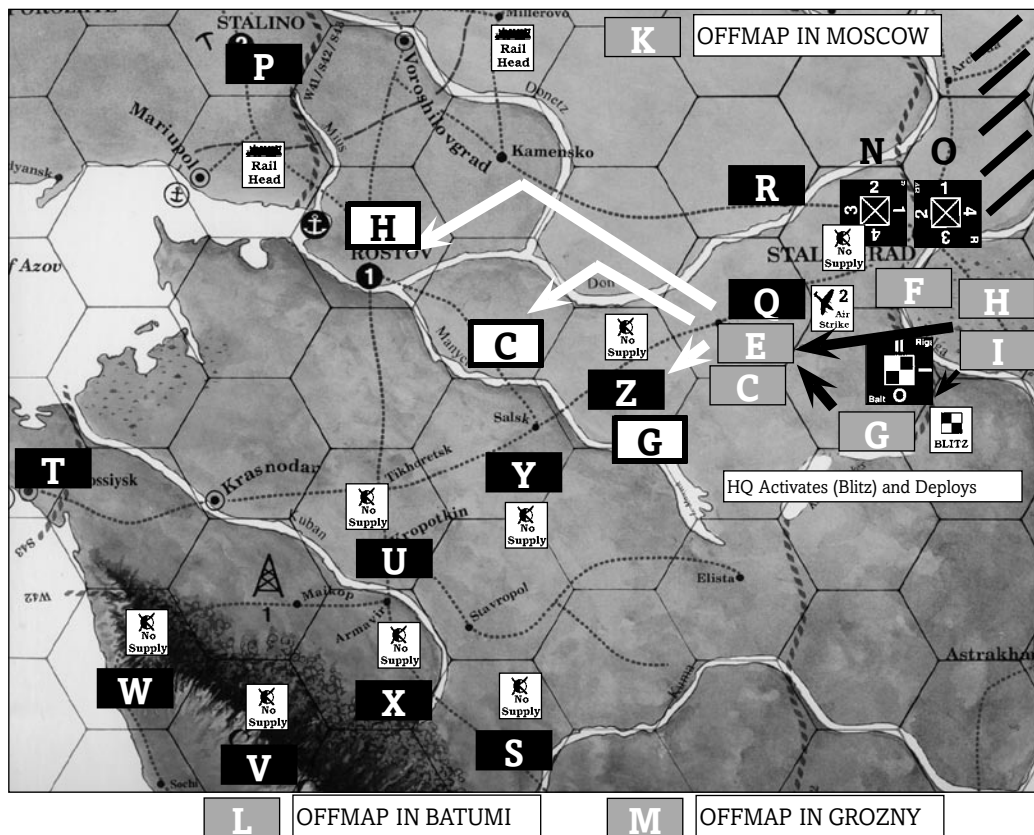


DIAGRAM SHOWS POSITION AFTER GERMAN BLITZ AUG II.

SOVIET AUG II MOVES SHOWN WITH BLACK ARROWS.

SOVIET BLITZ MOVES SHOWN WITH WHITE ARROWS AND WHITE DOTTED UNITS.

GERMAN RAILHEADS AND UNITS CUT OFF BY SOVIET BLITZ MOVE ARE SHOWN.

Supply Phase

Most German units south of the Don River (units **W, V, X, S, U, Y, Z, N, O**) are unsupplied (no 2-hex land supply line to a friendly Railhead). All these units are reduced by 1cv, eliminating the 0cv HQ.

The Germans cannot use Sea Supply because Batumi (controlling the E. Black Sea) is Soviet controlled. However unit **T** at Novorossiysk is supplied (within two hexes of a German railhead at Kerch - not shown). Unit **R** is also within two hexes of a German railhead at Millerovo.

German forces will be hard pressed to break out of the pocket. A likely German response would be to activate OKH (rebuilt during production) and move 6 units to the hexes adjacent to Novorossiysk where they can receive supply. The offensive drive toward Baku is has been stifled! A hard lesson learned.



LENINGRAD Military District

Leningrad Front HQ-II

23 Army Infantry 3
10 TkCps Armor 2

Leningrad

Leningrad
Leningrad

BALTIC Military District:

Baltic Front HQ-II

27 Army Infantry 2
12 TkCps Armor 1
8 Army Infantry 3
11 Army Gds Inf 4
3 Gds MkCps Gds Mech 2

Riga

Riga
Riga
Front
Front
Front

WESTERN Military District:

West Front HQ-II

13 Army Infantry 3
4 Gds MkCps Gds Mech 2
3 Army Infantry 3
10 Army Gds Inf 4
4 Army Infantry 2
6 CavCps Cavalry 1
11 TkCps Armor 2

Minsk

Minsk
Minsk
Front
Front
Front
Front
Front

KIEV Military District:

Ukrainian Front HQ-II

37 Army Infantry 3
5 CavCps Cavalry 1
16 Army Infantry 3
6 MkCps Mech 2
5 Army Infantry 3
6 Army Gds Inf 4
26 Army Infantry 2
12 Army Infantry 3
4 TkCps Armor 3
8 TkCps Armor 2
9 TkCps Armor 2

Ternopol

Ternopol
Ternopol
Kiev
Kiev
Front
Front
Front
Front
Front
Front
Front

ODESSA Military District:

South Front HQ-II

7 MkCps Mech 2
Coastal Army Infantry 1
2 Gds MkCps Gds Mech 2
18 Army Infantry 2
9 Army Infantry 3
2 CavCps Cavalry 1

Vinnitsa

Vinnitsa
Odessa
Front
Front
Front
Front

STRATEGIC RESERVE

STAVKA

24 Army
7 TkCps
22 Army
1 Gds Mk
20 Army
21 Army
5 MkCps
19 Army
51 Army
50 Army*
28 Army
31 Army
33 Army
34 Army
38 Army
40 Army
1 CavCps

HQ-III

Gds Inf 4
Armor 2
Gds Inf 4
Gds Mech 2
Gds Inf 4
Gds Inf 4
Mech 2
Gds Inf 4
Infantry 1
Infantry 1
Infantry 1
Infantry 1
Infantry 1
Infantry 1
Infantry 1
Infantry 1
Cavalry 1

Moscow

Moscow
Moscow
Vitebsk
Vitebsk
Smolensk
Gomel
Gomel
Cherkassy
Sevastopol
Kalinin
Tula
Yaroslavl
Rostov
Kharkov
Dnepropetrovsk
Bryansk
Stalino

* Noted on unit label as 27 Army

SOVIET REINFORCEMENTS

NOV '41	1ST SHOCK	SHOCK 4
NOV '41	2ND SHOCK	SHOCK 4
DEC '41	3RD SHOCK	SHOCK 4
DEC '41	4TH SHOCK	SHOCK 4
DEC '41	4 PARA CPS	PARA 1
APR '42	1 GDS TANK	Gds ARMOR 1
APR '42	2 GDS TANK	Gds ARMOR 1
MAY '42	3 GDS TANK	Gds ARMOR 1
JUN '42*	5 GDS TANK	Gds ARMOR 1
JUL '42	6 GDS TANK	Gds ARMOR 1

SOVIET HISTORICAL DEPLOYMENT

Deploy First, move Second.

Military Districts are listed north to south. Excluding Leningrad MD, these divide the Soviet Frontline (red hashmarks on map) into sectors. All "Front" units must be deployed within their respective sectors in Frontline hexes. All Frontline hexes must be occupied.

Errata: the Baltic MD is three (3) hexes.

Units given specific City locations must be deployed in or within one hex of that city.

See 2.5 for an explanation of the deployment or city codes that appear on unit labels.

Note: Gds (guards) units are 4-Step units.

Army Group NORTH

AG North

41 Panzer Corps	HQ III
56 Panzer Corps	Armor 4
1 Corps	Armor 3
38 Corps	Infantry 4
26 Corps	Infantry 4
10 Corps	Infantry 4
28 Corps	Infantry 3
2 Corps	Infantry 4

Army Group CENTER

OKH

AG Center	HQ III
24 Panzer Corps	HQ III
39 Panzer Corps	Armor 4
57 Panzer Corps	Armor 4
46 Panzer Corps	Armor 4
47 Panzer Corps	Armor 3
5 Corps	Armor 4
6 Corps	Infantry 4
8 Corps	Infantry 4
20 Corps	Infantry 3
7 Corps	Infantry 4
9 Corps	Infantry 4
12 Corps	Infantry 4
13 Corps	Infantry 3
43 Corps	Infantry 4

Army Group SOUTH

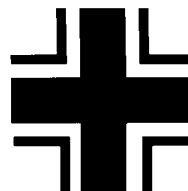
AG South

14 Panzer Corps	HQ III
48 Panzer Corps	Armor 4
3 Panzer Corps	Armor 3
55 Motorized Corps	Armor 4
17 Corps	Mech 3
29 Corps	Infantry 4
35 Corps	Infantry 4
44 Corps	Infantry 3
4 Corps	Infantry 4
52 Corps	Infantry 4
49 Mountain Corps	Infantry 4

Army Group RUMANIA

AG "A"

11 Corps	HQ I
30 Corps	Infantry 4
54 Corps	Infantry 4
3 Rumanian Army	Infantry 3
4 Rumanian Army	Satellite 2
	Satellite 4



GERMAN REINFORCEMENTS

JUL '41	40 PZR CPS	ARMOR 4
AUG '41	42 CPS	INFANTRY 4
SEP '41	34 CPS	INFANTRY 4
OCT '41	59 CPS*	INFANTRY 4
NOV '41	50 MOT CPS	MECH 4
JAN '42	51 CPS	INFANTRY 3
MAR '42	23 CPS	INFANTRY 3
MAY '42	53 MOT CPS	MECH 3
JUN '42	27 CPS	INFANTRY 3
AUG '42	2 HUNG. ARMY	SATELLITE 4
OCT '42	8 ITAL. ARMY	SATELLITE 3
FEB '43	2 SS PZR CPS	SS ARMOR 4
JUL '43	3 SS PZR CPS	SS MECH 3
*MISLABELED AS 35 CPS		

GERMAN HISTORICAL DEPLOYMENT

Deploy Second, move First.

Army Groups (listed north to south) divide the German Frontline (black hashmarks on map) into four sectors.

All German units must be deployed within their respective Army Group sectors, in Frontline or adjacent hexes. All Frontline hexes must be occupied. **Exception:** no German units may set up in Hungary.

See 2.5 for an explanation of the deployment codes that appear on unit labels.

AIRPOWER, 13.0

- Air Range, 13.11
- Airstrike CV, 13.12
- Assigning Airstrikes, 7.13
- Disruption, 13.17
- Executing, 13.16
- Firepower, 13.14
- Strategic Airstrikes, 13.11
- Targeting, 13.13

ASSAULTS, 7.5

- Air Assaults, 14.4
- Combined Assaults, 7.53
- River Assaults, 7.5
- Sea Assaults, 15.43

BATTLES, 7.1

- Active Battle, 7.14
- Battle Hexes, 7.11
- Battle Hexsides, 6.33

BEACHHEADS, 10.6, 15.51

BLITZ COMMAND, 5.7

- Blitz Combat, 4.45
- Blitz Movement, 4.44

BRIDGEHEADS, 7.51

CADRES, 11.42

- Deploying, 11.6

CAMPAIGN GAME, 3.14

CITIES, 1.4

- Home Cities, 1.44
- Major Cities, 1.41
- Minor Cities, 1.42

CLEAR, 1.31

COASTAL ARMY, 2.61, 15.5

COMBAT, 7.0

- Combat Phase, 4.43
- Combat Rounds, 7.2
- Combat Value, 2.3
- Counter-Attacks, 7.23
- Firepower, 7.32
- Firing Units, 7.31
- Losses, 7.33
- Mandatory Combat, 7.15
- Paradrops, 14.0
- Resolution, 7.21
- Sequence of Fire, 7.22
- Step Reduction, 2.4
- Unsupported Combat, 7.4

COMMAND PHASE, 4.41

DEFENSE

- Double Defense, 7.34
- Original Defender, 7.12
- Triple Defense, 7.35

DISBANDING, 11.52

DISENGAGING, 6.32

- By Rail, 9.22
- By Sea, 15.2

ENGAGING, 6.31

EXIT ZONES, 16.2

FINLAND, 1.1, 16.31

FOREST, 1.32

FORTRESSES, 1.46

- Fortress Combat, 7.15
- Fortress Supply, 10.5
- Siege Guns, 2.63

HANDICAPS, 17.2

HEADQUARTERS, 5.1

- Activation, 5.2
- Airpower, 5.5
- Blitzing, 5.7
- Combat HQs, 5.42
- Command Range, 5.3
- Deactivating, 5.43
- Deploying HQs, 5.21
- Deployment Limits, 3.24
- Disruption, 5.8
- Mobile HQs, 5.41
- Supreme HQs, 5.6

HEX CONTROL, 8.1

- Disputed Hexes, 8.33
- Effects, 8.4
- Enemy Hexes, 8.32
- Friendly Hexes, 8.31
- Prior Control, 8.34
- Zones of Control, 8.2

HOME CITIES, 1.44

HUNGARY, 2.66, 16.13

INVASIONS, 15.4

- Beachheads, 15.51
- Coastal Army, 15.5
- Command, 15.41
- Invasion HQs, 15.41
- Limits, 15.42
- Sea Assaults, 15.43

ITALY, 2.66, 16.13

KERCH STRAITS, 1.38

LAKES, 1.37

MAP, 1.0

- Playable Hexes, 1.2
- Terrain, 1.3

MARSH, 1.33

MOUNTAIN, 1.34

- Mountain Corps, 2.62

MOVEMENT, 6.0

- Command, 6.1
- Disengaging, 6.32
- Engaging, 6.31
- Movement Phase, 4.42
- Retreats, 6.4
- Speed, 6.1

MUD, 12.2

- Defense, 7.34
- HQ Disruption, 12.22
- Initiative, 12.21
- Unit Speed, 12.23

PARADROPS, 14.0

- Air Assaults, 14.4

- Combat, 14.5
- Dispersal, 14.6
- Drop Hexes, 14.3
- Paratroop Corps, 2.64
- Paradrop HQs, 14.2
- Linkup, 14.6

PLAYER-TURN, 4.4

PLOESTI, 16.12

PORTS, 1.45

- Control Ports, 15.1
- Port Capacity, 15.21

PRODUCTION, 11.0

- Basic Production, 11.21
- City Production, 11.22
- Production Level, 11.2
- Production Phase, 11.1
- Production Points, 11.3
- Reinforcements, 11.5
- Replacements, 11.41
- Resource Production, 11.23

PURSUIT FIRE, 6.42

RAILROADS, 1.6, 9.0

- Disengagements, 9.22
- Control, 9.12
- Rail Entry Hexes, 9.11
- Rail Movement, 9.2
- Rail Supply, 9.3

REINFORCEMENTS, 11.5

- Deploying, 11.6
- Schedule, 2.5, 3.22, 11.6

REPLACEMENTS, 11.41

- Building Units, 11.4
- Cadres, 11.42
- Replacement Costs, 11.43

REPULSES, 7.51

RESOURCE CENTERS, 1.5

RETREATS, 6.4

- Pursuit Fire, 6.42
- Rearguards, 6.41

RIVERS, 1.35

- River Assaults, 7.5
- Frozen, 7.52

RUMANIA,

- Armies, 2.66
- Surrender, 16.11

S.S. PANZERS & MECH, 2.65

SATELLITE, 2.66, 16.13

SCENARIOS, 3.1

SEAPOWER, 15.0

- Control, 15.1
- Evacuations, 15.6
- Invasions, 15.4
- Port Capacity, 15.21
- Seas, 1.36
- Sea Movement, 15.2
- Sea Supply, 15.3

SEQUENCE OF PLAY, 4.0

SEVASTOPOL, 2.66, 16.13

SIEGE GUNS, 2.63

SNOW, 12.2

- HQ Disruption, 12.22
- Initiative Effect, 12.21
- Marsh Effect, 12.24
- Unit Speed, 12.23

STACKING

- Exit Zones, 16.2
- Limits, 6.21
- Overstacking, 6.22

STARTING PLAY, 3.0

- Deploying, 3.24
- Forces, 3.22
- Initiative, 3.21
- Startlines, 3.23

STRATEGIC MOVEMENT, 6.53

- Rail Movement, 9.2
- Sea Movement, 15.2

SUPPLY, 10.0

- Attrition, 10.4
- Fortress Supply, 10.5
- Rail Supply, 9.3
- Sea Supply, 15.3
- Land Supply Lines, 10.3
- Supply Check, 10.2
- Supply Phase, 4.46

SUPREME HQS, 5.6

- Airstrikes, 5.63
- Combat Support, 5.64
- Command, 6.5
- Mobilization, 5.62
- Supreme Moves, 5.61, 6.51

TURKEY, 1.1

UNITS, 2.0

- Building, 11.51
- Combat Value, 2.3
- Deploying, 3.24
- Disbanding, 11.52
- Firepower, 2.2, 7.32
- Identity Codes, 2.5
- Nationality, 2.1
- Speed, 2.2
- Types, 2.2

UNSUPPORTED COMBAT, 7.4

VICTORY, 17.0

- Handicaps, 17.2
- Levels, 17.3
- Tournament Points, 17.31
- Victory Points, 17.1

WEATHER, 12.0

- Determination, 12.1
- Effects, 12.2
- Weather Rolls, 4.3

THE GAME MONTH

PRODUCTION

- Determine Production Level
- Add Replacement steps to units in play
- Build and deploy Cadres
- Deploy any Reinforcements

FORTNIGHT I

- Weather Determination
- First Player-Turn (see below)
(German: Dry/Mud Soviet: Snow)
- Second Player-Turn

FORTNIGHT II

- Repeat Fortnight I Procedure

THE PLAYER-TURN

COMMAND PHASE

- Activate HQs

MOVEMENT PHASE

- Move units under command
- Mobilize HQs (optional)

COMBAT PHASE

- Target Airstrikes
- Select Active Battles
- Resolve Each Active Battle
 - Offensive Airstrike
 - Defensive Fire
 - Offensive Fire
- Deactivate HQs (reduce Blitz HQs)

BLITZ MOVEMENT PHASE (if any)

- Repeat Movement Phase

•BLITZ COMBAT PHASE (if any)

- Repeat Combat Phase

SUPPLY PHASE

- Paradrop Linkup check (if applicable)
- Enemy Supply Attrition

UNIT DATA

UNIT TYPE	SPEED			Fire Power	German PPs		Soviet PPs	
	DRY	MUD	SNOW		STEP	CADRE	STEP	CADRE
ARMOR	3	1	2	DF	8	12	4	8
MECH	3	1	2	SF/DF	6	9	3	6
INFANTRY*	2	1	1	SF	4	6	2	4
CAVALRY	3	2	2	SF	•	•	3	6
SHOCK	1	1	1	DF	•	•	3	6
PARA	2	1	1	SF/DF	•	•	6	12
HQ	2	1	1	•	10†	20††	10	20

*Includes Coastal, Satellite, Mountain, & Siege Gun units.

† 15 in Winter 1941
†† 30 in Winter 1941

TERRAIN EFFECTS

TERRAIN	STACKING	HEXSIDE	MOVEMENT	FIREPOWER	DEFENSE
CLEAR	4	2	NORMAL	NORMAL	NORMAL
FOREST	4	1	NORMAL	NORMAL	DOUBLE
MARSH	3	1	STOP	OFFENSE SF	DOUBLE
MOUNTAIN	2	1	STOP	NORMAL	DOUBLE
RIVER	N/A	1	NORMAL	N/A	N/A
MAJOR CITY	Other Terrain	Other Terrain	Other Terrain	DEFENSE DF (or better)	DOUBLE
FORTRESS	Other Terrain	Other Terrain	Other Terrain	DEFENSE TF*	TRIPLE**

* LARGEST UNIT ONLY
** ORIGINAL DEFENDER ONLY

PRODUCTION CHART (PPs)

Scenario		S41	W41	S42	W42	S43	W43	S44	W44
★	Basic	12	18	24	32	32	32	32	32
	Starting	64	49	56	62	64	74	82	89
✚	Basic	40	40	50	50	60	60	50	40
	Starting	54	71	80	83	90	79	66	37

HEX CONTROL

ACTIVITY	Friendly	Disputed	Enemy
Deploy HQs into Hex	YES *	NO	NO
Move into Hex	YES	YES	YES
Engage into Hex	YES	YES	YES
Disengage into Hex	YES *	NO	NO
Move By Rail	YES *	NO	NO
Trace Rail Supply Line	YES *	NO	NO
Trace Land Supply Line	YES	YES	NO
Trace Command	YES	YES	NO

* NOT if embattled

WEATHER EFFECTS

WEATHER	TERRAIN	COMMAND	MOVEMENT	COMBAT
DRY	Normal	Normal	Normal	Normal
MUD	Forest/Clear = Marsh	HQ Disrupted, can't deploy	1 hex (cav. 2 hexes)	Offense SF/Defense DD
SNOW	Marsh = Forest Rivers freeze (no repulse)	German HQs Disrupted	1 hex less than normal	Normal