VICTORY CONDITIONS
The Russian player wins by being the last side to have uncontested control of all five stone buildings on Board 3 initially in German hands or by exiting two tanks, with functioning main armament, off the west edge of Board 3. The German player wins by avoiding both Russian victory conditions.

SPECIAL RULES
1. There are no artillery modules.
2. The Germans may not request indirect fire until their own player turn.
3. All hexes south of 3B3, 3A4, 2B6, 2C7, 2D7, 2E9, 2F8 and 2G9 are considered woods hexes.
4. Lusho lay close to the swampy banks of the River Pola; therefore all hill terrain on Board 2 is designated marsh. All relevant rules for Marsh are in effect for these hexes.
5. The Russian player receives air support from two IL2 Sturmoviks available on Turn 1. This air support was employed to strafe German trenches; the Sturmoviks are therefore prohibited from attacking further than seven hexes west of the westernmost unbroken Russian squad.
6. Russian infantry may not prep fire on its first turn. However, in the advancing fire phase, units that have not moved may fire with full effectiveness.
7. SS squads set up west of Hex Row L on Board 3 must be initially placed in stone buildings, no more than one squad to each building.
8. All German weaponry eligible to do so may utilize bore-sighting.
9. There is no HEAT ammunition available to German anti-tank guns.
10. The wooden building in Hex 3110 does not exist.