



Deluxe Edition

The Dark Valley

The East Front Campaign, 1941-45

RULE BOOK



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1.0 Introduction

"I send you heartfelt greetings on the splendid victory you have won in driving the invader from your soil and laying the Nazi tyrant low. It is my firm belief that on friendship and understanding between the British and Russian peoples depends the future of mankind. Here in our island home we are thinking today very often about you and we send you from the bottom of our hearts our wishes for your happiness and well-being and that after all the sacrifices and sufferings of the dark valley through which we have marched together we may also in loyal comradeship and sympathy walk in the sunshine of victorious peace."

- Message from Winston Churchill to Joseph Stalin, May 1945.

The Dark Valley (TDV) is a game on the Nazi war against the Soviet Union, from the initial invasion in June 1941 (*Operation Barbarossa*) to the final German defeat in Berlin in 1945. *TDV* offers four scenarios plus the campaign game, which may also be started at the later scenario start dates. These *TDV* Deluxe Edition rules replace all previous versions, errata, and clarifications.

2.0 Game Components

2.1 The Map

The game map represents the area of Eastern Europe over which the campaign was fought. The map is divided into hexagons, used to regulate Movement and unit positioning. Each hex is approximately 20 miles across. The terrain symbols are explained on the Terrain Effects Chart. There is a Retreat Compass printed on the map used to determine legal paths of Retreat.



Note that not all Towns/Cities on a Coastal hex are Ports, but Riga, Stettin, and Leningrad are. For all purposes the Ports in the Gulf of Finland are defined as Talinn, the Oranienbaum, and Leningrad. In addition, the mapboard contains a number of tracks and Boxes used to facilitate play. They include:

- **Turn Record Track:** The map contains the Turn Record Track (hereafter TRT) used to track the current game Turn. Each Turn represents a period of one to two months, except for Turn 1 which represents the period from June 22 to June 30, 1941.
- **Chit Pull Track:** Tracks the current activity within the current Game Turn.
- **VP Track**
- **Stavka Reserve Box**
- **Air/Assets Boxes (Axis and Soviet)**
- **Axis Other Fronts Box**
- **Eliminated Units Boxes (Axis and Soviet)**

2.2 The Counters

There are six basic types of counters: Combat units, Headquarters/Leaders, Air counters, Axis Supply Depots, Support markers and Game markers. Units represent ground forces of the campaign. Air counters represent the effects of Air Assets. Game markers are used to keep track of various game functions.



a. Combat Units: Combat units range from Brigade to Soviet Army and have one or two "steps" (sides). Each step represents the unit at a certain level of Combat effectiveness.



Note that the backs of some German motorized units show the unit converted to Panzer Grenadier status. This is *not* a second step for the Motorized Division (or vice versa).



b. Headquarters/Leaders: These units have some of the qualities of Combat units (a Movement Allowance) but do not take part directly in Combat and have additional special functions. (See 14.0.)

c. Air Counters: There are several types of Air counters used for Supply, Combat and Bombardment.:



Romanian Air Asset: The Romanian Air Asset counter is used in a Combat involving a Romanian unit. (See 8.3.2.)



German Air Assets: The five German Air Assets consist of five Air units and matching Base counters.



The Germans also receive Air Supply markers used to Supply ground units by air. (See 8.4.)



Soviet Air Assets: The Soviets receive Tactical Air Armies and one Strategic Air Army. (See 8.3.1.)



d. Axis Supply Depots: These counters have no Combat ability and their Movement Allowance is determined by a die roll. They represent—

fairly abstractly—the general concentration and reach of Axis logistical capabilities, rather than supplies stockpiled in a particular location. (See 13.6.)



e. Support Markers: Both players receive Support markers to supplement attack and defense strengths in Combat.



Sturm (Assault Gun): The Axis player gets an Assault Gun Support marker representing in an abstract way the increasing German reliance on assault guns (armored combat vehicles without tank turrets) during the war. (See 16.1.)



Special Fortified Zone: The Soviets get a Special Fortified Zone marker which represents the fortifications and use of concentrated anti-tank guns (mobile and otherwise) that formed the backbone of the Soviet defense at Kursk in 1943. (See 12.7.)



Soviet Tank Brigade: These represent the tank brigades that Replaced the larger Mech Corps to improve battlefield control. (See 16.3.)

f. Game Markers: Game markers are used to keep track of various game events and functions:



Action Chit: Used to determine the currently Active player and the type of Action Round, as well as the number of Action Rounds played this Turn.

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Allied/Axis Control Marker: Used to indicate ownership of a hex in ambiguous situations.



Fort Destroyed Marker. Used to indicate Destroyed Forts and Fortified Zones.



Game Turn Marker. Keeps track of the current game turn.



OOS (Out of Supply) Marker. Used to indicate a unit unable to trace a Line of Supply.



IS (Isolated) Marker. Used to indicate a unit unable to trace a Line of Communication.



ACT (Active) Marker. Used to indicate currently Active units during Action Rounds in which only certain units are Activated.



German Air Supply Marker. Used to indicate a unit currently Supplied by air and its reduced Movement Point (MP) allowance.



Stalin Counterattack Marker. Used to track the number of required Stalin-mandated counterattacks.



German Air Base



Logistics Chit



Soviet Tactical Air



Soviet Strategic air



Soviet Artillery



Soviet City Defense



German HQ



Soviet HQ



Active Marker



Fortified Zone



Axis Special
1941/42 VP marker



Soviet Bridgehead
marker



Victory Point markers

Unit Symbols	Unit Types
	Infantry, Light Infantry (Jaeger)
	Mountain Infantry
	Shock Infantry
	Marine
	Airborne
	Cavalry
	Motorized Infantry
	Mechanized Infantry
	Armor (<i>silhouettes vary</i>)

Unit Size Symbols	Unit Size
X	Brigade
XX	Division
XXX	Corps
XXXX	Army
XXXXX	Army Group

Unit Information & Symbology

Arrival Turn: 12

Unit type: 4 3 8

Attack strength: 4

Defense strength: 3

Movement factor: 8

Unit ID: 3 6

Non-Replaceable unit indicator: 2

Arrival # in white circle = Replaces existing unit

Hex behind Combat factor = unit has ZOC

Circle behind Movement factor = unit is Mech

Red arrival # = enters play in Eliminated Units Box

Conversion # in gray circle = converted to new unit type on this turn

Historical ID Abbreviations

Soviet	
Dov	Dovator Cavalry Group
Gd	Guard
Sh	Shock
FE	Far East
German	
DR	Das Reich
LAH	Leibstandarte Adolf Hitler
Toten	Totenkopf
WIK	Wiking
HG	Herman Göring
GD	Gross Deutschland
Brand	Brandenburg
FR	Fruntsberg
HS	Hohenstaufen
HJ	Hitler Jugend
Pol	Polizei
FHH	Feldherrnhalle

Background Color	Nationality
	German
	German SS
	Hungarian
	Romanian
	Italian
	Soviet & Soviet Minor Ally
	Soviet Guards

Armor Icon Key

German	Soviet

2.3 The Player Aid Cards

The player aids cards contain the following charts and tables:

- Terrain Effects Chart
- Combat Results Tables
- Bombardment Table
- Axis Supply Depot Advance Table
- Action Chits Availability Chart
- Replacement/Conversion/Withdrawal Charts
- Sequence of Play Chart
- Weather Effects
- Turn-specific Rules Chart

2.5 Items Necessary for Play

- An opaque container (such as a mug) for chit draw.
- Two six-sided dice.

2.4 Terms and Abbreviations

Throughout these rules the following terms and abbreviations are used:

1d6/2d6: 1d6 means one six-sided die; 2d6 means two six-sided dice.

ABC: Airborne Corps.

Combat unit: Any ground unit with an attack or defense factor.

Command Range: The number in square brackets on an HQ unit. Other units that are within Command Range of an HQ unit (tracing without regard to intervening units), may be Activated by those HQ units during some Action Rounds. (See 10.0 and 14.0.)

Control: A Town, City, Fort, or Oil hex is controlled by the side last to occupy the hex or to place the hex in ZOC (6.0) of one of its units while the hex is unoccupied. *Exception:* Hexes that become vacant from Isolation/Surrender immediately switch control regardless of ZOC.

DR: die roll.

DRM: Die-roll modifier (a number added to or subtracted from a DR).

Greater Germany: All hexes west of the *Operation Barbarossa* start line but excluding Hungary and Romania.

Ground Unit: Any unit with a Movement factor.

HQ: Headquarters.

Isolated (IS): A unit is isolated if it has no Line of Communication (13.2) to a Supply Source.

Jaeger: German Light Infantry Divisions.

The Kerch Straits: The Kerch Straits are the two hexsides between Taman and the two adjacent hexes in the Crimea.

Light Infantry: Light Infantry are non-cavalry/non-mountain Divisions with a Movement factor of 6.

Line of Communication (LOC): A path of any length traced from a unit to its Supply Source (13.2).

Line of Supply (LOS): A path of fixed length traced from a unit to its Supply Source (13.3).

Mechanized (also called Mech) Units: All Tank, Panzer, Motorized or Mechanized Infantry, and Soviet Artillery. All other units are considered to be non-mechanized. Mechanized units have their Movement factor enclosed within a white circle for ease of identification.

MP: Movement Point.

Panzer Grenadier: German Mechanized units.

Pz: Panzer.

RF: Replacement Factor.

Stack: One or more Combat units legally placed in a hex. Note that a lone unit in a hex is a Stack.

Step Loss: When a step loss is called for, flip the affected unit to its weaker side. If already on its weaker side or its only side, instead remove the unit from the map and place it in the Eliminated Units Box for its side.

TEC: Terrain Effects Chart.

TRT: Turn Record Track.

VP: Victory Point.

ZOC: Zone of Control (6.0).

3.0 How to Win

3.1 In General

Each of the game's four scenarios has its own Victory Conditions as listed in that Scenario (see 17.0). The campaign game (which can be picked up using any of the scenario start dates) has its own Victory Conditions as well.



There are 47 Victory Hexes marked on the map. Only the Axis player tracks VPs. Move the VP marker on the VP Track to indicate the current number as the Axis player gains and loses Victory Hexes. Change the marker to its "+10", "+20" or "+30" versions as needed.



In addition, Control of the Soviet oil hexes of Maikop, Grozny and Baku (off-map) can also determine victory. The Oil Hex in Hungary (W1642) counts as a VP hex in 1945 only.

3.2 Campaign Victory Conditions

Axis Victory

The Axis player wins immediately at the end of any Victory Check Segment that one of the following apply:

- The Axis player Controls Moscow and either Kiev or Leningrad in 1941.
- The Axis player Controls Sevastopol, Stalingrad, Maikop, and Grozny, and has exited 10 or more German units (at least five of which must be Mechanized Divisions) off the south map edge in the Caucasus via any of the four Military Roads (capturing Baku and its oilfields).
- The Axis player Controls 38 VP hexes.
- The Axis player avoids the Soviet Victory Conditions by the end of Turn 44..

Special: During the December 1941 Victory Check Segment, mark the Axis player's VP level with the "Axis 41" marker. During any 1942 Victory Check Segment, if the Axis player's VP score is three or more points higher than the marked "Axis 41" score, mark the new score with the "Axis 42" marker. If the "Axis 42" marker is not placed in this way by the end of the December 1942 Turn, the Axis player loses the game.


Design Note: This is to enforce a major Axis offensive in the Summer of 1942, instead of allowing the player to hunker down on the defensive.

★ Soviet Victory

The Soviet player wins immediately at the end of any Victory Check Segment that one of the following applies:

- The Axis player has 28 VPs or fewer in 1942.
- The Axis player has 23 VPs or fewer in 1943.
- The Axis player has 13 VPs or fewer in 1944.
- The Soviet player Controls Berlin and the Axis player has 2 VPs or fewer by the end of Turn 44.
- The Axis player has 1 VP or fewer.

Optional: To add variability to all scenarios and the campaign game, roll 1d6 when a VP hex changes hands and utilize the table below. Add +2 to the DR if the affected hex is either Moscow or Berlin. Note this rule will add a further element of luck to the game.

Modified DR	Hex Control is now:	
	 Axis	★ Soviet
1-2	No VP change	No VP change
3-4	+1 VP	-1 VP
5+	+2 VP	-2 VP

4.0 Sequence of Play

The Detailed Sequence of Play below provides an overview of the Phases and Segments of a Turn. See the full rules as referenced at each item for further details

DETAILED SEQUENCE OF PLAY

I. REINFORCEMENT/REPLACEMENT PHASE

a. Axis Reinforcement Segment (7.2): The Axis player places new units and units returning from the Other Fronts Box.

b. Axis Replacement Segment (7.4, 7.7): The Axis player Replaces eliminated units and/or brings reduced units up to full strength. He makes any unit Conversions required and any required Withdrawals.

c. Soviet Reinforcement Segment (7.3): As with the Axis player.

d. Soviet Replacement Segment (7.6, 7.8): As with the Axis player.

II. AIR BASE PHASE

a. Axis Air Base Segment (8.2): The Axis player may move each German Air Base and the attached Air unit.

b. Soviet Air Base Segment: The Soviet player may relocate the 18th Air unit to any In-Supply, Soviet-Controlled Town or City within the Soviet Union.

III. STRATEGIC MOVEMENT PHASE

a. Axis Rail Movement (9.2): Starting on Turn 11, the Axis player may Move steps by rail along In-Supply, Axis-Controlled Rail Lines.

b. Axis Naval Movement (9.3): The Axis player may Transport four steps per Turn in both the Baltic Sea and the Black Sea/Sea of Azov.

c. Soviet Rail Movement (9.4): Starting on Turn 4, the Soviet player may Move four Combat unit steps per Turn along In-Supply, Soviet-Controlled Rail Lines. Rail Movement may be used to place units in Stavka Reserve.

d. Soviet Naval Movement (9.5): The Soviet player may Transport units in both the Baltic Sea and the Black Sea/Sea of Azov.

e. Soviet Amphibious Invasion (9.6): The Soviet Black Sea Naval unit may attempt an Amphibious Invasion at or east of an Axis-Controlled Sevastopol or Odessa during any Turn, or outside the Soviet Union beginning in 1944.

f. Soviet Air Drop/Air Transport (9.7): Once per Turn, a Soviet Airborne Corps [ABC] not already on its non-Replaceable side may Air Transport or Drop. Each ABC unit may only drop once per game.

IV. ACTION PHASE

a. Initiative Determination Segment (10.2): Determine which player has the Initiative this Turn. The Initiative player chooses one of his own Action chits to play during the first Action Round of the current Turn.

b. Action Chit Placement Segment: Place all remaining available chits in an opaque container for random drawing.

c. Initiative Action Chit Segment: The Initiative player conducts his pre-selected action. This will be two actions on Turn 1 (Combat then Movement) and two during the Fall Blau offensive on either Turn 12 or Turn 13 (see 10.2).

d. Random Action Chit Segments (10.3): The remaining chits are randomly drawn one at a time to determine the order of Actions in the Action Round Phase. The chits allow the following Actions:

- **Move** (10.5.1)
- **Combat** (10.5.2)

- **Move/Combat** (10.5.5)
- **Counterattack** (10.5.6)
- **Panzer Army** (10.5.7)
- **Deep Battle** (10.5.8)
- **Stavka** (10.5.9)
- **Logistics** (10.5.11)
- **Combat-Zhukov** (10.5.3)
- **Combat-Stavka** (10.5.3)
- **Combat-Stavka/Zhukov** (10.5.4)

At the end of *any* Axis Round, any reduced German 4-6-4 Corps may flip to full strength by eliminating German (not Axis) Divisions with a total of at least two Attack factors. (See 7.5.)

After use, place the Action chits on the Chit Pull Track so both players can see which chits have been used for the Turn.

V. ATTRITION PHASE

a. Axis Supply Depot Advance Segment (13.6): Axis Supply Depots may be moved. Consult the Axis Supply Depot Advance table (located on a player aid card).

b. German Air Supply Segment (8.6): In 1941 and 1942 only, the Axis player may attempt to provide Air Supply to Isolated German units in Towns or Cities.

c. Attrition Segment (13.8): All units marked as Isolated have their Supply Status re-checked and effects applied.

VI. END PHASE

Victory Check Segment: Determine if either player has won according to the specific scenario Victory Conditions (see 3.2, 17.1.3, 17.2.3, 17.3.2, and 17.4.2).

Turn Advance Segment: If neither player has won, flip all “Done” Air and Artillery units back to their Available (front) sides. Advance the Game Turn marker and begin the next Turn.

5.0 Stacking and Stacks

5.1 General Rules

Stacking is the placement of one or more units into a single hex at the same time. Stacking limits are enforced:

- (a) at the end of Rail/Naval Movement and the Movement portion of any Action Round allowing Movement,
- (b) during the placement of units of Reinforcements and Replacements on the map, and
- (c) throughout Combat, including Retreat and Advance after Combat.

5.2 Overstacking

If a hex is overstacked, the owning player must eliminate sufficient units (of that player's choice) to bring the stack within the stated limits.

5.3 Stacking Limits

A player may stack up to four Combat units in the same hex. No more than two Armies or three Corps (in any combination) may stack in a hex.

Example: *A stack of two Armies and two Corps—or three Corps and one Army—is a legal stack.*

5.4 Other Units

Zhukov, Soviet and German artillery units, Supply Depots, Stavka, and Panzer Army HQs do not count towards stacking limits, but there may only be one of each type per hex. No more than two German Air Bases may be stacked in a City and no more than one may be stacked in a Town. No more than one Air unit may take part in a Combat or Bombardment. Game markers do not count for stacking.

Support Markers: *The Soviet Fortified Zones and Special Fortified Zone (both a type of terrain), Soviet Tank Brigades, and German Sturm (Assault Gun) markers never count for stacking.*

6.0 Zones of Control

6.1 General Rules



Some units influence activities in the six hexes adjacent to them. Those hexes are called the unit's Zone of Control (ZOC).



Only units with their attack/Combat factor surrounded by a white hexagon have a ZOC. Note that some two-step units have a ZOC at full strength, but not when at reduced strength.

ZOCs affect Movement, Retreat, Lines of Communication and Supply. They have no other effect. ZOCs do not extend across Major River or Volga River hexsides, or into Fort, City, or Enemy Fortified-Zone hexes. Mechanized ZOCs only extend into Swamp hexes in Snow Weather. German Mechanized units do not extend ZOC beyond their own hex during Mud Turns or in Snow Turns 7 to 9 (First Winter).

6.2 ZOC Effects

ZOC affects Movement as follows:

- A unit must halt its Movement on entering an Enemy ZOC.
- Units may not Move directly from one Enemy ZOC to another during Movement.

[Exceptions: In-Supply German Mechanized units that begin their Move in the ZOC of one or more Soviet 5-4 Rifle Army units and no other Soviet units may Move directly to another hex solely in the ZOC of one or more Rifle Army units but must then halt. Similarly, Soviet Guard Tank Armies that begin their Move in Axis ZOC may Move directly to another hex in Axis ZOC but must then halt. In both cases, the units may Move only the one hex.]

- Any unit forced to Retreat into an Enemy ZOC is eliminated. Friendly units negate Enemy ZOC for the purpose of this rule.

[Exception: German Mechanized units may Retreat through one Enemy ZOC at the cost of one additional step loss per stack in Fair/Mixed Weather Turns but may not end their Retreat in an Enemy ZOC.]

- Units Advancing after Combat ignore ZOC.

6.3 Line of Communication

A LOC is a path of hexes of any length, free of Enemy units or ZOC, from a Friendly hex to a Supply Source. Friendly units negate Enemy ZOC for the purpose of this rule. See 13.2 for full details.

6.4 Line of Supply (LOS)

A LOS is a path of hexes of variable length, free of Enemy units or ZOC, from a Friendly occupied hex to a Friendly Supply Source hex. Friendly units negate Enemy ZOC for the purpose of this rule. See 13.3 for full details.

6.5 Emergency Withdrawal

During a Friendly Move Round (only), a unit may make an Emergency Withdrawal if it cannot Move from its starting hex into an adjacent hex that is not in the direction of the Enemy Retreat Compass. Note the ability of certain units to Move ZOC to ZOC for this determination.

A unit making an Emergency Withdrawal must Move two hexes away from its current hex, ignoring terrain costs but not Enemy units or impassable terrain, in any direction except that of the Enemy Retreat Compass.

The withdrawing unit ignores Enemy ZOCs but may not end its withdrawal adjacent to an Enemy unit. (Enemy Depots, Airbase/Air units, and HQs do not count as Enemy units for this purpose.)

A unit able to make an Emergency Withdrawal may choose to Move, under all normal Movement restrictions, or remain where it is. A unit may never combine Movement with an Emergency Withdrawal.

7.0 Reinforcements, Replacements, Conversions, Withdrawals

7.1 General Rules

Reinforcements are new units entering the game. Replacements are previously eliminated units returning to the game, or reduced strength units on the map returning to full strength. Reinforcements are always placed before Replacements and the Axis player always places Reinforcements and Replacements before the Soviet player.



Reinforcing units have a Turn number printed on the counter and they enter during the appropriate Reinforcement

Segment of that Turn. Reinforcements and Replacements are subject to stacking limits when placed. Replacements cannot be saved from Turn to Turn.

7.2 Axis Reinforcements



German Reinforcements may be placed in any Towns or Cities in Greater Germany that can trace a LOC to Berlin. Note that Reinforcements may not be placed in Berlin itself if a Soviet unit is adjacent. German (but not other Axis) Reinforcements may also be placed in hexes with a Supply Depot.



Romanian Reinforcements may be placed in any Town or City in Romania, or in Odessa if it is Axis-Controlled.



Hungarian Reinforcements may be placed in any hex in Hungary with a LOC to Buda, or in Kiev if it is Axis-Controlled.



Italian Reinforcements may be placed in any hex in Romania or Hungary with a LOC to Vienna, or in Dnepropetrovsk if it is Axis-Controlled.

7.3 Soviet Reinforcements



Soviet units may be placed in any Cities in the USSR with a LOC to the east map edge or on the Military Road map edge hexes in the Caucasus.

One Soviet unit may be placed in Leningrad if the Soviets can trace a LOC across hex 1102. (This is the only case in which a LOC may be traced across a lake for Reinforcement purposes.)

Soviet Cities on the Black Sea coast may only be Reinforced by one unit each if they have to trace a LOC across the Black Sea; in this case (only) they may not be placed in cities in range of a German Air unit.

Starting on Turn 3, the Soviet player may place any number of Reinforcing or Replacement units into Stavka Reserve (but note there are limits on units coming out of Stavka Reserve.) (See 10.5.9.)



The following Soviet Armies (arriving on Turns 5-7) are placed directly into the Soviet Eliminated Units Box: 3rd, 4th, 5th, 13th, 10th, and 26th. These units have their Turn arrival number marked in red in a white box as a reminder. These units come into play as Replacements and may be purchased on their Turn of arrival.

7.4 Axis Replacements

Previously eliminated Axis units may re-enter the game as Replacements, in which case they are placed in the same way as Reinforcing units (7.2). Reduced units that are returned to full strength do so in their current location on the map. Units may only receive Replacement steps if they would be In Supply if a Supply check were performed at that instant. Axis Replacements are available as listed below; each step may be used to Replace one eliminated step of the correct type only.

Axis Replacements

Turns 2 to 3: Four German Infantry steps per Turn.

Turn 4: Four German Infantry steps and five German Mechanized steps.

Turn 11: In order, do the following:

- Replace all German Motorized Divisions to full strength (i.e., eliminated units are returned to the map at full strength while reduced on-map German Motorized Divisions are flipped).
- Then Replace all Replaceable eliminated Panzer Units at reduced strength.

- Then flip half (round down) of all reduced Panzer units (including those just placed onto the map) to full strength.
- Then Replace all eliminated Mountain and Jaeger Divisions.
- Then Replace half (round down) of all other German Infantry steps.
- Finally, Replace all Replaceable Axis Minor units to full strength.

Turn 13-17: Four German Infantry steps per Turn.

Turn 22: In order, do the following:

- Replace one Romanian and one Hungarian Replaceable unit.
- Then Replace half (round down) of all German Infantry steps.
- Then Replace all eliminated Replaceable German Panzer units at reduced strength.
- Finally, Replace all Panzer Grenadier units.

Turn 23: Flip half (round down) reduced strength non-SS Panzer Divisions to full strength.

Turn 24: Flip all SS Panzer units to full strength.

Turn 25 to Turn 37: Receive the following German steps per Turn: two Panzer, two Panzer Grenadier, and four Infantry/Motorized.

Emergency Replacements: On the first Turn after 1942 that begins with a Soviet unit in Greater Germany, add:

- one Replaceable Hungarian unit,
- one full-strength Tiger Battalion,
- five Mechanized steps,
- ten Infantry steps.

Then return eliminated units to the map and/or flip reduced units as desired.

For Turn 11 and Turn 22 Replacements and Emergency Replacements (only): “German Infantry steps” refers to units with the infantry symbol and a Movement factor of 5 or less. (*German units with a Movement factor of 6 are either Jaeger (Light) Divisions or Mountain Divisions.*) In all other cases, treat Jaeger and Mountain Divisions as Infantry.

7.5 Special German Corps Replacement



At the end of any Axis Round, any reduced German 4-6-4 Corps may flip to full strength by eliminating German (not Axis) Divisions with a total of at least two attack factors. The eliminated unit(s) must be stacked with or adjacent to the reduced Corps in question.

If any of the units involved in this exchange are OOS, then the 4-6-4 Corps is marked OOS.

If any of the units involved in this exchange are Isolated, then the 4-6-4 Corps is marked Isolated.

Jaeger and Mountain Divisions may not be used for Special German Corps Replacement.

7.6 Soviet Replacements

Previously eliminated Soviet units may re-enter the game as Replacements, in which case they are placed in the same way as Reinforcing units (7.3).

Units adjacent to an Axis unit may not be returned to full strength unless they are in or adjacent to a Soviet-Controlled Replacement City (contains a Factory symbol).

Units may only receive Replacement steps if they would be In Supply if a Supply check were performed at that instant.

Soviet Replacements are available as listed below.

Each Replacement Factor (RF) allows one Combat factor to be rebuilt. RFs are used to rebuild Replaceable:

- Infantry Divisions and Armies
- Guard Rifle Corps
- Shock Armies
- Guard Rifle Armies
- Airborne Corps
- Naval Corps

For example, Replacing an eliminated Rifle Army will cost 5 RFs if placed at full strength or 3 RFs if Replaced at reduced strength.

RF costs are equal to a unit’s defense strength, except where noted below.

(Replaceable Guard Tank Armies, Mech Corps, Tank Corps, Guard Mech and Tank Corps, Cavalry, and Artillery units use a different procedure explained below.)



Starting on Turn 5 the Soviets receive 5 RFs for each of Leningrad, Moscow, Stalingrad, Kiev and Engels that they Control with a LOC to the east map edge. These cities are marked with a factory symbol on the map as a reminder.

If Leningrad must trace its LOC across hex 1102, the RFs it provides may only spent on reduced units in or adjacent to Leningrad, or on Replacing eliminated units in Leningrad. This is the only instance in which OOS units may be Replaced.

If Control of a City containing a factory is lost and then regained, that City contributes only half (round up) of its RFs for the rest of the game.

Starting on Turn 8, the Soviet player rolls 1d6 and adds that many additional RFs for Lend-Lease.

- If Vologda has no Rail Line LOC to the east map edge, apply a -3 DRM.
- If Stalingrad is Axis-Controlled, apply a -3 DRM.
- Starting on Turn 19, apply a +3 DRM.

All DRMs are cumulative.

Lend-Lease ends at the beginning of Turn 41.

Starting on Turn 8 the Soviet player gets an additional 5 RFs each Turn for off-map factories. On Turn 19, this increases to 10 RFs per Turn.

The following unit types are Replaced by unit (not by Combat factor):

Replaceable Unit Type	Cost to Rebuild at Full Strength	Limit per Turn
Guard Tank Army	4 RF	-
Reduced Gd. Tank Army	2 RF	-
Mech Corps	2 RF	1*
Tank Corps	2 RF	1*
Guard Mech Corps	2 RF	1*
Guard Tank Corps	2 RF	1*
Guard Cavalry Corps	2 RF	1*
Artillery Corps	2 RF	1*


* Units of this type may not have a second unit Replaced in a Turn unless one of every currently-Eliminated type has been Replaced.

With the exception of Guard Tank Armies, a player may not Replace more than one of the above type units per Turn until one of every currently eliminated type (Mech Corps, Tank Corps, Guard Mech Corps, Guard Tank Corps, Guard Cavalry Corps, and Artillery units) is Replaced.

For example, the Soviet player currently has a Guard Cavalry Corps, a Tank Corps, two Guard Tank Corps, and two Artillery units available for Replacement. In order to Replace both Guard Tank Corps, he must first Replace one each of the Guard Cavalry Corps, Tank Corps, and Artillery units.

If the player had three Guard Tank Corps, he could Replace all three provided he first Replaced at least one of each of the others.


7.7 Axis Conversions



 Over the course of the game, various Axis Motorized Divisions are converted to Panzer Grenadier or Panzer Division status. The Turn of Conversion is shown on the counter (upper left in gray circle).

During the Replacement Phase of the indicated Turn:

- Single-step conversion units are flipped to their reverse side.
- Multi-step conversion units are Replaced by a new counter at full strength.

Units being converted may be either on the map or in the Axis Eliminated Units Box. If on map, the unit must be In Supply and may be adjacent to a Soviet unit. Multi-step units being converted are removed from the game.



 The new version has its Turn of arrival number indicated in a white circle as a reminder that it is converting an existing unit. In such cases the old version is permanently removed from the game and Replaced (wherever it was) by the new. *[Exception: If Replaced on map, the removed version must be In Supply; if not currently In Supply, make the conversion the next Axis Replacement Segment it is In Supply.]* All conversions that are possible are mandatory.

  The Axis Sturm (Assault Gun) marker (16.1) is converted as follows:

- **Turn 19:** The original marker is removed from the game and Replaced with an upgraded version.
- **Turn 30:** The upgraded version is removed from the game and Replaced with a final version which is used for the remainder of the game.

7.8 Soviet Conversions

All conversions that are possible are mandatory.

  A Soviet Guard Tank Corps must convert a Soviet Tank Corps. A Soviet Guard Mechanized Infantry Corps must convert a Soviet Mechanized Infantry Corps. (The unit IDs do not have to match for either of these conversions.) Units being converted must be on the map and In Supply and may be adjacent to one or more Axis units. Units being converted are removed from the game.



A Soviet Guard Rifle Corps must convert any three Replaceable Soviet Infantry Divisions. Units being converted may be either on the map or in the Eliminated Units Box. If on map, the unit must be In Supply and have a LOC to the east map edge. The new Soviet Guard Rifle Corps enters as if it were a Reinforcing unit (see 7.3). Units being converted are removed from the game.



A Soviet Guard Rifle Army must convert any three Soviet Guard Rifle Corps. Units being converted may be either on the map or in the Eliminated Units Box. If on map, the unit must be In Supply and have a LOC to the east map edge. The new Soviet Guard Rifle Army enters as if it were a Reinforcing unit (see 7.3). Units being converted are removed from the game.



A Soviet Guard Tank Army must convert one Replaceable Soviet Mechanized Infantry Corps and two Soviet Tank Corps and at least one of these three units must be a Guard Corps. Units being converted may be either on the map or in the Eliminated Units Box. If on map, the unit must be In Supply and have a LOC to the east map edge. The new Soviet Guard Tank Army enters as if it were a Reinforcing unit (see 7.3). Units being converted are removed from the game.

7.9 Axis Withdrawals

Throughout the game, various units will be removed from play or returned to the map as noted in the following list.

Removed Units: Units with no LOC may not be removed; remove them as soon as they have a LOC. Units in the Eliminated Units Box are removed from there.

Returning Units: Units always return at full strength and are placed as if they were Reinforcing units (see 7.2). The returning German Air unit/Base may be placed in any Town or City hex where it could legally base. Note that some removed Divisions are Replaced by new versions (i.e., Motorized Divisions converting to Panzer Divisions). In such cases, the entry of the converted units is not noted below but is shown on the unit counters.

Turn 7: Remove German 1st Cavalry Division, two Air units and their Bases.

Turn 8: Remove one Panzer Army HQ.

Turn 11: Remove 7th Panzer Division, the Hungarian Schn Corps and the Italian CSIR Corps; Return one Air unit and its Base.

Turn 14: Remove SS LAH and SS DR Motorized Divisions.

Turn 16: Remove SS Toten Motorized Division.

Turn 18: Return 7th Panzer Division.

Turn 19: Remove one German Air unit and its Base; Return DR Panzer Division. Remove the German Artillery unit.

Turn 20: Return SS LAH Panzer Division.

Turn 21: Remove 16th Panzer Division. Return SS Toten Panzer Division.

Turn 26: Remove all Italian units.

Turn 28: Return 16th Panzer Division.

Turn 30: Remove 9th Panzer Division, one Panzer Army HQ, one Air unit and its Base.

Turn 32: Remove SS LAH and SS DR Pz Divisions, one Tiger Battalion.

Turn 34: Remove SS HS and SS FR Divisions, one Tiger Battalion.

Turn 41: Remove one Panzer Army HQ, one Air unit and its Base; Return one Tiger Battalion.

Turn 42: Return SS LAH, SS DR, SS HS, and SS FR Divisions.

7.10 Soviet Withdrawals

On the first Turn in which the Axis Controls *both* Sevastopol and Rostov during the Soviet part of the Reinforcement/Replacement Phase, the Soviet player must move two full-strength Rifle Armies to Stavka Reserve. These units must remain there until the Soviet player Controls *either* of those cities during a Stavka Action Round.

Turn 4: At the beginning of Turn 4, all non-Replaceable Soviet Mech Corps are permanently removed from the game. The Soviet player immediately receives two Tank Brigade Support markers (16.3).

Design Note: The Soviets determined Mech Corps were larger than their officers could control and so they were dissolved at this point. They were Replaced by Tank Brigades, whose effects are modeled using the Tank Brigade Support markers.

Turn 8: Remove the Soviet Crimea, Leningrad, and Moscow Militia Corps from the game during the Soviet part of the Reinforcement/Replacement Phase. The Soviet player receives 1 RF for each such Supplied Corps removed from the map.

Turn 10: At the beginning of Turn 10, the Soviet Tank Brigade Support markers are permanently removed from the game.

8.0 Airpower

8.1 General Rules

Air Assets are made up of Tactical Air markers and Air units.



Tactical Air (“Tac Air”) markers: A Tactical Air marker has a single number (e.g., +1) which indicates the number of Combat factors it adds to Combat in attack or defense.



Strategic Air units: A Strategic Air unit has two numbers indicating its Air Support/Bombardment factor and a Range of Operations (how far away in hexes it may participate in operations).



Air Bases: German Strategic Air units are each attached to an Air Base and, when not participating in an operation, must be stacked with their Air Base. The single Soviet Air unit uses any Soviet Town or City in the USSR for its Base. Air Bases have no Combat factor.

If a Soviet unit enters a hex containing an Axis Air Base (via Movement or Advance After Combat), the Air Base must immediately relocate to the closest Friendly, In-Supply Town or City and its matching Air unit is flipped to its “Done” side.

If an Axis unit enters a hex containing a Soviet Air unit, the Air unit is relocated to a different Town or City hex and flipped to its “Done” side.

During the Logistics Action Round, if a Strategic Air unit is Out of Supply or Isolated, it is immediately relocated using these same procedures.

8.1.1. German Air Assets

The five German Air Assets consist of five Air units and their matching Base counters. German Air Assets must fly from and return to their matching Base when performing any mission.

Air Bases are moved during the Axis Air Base Segment or if a Soviet ground unit enters the Base hex.

Air units are moved for Combat Support during any Combat (including Panzer Army Combat, Soviet Counterattack and Deep Battle) and for Bombardment during any Friendly Combat.

They may be used to support an attack or defense by German units, or directly attack Soviet Ground units via Air Bombardment.

The Germans also get a number of Air Supply markers used to Supply ground units by air.

8.2 Basing Air Units

Base Stacking: Only one Air Base may stack in a Town; two Air Bases may stack in a City.

Axis Air Base Movement: During the Axis Air Base Segment, the Axis player may move each German Air Base and its attached Air unit to any Friendly-Controlled, In-Supply Town or City. If the destination hex is within 12 hexes of the starting location, the Air unit remains face-up. If beyond 12 hexes, instead flip the Air unit to its “Done” side.

Soviet Air Base: During the Soviet Air Base Segment, the Soviet player may relocate the 18th Air unit to any In-Supply, Soviet-Controlled Town or City within the Soviet Union.

8.3 Tactical Air Assets

Tactical Air Assets require no basing; they may be used on attack or defense in any Combat involving units of the same nationality.

The Tac Air unit is placed with units of its nationality in a Combat and adds its Combat factor for their attack or defense. Once that Combat is resolved, the Tac Air unit is removed from the map and placed on the Game Turn Track to return to play the following Turn.

The maximum number of Friendly Tac Air Combat factors that may be added to a single Combat is equal to the printed attack/defense value of the Friendly units involved in that Combat (maximum 1 for lone HQ/Leaders).

8.3.1 Soviet Tactical Air Assets



The Soviets receive a number of Tactical Air Armies during the game, each of which is used to add one Combat factor to any attack or defense involving a Soviet unit. Each such Soviet Tactical Air Asset may be used once per Turn on attack or defense.

Prior to 1943, only one Soviet Tac Air may participate in each Combat. During 1943, the Soviet player may apply up to two Tac Air per Combat. Starting January 1944, up to four Tac Air can be allocated per Combat.

The Soviets also get one Strategic Air Army, which acts exactly as a German Air unit, except it Bases in any Soviet-Controlled Town/City hex.

8.3.2 Romanian Air Asset



The single Romanian Air Asset counter is used to add one Combat factor to any attack or defense involving a Romanian unit. The Romanian Air Asset may be used once per Turn in Fair or Mixed Weather on attack or defense. It is removed from play, on any Turn after 1941, if there are currently no Axis-Controlled Romanian units inside the Soviet Union.

8.4 Air Units

Available Friendly Air units (not on their “Done” side) may perform:

- Combat Support, or
- one Bombardment mission (8.5), or
- Air Supply (8.6).

The action may be performed if within the printed range of the Air unit. The range cannot be traced through Mountain hexes within the Soviet Union, but is otherwise not affected by terrain, Enemy units, or ZOC.

When conducting Combat Support:

- All supporting Air units must fly to the defender’s hex.
- Friendly Tac Air and Air units may be combined for Combat Support. German Air units may not combine in Combat Support.
- Attacking Air support is placed before defenders.

After the Combat is completed, each Air unit is returned to its Base:

- Attacking Air units remain face up and may participate in additional air operations during the Turn.
- Defending Air units are flipped to their “Done” side.

The maximum number of Friendly Air Combat factors that may be added to a Combat is equal to the printed attack/defense value of the Friendly units involved in that Combat (any excess factors are lost).

8.5 Air Bombardment



Air units, unlike Tac Air, may attack Enemy Ground units directly through Bombardment. During any Friendly Round in which Combat may occur (including Deep Battle and Panzer Army Combats) any Enemy units in range may be attacked; if more than one unit is in a target hex, the attacker chooses the target unit. No more than one Air unit may Bombard a single hex each Combat. Such attacks can take place during any Round in which Combat is permitted for the owning side, regardless of location of the Air unit, and are resolved at any point during the Combat portion of appropriate Rounds.

The defender’s defense strength is determined by the Terrain the unit is in, not by its printed strength. Compare the Air unit’s Bombardment factor to the cumulative Terrain Defense factor to get the odds (round off in favor of the defender) and roll on the Bombardment Table. The result will be a step loss for the Defending unit, or No Effect. If the modified DR was 1,2, or 3, it returns to Base and is flipped to its “Done” side. If the modified DR was 4,5, or 6 it returns to Base but remains available for further Operations this turn. [*Exception: The German 8th Air*

unit’s +1 DRM, applies only to Bombardment and not Combat Support, and affects the Loss Result only, not whether the 8th is “Done” for the turn.]

Air units may not Bombard hexes that are currently subject to a normal attack by ground forces. German Air (not artillery) bombardment attempts suffer a –1 DRM in Mixed Weather and a –2 DRM in Snow.

8.6 German Air Supply



During 1941 and 1942, the Axis player may provide Air Supply to some Out of Supply and/or Isolated German units.

8.6.1 Supply to OOS German units (1941 only)

During the Logistics Round of any Fair/Mixed Weather turn in 1941 only, German OOS Mechanized units anywhere within range of Available Air units may be given Air Supply. (Although Isolated German Mech units are treated as OOS for Attrition purposes on Turns 2-4 under rule 17.1.2, this kind of Air Supply may never be given to Isolated German Mechanized units.)

An Available Air unit may Supply up to six Mechanized units in range and is not flipped to its “Done” side after providing this Supply.

More than one Air unit may provide such Supply, but no more than six German Mechanized units in total may be Supplied in this manner per Logistics Round. The Supplied units do not all have to be in the same hex. Each Mech unit Supplied by Air has its OOS marker replaced by an Air Supply marker. It is treated as fully Supplied in all respects, but its MP Allowance is reduced by two. It remains in Air Supply until the next Logistics Round.

8.6.2 Supply to IS units (1941-42)

During the Air Supply segment of the Attrition Phase of Turns 2 through 18, an Available Axis Air unit may provide Supply to IS German units in and adjacent to any Axis-Controlled Towns or Cities within its range. The Supplied units are marked OOS and no longer Isolated. After providing Supply, flip the Air unit to its “Done” side.

During Turns 2-11, when providing Supply to IS German units in a Town or City, one Air unit provides Supply for an entire hex—all units in and adjacent to the hex go from IS to OOS.

During Turns 12-18, the procedure is the same, but the Air unit may be subject to elimination. After providing Supply, roll 1d6 and add that number to the range from the Air unit’s Base to the IS Town or City. If the total is 1-11, return the Air to its Base. If the total is 12 or greater, the Air unit (but not its Base) is eliminated. Place any eliminated Air units on the Turn Record Track three Turns

after the current Turn. They will return to play during the Axis Replacement segment of that Turn. (Eliminated German Air units may only be used to meet scheduled Air Withdrawals if no other units are available.)

8.7 Winter 41-42 Effects

On Turns 7-9 German Air units are automatically flipped to their “Done” side after performing any single action, including moving their Base counter.

8.8 Control of Oil Hexes & Axis Air Units

At the instant the Axis controls no Oil hexes (counting the Oil hex in Hungary) permanently remove all Axis Air units from the game.

9.0 Strategic Movement

9.1 General Rules

Strategic Movement covers Movement by ship, rail, and air, as well as Soviet Amphibious Invasion and Air Drops/Air Transports by the Soviet Airborne Corps. In general, Strategic Movement has no effect on a unit’s ability to operate during any Action Round. Strategic Movement must take place in the order listed in the Sequence of Play. A unit may only perform one type of Strategic Movement per Turn.

9.2 Axis Rail Movement

Starting on Turn 11, the Axis player may roll 2d6 and move that number of steps by rail any distance along In-Supply, Axis-Controlled Rail Lines. Such units may not start, end or move adjacent to Enemy units nor may they enter Enemy-Controlled Towns, Cities, or Forts at any time during their move.

In Snow Turns and all Turns starting in 1944, roll one die instead.

The unit using Rail Movement must be In Supply in each hex it enters as if Supply were being judged at that moment.

9.3 Axis Naval Movement

The Axis player may Transport four steps per Turn in both the Baltic Sea and the Black Sea/Sea of Azov from a Friendly-Controlled Port to a Friendly-Controlled Port not in range of the Soviet 18th Air Army unit. Mechanized steps count double for Transport.

The following restrictions apply:

Baltic Sea: Four steps per Turn.

Gulf of Finland: No Naval Transport to/from during Snow Turns.

Black Sea: Four steps per Turn. Only if Sevastopol is Axis-Controlled.

Sea of Azov: Only if Sevastopol is Axis-Controlled and the Axis Control both sides of the Kerch Straits. No Naval Transport to/from during Snow Turns.

Rostov may be used as a Port only if no Enemy units (not ZOCs) occupy river hexes between Rostov and the Sea of Azov.

9.4 Soviet Rail Movement

Starting on Turn 4, the Soviet player may move four Combat unit steps per Turn any distance along In-Supply, Soviet-Controlled Rail Lines. Each hex moved through must be a hex in which the unit would be In Supply if Supply were judged at that moment. Movement along a Rail Line may not enter an Enemy-Controlled Town, City or Fort, nor move adjacent to an Enemy unit at any point.

Rail Movement may be used to place units in Stavka Reserve providing the units can move by rail to the hex containing the Stavka HQ. In such a case, place those units into the Stavka Reserve Box.

9.5 Soviet Naval Movement

The Soviet player may Transport units in both the Baltic Sea and the Black Sea/Sea of Azov from a Friendly-Controlled Port to a Friendly-Controlled Port that is not in range of a German Air unit. Mechanized steps count double for Transport.

The following restrictions apply:

Baltic Sea: Two steps per Turn.

Gulf of Finland: No Naval Transport to/from during Snow Turns.

Black Sea/Sea of Azov: Four steps per Turn.

Sea of Azov: Only if Soviets Control both sides of the Kerch Straits. No Naval Transport to/from during Snow Turns.

Rostov may be used as a Port only if no Enemy units (not ZOCs) occupy river hexes between Rostov and the Sea of Azov.

9.6 Soviet Amphibious Invasion



The Soviet Black Sea Naval unit may attempt an Amphibious Invasion at or east of an Axis-Controlled Sevastopol or Odessa during any Turn, or outside the Soviet Union beginning in 1944. The unit may invade from any Black Sea Soviet-Controlled Port to any hex on:

- the Black Sea
- the Sea of Azov if both sides of the Kerch Strait are Soviet-Controlled and the Weather is not Snow.

The invading Naval unit:

- is unaffected by the Single Unit rule (12.2.1)
- does not suffer an automatic loss on a Combat result of DE
- is eliminated if it fails to Control the invaded hex at the end of the phase
- is always In Supply in coastal hexes.

9.7 Soviet Air Drop/Air Transport



Once per Turn, a Soviet Airborne Corps [ABC] not already on its non-Replaceable side may:

- Air Transport to a Friendly-Controlled Town or City with the following restrictions:
 - The Soviet ABC unit must start the Movement in an In-Supply Town or City within range of the Stavka HQ
 - The destination Town or City must be within 12 hexes of the starting hex (the destination hex does not need to be In Supply)
- Air Drops into any non-City hex within range of the Stavka HQ that does not contain an Axis Air Base:
 - If the destination hex is Enemy-occupied, the ABC unit is eliminated (remove it from the game) but inflicts a step loss (Axis player's choice if multiple units are stacked in the destination hex)
 - If the destination hex is empty, flip the ABC unit over to its non-Replaceable side for the rest of the game.

A Soviet Airborne Corps unit in a Town/City within range of any In-Supply Stavka HQ is always considered to be In Supply.

ABCs may only Air Drop or Air Transport in Snow, Mixed, or Mud Weather Turns.

ABCs may never Air Drop or Air Transport outside the Soviet Union.

Each ABC unit may only Air Drop once per game.

10.0 The Action Phase

10.1 General Rules

The Action Phase is where most of the game's "action" takes place. The exact mix of Actions allowed is determined by the Action Chit Availability Chart, while the order of actions is determined by a combination of

Initiative and random Action chit draw. When a player has a choice of chits (i.e., German Pz HQs) the choice is revealed to the opponent.

10.2 Initiative Segment

Consulting the Turn Record Track on the map, determine which player has the Initiative this Turn. Turns when the Axis player has initiative are marked with a gray right-pointing arrow. Turns with Soviet initiative have a red left-pointing arrow. (The Axis player has the Initiative in all Fair Weather Turns through July 1943, and all Mixed Weather Turns through September 1942. The Soviet player has the Initiative in all other Turns.)

The Initiative Player chooses one of his non-Logistics Action chits to play during the first Action Round of the current Turn. All other available Action chits are placed in an opaque container (the Action Cup; we suggest using your most brightly-colored cup for this purpose) and drawn randomly, one per Action Round, until the play of the last Action.

Exceptions:

- *On Turn 1 (June 1941), the Axis player must choose a Combat Round followed by a Movement Round.*
- *On either Turn 12 (June 1942) or Turn 13 (July 1942), but not both, the Axis player chooses the first two Action chits (this simulates the opening of Fall Blau).*
- *The Soviet Stavka chit never goes into the cup. Instead the Soviet player may choose to play it prior to the drawing of the next chit from the cup or as the last chit of the Action Phase. Note that the Soviet player may not play it before an Axis Initiative chit, but he may play it as his own Initiative chit.*
- *The Axis Manstein/Model chit also never goes into the cup. Instead the Axis player may choose to play it prior to the drawing of the next chit from the cup or as the last chit of the Action Phase. The Soviet player's choice of the Stavka chit supersedes the selection of the Manstein/Model chit.*

10.3 Action Rounds

The Action Phase consists of a number of Rounds during which an Action chit is played and any actions allowed by that chit are taken.

The First Action Round consists of the Initiative Player playing the Action chit he chose in the Initiative Segment and conducting the corresponding Action.

Second and subsequent Rounds are determined by random draw from the Action Cup. [**Exception:** *In June 1941, the first two Rounds are pre-determined.*] Continue in this fashion until all chits have been played.

When an Action chit is double-sided (Move on one side, Combat on the other), the owning player must choose a Move or Combat Round, but he may only choose one of each per Turn.

There are no other limits—a player may (if he draws the chits) conduct all his Action Rounds consecutively.

10.4 Action Round Limits

In all cases where only some units may be Active, or in Counterattack Rounds where moved Soviet units must attack, use Active (ACT) markers to keep track of which units are affected. Remove ACT markers at the end of the Round.

10.5 Action Round Types

There are several types of Actions represented by chits in the Action Cup. The background color of the chit indicates which player owns that Action. When a chit is drawn, the owning player becomes the Active Player for the Round and may take the indicated Action. Once used, the Action chit is placed on the Chit Pull Track for the remainder of the Action Phase. The Actions are explained below.

10.5.1 Move Action



During a Move Action, the Active player moves all, some, or none of his Ground units up to the limit of their available MPs, as desired. (See 11.0.)

Under certain conditions, Infantry-type units can extend their Movement by means of a Forced March. (See 11.5.)

10.5.2 Combat Action



The Active Player may initiate Combat versus adjacent Enemy units. (See 12.0.) Strategic Air and Artillery may Bombard (8.5) or Support (8.4). Tac Air may Support (8.4).

A single non-Mechanized unit (excluding Cavalry and Mountain Infantry) may not attack unless attacking in combination with another unit; see the Single Unit rule (12.2.1).

10.5.3 Combat-Zhukov or Combat-Stavka



These Soviet Combat chits are regular Combat chits, with the exception that all otherwise In-Supply Soviet units are OOS for attack (not defense) during Combat unless in Command Range of Zhukov (for the Combat-Zhukov chit) or Stavka (for the Combat-Stavka chit).

In November and December 1942, the Soviet player places both Combat-Zhukov and Combat-Stavka in the cup. This gives the Soviets four Combat Rounds those

two Turns: Stavka, Combat-Zhukov, Combat-Stavka, and Deep Battle.

10.5.4 Combat-Stavka/Zhukov



This Soviet Combat chit is a regular Combat chit, with the exception that all otherwise In-Supply Soviet units are OOS for attack (not defense) during Combat unless they are in Command Range of Zhukov and/or Stavka.

10.5.5 Move/Combat Chit



The Active Player may choose to conduct a Move Action (10.5.1) or a Combat Action (10.5.2). However, a player may not conduct more than one Movement Round and one Combat Round in a single Turn.

10.5.6 Counterattack



The Soviet player may Move units so as to attack with them and then conduct Combat. Units which move must attack and units which do not move may attack. Units which start adjacent to Enemy units have their MPs reduced to three (if currently higher).

A single non-Mechanized unit (excluding Cavalry and Mountain Infantry) may not attack unless attacking in combination with another unit; see the Single Unit rule (12.2.1). Note in all cases, single units in a hex may (or if moved, must) attack in combination with units in other hexes.

10.5.6.1 Stalin Mandates

The Soviet player is required to make a certain number of mandatory counterattacks during a Counterattack Round.

When the Counterattack chit is pulled, the Soviet player rolls 2d6. The result is the number of counterattacks Stalin has ordered this Round, minimum of 6.

10.5.6.2 Mandated Counterattacks

The Soviet player is required to make at least the number of legal attacks at final odds of 1-3 or better, each involving at least one In-Supply Soviet unit.

For each mandated counterattack the Soviet player fails to make, the Axis player may eliminate one In-Supply Soviet 1-4 Rifle Division from the map. Soviet Rifle Divisions adjacent to Axis units must be chosen if possible. If none exist, then Soviet Rifle Divisions closest to any Axis Ground unit must be chosen instead. (Axis units in Romania on Turn 1 are ignored for this rule.)

The Axis player may treat any OOS or IS Soviet 1-4 Rifle Division as if they were In Supply for this rule but must still remove adjacent units before any not adjacent.

10.5.7 Panzer Army HQ Chit



When any Panzer Army HQ chit is drawn, the Axis player may Activate that named Panzer HQ and any German (only) Ground units in its Command Range to perform one of the following:

- Combat and then Move, or
- Move and then Mechanized units (only) may perform Combat.
- These options may not be combined among different units. All must Move/Combat or Combat/Move.

Command Range is assessed before any Movement has occurred.

Note that other (i.e., non-Activated) Pz HQs may not be moved during such an Activation.

10.5.8 Deep Battle Chit



When the Deep Battle chit is drawn, the Soviet player may Activate Soviet units to perform Combat and then Move.

- **Turns 1-33:** The Soviet player may Activate either Stavka or Zhukov (not both) and then Activate Soviet units within its Command Range for Deep Battle.
- **Turns 34-44:** The Soviet player may Activate either or both Stavka or Zhukov and then Activate Soviet units within their Command Ranges for Deep Battle.

Range is traced from the Activated Stavka/Zhukov and Active markers placed before any Combat or Movement.

When Activated, Stavka and Zhukov may Move during Deep Battle.

10.5.9 Stavka Chit



This chit is selected to be played at a time of the Soviet player's choice (see 10.2, third Exception). When selected, the chit allows some units in Stavka Reserve to be placed on the map as Reinforcements, then Move and engage in Combat. No other units may Move or conduct Combat during a Stavka Round.

After placement is complete, any of the newly-placed units that are in Command Range of Stavka or Zhukov HQ may Move. Any of these units that are in Command Range of the Stavka or Zhukov HQs at the end of Movement may then perform Combat if all normal Combat requirements are met.

Reminder: No other units may participate in either the Movement or Combat during the Stavka Round.

10.5.9.1 Determining Number of Stavka Reinforcements

The Soviet player rolls 2d6:

- **In 1941:** the result is the number of steps that may leave Stavka Reserve.
- **In 1942:** same as above but minimum 6.
- **In 1943-45:** same as above but minimum 8.

10.5.9.2 Stavka Reinforcement Placement

Units are placed on the map as Soviet Reinforcements (7.3) but may also be placed with the Stavka and/or Zhukov HQs if the HQ is currently In Supply via an overland route.

10.5.9.3 Stavka and Zhukov HQ Restrictions

Starting in 1942, during Soviet Initiative Turns (only), Soviet units entering from Stavka Reserve via Zhukov/Stavka may Move during that Stavka Round only under the following restriction:

- the first or second hex they enter must be within two hexes (one intervening hex) of an Axis Combat unit, or
- they must end their Move within two hexes of a Soviet Combat unit that did not enter from Reserve this Round.

Soviet units entering from Reserve via Cities are not affected.

10.5.10 Manstein/Model



The Manstein/Model chit becomes available in June 1942 and can be used twice per year in non-consecutive Turns in 1942 and 1943 and once during 1944. In 1942 and 1943, it represents Manstein; in 1944, it represents Model.

The Manstein/Model chit is not placed in the Action Cup. When available, this chit is selected to be played at a time of the Axis player's choice (see 10.2, fourth Exception).

When selected, the chit is placed on any fully Supplied Axis Combat unit(s) and immediately Activates any units within three hexes as if it were a Panzer HQ. All Panzer HQ rules regarding Move/Combat or Combat/Move are in effect for Manstein/Model.

At the end of that Round, remove Manstein/Model from the map. If removed during:

- **1942:** For the first time, place it in the space two Turns later on the Turn Record Track. For the second time, place it on the Turn 19 space.
- **1943:** For the first time, place it in the space two Turns later on the Turn Record Track. For the second time, place it on the Turn 30 space.
- **1944:** Remove it from the game.

10.5.11 Logistics Chit



Remove Out of Supply (OOS) markers from units now In Supply (13.0).

In Fair/Mixed Weather Turns in 1941, the German player may provide Air Supply (8.6) to OOS German Mechanized units.

Then mark all units as OOS if they currently have no LOS (13.3).

Finally, mark all units as Isolated (IS) if they currently have no LOC (13.2).

11.0 Movement

11.1 General Rules

During the Activation Phase, specified units can be Activated for Movement during the following Rounds:

- Move (10.5.1)
- Counterattack (10.5.6)
- Panzer Army (10.5.7)
- Deep Battle (10.5.8)
- Stavka (10.5.9)
- Manstein/Model (10.5.10)

ACT markers can be used as needed to note units capable of Movement for the Round.

11.1.1 Basic Movement Rules

Units move from hex to adjacent hex, expending MPs according to the terrain in the hex being entered and the hexside being crossed.

- Moving units need not expend all available points before stopping.
- MPs may not be accumulated from Round to Round.
- MPs may not be lent from one unit to another.
- The Movement of each unit must be completed before that of another is begun.
- No unit may move more than once per Action Round but, if eligible, a unit may move in multiple Action Rounds in a Turn.
- Post-Combat Advances and Retreats are not considered Movement.

11.1.2 Terrain Costs

The MP costs for terrain are detailed on the Terrain Effects Chart. Costs can vary from 1 MP to all of a unit's Movement factor. Where two costs are listed separated by a slash, the first number applies to non-Mechanized units while the second number applies to Mechanized units. For example, Woods hexes (listed as 1/2 MPs) cost 1 MP for non-Mech and 2 MP for Mech units.

Terrain costs are cumulative (e.g., a Defensive Works hex in Woods across a Major River would cost a German Panzer unit 4 MPs). Volga costs all Soviet units +2 MP.

11.1.3 One-Hex Movement

All units with a current Movement Allowance of one or more may always move one hex regardless of the Movement cost (subject to normal Movement, terrain, and ZOC restrictions and prohibitions).

11.2 Oranienbaum-Leningrad Movement

The Soviets (only) may move units directly between The Oranienbaum and Leningrad, in either direction, at a cost of all the unit's MPs.

11.3 Weather Effects

Weather can affect the Movement of Supplied units as follows:

Fair: No Effect

Mixed: -1 MP all Axis Mech/Motor units.

Mud: -2 MP all Axis Mech/Motor units, -1 MP all Other Axis and Soviet units. No Forced March.

Snow from Dec. 1941 to Feb. 1942: -2 MP all Axis Mech/Motor units, -1 MP all Other Axis units. No Forced March.

Snow from Dec. 1942 to Feb. 1945: -1 MP all Axis units. No Forced March.

Weather has no effect on Movement for un-Supplied units.

11.4 Supply Effects

Units that are Out of Supply or Isolated (see 13.0) have a Movement factor of 3.

11.5 Forced March

During a Move Round (only) in Fair or Mixed Weather, an In-Supply unit may add 2 MPs to its Movement factor for a Forced March so long as it is not, at any point during the Movement, adjacent to an Enemy Ground unit. A unit may only use Forced March once per Turn.

Forced March may only be used by Infantry, Light Infantry (Jaeger), Mountain Infantry, Shock Infantry, Marine, and Airborne.

12.0 Combat

12.1 General Rules

Combat can be initiated during several different Action Rounds within a Turn. During each of these Actions, the Active player attacks with all, some, or none of his units which are adjacent to Enemy units. Conduct each individual Combat in the order desired by the Active player (this order does not have to be decided in advance), including Retreats and Advances.

- During a Combat Action Round, the Active player may attack with all, some, or none of his units which are adjacent to Enemy units. (10.5.2, 10.5.5, see also 10.5.3 and 10.5.4)
- During a Counterattack Action Round, any Soviet units may attack, and all Soviet units that move must attack (i.e., all units that are moved must be moved in such a way that they may make a legal attack after Movement). (10.5.6)
- During a Stavka Action Round, units leaving Stavka Reserve that are in range of either the Stavka HQ or Zhukov may attack. (10.5.9)
- During a Deep Battle Action Round, units in range of Stavka and/or Zhukov may attack. (10.5.8)
- During a Panzer Army HQ Action Round, German units in range of that Panzer Army HQ may attack. (10.5.7, see also 10.5.10)



Units that are IS or OOS have a +2 DRM on the Combat Results Table on defense or -2 DRM on attack. (*These modifiers would cancel each other out if both attacker and defender lacked Supply.*)

Air Assets and Support markers may be committed to increase the Combat strength of the attacker or defender. The attacker commits Air Assets and Support markers first (Air, Tank Brigades, and Sturm).

12.1.1 Combat Results Tables [CRTs]

The game includes two CRTs to represent the variation in Combat effectiveness of the two forces during the conflict.

The Axis use CRT A when attacking on all Turns *except* Turns 7-9, when they use CRT B. The Soviets use CRT A on Turns 1-9; thereafter they attack using CRT B.

	CRT A	CRT B
 Axis	Turns 1-6 Turns 10-44	Turns 7-9
 Soviet	Turns 1-9	Turns 10-44

12.2 Combat Particulars

Each Combat consists of one or more units in one or more hexes attacking a single hex containing defending units. Attacks may be conducted from multiple hexes, providing all attacking units are currently Active and eligible to attack. Not all units in an attacking hex have to attack together. Some Active units in the hex(es) from which the attack is made may attack a different hex, or not attack at all.

General Conditions: The following conditions apply to all Combats:

- Each attacking unit may only attack once per Combat Round.
- No defending unit may be attacked more than once per Combat Round. (*Exception: See 12.5.*)
- All units in a defending hex must defend together.
- The Single Unit rule (12.2.1) applies.

There is no limit to the number of attacks that can be made using *eligible* units during any Action Round that allows Combat.

The attacker need not declare all attacks before starting the first one. Attacks may be resolved in any order, but an attack must be completed before the next one can begin.

Attacks made during a non-Combat Round or a Counterattack Round are limited to Active units only.

12.2.1 Single Unit

An Armored unit, Mechanized Infantry, Cavalry, Mountain Infantry, airdropping Airborne, or invading Soviet Naval unit may conduct Combat as a single unit. All other units must have at least one additional Friendly Ground unit involved in order to make an attack.

12.3 Combat Procedure

Each Combat is conducted using the following procedure:

- Determine Strengths:** The attacking player announces which of his units are participating in a Combat and identifies the target defending hex. Available Sturm, Tank Brigades, and Air Support Assets may now be added to the Combat (attacker must declare first).

Players total up the Combat strength of their Friendly units and markers engaged in the Combat and translate the values into an expression of Combat Odds (Attacker vs. Defender). Fractions are ignored. (*So an attacking strength of 12 against a defense strength of 7 is 1-1.*)

Find the odds column on the appropriate CRT on the player aid card. Referencing the Terrain Effects Chart (located on the back of that same player aid card) and 12.4 below, apply any necessary terrain effects for this

Combat. Also apply any Weather effects on Combat (12.9).

Terrain effects can increase or reduce unit Combat strengths, halve or double those same values, or require you to shift to the left or right to another odds column before making the Combat die roll.

Odds of less than 1-3 result in an automatic AE. Odds greater than 6-1 are treated as 6-1.

Combat shifts to the left during attacks at higher odds than 6-1 always shift as if they were originally 6-1 (therefore, a 7-1 attack with one shift left would take place at 5-1).

b. Combat Die Roll: Referencing the odds column of the appropriate CRT, the attacking player rolls 1d6 then adjusts that result using all applicable DRMs, which are cumulative. If any attacking units are OOS or IS, apply a -2 DRM to the DR. If any defending units are OOS or IS, apply a +2 DRM to the DR. Combat results are explained in the box to the right of the CRTs.

c. Determine Losses: Combat results will direct the attacker and/or defender to eliminate units, lose a specified number of steps from their involved units, or Retreat (see 12.5).

If a player is directed to lose a step, he may choose which of his units will suffer the step loss. However, *no unit in the Combat may be eliminated until all Friendly two-step units in the Combat have taken a step loss.* (Note that this applies to Ground Combat only, not Bombardment.)

When *attacking* (only), a full-strength Soviet Guard Rifle Army or Tank Army must take the first attacker loss in any Combat (if possible).

d. Retreat Units and Conduct Advances: See 12.5 and 12.6 below.

e. Repeat until all desired Combats are resolved.

12.4 Terrain Effects on Combat

The terrain occupied by the defending unit may influence the Combat strength of defending or attacking units. Similar effects may apply when attacking units are attacking across rivers or straits. These effects are listed on the TEC and are cumulative; i.e., apply the effects of each terrain type present in the hex. However, units may never have their Combat strengths halved more than once (ignore any additional halving).

When the Combat strengths of attacking units are halved due to attacking across a Major River or the Volga, only those units attacking *across* the river have their Combat factor halved—other units attack at full strength.

Note: German/Axis units are not permitted to attack across Volga hexsides (see the TEC).

When multiple units are involved in a Combat and have their strength halved due to the above, the strength of those units is first summed and then that total Combat strength is halved. Remaining fractions are rounded downwards.

12.4.1 Soviet Bridgeheads

During any Soviet Rounds of Turns 17-44 involving combat, the Soviet player may declare two attacks across Major River hexsides as Soviet Bridgeheads.

A Soviet Bridgehead:

- treats the Major River as a Minor River during Combat.
- may not be declared if any In-Supply Axis unit is adjacent to an attacking Soviet unit and not separated from it by a Major River hexside. (*In other words, the attack cannot be a Soviet Bridgehead if an Axis unit is adjacent and on the same side of the river as an attacking Soviet unit.*)

Design Note: The Soviets became very good at expanding minor bridgeheads if the Germans failed to immediately wipe them out.

12.5 Retreats

If Combat results are either **DR** or **DR***, the defending player must Retreat all affected Friendly units two hexes away from the Combat.

Each Retreating unit:

- must Retreat in either of the two directions marked by the Retreat Compass for that side, if at all possible (but are not eliminated for failure to do so if it is not)
- may cross River hexsides
- may not enter Enemy-occupied hexes
- may not enter a hex already entered
- may not exit the map
- may not overstack at the conclusion of its Retreat
- may not end their Retreat adjacent to the hex it started in.

Each unit unable to meet these conditions is eliminated.

Retreating units may:

- Move through Enemy ZOC only if negated by the presence of a Friendly unit. **Exception:** *German Mechanized units; see 6.2, third bullet.*
- Retreat by sea from a Friendly port to another Friendly port:
 - Maximum two steps
 - Axis units must Retreat west
 - Soviet units must Retreat east
- ignore Retreat requirements if in a Friendly Fort (see 12.7)

Retreating units that end their Retreat in a hex containing other non-Retreated Friendly units may be attacked again during the same Action Round (an exception to rule 12.2).

In such cases, the Retreated units do not contribute their Combat factors or Supply Status to the defense strength of the other defending units and are eliminated if the defender is forced to Retreat or is eliminated in that subsequent Combat.

12.6 Advances

Attacking Combat units may Advance after Combat if the defending hex is cleared of Enemy units.

An Advance:

- is made into the vacated hex (only)
- must be made immediately after the resolution of that Combat
- does not expend MPs
- ignores Enemy ZOC
- may include a HQ stacked with the attacking units

12.7 Forts, Fortified Zones, Defensive Works, Special Fortified Zone

12.7.1 Forts and Weak Forts

A unit in a Friendly Fort (only) may ignore the Retreat requirement of **DR** and **DR*** results.

For all Combat/Bombardment purposes, Forts and Weak Forts ignore all other in-hex terrain. River hexsides are not ignored.

Forts are eliminated when occupied by an Enemy unit. Fort Destroyed markers can be used to indicate this. When a Fort is eliminated, use the in-hex terrain for Combat/Bombardment purposes.

12.7.2 Fortified Zones



Soviet units defending in Fortified Zones get a one column shift to the left.

A Fortified Zone is a form of terrain but is eliminated if an Axis unit enters the hex. Fortified Zones are also eliminated at the end of any Attrition Segment they are unoccupied by Soviet Combat units and cannot trace a LOC.

12.7.3 Defensive Works

Soviet Defensive Works add one Combat factor to the total strength of defending Soviet units in the hex. Defensive Works are never eliminated and provide no benefit to Axis units.

12.7.4 Soviet Special Fortified Zone

The Soviet Special Fortified Zone may be constructed during the game. The Turn it becomes available, the Soviet player may either:

- choose not to place the Special Fortified Zone marker and instead gain an extra five RFs for that Turn and remove the marker from the game.
- place the Special Fortified Zone marker face-down during the Soviet Replacement Segment. The marker may be placed in any Soviet-Controlled, In-Supply City/Town in the USSR and all Soviet-Controlled, In-Supply hexes within three contiguous hexes of the unit are considered Special Fortified Zone hexes. All Soviet units defending in those hexes get a one-column shift to the left during Combat.

If the marker is placed on the map, during the following Soviet Reinforcement Segment flip the marker face-up. All In-Supply Soviet units defending within three contiguous hexes of the marker get a two-column shift to the left during Combat.

The Special Fortified Zone is eliminated and all its effects lost if a German unit Advances into the hex containing the marker.

12.8 Artillery



Soviet Artillery has no ZOC, a defense factor of 1, and no attack factor, but it has a Bombardment factor which it may use to attack adjacent Axis units using the same Bombardment Procedure and Table as Air units. **[Exception:** *The defender chooses the target unit unless the attacker is bombarding a Fort hex.*]**]** Artillery may Bombard every Friendly Combat (so it could Bombard in Deep Battle and Combat in the same turn), but each hex may only be bombarded once per Combat Round. Bombardment takes place before normal attacks, and bombarded hexes may be attacked. Apply * results

on the Bombardment Table and flip Artillery to their “Done” side as required. Only In Supply Artillery may Bombard.

An Artillery unit must be Activated normally in Supply in order to Bombard.

Examples: For an Axis artillery to Bombard in a Panzer HQ Round it would have to be in range of the Panzer HQ and a Combat/Move sequence chosen. Soviet artillery could only bombard in a Stavka Round if it came out of Stavka Reserve, and could only bombard in a Combat/Zhukov Round in range of Zhukov.



The German player has one non-Replaceable Artillery unit. It may Bombard similar to Soviet Artillery units. Artillery (unlike Air units)

Bombard units in Enemy Forts at double their printed strength. The German artillery unit has no ZOC, a defense factor of 1, and no attack factor, but may Bombard Fort and Weak Forts directly (rather than the units defending in them) in combination with a German Air unit. The procedure is as follows:

One Active German Air unit in range of the target hex is flipped to its “Done” side. The German artillery unit now Bombards the Weak Fort or Fort with its normal doubled-printed strength (the Air unit adds nothing more to this). The Weak Fort or Fort defends using its Bombardment defense factor of 2 or 4. If the Fort is eliminated, place a Fort Destroyed marker to indicate this.

13.0 Logistics

13.1 General Rules

Units will always be in one of three possible states of Supply:

1. **Supplied** (or **In Supply**)
2. **Out of Supply (OOS)** - A unit is OOS if it can't trace a Line of Supply of the correct length to a Supply Source.
3. **Isolated (IS)** - A unit is IS if it can't trace a Line of Communication to a Supply Source. An Isolated unit is also OOS.

13.2 Line of Communication (LOC)

A Line of Communication is a contiguous path of hexes of any length traced from a Friendly hex to a Friendly Supply Source.

A LOC cannot contain Enemy units or their ZOCs; however, Friendly units negate Enemy ZOCs when tracing a LOC. A LOC may cross the Kerch Straits and Rivers of

any type but may not cross lake/sea hexsides. A LOC may not pass through an Enemy-Controlled Town or City.

In addition to the above, Soviet units:

- in Leningrad (hex 4702) may trace a LOC across the hexside between hexes 1002 and 1102
- in The Oranienbaum may trace a LOC across the hexside between 4603 and 4702 (through Leningrad) and then across the hexside between hexes 1002 and 1102
- may not trace a LOC through hexes outside the Soviet Union on Turns 1-3, unless those hexes are occupied by Soviet units

13.3 Line of Supply (LOS)

A Line of Supply is a contiguous path of hexes of variable length (see 13.4, 13.5) traced from a Friendly hex to a Friendly Supply Source. A LOS cannot contain Enemy units or their ZOCs; however, Friendly units negate Enemy ZOCs when tracing a LOS. A LOS may cross the Kerch Straits and Rivers of any type but may not cross lake/sea hexsides. A LOS may not pass through an Enemy-Controlled Town or City. If a Line of Supply links to a rail or road hex or to an Axis Supply Depot, it may only continue along road or rail hexes.

Soviet units may not trace a LOS through hexes outside the Soviet Union on Turns 1-3, unless those hexes are occupied by other Soviet units.

13.4 Soviet Supply Sources

Soviet Supply Sources are:

- any rail hexes on the east map edge
- any Military Road hex on the south map edge in the Caucasus
- any road or rail hex leading to those hexes

Soviet LOS are a maximum of five hexes long.

As long as Leningrad has a LOS (not LOC), all Ports on the Baltic Sea are Supply Sources for Soviet units that can trace a LOS to them.

Any Port on the Black Sea/Sea of Azov is a Supply Source for Soviet units as long as the Soviets Control any other Black Sea Port.

Exception: Port Supply may only be traced in the Sea of Azov in non-Snow Turns that the Soviets Control both sides of the Kerch Straits.

If Soviet Port Supply is traced to a Port west of an Axis-Controlled Port on a particular body of water, such units are considered OOS rather than In Supply.

13.5 Axis Supply Sources

Axis Supply Sources are:

- any west map edge hexes in Germany
- any hex of the USIR (Upper Silesian Industrial Region)
- any rail hex west of the June 1941 Start Line leading to those hexes
- any rail hex East of the 1941 Start Line that contains a Depot
- any Panzer Army HQ that is itself In Supply

Furthermore, any City under Axis Control can be used as a Depot provided:

- if a Supply Depot were in the hex that Depot would be judged In Supply at that instant; and
- that the City is west (in terms of the hex-row) of *all* Axis depots on the map.

The German player may trace Supply:

- seven hexes to an In-Supply Depot or a Rail Supply Source, or
- three hexes to a Supplied Panzer Army Supply Source.

Note that a Pz HQ cannot trace Supply via another Pz HQ.

Axis Supply Depots are In Supply if they can trace a LOS along Rail Lines back to a west map edge hex in Germany or any hex in the USIR.

All Ports on the Baltic are Supply Sources for German units within five hexes of them.

Any port on the Black Sea/Sea of Azov is a Supply Source for units within five hexes as long as the Axis Control any other port on the Black Sea.

Exception: *Port Supply may only be traced in the Sea of Azov in non-Snow Turns that the Axis Control both sides of the Kerch Straits.*

If Axis Port Supply is traced to a Port east of a Soviet-Controlled Port on a particular body of water, such units are considered OOS rather than In Supply.

Leningrad may never be used as an Axis Port Supply Source (Hitler intended to level the City).

13.6 Axis Supply Depots



Axis Supply Depots are not Combat units. They have no ZOC, no Combat factor, and may neither attack or defend. Depots only move during the Attrition Phase.

Depots have no set Movement Allowance. Each Turn, the Axis player must roll for each Depot on the Depot Advance Table to determine its Movement factor. On Turn 1 (June 41), the Axis player gains a +2 DRM to the roll. On Turn 2 (July 41), he gains a +1 DRM instead.

Axis Supply Depots only move along Rail Lines. It costs a Supply Depot 1MP to enter each rail hex. Depots may move through a hex containing another Depot but may never end stacked with another Depot. Depots may not enter a hex adjacent to a Soviet unit unless occupied by a Friendly unit nor may they enter an Enemy-Controlled Town/City.

If an Enemy unit enters a Depot hex, relocate the Depot back (west) along the Rail Line regardless of the presence of Enemy units on that Rail Line to the nearest rail hex in which it would be In Supply. Such a hex may not be adjacent to a Soviet unit unless it is also occupied by an Axis unit.

Axis Supply Depots have their Supply Status checked during both the Logistics Phase and Attrition Phase. If a Depot is found to be OOS during either Phase, it may be relocated back along a Rail Line in the same way as if its hex were entered by an Enemy unit.

Alternatively, the Axis player may choose not to relocate the Depot, but instead flip it to its reverse side. On its reverse side, it cannot move or be used for Supply and is permanently eliminated if an Enemy unit occupies its hex. It can only be unflipped if, during any Logistics Phase or Attrition Phase, the hex it is in can once again trace by rail to an Axis Supply Source.

13.7 River Ports

A Port on a River (i.e., Rostov and Riga) cannot be used as a Supply Source per 13.4 or 13.5 if any hex on the River between the Port space and the sea contains an Enemy unit (not ZOC).

13.8 Checking Supply Status

The Supply Status of units is determined in the Logistics Action Round during the Action Phase. See 10.5.11 for details.

Unoccupied Soviet Fortified Zones are eliminated if OOS/IS during a Logistics Phase.

Each Isolated unit has its Supply Status checked during the Attrition Segment following the Axis Air Supply Segment. If the unit remains Isolated and is adjacent to an In-Supply Enemy unit, eliminate the Isolated unit. If the Isolated unit is now In Supply or Out of Supply, remove the Isolated marker and replace it with an OOS marker. (Unit status can never change from Isolated to In Supply during the Attrition Phase.) All other Isolated units remain Isolated with no further effect.

13.9 Supply Effects

OOS/IS units have a Movement factor of 3.

In Combat, if any attacking units are OOS or IS, apply a -2 DRM to the die roll; if any defending units are OOS or IS, apply a +2 DRM to the die roll.

14.0 Headquarters and Leaders

14.1 General Rules



There are five Headquarters and one Leader unit (Zhukov) in the game. Four of the Headquarters represent Command and Logistical Support for German Panzer Armies; the fifth represents Stavka, the Supreme Soviet Command.

Being in range of an HQ or Zhukov is important for Activating during Panzer Army, Deep Battle, Soviet Combat-Stavka (and/or) Zhukov Rounds, or Stavka Action Rounds.

Headquarters and Leaders are units with a defense factor (only) of 1, used only when defending alone in a hex. They may never be subject of Bombardment.

Headquarters and Leaders are units with a defense factor (only) of 1, used only when defending alone in a hex. They may never be subject of Bombardment.

Stavka and Zhukov are Replaced the Turn immediately following their elimination. All Pz HQs are Replaced two Turns after elimination. Eliminated Pz HQs may never be Withdrawn unless no other Pz HQs are available.

The numbers on the counters are their Command Range and Movement factor. Range is always traced from the unit to the HQ/Leader, not counting the hex the unit is in but counting the hex the HQ/Leader is in. They pay 1 MP per hex for all terrain and may Advance when stacked with other advancing units (12.6).

HQs and Leaders are considered Mechanized units for Weather effects.

HQs/Leaders may not use rail or naval Movement.

15.0 Axis and Soviet Minors

15.1 General Rules



Axis Minors (Romanians, Hungarians, Italians) may never stack together or take

part in the same attack.

Axis Minors may not operate north of hexrow xx25.

Hungarian and Romanian units may never enter each other's country.

The Slovak unit and the Spanish Blue Division are treated as German units.

15.2 Romania Switches Sides



Romania will switch sides during any End Phase after 1942 if:

- there are 20 or more Soviet non-Artillery steps in Romania, *and*
- the Soviets Control two Towns or Cities in Romania, *and*
- the Soviets Control both Odessa and Sevastopol.

Remove all Axis Romanian units. All German units in Romania are immediately adjudged OOS. Romanian VP hexes immediately become Soviet-Controlled unless occupied by an Axis unit. The Soviet Romanian Armies enter next Turn.



The Soviet Bulgarian Reinforcement enters on the following Turn. These are treated as Soviet units in all ways and are placed as regular Soviet Reinforcements.

15.3 Hungary



In 1941, Soviet units may not attack into, enter, or trace Supply or LOC through Hungary. When both Buda and Pest are Soviet-Controlled, immediately remove all Axis Hungarian units from the game.

15.4 Soviet Polish



The Soviet Polish units enter the game during any Soviet Reinforcement Segment in which there is a Soviet unit within two hexes of Warsaw. Treat them as Soviet units in all respects.

16.0 Assault Guns & Tigers

16.1 Assault Gun



The German player gets one Sturm (Assault Gun) marker placed in the Axis Air/Assets Box at the start of the game. This may be used to add +1 to the Combat strength on attack, and +2 on defense, for any one fully-Supplied attack or defense involving at least one German unit per *Round* (not per Turn).

The Sturm marker is placed at the beginning of Combat, at the Axis player's discretion, and is removed at the end of that Combat resolution and placed back in the Axis Air/Assets Box.

This is a Support marker and cannot be used to satisfy losses in Combat and is not affected by defensive Terrain.



On Turn 19, Replace the marker with its stronger +2/+3 version.



On Turn 30, Replace it with its +2/+4 version.

16.2 Tiger Tank Battalions



German Tiger Battalions are treated as normal Panzer units, but *one Tiger Battalion in each hex may stack for free*. Additional Tiger units are treated as Divisions for stacking.

16.3 Tank Brigade Support



On Turn 4, the Soviet player receives two Tank Brigade Support markers and places them in the Soviet Air/Assets Box. These may each be used to add +2 to the Combat strength on attack, and +1 on defense, for any fully-Supplied attack or defense per Turn.

One or both Tank Brigade markers are placed at the beginning of Combat, at the Soviet player's discretion, and are removed at the end of that Combat resolution and placed on the next Turn of the Turn Record Track.

At the start of Turn 10, the counters are permanently removed from the game.

16.4 Support Limit

As with Air units, tank brigades and sturm markers may not add more strength than printed Friendly Combat values of the chosen hex. (maximum 1 for lone HQ/Leader. This limit does not apply to Tiger battalions.



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