



# The Dark Valley



Living Document

## The East Front Campaign, 1941-45

March 2013

### Axis Replacements

**Turns 2 to 4:** Four German Infantry Steps per Turn. Five German Mechanized Steps total available on Turn 4.

**Turn 11:** Replace all German Motorized Divisions to full strength. Replace all Replaceable eliminated Panzer units at reduced strength. Flip 1/2 (round down) of all Reduced Panzer units (including those just placed onto the map) to full strength. Replace 50% of German Infantry Steps (round down), and all eliminated Mountain and Jaeger Divisions. Replace all Replaceable Axis Minor units to full strength.

**Turn 13-17:** Four German Infantry Steps per turn.

**Turn 22:** Replace one Romanian and one Hungarian Replaceable Step. Replace 50% of German Infantry Steps (round down). Replace all eliminated Replaceable German Panzer units at reduced strength. Replace all Panzer Grenadier units.

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

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

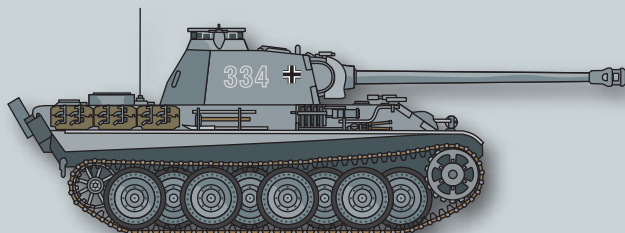
**Turn 25 to Turn 37:** 2 Panzer, 2 Panzer Grenadier, and 4 Infantry/Motorized Steps per turn.

**Emergency Replacements:** Play the first turn after 1942 that begins with a Soviet unit in Greater Germany: 1 Replaceable Hungarian unit, Return to the map or flip five Mechanized Steps. Replace any 10 Infantry Steps. Replace any one full-strength Tiger Battalion.

### Axis Conversions

Turn 12	16th, 29th and 60th Motorized
Turn 19	DR Motorized
Turn 20	LAH Motorized
Turn 21	Tot Motorized
Turn 22	3rd Motorized
Turn 26	10th, 18th, 20th, 25th Motorized
Turn 27	VIK Motorized
Turn 32	GD Mechanized

This is a "Living" document for the game. It includes errata and clarifications to the original text. To aid readability, errata is indicated in blue text.



### Axis Withdrawals [Returns]

Turn 7	GE 1st Cavalry Division, two Air units+bases
Turn 8	One PZ HQ
Turn 11	7th PZ Division [return one Air unit+base]
Turn 14	SS LAH and SS DR Motorized divisions
Turn 16	SS Toten Motorized Division
Turn 18	[Return 7th PZ Division]
Turn 19	One Air unit+base [return SS DR PZ Division]
Turn 20	[Return SS LAH Armored Division]
Turn 21	16th PZ Division
Turn 26	All Italian units
Turn 28	[Return 16th PZ Division]
Turn 30	9th PZ Division, one PZ HQ, one Air unit+base
Turn 32	SS LAH, SS DR, one Tiger battallion
Turn 34	SS H and SS F, one Tiger battalion
Turn 38	GE artillery
Turn 41	One PZ HQ, one Air unit+base [return one Tiger battalion]
Turn 42	[Return SS LAH, SS DR, SS H, SS F arm'd divs]



# The Dark Valley



## The East Front Campaign, 1941-45

### Soviet Replacements

The following units cost only 2 RFs to replace at full strength:

- Mech corps
- Tank corps
- Guard Mech corps
- Guard Tank corps
- Guard Cavalry corps
- Artillery corps

The Soviet player may not replace more than one of the above type units per turn until one of every currently eliminated type is replaced; e.g., if the Soviet force pool has three of each unit type listed above, the Soviet player could not replace two of any one type until at least one of each has been replaced. This limit does not apply to Guard tank armies.

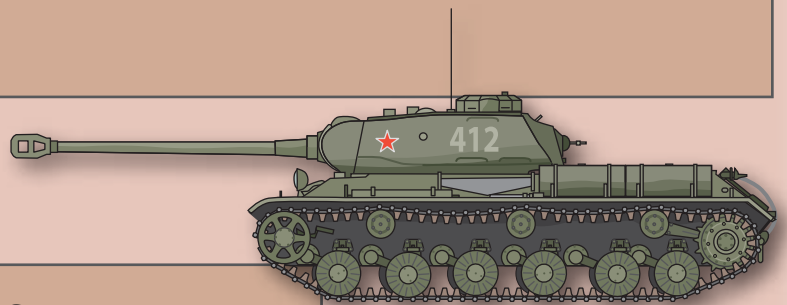
The following unit costs 2 RFs to replace at reduced strength, or bring to full strength if on the board, or 4 RFs to replace at full strength:

- Guard tank army

**Turn 4 (Sept 41):** Remove all Soviet Mech corps and replace with two +1/+2 Support counters.

### Lend Lease

- Soviets roll one six-sided die for Lend Lease starting on turn 8 (Jan 42).
- Soviets add three (+3) to Lend Lease starting on turn 19 (Dec 42).
- Soviets subtract three (-3) if Vologda has no LOC to east edge **or** the Axis control Stalingrad.
- These modifiers are cumulative.
- No Lend Lease after Turn 40 (Dec 44).



### Soviet Conversions

New Unit Built	Units Permanently Removed from the Force Pool
Guard Infantry corps	3 x Infantry divisions
Guard Infantry army	3 x Guard Infantry corps
Guard Tank army	1 x Mech corps & 2 x Tank corps
	One of these units must be a Guard corps

**Note:** ID numbers need not match when performing conversions.

