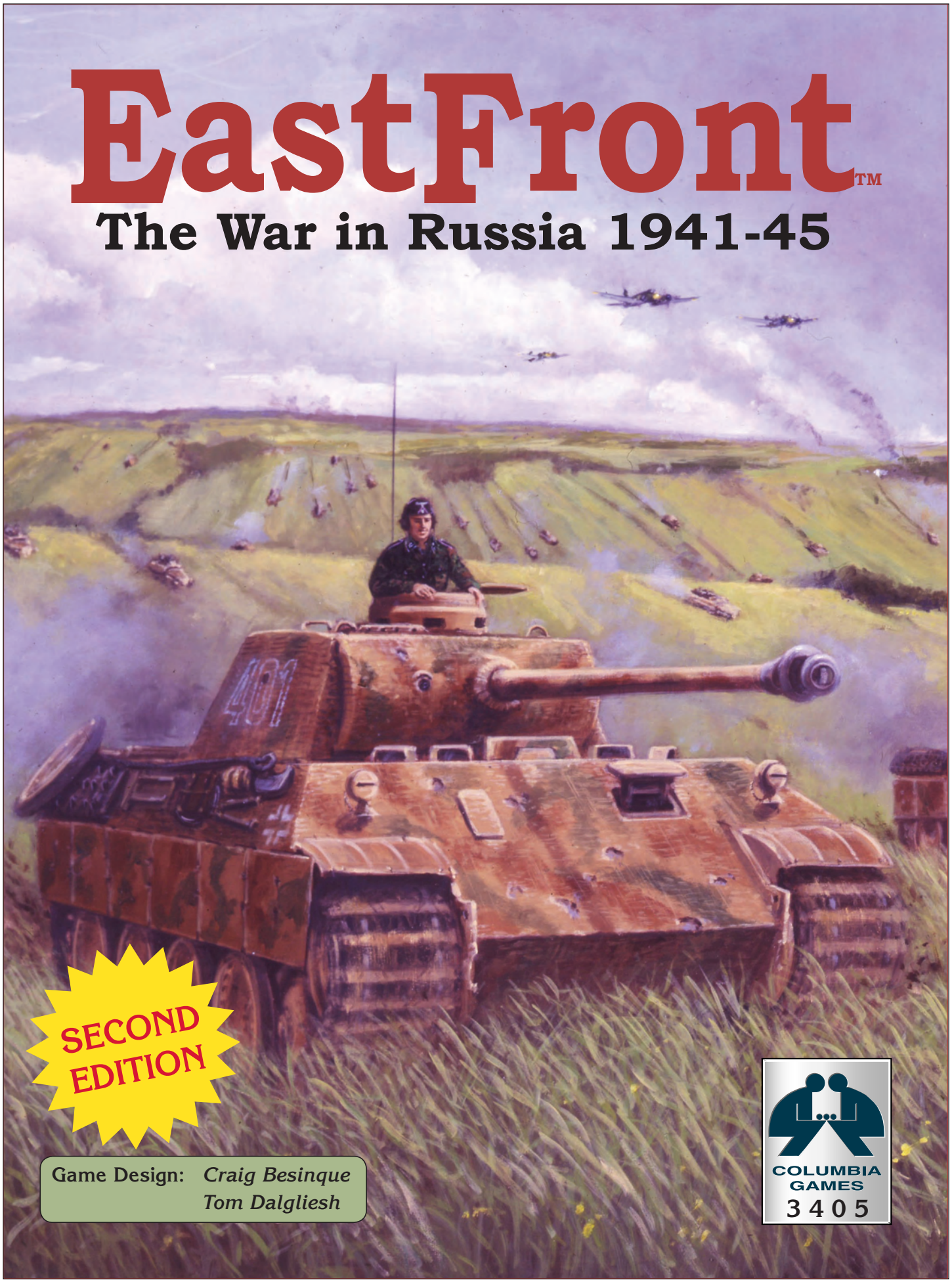
EastFront™

The War in Russia 1941-45



SECOND EDITION

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COLUMBIA GAMES
3405

EastFront

The War in Russia, 1941-45

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INTRODUCTION

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

THE MAPBOARD

The mapboard depicts the eastern half of the European theater in WW2. The mapboard is divided into hexagons, called "hexes", to determine location and movement. Terrain features affecting play include: rivers, forests, mountains, marshes, cities, ports, and railways.

Scandinavia (Finland and points north), the **MidEast** (Turkey/Persia and points south) and the **MedFront** (North Africa) are out of play. These areas come into play in ***EuroFront***, which portrays the entire war in Europe 1939-45.

THE UNITS

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

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

The six basic unit-types are: Armor, Mechanized Infantry ("Mech"), Infantry, Shock, Cavalry, and Headquarters. As each unit-type has a fixed movement rate and firepower rating, these numbers are not shown on the label.

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

GAME SCENARIOS

For game purposes, the Eastern Front campaign is divided into *scenarios*, each covering a 6-month period of the war. A scenario can be played in a sitting (4-6 hours), and two or more scenarios can be joined for longer games. The winner of a scenario is determined by Victory Points (VPs), which are awarded for current Production Levels and HQ steps remaining in play, and subtracted for eliminated friendly units.

Each scenario has a VP handicap which is added to or subtracted from Axis VPs, relating VP totals to historical results.

GAME TURNS

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

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

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

COMBAT

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

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

WEATHER

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

COMMENTARY

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

In November 1942 the Axis tide of expansion was reversed at El Alamein in North Africa and at Stalingrad in Russia. However, while Montgomery chased Rommel's forces of about 3 corps westward in North Africa, the Red Army began driving 45-50 German corps back towards Berlin.

In July, 1943, the Red Army crushed Germany's last eastern offensive at Kursk, a titanic battle involving thousands of tanks and millions of men. In the same month the Allies invaded Sicily and defeated 3 German units on this scale.

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

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

SCENARIOS

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

WEATHER

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

MAP CLARIFICATIONS/ERRATA

Grozny is a Forest Hex.

Transylvania is part of Hungary (as of June 41).

The Odessa-Kiev Military district boundary for S'41 is in the wrong location (near Lvov). It should be between Jassy and Cernauti on the Prut River (i.e., Cernauti is the southernmost hex of the Kiev Military District).

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1.1 ORIENTATION

The Axis player sits at the western edge of the board, and the Soviet player opposite. The **west** mapedge is the Axis *home mapedge*, and the **east** mapedge is the *home mapedge* for the Soviets.

Scandinavia (Finland and points north) and the ***MidEast*** (Turkey/Persia and points south) are out of play (these areas come into play in **EuroFront**).

1.2 HEXES

The mapboard is divided into "*hexes*" which determine the location and movement of units. Partial hexes on the map edges and part-land/part-water hexes are playable. Hexes can be identified by the cities or towns they contain, or by a direction (see compass rose) and distance from a city or town.

1.3 TERRAIN

Terrain features that affect play are listed below and summarized on the **Terrain Effects Chart** (back cover)**.** A hex or hexside is considered to be of the terrain type constituting the ***majority*** of that hex or hexside (in land/sea hexes, only the land area is considered). The terrain of a **hex** affects movement, combat, and "stacking" (maximum number of units allowed in a hex). **Hexside** terrain limits movement into (and out) of battles, referred to as the Engagement Limit (6.33).

1.31 CLEAR

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

1.32 FOREST

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

1.33 HILL

Hill terrain is the same as Forest.

1.34 MARSH

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

1.35 MOUNTAIN

Mountains halt movement (except cavalry), and provide **double defense**. Engagement limit is one (1) unit per hexside, and stacking is 2 units per hex. Sea invasions and paradrops are prohibited into mountains.

Alpine (High Mountain) hexsides (white) are impassable.

1.36 RIVERS

Rivers follow hexsides. They do not impede movement, except Engagement limit is one (1). Attempts to *initiate* battles across rivers, called River Assaults, are subject to Repulse (see 7.5). Rivers freeze in *Snow*, negating Repulses.

1.37 SEAS

Seas are impassable except across Straits or by Sea Movement (see 15.2). Dotted sea areas show shoals, into which sea invasions are prohibited.

1.38 LAKES

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

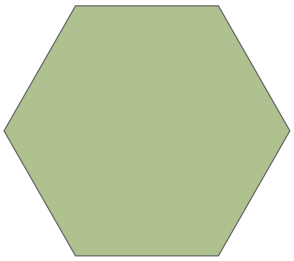
1.39 STRAITS

Straits (shown by crossing arrows) are treated as rivers, except that units crossing must **start** on one side, and **stop** on the other.

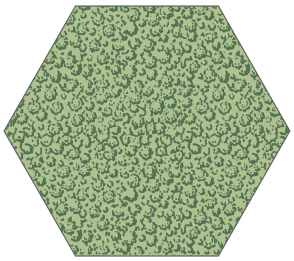
Normal (2-hex) Supply lines (10.3) are traceable across Straits just as across rivers, regardless of sea control.

Sea Movement, Sea Invasions, and Sea Supply are prohibited **through** straits if *either* adjacent land hex is enemy controlled.

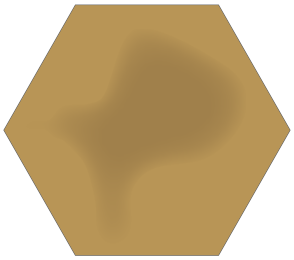
EXAMPLE: *Sea Supply through the Kerch straits from Rostov to Batumi is impossible if Kerch is enemy controlled.*



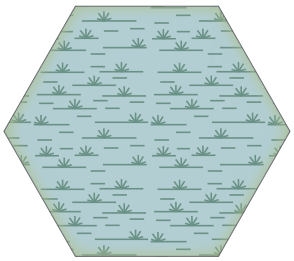
Clear Hex



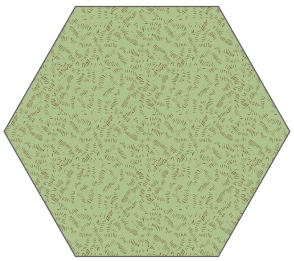
Forest Hex



Mountain Hex



Marsh Hex



Hill Hex

1.4 CITIES

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

1.41 MAJOR CITIES

Large black dots containing white numbers are Major Cities. All units defending Major Cities have Double Defense (7.3) and DF firepower or better. Major Cities contribute to the Production Level of the controlling player. Two reinforcement or newly rebuilt cadre units may arrive in a Major City per Production Phase.

Victory Cities. Major cities in black squares (e.g., Sofia). Axis reinforcements and rebuilt cadres may arrive in these.

1.42 MINOR CITIES

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

1.43 TOWNS

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

1.44 HOME CITIES

Defined as any Major or Minor City within *Home Territory* (Germany or USSR). Reinforcements and rebuilt units are deployed in Home Cities. (Axis: also in Victory Cities).

1.45 PORTS

Coastal cities or towns with an anchor symbol are Ports, used for Sea Movement and Sea Supply if using the optional Sea Power rules (15.0).

Large symbols show Major Ports. Small symbols show minor ports. **Black** port symbols show *naval bases*, which control the adjacent sea area (see 15.1).

Ports bordering on two sea areas have a double-crossbar port symbol.

1.46 FORTRESSES

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

All units defending a fortress have Triple Defense (7.35).

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

1.5 RESOURCE CENTERS

Resource-producing hexes in the game (e.g., Ploesti, Krivoy-Rog, Stalino, and Baku) are identified with a pick (mineral) or oil derrick symbol and a production value.

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

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

1.6 RAILROADS

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

SIVASH LAGOON RAILROAD: *The hexside between Melitopol and Perekop (Crimea) can be crossed by rail movement only: no land movement allowed.*

Rail Entry hexes are map edge hexes where rail lines enter the map.

1.7 FRONT BOUNDARY

Running through the Balkans is the *West Front* boundary line. WF Weather rules (12.3) apply west of this line.

Axis *Army Group 'E'* units appear in play if Soviet units cross this boundary (see 16.5).

Other front boundary lines appear on the map in areas that are out-of-play in ***EastFront*** and may be ignored.

1.8 ZONES AND AREAS

Along some map edges are non-hexed areas call *Zones*, containing Districts (circles), Regions (squares) and Routes (lines connecting them).

In ***EastFront***, all *Zones* are out of play for all purposes. They are used when playing ***EuroFront***.

Major City

Victory City

Minor City

Town

Fortress

Major Port

Naval Base (Major Port)

Minor Port

Naval Base (Minor Port)

Mineral Resource

Oil Resource

RESOURCE CENTERS

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

2.1 NATIONALITY

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

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

Soviet units are red blocks with *tan* labels.

2.2 UNIT TYPES

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

2.21 ARMOR

Armor units move three (3) hexes in dry weather and fire **DF** on offense and defense. Armor units represent units with large concentrations of tanks.

2.22 MECHANIZED

Mech units move three (3) hexes in dry weather and fire **SF** on offense and **DF** on defense. Mech units represent highly motorized units with extra tank support.

2.23 INFANTRY

Infantry units move two (2) hexes in dry weather and fire **SF** on offense and defense. Infantry units make up the bulk of both the Axis and Soviet armies.

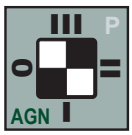
2.24 CAVALRY

Cavalry units move three (3) hexes in dry weather and fire **SF** on offense and defense. Cavalry are the only units which can move *through* mountain and marsh hexes and move two (2) hexes in mud. Only the Soviet player has Cavalry.

2.25 SHOCK

Shock units move one (1) hex in all weather and fire **DF** on offense and defense. Only the Soviet player has Shock. "Shock" units are special assault troops with massive artillery support.

2.26 HEADQUARTERS



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

2.3 COMBAT VALUE (CV)

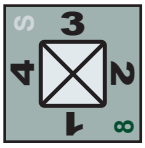
Around the unit symbol of each unit label is a series of numbers (usually 4:3:2:1) representing strength or ***Combat Value*** (CV) of the unit.

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

2.4 STEP REDUCTION

Most units can have 1-4 possible levels, or "*steps*" of CV. Units can lose CV in combat and regain CV by production. When units sustain hits, they are rotated counter-clockwise so that their new (lesser) CV is on the "top" edge. Units reduced below their lowest CV step are removed from play, but can be rebuilt as *Cadres* (11.42).

Infantry 4



Infantry 3

Infantry 2

Infantry 1

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

* Supreme move only

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

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

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

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

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

2.5 IDENTITY CODES

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

In the upper right corner of most units, a setup code is printed in a deliberately subtle typeface. This information is relative to the start of the war in 1939 and is used when playing ***EuroFront***. The codes can be ignored when playing ***EastFront***.

A number code represents the month of the war in which the unit arrives in the game. A single letter code indicates units which start 1939 (exception Si = Silesia). The letter corresponds to a location on the EuroFront order of battle cards. A two letter code in ALL CAPS, refers to an event during the game, such as XR code on the Italian unit (see 16.4).

2.6 SPECIAL UNITS

Coastal, Mountain, and Siege Gun units may be deployed as starting forces in place of any infantry unit in any scenario.

2.61 COASTAL ARMY

The Soviet **Coastal** unit is an amphibious unit with special sea movement capabilities if the optional Seapower rules are used (see: 15.5). It moves and fights like Infantry but has a higher cadre cost.

2.62 MOUNTAIN CORPS

Mountain units fire **DF** in mountains. They move like Infantry but have higher costs.

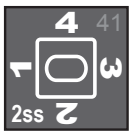
2.63 SIEGE GUN CORPS

Starting with the S'42 scenario, the German 54th Corps has the 1st and 70th Heavy Mortar Regiments attached. Thenceforth, it fires **Triple Fire** versus ***Fortresses***. Rebuilding costs are normal, but it loses its special ability if eliminated and rebuilt.

2.64 PARATROOP CORPS

The Soviet Paratroop unit has special air movement and combat capabilities if the Paradrop rules are used (see: 14.0). It arrives in Dec '41 and starts all later scenarios **eliminated** and available to build..

2.65 SS UNITS



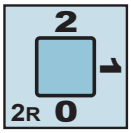
German SS units (black labels) appear in the game in 1943. They have enhanced firepower: the SS Armor unit fires **TF**; the SS Mech unit fires **DF** offensively / **TF** defensively. They have normal building costs for their type, but only one SS step may be rebuilt per Production.

2.66 AXIS SATELLITE UNITS

The Axis **Satellite** units (Rumanian, Hungarian, Bulgarian, and Italian) are initially *Restricted* to their home countries (and adjacent hexes). The 4 units noted with an "E" are allowed to enter Russia (*Expeditions* to the East Front) once Odessa and Sevastopol are conquered. (See 16.4).

Restriction applies permanently to any Satellite unit that has been eliminated and rebuilt.

2.67 STATIC UNITS

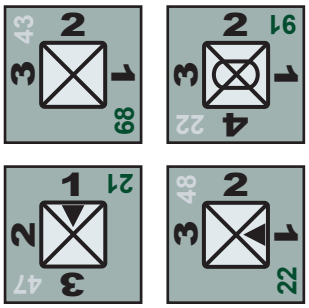


Static units are moveable by Supreme Command ***only*** (either strategically *or* by normal land movement).

Static units have a **0cv** cadre step. If engaged **alone** at zero strength, they are *automatically eliminated* in combat.

2.68 ARMY GROUP 'E'

These 4 German units enter play if Soviet units enter the *West Front* (see 16.5).



GERMAN SIEGE GUN

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

GERMAN SS CORPS

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

AXIS SATELLITES

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

3.1 SCENARIOS

3.11 SIX MONTH SCENARIOS

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

3.12 ONE YEAR SCENARIOS

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

- Ignore Starting Forces and Startlines given for the next scenario. Continue using current forces and positions.
- Note any changes in Basic Production PPs. Changes are shown by the bracketed PP number given. For example, [+10] means add 10 PPs to that player's Production Level.
- Note any changes in Air Firepower, and all scenario special rules that apply.
- Do Production for the 1st month of the new scenario.
- Continue play into the new months, checking for Victory as usual at the scenario end.

3.13 EXTENDED GAMES

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

3.14 CAMPAIGN GAME

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

3.2 STARTING PLAY

3.21 INITIATIVE

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

3.22 STARTING FORCES

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

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

Scenarios may list *Reinforcement* units that enter the game in a specific month.

IMPORTANT: *in the first month of a game, Production is omitted because it is factored into the Starting Forces given.*

3.23 STARTLINES

A mini-map included in the scenario description will direct you to the correct Startline. Startlines for each Summer scenario are printed on the mapboard and labeled by year ("S42"). Note that some Startline segments are used for two or more campaigns; the label "S42-43", for example, means this segment is used for both summer campaigns.

3.24 DEPLOYING FORCES

The hexes immediately east and west of the applicable Startline are the Soviet and Axis ***Frontline*** hexes, respectively. To begin a scenario, players must occupy each Frontline hex with *at least* one unit.

Players may deploy additional forces in any ***supplied*** hexes desired, ***except*** that HQs can never be deployed in the same hex ***nor*** in adjacent hexes. The ***Barbarossa*** (S'41) scenario has an optional historical deployment.

SCENARIO RECOMMENDATIONS

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

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

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

4.1 GAME MONTH

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

4.2 PRODUCTION

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

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

4.3 WEATHER DETERMINATION

Certain months have variable weather. During these months, each ***Fortnight*** begins with a random weather roll (12.0). Weather affects initiative (who plays first in the Fortnight), command, movement, and combat.

4.4 PLAYER-TURN

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

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

4.41 COMMAND PHASE

To begin a Command phase, the Active player ***activates*** (turns flat, face-up) any number of HQs desired.

HQs may optionally be activated as *Blitz HQs* (place BLITZ marker upon activation). Blitz HQs expend **two** steps to command second (Blitz) Movement and Combat phases in that Player-Turn.

4.42 MOVEMENT PHASE

Any units within *Command Range* (5.3) of an active HQ can move one to three hexes, depending on their speed and the terrain entered. Units not under command may ***not*** move. All movement must be completed before beginning the Combat Phase. Following movement, HQs may *Mobilize* (5.41) and Deactivate, or remain active for combat (5.42).

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

4.43 COMBAT PHASE

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

The Active Player selects Airstrike hexes (combat required), *then* selects all other Battles where combat is desired. All units in those battles are then revealed. Active Battles are resolved in any order (Active Player's choice).

Combat Round steps:

- Active Player rolls for Airstrikes (if any). Losses are applied.
- Passive Player rolls for Defensive Fire. Losses are applied.
- Active Player rolls for Offensive Fire. Losses are applied.
- Active HQs (except Blitz HQs) are Deactivated (lose a step and return upright). Blitz HQs lose a step and remain activated for the Blitz phases to follow.

4.44 BLITZ MOVEMENT PHASE

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

4.45 BLITZ COMBAT PHASE

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

4.46 SUPPLY PHASE

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

THE GAME MONTH

PRODUCTION

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

FORTNIGHT I

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

FORTNIGHT II

- Repeat Fortnight I Procedure

THE PLAYER-TURN

COMMAND PHASE

- Activate HQs

MOVEMENT PHASE

- Move units under command
- Mobilize HQs (optional)

COMBAT PHASE

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

BLITZ MOVEMENT PHASE (if any)

- Repeat Movement Phase

•BLITZ COMBAT PHASE (if any)

- Repeat Combat Phase

SUPPLY PHASE

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

5.1 HEADQUARTERS

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

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

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

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

5.2 HQ ACTIVATION

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

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

5.21 DEPLOYING HQS

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

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

Deploying HQs cannot Engage. Engaged HQs can Disengage when they deploy, but must take immediate Pursuit Fire if the deploy move is a Retreat (no friendly units remain in the battle - 6.42).

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

5.3 COMMAND RANGE

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

5.4 HQ ROLES

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

5.41 MOBILE HQS

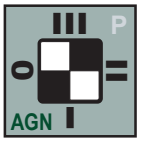
After commanding movement, **Mobile HQs** *Deactivate* (see below) and then take their normal move of 1-2 hexes (this is in addition to the one hex moved to Deploy). Being deactivated during the Combat Phase, they cannot provide combat support.

5.42 COMBAT HQS

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

5.43 DEACTIVATING HQS

When an HQ finishes commanding, it is *Deactivated* by reducing it 1CV and returning to upright (hidden) mode. Deactivated HQs can not move again that turn (even in Blitz Movement).



GERMAN HQ UNIT

The Axis has fewer, but more powerful HQs than the Soviets.

MOBILE HQS

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

COMBAT HQS

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

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

ACTIVATING Ø CV HQS

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

RAILING HQS

Players can move an HQ by rail under the command of the SHQ. It cannot activate in the same turn it moves (Movement follows command).

HQ Command Range

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

5.5 HQ AIRPOWER

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

5.6 SUPREME HQS

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

5.61 SUPREME MOVES

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

5.62 SHQ MOBILIZATION

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

5.63 SHQ AIRSTRIKES

Supreme HQs that forego Mobilization can initiate a "Strategic Airstrike" at **double** Air Range. That is, a Supreme HQ III has Air Range of **six (6)** hexes. Airstrike firepower (13.14) is the same as other HQs.

5.64 SHQ COMBAT SUPPORT

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

5.7 BLITZ COMMAND

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

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

IMPORTANT: *Supreme HQs cannot* ***Blitz***.

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

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

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

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

5.8 HQ DISRUPTION

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

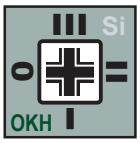
Disrupted HQs function at one CV less than their actual value. That is, a disrupted HQ III has an effective Command Range of 2 hexes, and only 2CV of Airpower. A disrupted HQ Ø has no command ability at all.

EXCEPTION: *SHQs located in Warsaw (Axis) and Moscow (Soviets) are exempt from weather disruption.*

HQ AIRPOWER

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

SUPREME HQS



OKH

Stavka

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

BLITZING

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

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

6.1 MOVEMENT PROCEDURE

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

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

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

6.2 STACKING LIMITS

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

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

6.21 TERRAIN STACKING

Terrain determines the stacking limit of a hex.

Clear:	**4 units**
Forest:	**4 units**
Hill:	**4 units**
Marsh:	**3 units**
Mountain:	**2 units**

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

6.22 OVERSTACKING

Players may ***not*** voluntarily overstack hexes.

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

If a hex becomes overstacked due to a *Repulse* (7.51), units in *excess* of stacking limits are *Unsupplied* (owner's choice of unit must lose 1 cv during the next Enemy Supply Phase).

6.3 ENGAGEMENT

6.31 ENGAGING

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

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

Merely adding additional units to an existing battle (hexside and stacking limits must be observed) does *not* make combat mandatory.

6.32 DISENGAGING

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

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

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

6.33 BATTLE HEXSIDES

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

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

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

UNIT TYPE	SPEED DRY	MUD	SNOW
	3	1	2
	3	1	2
	2	1	1
	3	2	2
	1*	1*	1*
	1	1	1
	3	1	2
	2	1	1
	2	1	1
	2	1	1
* Supreme move only			

TERRAIN & MOVEMENT

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

Hexside terrain (unless impassable) has no movement effect except when a hex is defended, when hexside limits apply.

DISENGAGING

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

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

6.4 RETREATS

6.41 REARGUARDS

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

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

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

6.42 PURSUIT FIRE

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

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

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

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

NOTE: *Complete all other movement before resolving Pursuit Fire.*

6.5 SUPREME COMMAND

6.51 SUPREME MOVES

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

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

6.52 SUPREME LAND MOVES

Supreme Moves can be used to command units to make ***normal*** land moves, including Engaging, Disengaging, and Retreating. As usual, each unit can only be moved ***once*** per Movement Phase, but units making Supreme land moves (not rail) **can** move again during a Blitz Movement Phase if in Command Range of a Blitz HQ.

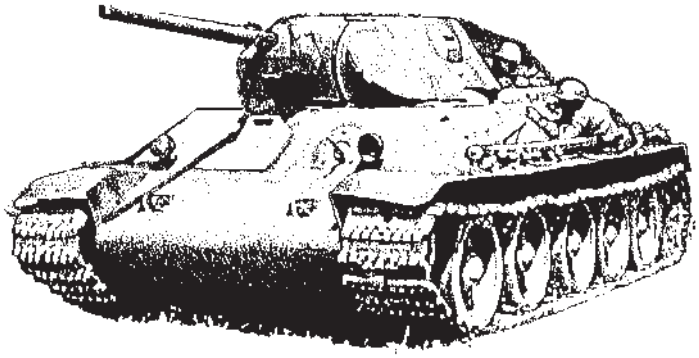
6.53 STRATEGIC MOVEMENT

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

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

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

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



PURSUIT FIREPOWER	
PURSUER	**FIREPOWER**
Faster	**Double (DF)**
Equal	**Single (SF)**
Slower	**None**

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

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

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

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

SUPREME MOVES
The distinction between Supreme Moves and Strategic Moves is important.

A **Supreme Move** is any move commanded by an SHQ, which cam be a strategic rail or sea move or simply a normal move commanded by the SHQ.

A **Strategic Move** is always a Rail or Sea move.

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

7.1 BATTLES

7.11 BATTLE HEXES

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

7.12 ORIGINAL ATTACKER & DEFENDER

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

7.13 ASSIGNING AIRSTRIKES

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

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

7.14 ACTIVE BATTLES

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

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

7.15 MANDATORY COMBAT

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

- **New Battles:** where a new battle is initiated by an Attack during the preceding Movement Phase, at least one round of combat must be fought. Such battles are automatically active. Moving new units into an existing battle does not force combat, but they must be revealed if they belong to the Original Attacker.
- **Airstrike Battles:** allocating an Airstrike to a battle makes combat mandatory (friendly ground units must be present).
- **Fortress Battles:** in Sevastopol or Leningrad, combat is mandatory for the Original Attacker (but optional for the Original Defender). Fortress battles must be activated every Player-Turn of the Original Attacker, even if this results in Unsupported Combat (no hits possible).

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

7.2 COMBAT ROUNDS

7.21 COMBAT RESOLUTION

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

7.22 SEQUENCE OF FIRE

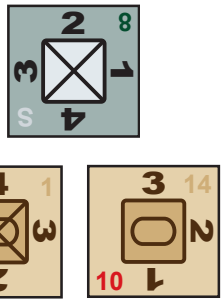
A round of combat is resolved as follows for each Active Battle:

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

7.23 COUNTER-ATTACKS

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

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



ACTIVE BATTLE

Armor 3cv and Mech 4cv engage an enemy Infantry 4cv unit.

SINGLE/DOUBLE/TRIPLE FIRE

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

ATTACKING & ENGAGING

A clear distinction must be drawn between engaging and attacking. Entering/leaving a battle hex is engaging/disengaging. Attacking is engaging into a **new** battle.

ORIGINAL ATTACKER & DEFENDER

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

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

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

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

EXTENDED BATTLES

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

7.3 COMBAT FIRE

7.31 EXECUTING FIRE

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

7.32 FIREPOWER

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

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

Terrain can modify a unit's Firepower.

- All units in Marshes fire just **SF** on Offensive Fire.
- All units in Major Cities fire at least **DF** on Defensive Fire.
- Mountain units fire **DF** in Mountain terrain (except in mud).
- The largest defender (Original Defender only) of a Fortress fires **TF**.

Airstrikes can be **SF**, **DF**, or **TF**, depending on side and scenario (13.14).

7.33 APPLYING LOSSES

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

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

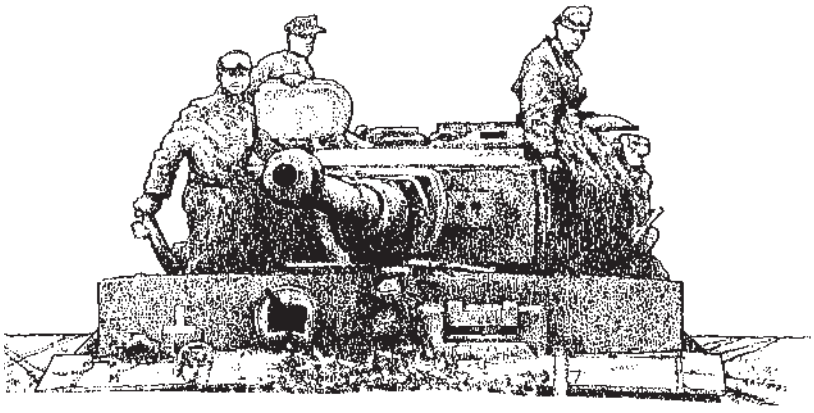
7.34 DOUBLE DEFENSE

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

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

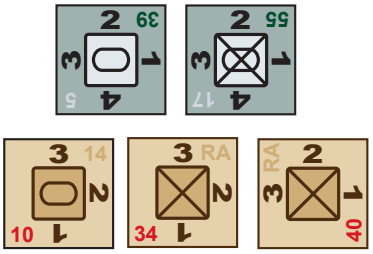
7.35 TRIPLE DEFENSE

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



COMBAT EXAMPLE

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



AIRSTRIKE COMBAT

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

DEFENSIVE FIRE

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

OFFENSIVE FIRE

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

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

DOUBLE DEFENSE

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

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

RECORDING HALF-HITS

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

7.4 UNSUPPORTED COMBAT

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

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

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

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

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

7.5 RIVER ASSAULTS

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

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

7.51 REPULSES

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

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

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

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

7.52 FROZEN RIVERS

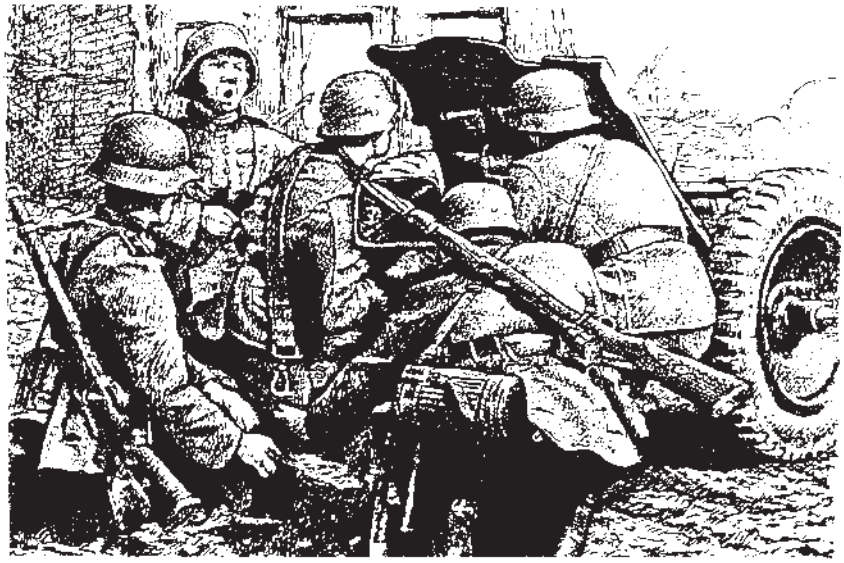
In *Snow* weather, rivers freeze. Attacks across frozen rivers are not River Assaults and cannot be repulsed. However, the engagement limit of one unit per hexside still applies.

7.53 RIVER ASSAULTS IN MUD

In *Mud* weather, River Assaults are more likely to be repulsed (1-3).

7.54 COMBINED ASSAULTS

Combined Assaults occur when all attackers arrive by some form of assault (River/Sea/Air). In a Combined Assault, the ***lowest*** applicable Repulse number applies to **all** assaulting units.



COMBAT SUPPORT

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

RIVER CROSSING (EXAMPLE)

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

COMBINED ASSAULTS

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

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

8.1 HEX CONTROL

Hex control is determined at the ***beginning*** of each phase (Command, Movement, Combat, Supply, and Production) and **remains unchanged** throughout that phase. This detail is **extremely important** to game play.

Hex control is determined by the *position* of units (and their ZOCs) at the start of a phase. Movement ***through*** a hex does not, in itself, affect its control (to gain control of a hex, units must remain in the hex or adjacent (8.2) until a new phase begins.

8.2 ZONES OF CONTROL

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

8.3 HEX CONTROL STATUS

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

8.31 FRIENDLY HEXES

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

8.32 ENEMY HEXES

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

8.33 DISPUTED HEXES

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

8.34 PRIOR CONTROL

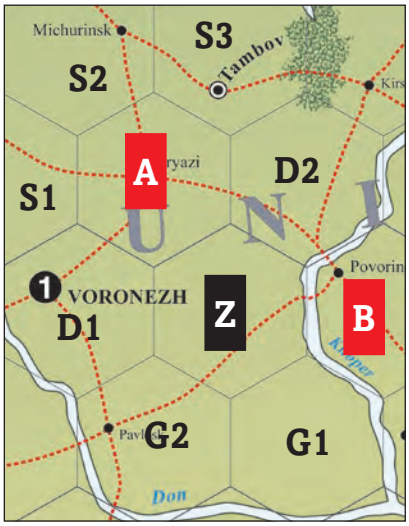
Unoccupied hexes not currently in any ZOC remain *Friendly* to the last side to control them. This rule requires memory, but its application is usually obvious in practice.

8.4 CONTROL EFFECTS

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

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

HEX CONTROL

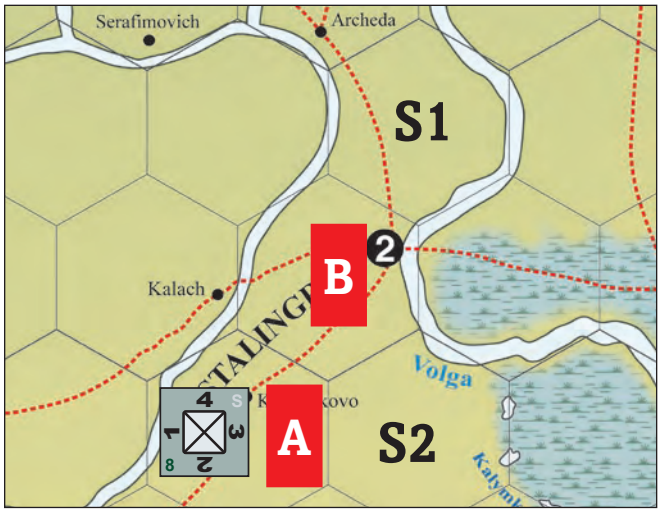


HEX CONTROL

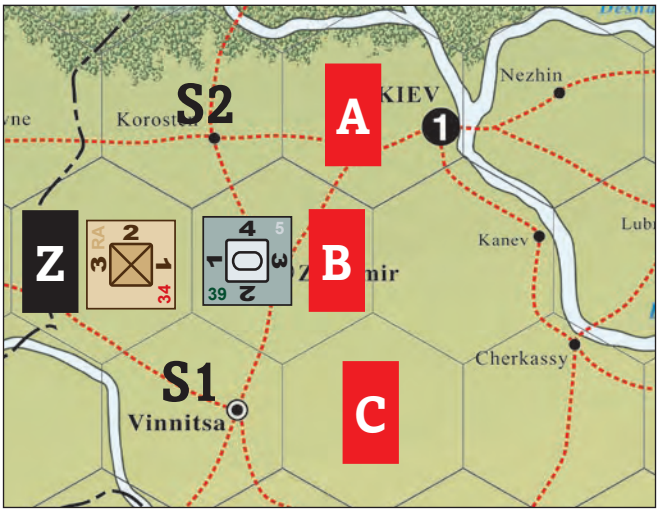
Soviet units A and B control their own hexes, as does German unit Z. Hexes S1, S2, and S3 lie within the ZOC of unit A and are *Friendly* to the Soviet player. Hexes D1 and D2 are *Disputed*, lying within the ZOCs of units A and Z. Hexes G1 and G2 are *Enemy* hexes (to the Soviet player (but friendly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

COMMAND RANGE

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



Soviet unit A is engaged with the German unit so neither unit has a ZOC. Soviet unit B at Stalingrad projects a ZOC into 2 adjacent hexes (S1, S2) but not across the rivers or into the occupied (battle) hex.



Units B and Z are the Original Defenders (upright) and control their battle hexes. The units in both battles have no ZOC. Units A and C control their own and all adjacent unoccupied hexes (except those across rivers). Unit B can disengage into any adjacent hex except the other battle. The German armor unit can't disengage at all. If the Soviet Infantry was absent, hexes S1 and S2 would be *disputed*, (by the ZOC of Unit Z) but the Armor unit still could not disengage there.

9.1 RAIL LINES

9.11 RAIL ENTRY HEXES

Defined as a hex where a Rail Line enters the map on a map edge.

9.12 RAIL LINE CONTROL

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

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

9.2 RAIL MOVEMENT

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

9.21 RAIL MOVES

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

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

IMPORTANT: *units cannot engage by Rail Movement.*

9.22 RAIL DISENGAGEMENTS

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

9.3 RAIL SUPPLY

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

9.31 RAIL/SEA SUPPLY

Sea Lanes (see 15.3) extending across seas between friendly ports can provide *Sea Supply* which connects segments of friendly Rail Line.

A hex is in *Rail/Sea Supply* when it is in *Rail Supply*, *Sea Supply* or a combination of the two.

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

9.4 RAILHEADS

RailHead markers may be placed at the beginning of any phase to indicate the furthest reach of Rail Line control.

9.5 OFF-MAP RAIL MOVEMENT

Players can move by rail off-map between Rail Entry hexes on the *home mapedge* (only).

Units are considered to move 2 rail hexes off-map for every mapedge hex between the two Rail Entry hexes.

Offmap rail movement can be freely combined with normal on-map rail movement by counting rail hexes as usual. Rail Movement cannot end off-map; if insufficient rail moves are available to re-enter the map, offmap Rail Movement cannot be made.

Normal rail movement rules apply (units can disengage but not engage, etc.).

SUPPLY ORIGIN

AXIS: West Map Edge.

SOVIET: East Map Edge. Baku also acts as a Soviet supply source because it is connected by sea to Krasnovodsk on the East Map Edge.

KERCH STRAITS

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

RAIL/SEA SUPPLY & PRODUCTION

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

10.1 SUPPLY STATUS

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

10.2 SUPPLY CHECK

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

10.3 SUPPLY LINES

Supply Lines connect a unit to friendly *Rail/Sea Supply.* They can be no more than **two (2)** hexes in length and cannot be traced through *enemy* hexes or impassable terrain. They can only be traced through *friendly* hexes (including friendly battle hexes) or *disputed* hexes.

10.4 SUPPLY ATTRITION

During the **enemy** Supply Check, each **friendly** unit determined to be *Unsupplied* immediately loses one step. 1 CV units (or 0 CV HQs/Statics) are eliminated.

10.5 FORTRESS SUPPLY

Fortress Hexes provide *Fortress Supply* to the **largest** defending unit (***Original Defender*** only) which is exempt from supply attrition. The owner may choose which of equally strong (CV) units receive Fortress Supply, but all other units suffer normal supply attrition.

Steps ***cannot*** be added to units dependent on Fortress Supply during Production.

10.6 BEACHHEAD SUPPLY

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

SUPPLY STATUS

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

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

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

Production: to add replacement steps, a unit must have a Supply Line at that time (determine this at that time as hex control may change during the Supply and Politics phases).

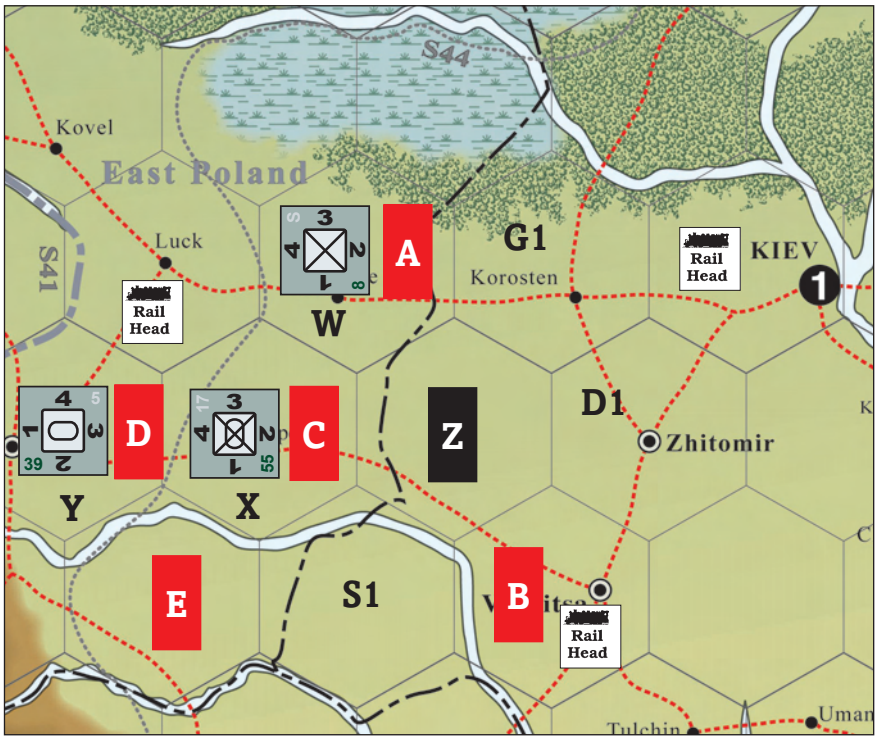
Remember: A unit's Supplied/Unsupplied status does not affect on its ability to build.

SUPPLY LINES

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

SUPPLY ATTRITION

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



SUPPLY EXAMPLE

Germans have just moved, advancing unit Z from Cernauti to cut Soviet rail communications through G1 and D1. The Soviet Rail Heads are now at Kiev and Vinnitsa. G1 is a German controlled hex (Soviet unit A is engaged and has no ZOC), D1 is a disputed hex (within the ZOCs of unit Z and unit B), and S1 is a Soviet hex (unit Z has no ZOC across the River).

Soviet units C and E can trace supply through S1 to the Vinnitsa Rail Head.

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

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

11.1 PRODUCTION PHASE

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

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

11.2 PRODUCTION LEVEL

Production Level is the sum of Basic, City, and Resource Production. The initial Production Level for each side is noted in each scenario. As production centers are captured or lost, the current *Production Level* should be adjusted on the *Game Record Sheet* to reflect the change.

11.3 PRODUCTION POINTS (PPS)

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

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

11.31 BASIC PPS

Both sides receive Basic (automatic) Production PPs each month, which represent off-board production. Basic Production can change from one scenario to another, as noted on the Basic Production Chart.

11.32 CITY PPS

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

Cities that are embattled (but still in rail/sea supply) can produce.

11.33 RESOURCE PPS

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

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

NOTE: *Cities and Resources in out of play map areas do not produce PPs.*

BASIC PRODUCTION CHART (PPs)

Scenario	S41	W41	S42	W42	S43	W43	S44	W44
Soviet	0	6	12	20	20	20	20	20
Axis	30	30	40	40	50	50	40	30

SIMULTANEOUS PRODUCTION

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

PRODUCTION SEQUENCE

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

BASIC PRODUCTION

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

ECONOMIC DATA

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

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

11.4 BUILDING UNITS

11.41 REPLACEMENTS

During Production, players may add **one step** to any *unengaged* units on the map, provided they have a ***Supply Line*** (10.3) at that time.

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

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

11.42 CADRES

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

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

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

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

11.43 REPLACEMENT COSTS

See: *Unit Cost Chart.*

11.5 REINFORCEMENTS

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

11.51 ADVANCED ARRIVAL

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

11.52 DISBANDING UNITS

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

11.6 DEPLOYING CADRES & REINFORCEMENTS

Scheduled reinforcements and newly rebuilt cadres may arrive in:

- Home Cities (1.44)
- Victory Cities (Axis only)
- Home map-edge Rail Entry hexes

Arrival locations must be in *Rail/Sea Supply*, and not embattled.

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

NOTE: *Reinforcements arriving in the first month of a scenario are deployed as above during the initial scenario deployment.*

UNIT COST CHART (PPs)

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

1. HQ costs increase under certain circumstances (see 16.2 and 16.6).

REPLACEMENTS

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

CADRE COSTS

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

STATICS

The Rumanian and Bulgarian static units are the only units of this type in ***EastFront*** (there are more in ***WestFront***). Their cadre cost is lower than their step cost because the cadre value is 0CV.

12.1 EAST FRONT WEATHER

The months of June-September always have ***Dry*** weather. October and November have variable weather. The months of December-February always have ***Snow*** weather. March is variable, April is always ***Mud***, and May is again variable (see Game Record sheet).

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

12.2 WEATHER EFFECTS

12.21 INITIATIVE

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

12.22 HQ DISRUPTION

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

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

SNOW: Axis HQs (only) are Disrupted (see 5.8). HQs may Deploy.

EXCEPTION: *SHQs located in Warsaw (Axis) and Moscow (Soviets) are exempt from weather disruption.*

12.23 UNIT MOBILITY

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

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

12.24 TERRAIN

MUD: Marsh terrain rules (including hexside limits) apply in Clear and Forest terrain (except stacking remains unchanged at 4). Double Defense (or better) always applies in mud.

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

Airstrike ***Firepower*** is **not** affected by **Mud** weather (though HQ CV may be reduced by disruption).

Mud weather increases the chances of a River Assault Repulse to 1-3.

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

12.3 WEST FRONT WEATHER

West of the *Front boundary* line (1.7), *West Front* weather applies, which is determined separately and is often different from *East Front* weather.

West Front weather is ***Dry*** from March to October, variable in November, ***Mud*** in December-January, and variable in February. Weather is determined as in 12.1.

OPTIONAL: *WF weather can be ignored until Soviet units enter the West Front.*

EAST FRONT WEATHER

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

WEST FRONT WEATHER

MONTH	DRY	MUD	SNOW
NOV	EVEN	ODD	•
FEB	EVEN	ODD	•

WEATHER FATE

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

WEATHER SENSE

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

STACKING CONSIDERATIONS

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

13.1 HQ AIRPOWER

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

13.11 AIR RANGE

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

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

13.12 AIRSTRIKE CV

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

13.13 TARGETING

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

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

13.14 AIRSTRIKE FIREPOWER

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

Terrain and weather **do not affect** Airstrike Firepower (but Double Defense may apply).

13.15 EXECUTING AIRSTRIKES

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

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

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

13.16 AIRPOWER DISRUPTION

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

EAST FRONT AIRPOWER

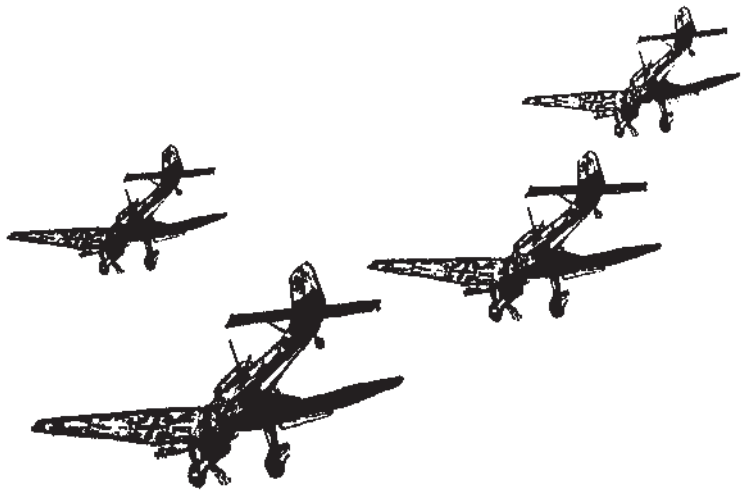
SCENARIO	AXIS	SOVIET
S 41	TF	SF
W 41	DF	SF
S 42	DF	SF
W 42	DF	DF
S 43	DF	DF
W 43	SF	DF
S 44	SF	TF
W 44	NONE	TF

AIR RANGE

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

WEST FRONT AIRPOWER

Axis Headquarters located in the West Front still use the same East Front Air Firepower versus the Soviets.



14.1 PARATROOPS

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

14.2 PARADROP HQS

Any HQ (or SHQ) may command a Paradrop by expending ***all*** of its command ability (including airpower) for that Player-Turn (mark with Paradrop HQ marker). The Paradrop HQ must already be located in the same hex as the Para units commanded (may **not** Deploy). Blitzing Paradrop HQs must command two Paradrops, one in each phase.

14.3 PARADROP HEXES

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

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

14.4 AIR ASSAULTS

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

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

14.41 COMBINED ASSAULTS

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

14.5 PARA COMBAT

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

14.6 PARADROP LINKUP

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

In the **friendly** Supply Phase (before ***enemy*** units are checked for supply) the ***Linkup*** status of airdropped Para units is checked (this is the only time a *friendly* unit is checked). Linkup allows the para to survive and recover from dispersion.

During the *Paradrop Linkup* check, dispersed Paras must satisfy one of the following conditions to achieve *Linkup*.

- Located **in a friendly hex**.
- **Adjacent to an unengaged friendly hex** via passable terrain.
- Located in an enemy (battle) hex **with other friendly "ground" units** (that were not also airdropped).

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

Note that supply for the paradropped unit is **not** an issue. For example, dropping into a port behind enemy lines is **not** sufficient to obtain Linkup and ensure para survival. Airdropped paras must make contact with friendly "ground" units, even if the ground units themselves are out of supply.

Soviet Paratroops

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

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

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

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

15.1 SEA CONTROL

Each sea area has a Naval Base. Only when the Naval Base is friendly can a player move, supply, or invade by sea. Naval Bases are noted on the map with a solid black anchor symbol. Major ports (larger symbol) are noted below in **bold**. Dual-sea ports (bordering on two seas) have two crossbars on the anchor symbol.

- **E. Baltic Sea:** controlled by **Danzig**. Other ports are Konigsberg, Memel, and Ventspils.
- **Gulf of Finland:** controlled by Tallinn. **Leningrad** is the only other port.
- **Gulf of Riga:** controlled by Riga. The only other port is Ventspils.
- **W. Black Sea:** controlled by Sevastopol. Other ports are Burgos, Constanta, Nikolaev, **Odessa**, and Varna.
- **E. Black Sea:** controlled by Batumi. Other ports are Kerch, Novorossiysk, and Sevastopol.
- **Sea of Azov:** controlled by Rostov. Other ports are Kerch and Mariupol.
- **N. Caspian Sea:** controlled by Astrakhan. Other ports are **Baku**, Guryev, and Makhach Kala.
- **S. Caspian Sea:** controlled by **Baku**. There are no other ports in play.

15.2 SEA MOVEMENT

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

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

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

15.21 PORT CAPACITY

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

15.3 SEA SUPPLY

Sea Lanes (Sea Supply lines) connect *friendly* ports across controlled seas. Hence, a friendly Rail Line can lead from a home mapedge to a friendly port, then via a *Sea Lane* across a friendly sea to another friendly port, from which another friendly Rail Line continues.

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

15.31 SIEGE SUPPLY

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

Engaged ports can only support one unit, at cadre strength. Units defending Sevastopol and Leningrad receive Fortress Supply (10.5) ***instead*** of Siege Supply.

15.4 SEA INVASIONS

Sea Invasions allow movement from a port across *controlled* Sea Areas into **any** coastal hex (not just into another friendly port). Sea invasions into mountain or marsh hexes are prohibited.

Sea Invasions are **not** Strategic Movement: they require the expenditure of **all** the movement command ability of a dedicated HQ for that turn.

15.41 INVASION COMMAND

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

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

Invasion HQs can **Blitz**, allowing them to invade a second unit in the invasion port into the same or another invasion hex (mark in advance with Sea Assault marker if different). A Blitz Invasion HQ may not elect to command normally in the Blitz phase, but must command as an Invasion HQ throughout the Player-Turn (they cannot switch to normal or Paradrop command in the Blitz phase).

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

SEAPOWER

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

These rules are a simplified version of the complete Seapower system in ***EuroFront*** (which rules may also be used if desired).

KERCH STRAITS

Sea Movement, Sea Supply, and Sea Invasions through the Kerch Straits are prohibited if either adjacent land hex is enemy-controlled.

SEA MOVEMENT

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

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

SEA SUPPLY

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

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

SEA AREAS IN EASTFRONT

In ***EastFront***, Sea Areas in the Arctic, Mediterranean, Indian Ocean Basins are out of play.

The Axis has no Seapower ability on the Caspian Sea.

15.42 INVASION MOVEMENT

Sea Invasions are not allowed into mountains or marsh hexes, through uncontrolled straits, nor into *shoals* (e.g., Perekop from the Sea of Azov).

Although multiple simultaneous Sea Invasions are possible (each commanded by a separate Invasion HQ), only **one** unit can Sea Invade a **defended** coastal hex per Movement Phase (simultaneous ground attacks/paradrops are allowed.) **Undefended** hexes may be Sea Invaded by more than one unit.

Until a port is captured, additional units can only be brought ashore by further Sea Invasions. Once a port has been captured, and is not embattled, units can be landed more efficiently by strategic *Sea Movement*.

15.43 SEA ASSAULTS

Sea Invasions that initiate battles are ***Sea Assaults***, subject to **Repulse** as for River / Para Assaults. During the initial round of Defensive Fire, each die roll of **1, 2 or 3** *repulses* an assaulting unit (in addition to combat hits scored).

A repulsed unit must return to its embarkation port. All for River Assaults, a simultaneous ground attack across a non–river hexside eliminates Repulse, and a Combined Assault (7.53) by Paradrop reduces Repulse to **1**.

15.5 COASTAL ARMY

The Soviet Coastal Army is an *amphibious* unit, with enhanced marine ability. It is only repulsed on a roll of **1-2** when making Sea Assaults (other units 1-3). It also has an associated ***Beachhead*** (BH), which can serve as a supply source in the invaded hex. It can Retreat via ***Sea Evacuation*** with a pursuit speed of "2".

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

15.51 BEACHHEADS

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

The BH can only be deployed if it has "Ready" status. Beginning with **W'41**, it begins every scenario in "Prep" status (face-down). During Production, it can be converted to "Ready" status (face-up) at a cost of **20 PPs.** If eliminated, the BH can be raised to "Prep" status for **20 PPs.**

BHs serve as a supply source for friendly units in the hex, *even if the hex is embattled and enemy controlled*. If the hex is **not** embattled, a deployed BH functions as a temporary minor port: one unit can Sea Move in or out, However, Rail Lines do not extend from a BH, and Sea Invasions cannot be launched from one.

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

15.52 BEACHHEAD SUPPLY

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

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

15.6 SEA EVACUATIONS

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

SEA INVASIONS

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

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

SEA ASSAULTS

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

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

BEACHHEADS

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

SEA EVACUATIONS

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

SOVIET COASTAL ARMY

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

16.0 STRATEGIC OBJECTIVES

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

16.1 SATELLITE SURRENDER

As the Red Army advanced into the Balkans in 1944, Rumania, then Bulgaria, and finally Hungary switched sides.

Beginning W'42, Soviet **control** of hexes within **Rumania**, **Bulgaria** or **Hungary** may result in that Axis Satellite suing for peace. To begin a Soviet Supply phase, the Soviets may roll for Satellite Surrender, provided at least one national hex is Soviet controlled. If the dieroll is LESS THAN the number of Soviet controlled national hexes PLUS eliminated national units, the Satellite surrenders.

RESULT: One national unit not in an **Axis** ZOC *defects* to the Soviets (reverse its facing). All other national units are eliminated and may not be rebuilt. Territory control is unchanged. This effect is irreversible.

16.11 SATELLITE CONQUEST

After Surrender, if no Axis unit remains within national territory at the end of any Soviet turn, all national territory becomes Soviet controlled.

16.2 AXIS OIL SUPPLY

Germany's Achilles' heel was petroleum and roughly 40% of her oil production came from Ploesti. After it was overrun by the Soviets in September 1944, Axis fuel supplies dwindled rapidly, affecting especially the Luftwaffe.

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

EXCEPTION: *Axis control of Baku (in rail/sea supply) provides an alternate oil source, cancelling the above effect.*

16.3 LEND-LEASE

Lend-Lease materials, especially trucks and army rations, arriving at Murmansk contributed about 5% to Russia's war effort. If no rail link exists between the Arctic Zone and the Eastern Zone, the Soviets lose this contribution to the war effort.

RESULT: If the Lend Lease route is cut, Soviet Basic Production is decreased by 5 PPs.

16.4 SATELLITE RELEASE

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

In ***EastFront***, Axis Satellite armies are normally *restricted*: they must remain within, or in hexes adjacent to, home territory. However, under certain conditions, some Satellite units, designated *Expeditions*, may move freely.

RESULT 1: Axis capture of **Odessa** releases the *3rd Rumanian Army* unit from *restriction* (it need no longer remain within 1 hex of *Rumania 1939*).

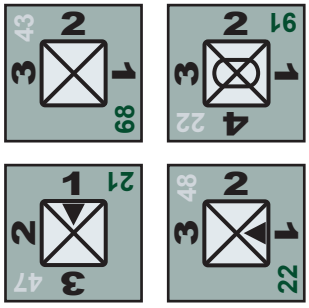
RESULT 2: Axis capture of **Sevastopol** releases the ***other*** three Axis Satellite Expedition units from *restriction*. (Italian 8th Army appears as a 3CV Reinforcement in the next Production).

If Sevastopol or Odessa is recaptured by the Soviets, the respective Satellite units become *Restricted* (units outside their restricted areas are *unsupplied*).

16.5 ARMY GROUP 'E'

The Axis Army Group 'E' occupied the south Balkans after its conquest, but took no part in the war in Russia. When the Soviets broke into the Balkans in 1944, this Army Group abandoned its positions in Greece and Albania and moved north to escape isolation and aid in the defense of Croatia.

RESULT: If Soviet units enter the West Front (cross the front border line), Army Group 'E' (units are shown below at the CV they start at) is activated and placed on the map in Albania and Greece in **ports** (one unit per hex maximum) in the next Production, after which these units are played normally.



HOME MAPEDGES

The East mapedge is the *home mapedge* of the Soviet player, the West mapedge is the home mapedge of the Axis player.

WESTFRONT & EUROFRONT

The **Hungarian Plain** and **Army Group 'E'** rules deal with the "edge of the world" syndrome in a simple but abstract way.

Our companion ***WestFront*** game eliminates the need for such rules by continuing the field of play to the west. ***WestFront*** covers the war in the west from the invasion of Sicily (S'43) to the end, including the possibility of Allied invasion of the Iberian peninsula.

EuroFront introduces Scandinavia, the Urals, the Mideast and North Africa into play, along with all nations and military forces this could involve. Also introduced are the nations, forces and diplomatic rules needed to cover the early war years (1939-43), completing the portrayal of WW2 in Europe.

16.6 SOVIET OIL SUPPLY

The Soviet war effort was also highly dependent on petroleum production.

RESULT: If the Soviets lose Baku or rail/sea supply to it, Soviet HQ costs rise by 5 PP (cadres +10 PPs).

16.61 SOVIET OIL SEAROUTE

The Soviet ***Oil Searoute*** goes from Baku to Guryev by sea, and thence to the Eastern Zone (Siberia) by rail.

RESULT: If the Soviets lose the use of this route (but maintain the much longer rail/sea route from Baku to the Urals via Krasnovodsk), they lose **5 PPs** of Basic Production.

16.7 THE HUNGARIAN PLAIN

As the Soviets drive northwards in the Balkans, they will encounter the west mapedge in Yugoslavia. The Hungarian Plain, Danube basin and Bohemian plateau continue west off map, and the Axis must maintain a front there to prevent a Soviet drive into Germany.

Therefore, for every west mapedge hex from **Belgrade** to **Krakow** (inclusive) occupied **solely** by Soviet units, the Axis must remove one unit from the map.

If the Soviets have sole **occupation** of such a hex at the end of any phase, the nearest *unengaged* Axis unit (measured in hexes, Axis player's choice of equally distant units) is removed from play and placed off-map adjacent to the Soviet occupied mapedge hex (this simulates the formation of a continuous front offmap between the mapedge and the Alps).

The removed Axis unit must remain there as long as the mapedge hex remains Soviet **occupied**. If the Soviets evacuate the hex, the removed unit appears there at the start of the next Axis command phase.

16.8 THE POLISH PLAIN

In February 1945, after months of buildup, the Soviets burst across the Vistula (Germany's last good line of defense in the east) and poured in a relentless flood over the plains of Poland. Although a bloody battle for Berlin remained, the war in the East was effectively decided.

Sole Soviet occupation of any hex on the west mapedge **north** of **Krakow** yields final Soviet Victory in the Campaign Game and in the W'44 Scenario. See 17.4.

SOVIET OIL SUPPLY

Baku produced 76% of Soviet oil [1937], and Soviet pre-war oil production dwarfed German by 4:1. Hitler's attraction to the Caucasus was not irrational, just over-ambitious.

MAPEDGE PLAY CONSIDERATIONS

New Axis reinforcements and rebuilt cadre units can arrive in west (*home)* mapedge hexes, (not if engaged). Axis off-map rail movement (9.5) is also allowed between west (*home*) mapedge *rail entry* hexes (but cannot be used to enter engaged hexes).

BAKU

This effects of rules 16.6 and 16.61 are **not** cumulative. The Oil Sea Route is severed by Axis conquest of Guryev or Astrakhan and this triggers the 5PP Basic penalty.

If the Axis actually take Baku, the Basic PP penalty no longer applies; instead the Soviets lose 10PP, the Axis gain 20PP and Soviet HQ costs increase as per 16.6.

17.1 VICTORY POINTS

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

1. PPs. Note the current Production Level (in PPs).
2. HQ CV. Add 2 VPs for every friendly HQ CV in play. Subtract 4 VPs for every eliminated friendly HQ.
3. Eliminated Units. The Axis subtracts 2 VPs for every eliminated Axis unit, and 1 VP for every *restricted* Satellite ***Expedition*** unit (2 VPs for the Italian 8th army since it is effectively eliminated). Also subtract 1 VP for each *unsupplied* friendly unit.

   The Soviets subtract 1 VP for every eliminated Soviet unit.

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

4. Add/Subtract the scenario handicap to the Axis total VPs.

17.2 HANDICAPS

For each scenario a Handicap is provided for the Axis player, either positive or negative. For example, Barbarossa (S'41) gives a handicap of -40, and S'44 gives one of +50. Add/subtract the given handicap to **Axis** VPs then compare that total with Soviet VPs.

17.3 VICTORY LEVELS

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

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

17.31 TOURNAMENT POINTS

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

17.4 CAMPAIGN GAME VICTORY

When playing the campaign game, at the end of each scenario, players calculate Victory Points, and declare a game winner if a ***Decisive Victory*** (only) has been scored.

Otherwise, continue play into the next scenario.

If the game lasts into W'44 use the Victory Conditions from that scenario.

Victory Levels

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

WHO'S WINNING THE WAR?

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

VICTORY LEVELS

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

VICTORY EXAMPLE (BARBAROSSA)

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

VPs: 50 + 12 - 10 = 52

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

VPs: 70 + 18 - 2 = 86

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

86 - 40 = 46

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

Axis	Units	CV
HQs	5	13
Armor	10	37
Mech	1	3
Infantry	25	94
Sat. Inf.	7	17
Sat. Static	2	2
Production	54	
Air Power	TF	
Handicap	-40	

Soviet	Units	CV
HQs	6	13
Armor	7	14
Mech	7	14
Infantry	30	76
Shock	•	•
Cavalry	4	4
Production	64	
Air Power	SF	

Axis Reinforcements		
Jul '41	40 Pzr Cps	Armor 4
Aug '41	42 Cps	Infantry 4
Sep '41	16 Cps	Infantry 4
Oct '41	59 Cps	Infantry 4
Nov '41	50 Mot Cps	Mech 4

Soviet Reinforcements		
Nov '41	1 Shock	Shock 4
Nov '41	2 Shock	Shock 4

S'41 SPECIAL RULES

1A) HISTORICAL DEPLOYMENT OPTION

See *Order of Battle Cards.*

1B) FREE DEPLOYMENT OPTION

SOVIETS: Deploy **first** (move second). Deploy all Military District units in Frontline hexes. The balance of Soviet forces may be deployed at will except Leningrad must contain at least 2 units, Moscow 3 units, and the following Major cities 1 unit.

Bryansk	Minsk	Stalino
Dnepropetrovsk	Moscow (3 units)	Tblisi
Kalinin	Odessa	Tula
Kharkov	Riga	Voronezh
Kiev	Rostov	Yaroslavl
Leningrad (2 units)	Stalingrad	Zaporozhye

AXIS: Deploy **second** (move first) west of the Startline. All Frontline hexes must be occupied.

2) LATE START

Play begins in the second fortnight of June 1941. Each side only gets **ONE** Player-Turn in June.

3) AXIS SURPRISE

All Soviet HQs are ***Disrupted*** during June, 1941 (one fortnight). Axis river assaults are ***not*** subject to repulse (but the hexside engagement limit of one unit still applies).

4) AXIS SATELLITES

All Satellite units are *restricted* to being within, or adjacent to home territory. Satellite Expeditions may be released under specific conditions. See 16.4. In June 1941, Hungarian units cannot move and no German units are allowed to enter Hungary.

S'41 SCENARIO NOTES

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

LENINGRAD
KALININ
YAROSLAVL
MOSCOW
TULA
MINSK
BRYANSK
VORONEZH
KIEV
KHARKOV
DNEPROPETROVSK
STALINO
ZAPOROZHYE
ROSTOV
ODESSA
BUCHAREST
RUMANIA
SOVIET UNION
FINLAND
Gulf of Finland
Gulf of Riga
Baltic States
East Poland
Black Sea
Sea of Azov
Caspian Sea
Volga
Don
Dnieper
Dniester
Vistula
Kursk
Orel
Smolensk
Vitebsk
Gomel
Kharkov
Krasnodar
Stalingrad
Kerch
Sevastopol
Kiev
Odessa
Kishinev
Kirovograd
Kriviy Rog
Voronezh
Tula
Bryansk
Kaluga
Rzhev
Vyazma
Smolensk
Minsk
Pinsk
Brest
Lublin
Warsaw
Kovno
Riga
Pskov
Tallinn
Helsinki
Turku
Kotka
Vologda
Kostroma
Kirovskaya
Gorky
Kazan
Saratov
Voronezh
Kursk
Belgorod
Poltava
Krasnodar
Maikop
Stalingrad
Rostov
Kerch
Sevastopol
Odessa
Kishinev
Bucharest
Ploesti
Galati
Constanta
Varna
Sofia
Plovdiv
Istanbul
Ankara
Sinop
Trabzon
Tiflis
Baku
Tashkent
Alma-Ata
Omsk
Novosibirsk
Kuybyshev
Ufa
Perm
Kirov
Leningrad
Moscow
Kaluga
Tula
Bryansk
Kursk
Voronezh
Kharkov
Dnepropetrovsk
Stalino
Zaporozhye
Rostov
Odessa
Kishinev
Bucharest
Kiev
Minsk
Smolensk
Vitebsk
Riga
Tallinn
Helsinki
Kaluga
Tula
Bryansk
Kursk
Voronezh
Kharkov
Dnepropetrovsk
Stalino
Zaporozhye
Rostov
Stalingrad
Kerch
Sevastopol

OPERATION 'BLUE'

The Drive on Stalingrad

Axis	Units	CV
HQs	5	12
Armor	11	38
Mech	3	10
Infantry	30	92
Sat. Inf.	7	17
Sat. Static	2	2
Production	80	[+10]
Air Power	DF	
Handicap	-30	

Soviet	Units	CV
HQs	6	11
Armor	4	8
Mech	4	8
Infantry	28	88
Shock	4	12
Cavalry	4	10
Production	56	[+6]
Air Power	SF	

Axis Reinforcements		
Jun '42*	27 Cps	Infantry 3
*Starts S '42 in a Home City		

Soviet Reinforcements		
Jun '42*	5 Gds Tank	*Gds* Armor 1
Jul '42	6 Gds Tank	*Gds* Armor 1
*Starts S '42 in a Home City		

S'42 SPECIAL RULES

1) GERMAN SIEGE ARTILLERY

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

2) VOLKHOV

Volkhov is an Axis battle hex. Both players must deploy at least one unit there, with Axis as Original Defender.

3) LENINGRAD

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

4) AXIS SATELLITES

The Rumanian 3R has been released from restriction (Odessa captured). All other Satellite units remain restricted. However, the three remaining *Expeditions* may be released by the capture of Sevastopol. See 16.4.

S'42 SCENARIO NOTES

The Soviet army has improved, but space is no longer its ally: Moscow, Leningrad, and the Caucasus are all within Axis striking distance. The Germans are as dangerous as ever, and have a whole summer to win somewhere.

S'42 HISTORICAL COMMENTARY

S'42 was crunch time for Germany. The Soviets were getting stronger and smarter. America was turning England into an armed camp. Germany's nemesis, the two-front war, loomed. Russia had to be defeated quickly.

German economic weakness in petroleum lured Hitler south toward the Caucasus. As the Soviets were heavily deployed in front of Moscow, their southern front was quickly shredded, but this time retired before being bagged.

Hitler once again fiddled with the plan, but Stalingrad became the eventual focus. There the Germans forswore mobile warfare for street fighting and met their match. Meanwhile, Stalin patiently hoarded his reserves behind the Don and Volga. Those who had lived by the blitzkrieg were about to die by it.

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Axis	Units	CV
HQs	5	10
Armor	11	35
Mech	3	8
Infantry	31	94
Sat. Inf.	8	21
Sat. Static	2	2
Production	83	[+0]
Air Power	DF	
Handicap	-15	

Soviet	Units	CV
HQs	6	12
Armor	7	16
Mech	5	12
Infantry	28	84
Shock	4	12
Cavalry	4	12
Production	62	[+8]
Air Power	DF	

Axis Reinforcements		
Feb '43	2 SS Pzr Cps	SS Armor 4

W'42 SPECIAL RULES

1) SOVIET SURPRISE

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

2) STALINGRAD

Stalingrad begins the scenario as a Battle Hex (Soviets Original Defender). The Axis must deploy four units (at least one armor) of at least 3CV each in Stalingrad (face-up).

3) LENINGRAD

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

Volkhov is an Axis Battle Hex.

REMEMBER: Axis HQs are Disrupted in Snow.

4) AXIS SATELLITES

All 4 Satellite *Expeditions* units have been released, (Odessa and Sevastopol captured). All other Satellites Units are restricted. See 16.4.

Soviet Reinforcements (none)

W'42 SCENARIO NOTES

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

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

W'42 HISTORICAL COMMENTARY

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

* includes 1 SS Armor

Axis	Units	CV
HQs	5	12
Armor	12*	42
Mech	3	12
Infantry	29	90
Sat. Inf.	7	12
Sat. Static	2	2
Production	90	[+10]
Air Power	DF	
Handicap	-10	

Soviet	Units	CV
HQs	6	14
Armor	11	32
Mech	6	18
Infantry	29	94
Shock	4	10
Cavalry	4	8
Production	64	[+0]
Air Power	DF	

Axis Reinforcements		
Jul '43*	3 SSPzr Cps	SS Mech 3
*Starts S '43 in a Home City		

Soviet Reinforcements (none)

S'43 SPECIAL RULES

1) LATE START

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

2) SATELLITE FORCES

All Satellite units are permanently restricted, and must remain within or adjacent to Rumania (1939), Hungary, and Bulgaria (Italian 8I is eliminated and cannot be rebuilt).

This also applies to all future scenarios.

3) VOLKHOV

Volkhov is an Axis Battle Hex.

4) LENINGRAD

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

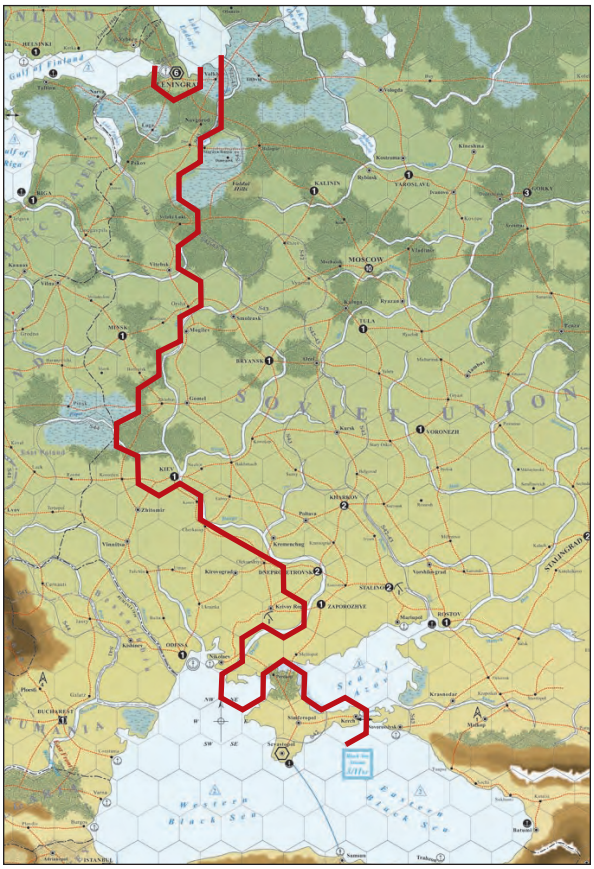
S'43 SCENARIO NOTES

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

S'43 HISTORICAL COMMENTARY

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

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



* includes 1 SS Armor
**Includes 1 SS Mech

Axis	Units	CV
HQs	5	10
Armor	12*	38
Mech	4**	10
Infantry	30	92
Sat. Inf.	7	14
Sat. Static	2	2
Production	79	[+0]
Air Power	SF	
Handicap	+10	

Soviet	Units	CV
HQs	6	12
Armor	11	24
Mech	7	16
Infantry	28	90
Shock	4	14
Cavalry	4	10
Production	74	[+0]
Air Power	DF	

Axis Reinforcements (none)

Soviet Reinforcements (none)

W' 43 SPECIAL RULES

1) SATELLITE FORCES

All Satellite units are restricted, and must remain within or adjacent to Rumania (1939), Hungary, and Bulgaria (Italian 8I is eliminated and cannot be rebuilt).

2) VOLKHOV & THE DNEPR BRIDGEHEAD

Volkhov and Kremenchug W1 are Axis battle hexes. The Soviets must deploy at least 1 unit in each (face-up).

3) LENINGRAD

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

W'43 SCENARIO NOTES

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

W'43 HISTORICAL COMMENTARY

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

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

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

Ominously quiet.

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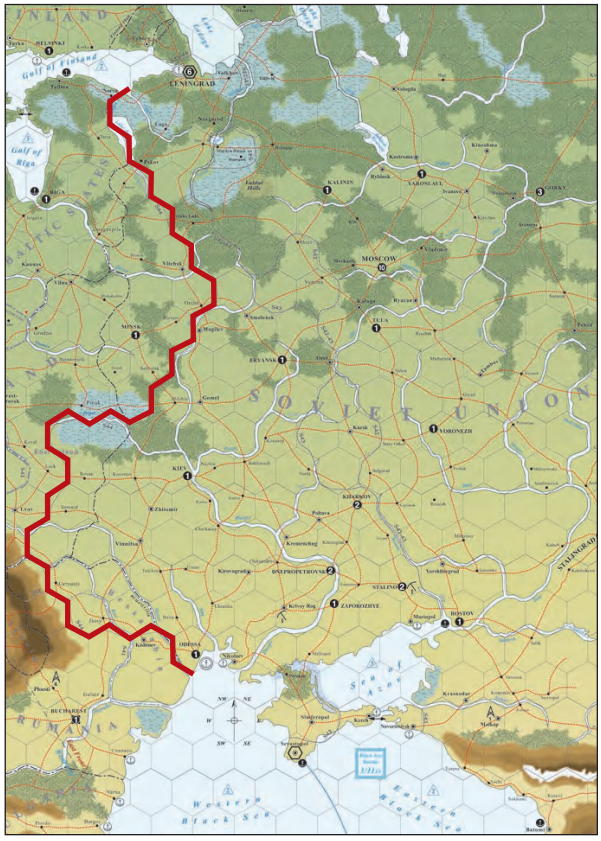
OPERATION 'BAGRATION'

Destruction of Army Group Center



* includes 1 SS Armor

**Includes 1 SS Mech

Axis	Units	CV
HQs	5	12
Armor	12*	36
Mech	4**	12
Infantry	29	86
Sat. Inf.	7	20
Sat. Static	2	2
Production	66	[-10]
Air Power	SF	
Handicap	+50	

Soviet	Units	CV
HQs	6	14
Armor	12	34
Mech	7	22
Infantry	30	94
Shock	4	15
Cavalry	4	12
Production	82	[+0]
Air Power	TF	

Axis Reinforcements (none)

Soviet Reinforcements (none)

S'44 SPECIAL RULES

1) SATELLITE FORCES

All Satellite units are restricted, and must remain within or adjacent to Rumania (1939), Hungary, and Bulgaria (Italian 8I is eliminated and cannot be rebuilt).

2) STRATEGIC OBJECTIVES

The strategic objective rules (see 16.0) concerning **Satellite Surrender**, **Ploesti**, and **Army Group 'E'** may become relevant in this scenario.

3) HITLER STANDFAST ORDER

The Axis player cannot activate HQs in the first turn of this scenario. Begin with the Soviet player turn.

S'44 SCENARIO NOTES

This scenario is in some ways the mirror image of Barbarossa: a wide-open game with lots of motion. The Axis must employ a creative mix of defensive tactics, from stonewall to outright flight, from strong crust to defense in depth. The Soviets learn about problems the Axis would love to have again; the frustrations of overall superiority on a tight HQ budget.

HISTORICAL COMMENTARY

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

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

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

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

None came.

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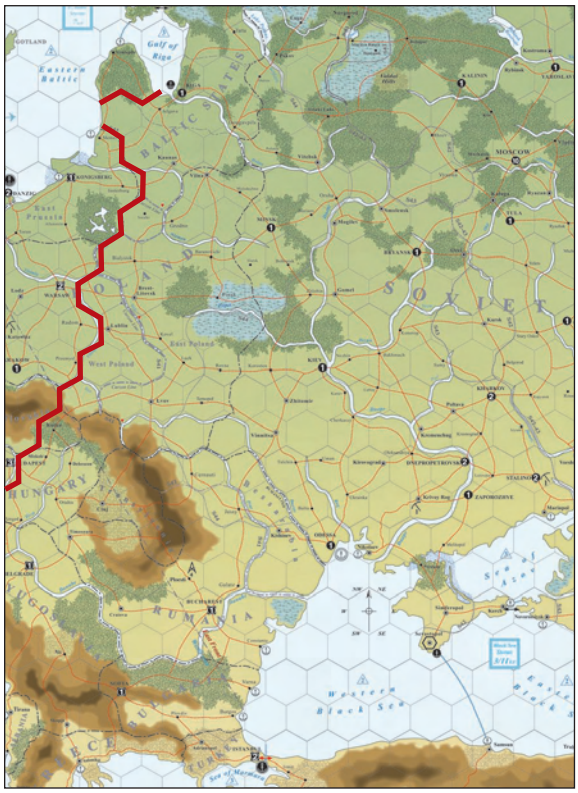

* includes 1 SS Armor
** includes 1 SS Mech

Axis	Units	CV
HQs	5	10
Armor	10*	18
Mech	4**	12
Infantry	26	50
Sat. Inf.	•	•
Production	41	[-10]
Air Power	NONE	
Handicap	N/A	

Soviet	Units	CV
HQs	6	12
Armor	12	34
Mech	7	22
Infantry	29	92
Shock	4	15
Cavalry	4	12
Sat. Inf.	3	5
Production	93	[+0]
Air Power	TF	

Axis Reinforcements (none)

Soviet Reinforcements (none)

W '44 SPECIAL RULES

1) COURLAND

The Axis must deploy at least 8 units (including AGN HQ) in the Courland peninsula (north of startline near Riga). These units are supplied by sea via Ventspils as long as **both** it and Danzig are Axis controlled and not engaged.

2) THE BALKANS

Axis *Army Group 'E'* units are activated and included in the Starting Forces listed above.

Rumanian, Hungarian, and Bulgarian ***Surrender*** have occurred, and one unit of each nationality is now fighting on the Soviet side.

3) HUNGARIAN PLAIN

The Soviets must occupy the 3 Soviet hexes **north from Belgrade** along the west mapedge. 3 Axis units must be placed opposite them just offmap. See 16.7.

4) AXIS OIL SUPPLY

As Ploesti is already Soviet controlled, Axis HQs cost 15 PPs per step and 30 PPs per cadre to rebuild. See 16.2.

5) W'44 VICTORY

Ignore the normal VP routine. Victory is determined by the first month when the Soviets have sole occupation of any west mapedge hex **north of Krakow**.

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

W'44 SCENARIO NOTES

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

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

NOTE: *The maps for our* ***WestFront*** *game, simulating the war in Western Europe, join with the* ***EastFront*** *maps. Berlin is on the WestFront maps, only 3 hexes off-map.*

Introductory Scenario

OPERATION EDELWEISS

Trapped in the Caucasus

Axis	Units	CV
HQs	2	5
Armor	4	16
Mech	1	3
Infantry	6*	21
Production	28	
Air Power	DF	
Handicap	N/A	

*Includes one Mountain unit

Soviet	Units	CV
HQs	2	5
Armor	1	3
Mech	1	3
Infantry	7	15
Shock	1	3
Cavalry	1	- -
Production	30	
Air Power	SF	

EDELWEISS SPECIAL RULES

1) TUTORIAL SCENARIO

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

The Soviet player sits facing North in the scenario diagrams. The Scenario begins in the second half of July 1942.

The turn sequence is described, phase by phase with rule references in parentheses. Players are advised to set up the forces and follow the description, moving units as directed. This scenario has been deliberately set-up to teach the rules of the game.

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

Axis Forces		
Z	Mariupol	Inf 4cv
Y	Voroshilovgrad	Inf 4cv
X	Kamensko	Armor 4
W	Kamensko	Armor 4
V	Kamensko	Armor 4
U	Kamensko	HQII (AG "A")
T	Kamensko E1	Mountain 3
S	Kamensko E1	Inf 3
R	Kalach	Inf 3
Q	Kalach	Armor 4
P	Voroshilovgrad	Okh 3cv
O	Stalingrad	Mech 3cv
N	Stalingrad	Inf 4cv

Soviet Forces		
A	Rostov	Inf 3cv
B	Rostov E1	Inf 2cv
C	Rostov E2	Mech 3cv
D	Rostov SE1	*Gds* Inf 3cv
E	Kotelnikovo	Inf 2cv
F	Stalingrad	Inf 2cv
G	Stalingrad E1	Shock 3cv
H	Stalingrad E1	*Gds* Armor 3cv
I	Maikop	HQ IIcv
J	Tbilisi	Inf 3cv
K	Moscow	Stavka 3cv
L	Cadre (buildable)	Cavalry (1cv)
M	Cadre (buildable)	Inf (1cv)

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JULY II AXIS TURN

Command PHASE

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

MOVEMENT PHASE

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

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

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

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

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

COMBAT PHASE

BATTLE FOR ROSTOV

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

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

•Offensive Fire: Armor units **X** and **W** fire rolling <3, 2, 5, 3> and <1, 4, 3, 6> - one hit each. The Soviet infantry takes two half hits (now at 1½ cv). The German infantry units (**Y** and **Z**) roll <1, 4, 6> and <2, 5, 6>. Infantry attack with SF (**6** is a hit). The Soviet infantry takes two half hits (now ½ cv). However, since the combat round is over, the Soviet infantry is restored to 1cv.

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

BATTLE FOR ROSTOV E1

•Defensive Fire: Inf 2 (unit **B**) rolls <3, 5, 6>, scoring one hit. The hit is applied to armor unit **V,** which is the larger unit [7.33]. No repulses were rolled.

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

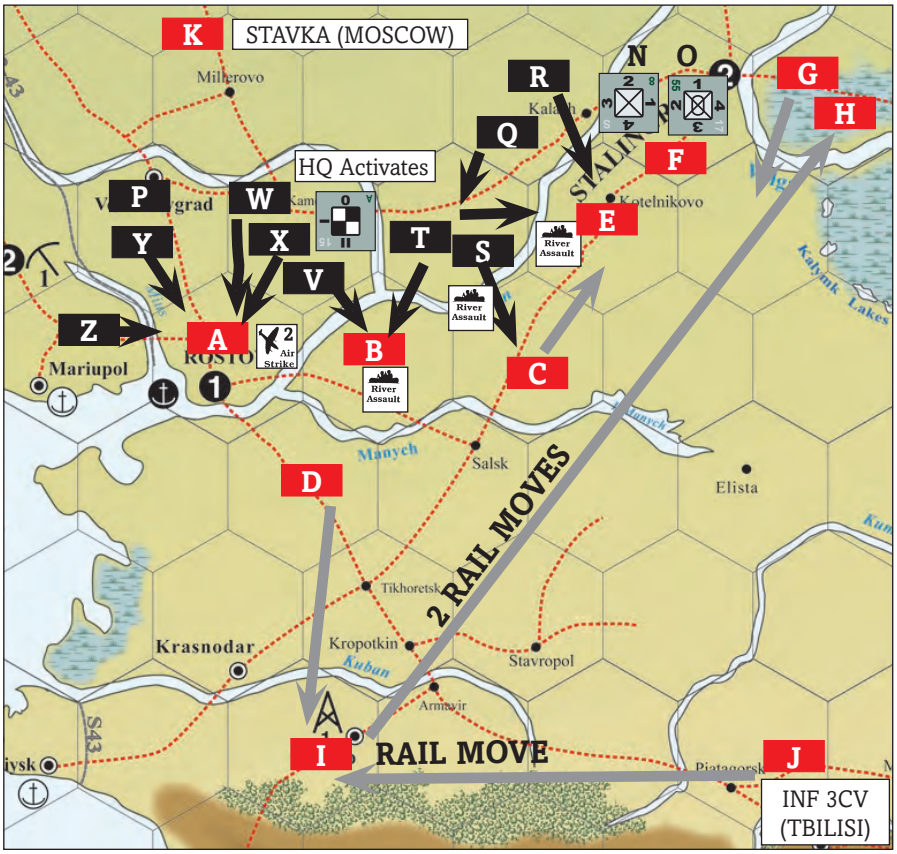


DIAGRAM SHOWS INITIAL SET-UP. UNIT LETTERS CORRESPOND WITH TABLE.
AXIS JULY II MOVES SHOWN WITH BLACK ARROWS.
SOVIET JULY II MOVES SHOWN WITH GRAY ARROWS.

BATTLE FOR ROSTOV E2

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

BATTLE FOR KOTELNIKOVO

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

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

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

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

SUPPLY PHASE

All Soviet units are in supply (no attrition).

JULY II SOVIET TURN

COMMAND PHASE

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

MOVEMENT PHASE

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

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

Stavka is turned upright at 2cv

SUPPLY PHASE

All Axis units are in supply.

AUGUST PRODUCTION

AXIS PRODUCTION

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

SOVIET PRODUCTION

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

AUGUST I AXIS TURN

ACTIVATION PHASE

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

MOVEMENT PHASE

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

COMBAT PHASE

BATTLE FOR MAIKOP (UNSUPPORTED)

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

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

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

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

BATTLE FOR KOTELNIKOVO (UNSUPPORTED)

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

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

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

OKH is turned upright at 2CV.

SUPPLY PHASE

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

AUGUST I SOVIET TURN

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

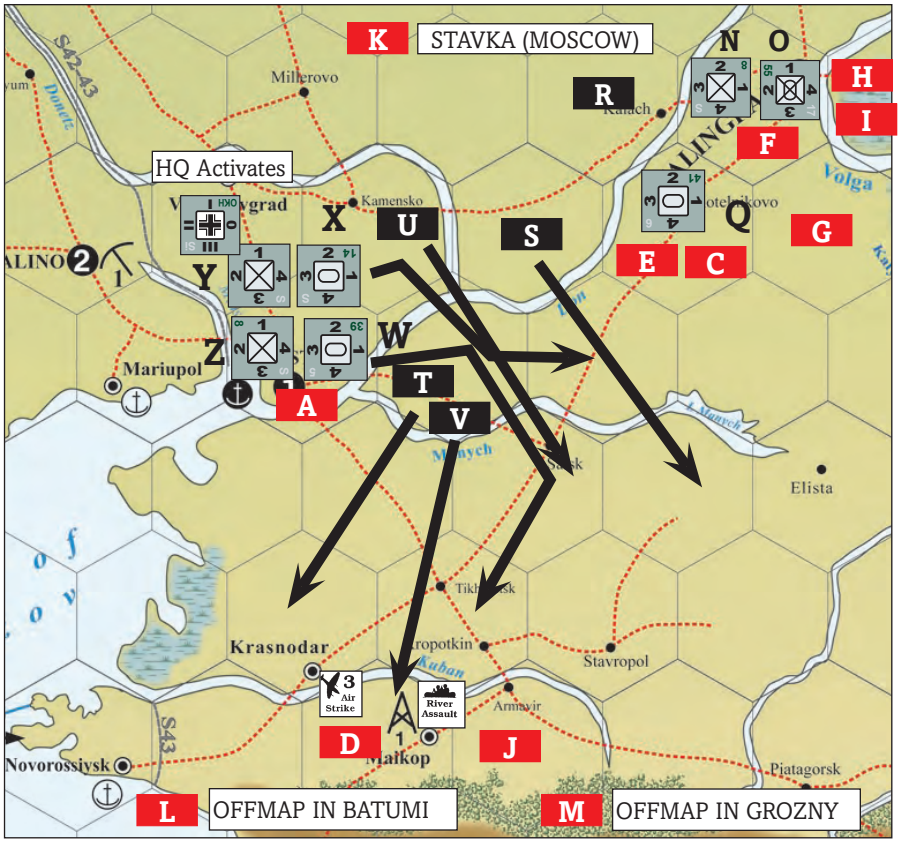


DIAGRAM SHOWS POSITION AFTER AUGUST PRODUCTION. AXIS AUG I MOVES SHOWN WITH BLACK ARROWS. THE SOVIETS PASS AUG I.

AUGUST II 1942

AXIS TURN

Command PHASE

The Axis player activates the IIcv HQ at Salsk (Unit **U**) and deploys one hex [5.21] to Kropotkin. All units within 2 hexes are under command. A **Blitz** marker is placed on the HQ.

MOVEMENT PHASE

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

COMBAT PHASE

BATTLE FOR MAIKOP

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

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

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

BATTLE FOR ARMAVIR

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

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

BLITZ MOVEMENT PHASE

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

Armor unit **W** moves to Tuapse but must stop upon entering the mountains. Armor unit **V** advances to Tuapse E1 where it must stop in mountains. Infantry unit **S** disengages to Stavropol and moves to Armavir E1 to cut the supply of unit **J**. The HQ allocates its airstrike to Armavir.

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

DIAGRAM SHOWS POSITION BEFORE AUG II TURN.
AXIS AUG II MOVES SHOWN WITH BLACK ARROWS.
AXIS BLITZ MOVES SHOWN WITH GRAY ARROWS AND DOTTED UNITS.

BLITZ COMBAT PHASE

BATTLE FOR ARMAVIR

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

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

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

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

SUPPLY PHASE

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

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

AUG II 1942 SOVIET TURN

COMMAND PHASE

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

MOVEMENT PHASE

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

BATTLE FOR KOTELNIKOVO

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

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

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

BLITZ MOVEMENT PHASE

The Blitz marker is removed and the HQ is reduced to Icv. Armor unit **H** moves three hexes to attack the Axis SHQ. Mech unit **C** advances to capture Rostov. These units currently have no supply line (more than 2 hexes to a friendly rail line) but remain supplied for now, and will inflict major damage on the Axis forces they isolate.

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

BLITZ COMBAT PHASE

BATTLE FOR ROSTOV E2 (UNSUPPORTED)

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

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

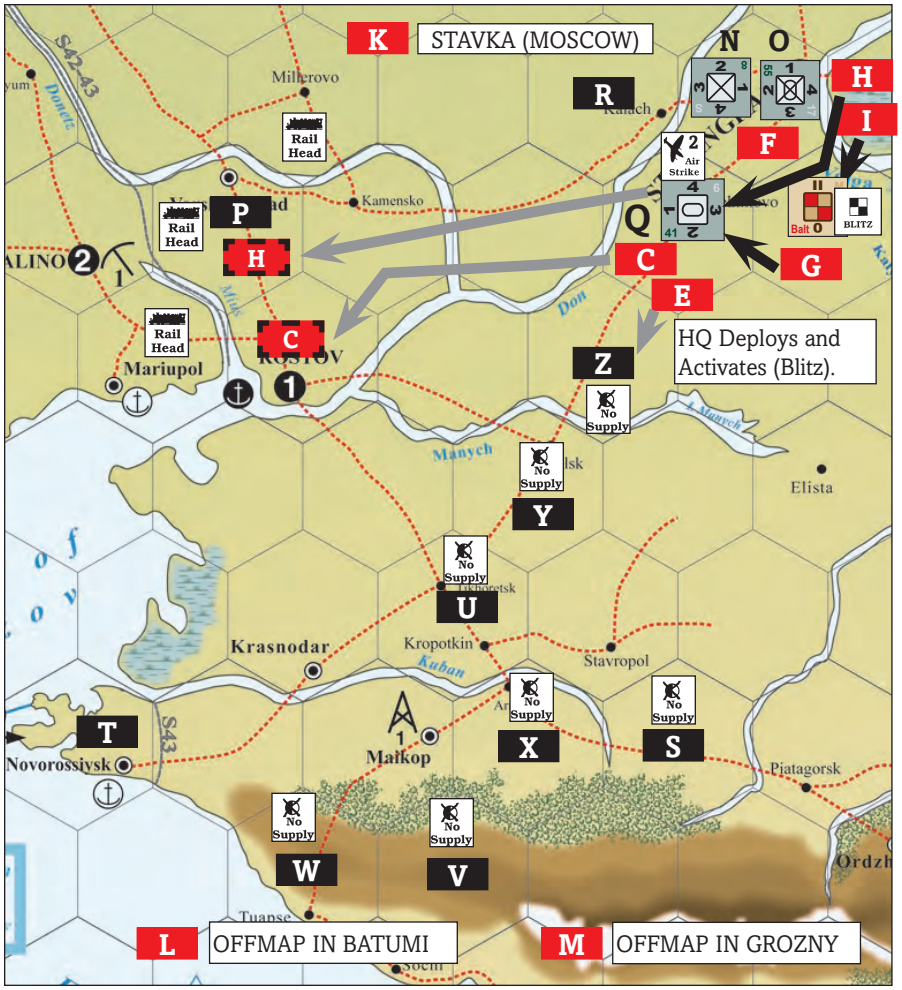


DIAGRAM SHOWS POSITION AFTER AXIS BLITZ AUG II.
SOVIET AUG II MOVES SHOWN WITH BLACK ARROWS.
SOVIET BLITZ MOVES SHOWN WITH GRAY ARROWS AND DOTTED UNITS.
AXIS RAILHEADS AND UNITS CUT OFF BY SOVIET BLITZ MOVE ARE SHOWN.

SUPPLY PHASE

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

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

Axis forces will be hard pressed to break out of this pocket. OKH has been engaged and cannot rebuild during production. It remains at 2cv, limiting the amount of movement for the next turn. OKH could be activated in the battlehex and move some units to the hexes adjacent to Novorossiysk where they can receive supply.

The offensive drive toward Baku is has turned into a disaster.

LENINGRAD MILITARY DISTRICT

Leningrad Front	HQ-II	Leningrad
23 Army	Infantry 3	Leningrad
10 TkCps	Armor 2	Leningrad

BALTIC MILITARY DISTRICT:

Baltic Front	HQ-II	Riga
50 Army	Infantry 2	Riga
12 TkCps	Armor 1	Riga
8 Army	Infantry 3	Front
11 Army	Gds Inf 4	Front
3 Gds MkCps	Gds Mech 2	Front

WESTERN MILITARY DISTRICT:

West Front	HQ-II	Minsk
13 Army	Infantry 3	Minsk
4 Gds MkCps	Gds Mech 2	Minsk
3 Army	Infantry 3	Front
10 Army	Gds Inf 4	Front
4 Army	Infantry 2	Front
6 CavCps	Cavalry 1	Front
11 TkCps	Armor 2	Front

KIEV MILITARY DISTRICT:

Ukrainian Front	HQ-II	Ternopol
37 Army	Infantry 3	Ternopol
5 CavCps	Cavalry 1	Ternopol
16 Army	Infantry 3	Kiev
6 MkCps	Mech 2	Kiev
5 Army	Infantry 3	Front
6 Army	Gds Inf 4	Front
26 Army	Infantry 2	Front
12 Army	Infantry 3	Front
4 TkCps	Armor 3	Front
8 TkCps	Armor 2	Front
9 TkCps	Armor 2	Front

ODESSA MILITARY DISTRICT:

South Front	HQ-II	Vinnitsa
7 MkCps	Mech 2	Vinnitsa
Coastal Army	Infantry 1	Odessa
2 Gds MkCps	Gds Mech 2	Front
18 Army	Infantry 2	Front
9 Army	Infantry 3	Front
2 CavCps	Cavalry 1	Front

STRATEGIC RESERVE

STAVKA	HQ-III	Moscow
24 Army	Gds Inf 4	Moscow
7 TkCps	Armor 2	Moscow
22 Army	Gds Inf 4	Vitebsk
1 Gds Mk	Gds Mech 2	Vitebsk
20 Army	Gds Inf 4	Smolensk
21 Army	Gds Inf 4	Gomel
5 MkCps	Mech 2	Gomel
19 Army	Gds Inf 4	Cherkassy

RESERVE ARMIES

27 Army	Infantry 1	Kalinin
28 Army	Infantry 1	Tula
31 Army	Infantry 1	Yaroslavl
33 Army	Infantry 1	Rostov
34 Army	Infantry 1	Kharkhov
38 Army	Infantry 1	Dnepropetrovsk
40 Army	Infantry 1	Bryansk
51 Army	Infantry 1	Sevastopol
1 CavCps	Cavalry 1	Stalino

Soviet Reinforcements

Nov '41	1 Shock	Shock 4
Nov '41	2 Shock	Shock 4
Dec '41	3 Shock	Shock 4
Dec '41	4 Shock	Shock 4
Dec '41	4 Para Cps	Para 1
Apr '42	1 Gds Tank	*Gds* Armor 1
Apr '42	2 Gds Tank	*Gds* Armor 1
May '42	3 Gds Tank	*Gds* Armor 1
Jun '42	5 Gds Tank	*Gds* Armor 1
Jul '42	6 Gds Tank	*Gds* Armor 1

Soviet Historical deployment

Deploy First, move Second.

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

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

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

ERRATA: The Odessa-Kiev Military district boundary for S'41 is in the wrong location (near Lvov). It should be between Jassy and Cernauti on the Prut River (i.e., Cernauti is the southernmost hex of the Kiev Military District).

ARMY GROUP NORTH

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

ARMY GROUP CENTER

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

ARMY GROUP SOUTH

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

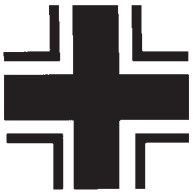
ARMY GROUP RUMANIA

AG "A"	HQ I
11 Corps	Infantry 4
30 Corps	Infantry 4
54 Corps	Infantry 3
3 Rumanian Army	Satellite Infantry 3 (E) *
4 Rumanian Army	Satellite Infantry 4 (E) *

* These units are *Restricted*.

OTHER RESTRICTED SATELLITES

1 Bulgarian Army	Satellite Infantry 1
2 Bulgarian Army	Satellite Static 1
1 Hungarian Army	Satellite Infantry 2
2 Hungarian Army	Satellite Infantry 4 (E)
3 Hungarian Army	Satellite Infantry 2
1 Rumanian Army	Satellite Infantry 1
2 Rumanian Army	Satellite Static 1



Axis Reinforcements

Jul '41	40 Pzr Cps	Armor 4
Aug '41	42 Cps	Infantry 4
Sep '41	16 Cps	Infantry 4
Oct '41	59 Cps	Infantry 4
Nov '41	50 Mot Cps	Mech 4
Jan '42	61 Cps	Infantry 3
Mar '42	23 Cps	Infantry 3
May '42	53 Mot Cps	Mech 3
Jun '42	27 Cps	Infantry 3
Feb '43	2 SS Pzr Cps	SS Armor 4
Jul '43	3 SS Pzr Cps	SS Mech 3

AXIS CAPTURE ODESSA: Rumanian 3R released.

AXIS CAPTURE SEVASTOPOL
Rumanian 4R released
Hungarian 2H released
Italian 8I arrives

SOVIETS ENTER WESTFRONT: AG "E" ACTIVE.
21 Mtn, 22 Mtn, 68 Inf, 91 Mech.

Axis Historical deployment

Deploy Second, move First.

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

All Axis units must be deployed within their respective Army Group sectors, in Frontline or adjacent hexes.

All Frontline hexes must be occupied.

Important: Hungarian units cannot move in June 1941.

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EASTFRONT

GAME CHARTS

THE GAME MONTH

PRODUCTION

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

FORTNIGHT I

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

FORTNIGHT II

- Repeat Fortnight I Procedure

THE PLAYER-TURN

COMMAND PHASE

- Activate HQs

MOVEMENT PHASE

- Move units under command
- Mobilize HQs (optional)

COMBAT PHASE

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

BLITZ MOVEMENT PHASE (if any)

- Repeat Movement Phase

BLITZ COMBAT PHASE (if any)

- Repeat Combat Phase

SUPPLY PHASE

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

UNIT DATA

UNIT TYPE	SPEED			FIRE POWER	AXIS PPS		SOVIET PPS	
	DRY	MUD	SNOW		STEP	CADRE	STEP	CADRE
ARMOR	3	1	2	DF	8	12	4	8
MECH	3	1	2	SF/DF [2]	6	9	3	6
INFANTRY [1]	2	1	1	SF	4	6	2	4
CAVALRY	3	2	2	SF	•	•	3	6
SHOCK	1	1	1	DF	•	•	3	6
PARA	2	1	1	SF/DF [2]	•	•	6	12
MOUNTAIN	2	1	1	SF [3]	5	8	•	•
COASTAL	2	1	1	SF	•	•	2	6
STATIC [4]	1	1	1	SF	3	2	•	•
HQ	2	1	1	•	10†	20††	10	20

[1] Inc. Sat. Inf. & Siege Guns
[2] Offense/Defense
[3] DF in Mountain terrain
[4] Supreme Movement only

† 15 in Winter 1941
†† 30 in Winter 1941

TERRAIN EFFECTS

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

* LARGEST UNIT ONLY ** ORIGINAL DEFENDER(S) ONLY

BASIC PRODUCTION (PPs)

Scenario		S41	W41	S42	W42	S43	W43	S44	W44
★	Basic	0	6	12	20	20	20	20	20
	Starting	64	49	56	62	64	74	82	89
✠	Basic	30	30	40	40	50	50	40	30
	Starting	54	71	80	83	90	79	66	37

HEX CONTROL

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

* NOT if embattled ** Into battlehex but not through

WEATHER EFFECTS

WEATHER	TERRAIN	COMMAND	MOVEMENT	COMBAT
DRY	Normal	Normal	Normal	Normal
MUD	Forest/Clear/Hill = Marsh River Assault Repulses 1-3	HQ Disrupted, can't deploy	1 hex (cav. 2 hexes)	Offense SF/Defense DD
SNOW	Marsh = Forest Rivers freeze (no repulse)	Axis HQs Disrupted	1 hex less than normal	Normal

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